

LAND OF VAMPIRES PC SUPPLEMENT



# ADVENTURER'S GUIDE TO AZURIA

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# Adventurer's Guide to Azuria

A world of adventure  
awaits

## Introduction

This bonus supplement for adventures in the world of Azuria delves into the current state of the faer folk across the three planes of life: the Brightlands, Shadowlands, and Azuria or prime plane. Inside, you'll find a brief history of the faery races, details on the wide variety of the fae, and information about the current states of their various civilizations.

## How to Use this Supplement

The Adventurer's Guide to Azuria supplements the worldbuilding and backstory information for the *Land of Vampires* duet campaign, providing character-facing world details to help you create a detailed backstory tied to the world of Azuria.

This supplement functions as a player-facing appendix for any campaign set in the world of Azuria along with references to its past iteration, Eldura. The GM-facing information is, at times, more detailed as the need to avoid spoilers is not the same.

## Supplement Organization

The supplement contains the following sections:

- Origin of Azuria, including the story of creation and the history of the world as it was before.
- The Peoples of Azuria, with special attention to the Faer Folk who have made their way to Azuria from the neighboring Brightlands and Shadowlands.
- World-Specific Details such as the magic of the bellemancers and the soulbound status. We find that these details pair particularly well with duet gameplay. This section also contains a list of the titans and deities of Azuria.

- Regions and Lands of Azuria, especially the major city-states the PC might be familiar with before embarking on their adventure or their places of origin outside of Linolynn. We include a few bonus character backstories in this section as well.
- Finally, the character background and story hook suggestions for the Land of Vampires campaign, so you can fully immerse yourself in the world of your adventure!



## Origin of Azuria

The constant across the stories of Eldura and Azuria is the tension between unity and division. The worlds began as one and have grown more distant ever since as the planes have grown further and further apart, much like the peoples of the planes themselves. What is writ large between the gods finds its reflection in mortal hearts, causing divisions between kingdoms, families, and even the self.

## Creation

There were originally eight planes of energy: Fire, Water, Earth, Air, Nature, Space, Light, and Darkness. The Plane of Nature drew to the center of these and became the three Planes of Life: the prime plane and its two reflections, the Fae Brightlands and the Realm of Shadow or Shadowlands. (*See Story Magic, "The Sacrifice of Verdigris" for full story*) The plane of

Space helped the plane of Nature to divide herself into three and filled in the new gaps between the realms. She also makes up the Star Plane, where mortal souls go after death.

The remaining six planes make up the Elemental Planes: Fire, Water, Earth, Air, Light, and Darkness.

In addition to these are the Immortal Planes, divided by Negative and Positive energies and orientations.

## What Came Before

To understand Azuria, one must understand the world that came before. There was the world as it was at the beginning of creation—a world of unity, vibrance, and life. But division occurred between the two Prime Goddesses, Pandora and Llewellyn. From this division, Verdigris, the Titan of Nature, sacrificed herself, and the three Planes of Life came to be.

The Planes of Life were the Shadowlands, Brightlands, and what was once known as Eldura (what would become Azuria).

In the early years of Eldura, the six elemental titans partnered with the mortal civilizations and sent their magic to help the civilizations grow. With the titans' favor, great cities began to grow, cities that dominated the political landscape of Eldura. Rising to prominence in these cities were those most favored by the titans, the champions.

## The Fall of the First Age (8000 years ago)

At first, there were only six champions, one for each titan. This was at a time when mortals moved freely between the Planes of Life, entire civilizations moving from the Shadowlands to the Brightlands to Eldura. But with unrest still simmering between the Prime Goddesses and a growing competition rising between the cities, what everyone missed was the rising ambition of one champion, the first Champion of Light, Alessandra.

In a coup that would forever alter the fate of the world, Alessandra sought to amass power to herself and herself alone. She tricked the other five champions and brought them together to fend off a rumored conflict. Alessandra sacrificed them, absorbing their power into herself, and for the first time in millennia, arose as a goddess. She would be the first of what some clerics term the New Gods.

Her slaughter of the champions set in motion the end of Eldura itself.



## The Second Age

Slowly but surely, Alessandra began expanding her territory of occupation, beginning with the oldest and most powerful of the great cities in a land whose name was lost to history, living on only as Scourge. As her power grew, so too did the titans' fear of what her influence might mean for themselves and their home worlds.

*Each of the six titans possesses a "home world," which is both the living embodiment of the titan themselves and a unique planet unto itself. The first of these planes that we'll be exploring is Illios, the plane of light, ruled over by Ilona. Future stories will take place in and connect to Gaia as well.*

The titans' first step was to decrease the power they offered to individual champions and instead to spread out their offering among several appointed champions, eliminating the risk (so they thought) of such a tragedy occurring again. Bands of champions worked together in service to what came to be known as the Cities United, such as the Blazing Battalion of Respite, knights of Ignis, the Titan of Fire, who fought alongside the armies of the city of Respite. In other cases, entire armies dedicated themselves to the service of a titan, such as the Luz,

based out of Beacon, sworn to Ilona, Titan of Light and led by Ilona's champions, called lightbringers.

## Ruka's Rise and the Sacrifice of Orison (100 years later)

Unfortunately, the titans and the governments of Eldura were wrong about the possible power of future champions. An ambitious champion of water, Ruka, found a book made of flesh—the living record of Alessandra's sacrifice of the first champions and how she ascended into godhood. Ruka had risen to a position of prominence in the city of Orison and tricked the city council into signing over to him a significant stake in the city's leadership. Though Alessandra's foul ritual, Ruka sacrificed the city itself, plunging it into the depths of the Circle Sea and slaughtering all who lived within the city. From this sacrifice, he rose as the second New God, joining his might to Alessandra's in the fight against the Cities.

*Players, GMs, and lovers of fantasy stories, rejoice! You'll be able to play through the events spiraling out from the destruction of Orison in our upcoming duet campaign AND live through the adventure in a serialized epic fantasy series, together known as The*

*Tree of Silver! If you'd like to preview the fiction side of the series, check out Beth's novella, Stormborn. And keep your eyes peeled for an upcoming prequel campaign, The Last Dragon!*

## The Disappearance of Steymhorod (1050 years later)

Life continued across the planes in spite of the darkness that spread from corner to corner of the worlds. An ambitious young lord, Xander Rasvan Draego, met and married a young noblewoman, Elena, and brought her into the idyllic kingdom of Steymhorod.

The couple's happiness was short-lived, however, as Elena contracted a blood-sickness shortly after conceiving their first son, Cadogan. In his desperation to save his wife, Draego waged a war in search of a cure for the blood-sickness, but to no avail. Elena's spirit left her body on the eve of the day she was to give birth, the day Draego captured the traitorous Fae Sisters and rent them from their sacred homes across his domain. Steymhorod fell into the Shadowlands, where it has remained, locked away, ever since.



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# The Beginning of Eldura's End

## The War of the Champions (5000 years ago)

With the destruction of an entire city and the millions of souls therein, three of the six titans found they had little choice but to abandon Eldura, leaving only Ilona, Nyx (titan of darkness), and Ignis to guide the remaining champions. At the same time, the remaining cities, known as the Cities United, began a concerted effort to bring the champions into hiding, believing they were too great a liability to remain in the open. (Their actions grew more urgent after the fall of Sanctuary, now known as Reckoning.) This time would come to be known as the War of the Champions. (*You'll find the history of the War of the Champions in Feather & Flame, Beth's epic fantasy series set right in the middle of the conflict.*)

Alessandra set about systematically eliminating the Cities and seeking to win over the unallied peoples (meaning those like the witches of the Emeraude or the mages and druids of Lis-Maen who weren't allied to the Cities) of Eldura to herself. Eventually, the three remaining titans withdrew, sealing the way to the elemental planes shut behind them with the planar seal. (*The reforging of this seal plays a prominent role in the Age of Azuria epic fantasy series.*)

The peoples of Eldura had known war and strife for generations, and the loss of the titans only exacerbated their struggle. Without the titans to guide them and with the forces striving to maintain balance either destroyed or worn thin, an age of seeming progress in the ever-burning machines of war took hold. The few remaining Cities pushed themselves harder, destroying the fields and forests around themselves as they sought to suppress Alessandra's indefatigable hordes.

## The Sacrifice of the Sapphire Circle and the Fall of Eldura

Surviving urban centers flourished after the War of the Champions, especially Alessandra's city in The Howling Wastes. The city-states that became Hadvar and Andel-ce Hevra grew in this time as well. However, the prominence in the forces of darkness during this period brought about great unbalance.

Druids, sages, and elves of the Sapphire Circle, the last known collective of natural-magic users who had survived Alessandra's onslaughts and campaigns for their annihilation warned of a coming doom—the Material Plane could not bear or balance the rapidity of changes and destruction of the natural world. But they were ignored. Calamities increased, and prayers to Kleodna went unanswered as the sea sought to reclaim lands it had left thousands of years before. Yena, too, was silent as fires ravaged the few remaining forests.

Only one great woodland remained, the home of the Sapphire Circle. Few are privy to the Circle's disappearance, but the few records that remain suggest that the Sapphire Circle banded together and removed their forest to the Shadowlands. With the forest's sudden vanishing, the natural balance of Eldura was forever undone. The surface of the prime plane flooded, millions died, civilizations were destroyed, and the world was unrecognizable from what it had been before.

Eldura was no more. As the few remaining peoples sought to pick up the pieces of the lives they had known, they discovered that their world had been remade and was now divided by an impossibly large ocean. It was thus that the Infinite Ocean got its name, and Azuria was born.



# The Peoples of Azuria



## The Faer Folk

The history of the “Faer Folk,” including the different Faer races and subraces as well as a few examples of fae civilizations across Azuria.

### History of the Faer Folk

Though the accounts of fae origins naturally differ between the various races and cultures included in this grouping, most agree that the fae first appeared when the Titan of Nature, Verdigris, split herself in three to form the planes of life. As she did so, Verdigris transformed into three elder fae: Enid (Brightlands), Evelyn (Shadowlands), and Lyric (prime plane). Each of these three became the reya, or queen, of the fae of their respective realms and, when they passed on from their mortal lives, became goddesses for the fae peoples.

Like Verdigris herself, the three elder fae possessed the ability to replicate aspects of themselves, a process from which their daughters were born. After the three elder fae passed on into the celestial realms, their daughters became the rulers of the fae peoples of Azuria.

During Alessandra’s rebellion against the titans, the fae of the Shadow- and Brightlands retreated to their home planes. Alessandra’s fury rained hardest over the prime plane, destroying all but the best-hidden fae peoples. Their only hope for survival was intermingling among themselves and the Lycan who walked the plane. And from them, the first elves and the merfolk came into being.

### The Fae Races

The divisions that have marked the worlds of Eldura and Azuria from their inception have also led to onomastic disagreements regarding the differentiation between the various members of the fae. The relative lack of fae peoples on the prime plane adds to this confusion, emphasizing the singular expression of narrow communities over the flourishing of adaptive varieties of fae in the Brightlands especially (hence their name, the Fae Brightlands). For simplicity’s sake, the following, non-exhaustive list includes the known expressions of fae on the prime plane without the more intricate mingling common to the Brightlands communities.

#### The Fae

Alternatively known as First Fae, this grouping refers to the Brightlands fae and Shadowlands fae and not the fae folk in general. These fae resemble humanoids with upright torsos, two arms, and two legs, though they show greater variety in skin tones and tend to possess wings, either physical or spectral, and some have horns and antlers as well. Like their elven descendants, fae can also bear resemblances or aspects of natural elements, such as skin patterned or textured as bark. Fae ears are large, usually stretching over the top of the fae’s head.

#### Brightlands Fae

The Brightlands fae generally live in one of the four seasonal courts in the Brightlands, and their dress and appearance often express the unique characteristics of that court. Fae from the Autumn Court, for example, have skin tones and hair that resemble the color of autumn leaves. Wings are less common among the Brightlands fae than their Shadowlands cousins.

#### Shadowlands Fae

From a culture born out of shadow and mist, these fae learn from an early age to defend themselves and their own. Around one in three of their number possess wings, the spectral variety being more common than feathered wings that remain visible at all times. A fae gar (child) born with physical wings signifies great change afoot and warns the

community to prepare for calamity. The skin tones of these fae arise from a world of shadow—sepia, gray, and umbral being some of the most common.

## The Adaptive Fae

### Centaur

Centaurs are muscular, hair-covered fae with furry, faun-like ears and sharp teeth. Their lower half resembles the four legs and body of a horse, though with coarser hair like a bear's, and their torso that of a partially transformed werewolf. They are the watchers and guardians of the natural world and territorial in where each clan roams.

### The Hoofheart Clan

The Hoofheart Clan roams the wild forests of the Elven Realms with the aid of their dire wolf hunting companions, said to have descended from the daimon. They carefully attune their movements to the stars overhead and the signs of the earth, conscious of Gaia's will even if the Titan of Earth has long since left the prime plane of Azuria.

### Harpy

Birdlike fae with gemstone-colored wings and the head, shoulders, and chest of their fae ancestors. Most harpies in a flock are female, with only a few males born each year. Called the "sirens of the sky," the harpies' magical song conjures emotion-tied memories of those who cross into their territory. They might trigger a creature's sense of fear, for example, if they wanted to warn off an intruder, or arouse a creature's sense of goodwill and comradery if they were looking for allies in a particular region.

### The Windsong Harpies

One flock of harpies has lived in the Old Bastion Highlands since the collapse of Eldura. They hide away in the mountains, eliminating roaming scouts and werewolves sent by the Andel-ce Hevran Empire to protect their roost.

### Satyr

Urban-dwelling fae with hairy hinds and colorful fae torsos, satyrs freely roam the lands of Azuria and are the most commonly seen of the adaptive fae beyond the Bright- and Shadowlands.

### Renard

Fox-folk, tricky and charming, most of whom have not ventured beyond the confines of the fae courts where they have resided for millennia.

### Nymph

Fae mistresses of the natural world, nymphs encompass several different types of embodied nature spirits who closely tie themselves to their individual environments.

### Dryad

Nymphs of the forests, dryads live in ancient trees and in the heart places of the worlds' woods. They attune themselves to the wood wide web stretching beneath the trees and listen to stories borne upon windswept branches.

### Alseid

Caretakers of groves and glades, alseids roam small forests, tending to their needs, and care for the glades between the trees, where they protect the meeting of earth and sky.

### Oread

Unlike many of their sister nymphs who have dedicated themselves to protecting a particular environment, oreads roam highland and mountain regions, seeking to unite the cultures and beings who cross over them. Early on in the birth of their species, oreads recognized the unique nature of the mountains—places of both division and unity. Where else do borders meet, do peoples cross? And so they became storytellers, guiding travelers on their journeys and sending tales across borders to help the peoples of the world recognize that their histories, stories, and experiences are shared rather than singular.

### Naiada

At the dawn of the planes of life, the goddess of memory and the goddess of fate together created these nymph mistresses of the ocean waves. The goddesses charged the naiada, the ancestors of the merfolk, with the memories of the sea and all who dwelled there. The few remaining naiada now dwell in remote undersea caves, wise hermits who hold the memories of their plane and the changing nature of the sea and tides close to their hearts. Those who would seek the wisdom of the first age could hardly find a more reliable teacher, so long as they were able to understand the naiada's changing memory-song.

## The Faery Races

### Faeries

The smallest fae in Azuria, faeries possess bright, colorful wings and live in close-knit communities. They have developed several protective mechanisms to ward off dangerous outsiders. As one example, when several faeries speak at once, their voices take on the cadence of sounds in the environment, such as the wind in the trees or water flowing through a brook. Most faeries have bark-like skin, and several adopt smaller creatures, such as fireflies, as pets.

## The Elves

### Elves

Sometimes known as lumen or surface elves, the aboveground-dwelling elves of Azuria are the most commonly seen by the world's other races and cultures. Although there are native elven residents in each of the world's major cities and regions, the height of elven civilization can be found in the Elven Realms themselves, home to three distinctive cities.

In appearance, elven ears are smaller than those of their fae brethren, usually extending several inches beyond those of humans. Their skin tones reflect the variety of the forest, from the pale white of a birch tree to the gray-black of the ironbark. Their extremities can also vary in color, with fingertips tinged the color of vibrant mosses or the soft shades of lichen.

### Umbral Elves

Umbral elves are residents of the Underland, the vast system of caverns and caves that stretches far beneath the surface of each of the Planes of Life. The

Underland is as expansive and diverse as any of the above-ground regions of Azuria, though it is dangerous for those unfamiliar with the dark.

Unlike surface-dwelling elves, umbral elves have pale, bioluminescent skin that ranges from shades of white to glowing blues, greens, and purples. Over generations, they have adapted to life below ground. Their enlarged pupils allow them to see in the dark, and they possess antennae, either from the tops of their heads or growing along their arms and shoulders, that help them navigate the vast reaches of the Underland.

### Merfolk/Sirens

Descendants of the naiada, most merfolk live in the city of Nepta, one of the only still-surviving cities from the world of Eldura. They possess fins instead of legs alongside webbed fingers and gills, and their coloration follows the variety found on a coral reef, from bright coral to turquoise, magenta, emerald, and violet. A branch of their species, the sirens, possess innate natural magic, born from their connection to the sea and the elements of water.



## Elven Civilizations in Azuria



### Caldara

#### The Astral Conclave

On the eastern side of the Frostjaw Mountains, north of Vestige Lake, lives an underground druid conclave populated primarily by umbral elves, though there are several dwarves and gnomes who call the conclave home as well. Here, in the depths of the Underland, this conclave studies the wonders of the sky and the stars. They appoint two of their number each year to travel to the surface, where they spend a year observing the movements of the astral bodies high above, before they return with the reports of their findings, which the rest of the conclave studies for several years thereafter. The conclave holds that light and the sky are best appreciated in true darkness, and so there they make their home.

The white-skinned elves of this conclave decorate their hair and faces with iridescent paints so that they might better resemble the starry sky they so admire but rarely see. They line the halls of their shared caverns with crystals and minerals, which they call elders, in honor of the long memory and embodied history of these glimmering stones.

## Other Unique Races

### Dragonkin

This is a rare bloodline descended from the ancient dragons. It describes those among the dragons who

can adapt their form at will. Dragonkin skilled in this adaptation can appear fully human, if they wish, or they can transform into a full-fledged dragon.

Dragonkin who are still developing their transformation abilities hold a combination of draconic and human characteristics. Legend even claims that it is possible to be a dragonkin and not know it...

## World-Specific Details

The special character backgrounds and unique magics of the peoples of Azuria, should you wish to add some specifically Azurian flavor to your game! Players may use the descriptions below to enhance the in-world immersion of their characters. GMs can find inspiring backstories and magical flair for their NPCs in what follows as well.

## Special Pursuits

### Bellemancers

Bellemancers are skilled craftspersons and casters who specialize in cosmetics and fashion. Unlike tailors and beauticians, bellemancers can enchant a client's clothing or alter their appearance. However, these alterations are not usually so significant as to involve changing or disguising a character's race, height, build, etc.

#### Example NPC

Madame LeGrange of Leather & Lace in Sanctuary (capital of Draykemire in Eldura), for instance, affixes magical buttons to subtle seams in her clients' clothing. Switching out one clasp for another completely changes the color of the garment, allowing one to shift from a bold red gown to a subtle black one with a simple twist of string. For those who travel to her salon, she can change their hair color, eye color, as well as other small shifts such as adding freckles or hiding scars.

Madame LeGrange is rumored to have even stronger magical capabilities than these, such as the skills required to fashion a *mask of many faces*, but she maintains that this is a flattering yet fallacious falsehood.

# Unique Character Statuses

## Soulbound

There is an ancient tradition, preserved by the saudad of Eldura, of two souls being bound together through the ages. In this rare and special ceremony, the couple binds their souls to one another. In so doing, they re-weave the threads of fate and promise themselves to one another in every lifetime henceforward.

Ideally, soulbound couples are reborn through the ages near the same time as their bound partner. But this is not always the case. And being born at the same time is relative to the threads of fate. Some souls make take thousands of years to ready themselves for rebirth. Other souls may return more quickly.

Soulbinding is as rare as it is romantic. The soulbinding vow is: "Meru. Pen vechia. Pen deanu totru." This saudad phrase means: forever and for always, through this life and the next, and all that come after.

It's a binding of souls, or a confession of a willingness for bound souls, to return only to find one another again and never be parted.

## Incorporate into your game

There are several ways to incorporate the soulbound status into your duet game. In most cases, the starting point for incorporation depends on the relationship between GM and player. For me and Jonathan, the soulbound status between our characters is often romantic in nature, and characters discover that they knew one another in a past life and were, in fact, destined to find their way to each other in this one, perhaps righting the tragedy of separation their past selves faced.

If, on the other hand, your duet partner is your child, perhaps you're overturning a similar past injustice though the separation was of a familial rather than romantic kind (such as a past status of found family becoming birth family or vice versa).

This status also works for dedicated friends and protectors, those who are (and feel) bound to one another such as a protector and their charge (think Geralt and Ciri [*The Witcher*] or Starbuck and Helo [*Battlestar Galactica*]).

# Deities of Azuria

## The Prime Goddesses

Pandora—goddess-queen of the Negative Planes (has been missing since Alessandra's betrayal)

Llewellyn—goddess-queen of the Positive Planes

## Titans:

Ignis—Titan of Fire

Thalyssa—Titan of Water

Atamos—Titan of Air

Gaia—Titan of Earth

Ilona—Titan of Light

Nyx—Titan of Darkness

## The Elder Goddesses and Gods:

A'thea—god of trade, strategy, and commerce

Aiolos—god of the air and currents

Ariadne—goddess of the Underland

Arinnia—goddess of the sun

Astralei, astral expression of the Titan of Ice—goddess of the Star Plane, guardian of souls after death

Belessama—goddess of rivers and lakes

Branwen—goddess of love and beauty

Cassandra—goddess of fortune and divination

Danuae—goddess of wisdom and the winds

Devana—goddess of wild animals

Enid, Brightlands expression of the Titan of Nature—goddess of nature-based magic and the Brightlands fae

Evelyn, Shadowlands expression of the Titan of Nature—goddess of shadow and the Shadowlands fae

Father Oak, Quercus—god of the forest, longevity, and rebirth

Fenrir—patron god of evergreen trees, and wolves, first god of the Lycan

Gwenyth—goddess of autumn and the harvest

Isis—goddess of magical healing and a timely passage to death

Kleodna—goddess of the sea and dark passion

Luna—goddess of the minor moon and navigation

Lyric, prime plane expression of the Titan of Nature—goddess of generosity and goodness, sometimes a deity of life as well

Malura—goddess of misfortune

Marena—goddess of winter and death

Nova—goddess of the constellations and keeper of their stories

Ogma—god of speech and language

Oros—god of the mountains

Rasvana—goddess of dragons  
Selene—goddess of the full moon, prime plane goddess of the great moon  
Seshata—goddess of knowledge, writing, and the stars  
Veloni—god of agriculture  
Vida—goddess of the rain  
Yena—goddess of fire, heat, and summer  
Zivena—goddess of life and spring

## Demi-Goddesses and Demi-Gods:

Aurora—goddess of the dawn  
Brighid—goddess of poetry, song, and music  
Lilia—daughter of Enid, goddess of the crescent moon, guardian of those who are lost  
Lilith—daughter of Ariadne, goddess of night and sexuality  
Minerva—goddess of inspiration and insight  
Perperune—goddess of thunder and storms  
Roxana—goddess of literature  
Rusalka—goddess of mermaids, sirens, and water nymphs  
Saige—daughter of Lyric, goddess of herbs, natural remedies, and harmony with nature  
Salem—god of dusk  
The Shadow Queen, formerly Ravyn, daughter of Evelyn—guardian of the Shadowlands

## The New Gods:

Alessandra—goddess of negation, power, and individuality  
Braemorn—god of murder [murdered by Alessandra]  
Ruka—god of lies, trickery, and deceit  
Xarmev—god of undeath  
Tempus—god of war

## Region-Specific Names

### The Pantheon Supreme of Andel-ce Hevra

*The Council of Andel-ce Hevra recognizes no other gods beyond the sacred five of the Pantheon Supreme. Worshippers found guilty of paying homage to deities outside these five are subject to strict punishment, even death.*

Aurelius—god of commerce and profit  
Luvic—god of death  
Mercutio—god of knowledge  
Solar—god of sun  
Venus—goddess of sexuality and fertility

# Regions & Lands

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This section provides an overview of the regions and lands of Azuria, with special emphasis on the primary political centers. Azuria is less technologically advanced than the world that came before it, Eldura, and as covered in the History of Azuria section above, much of Azuria's political present emerged from one of two possible histories: the regions that survived the Great Flood and the regions that have built themselves up after the floodwaters retreated.

There are two great continents that make up Azuria: Caldara and Tor'stre Vahn, separated by the Infinite Ocean. Thick fogs stretch across the eastern reaches of Caldara, cutting the western portion of the continent off from passage to eastern Tor'stre Vahn, leaving the only passable route between them the difficult voyage across the Infinite Ocean. South of Tor'stre Vahn is the wasteland continent ruled by the dark goddess Alessandra, the Howling Wastes. Northeast of Tor'stre Vahn lie the Elven Realms and, north of the Infinite Ocean is a frozen continent best known for its underground cities such as the dwarven seat of Hammerfell. Underground routes exist connecting the Caldaran city-state of Hadvar with Hammerfell, but these routes are so dangerous as to be unavailable to all but the most daring and experienced bands of adventurers or the rumored elves of the Astral Conclave who dwell between the two great powers.

In general, the ancient cities that survived the Great Flood: Caldara, Andel-ce Hevra, and Hadvar are more diverse in populace than the newer city-states and kingdoms like Linolynn. However even the ancient cities are more human-dominated than were their Eldura predecessors, with many of the dwarves gravitating to Hammerfell, gnomes migrating to the Underland, and the elves retreating to the cities of the Elven Realms.

## Caldara

The continent of Caldara contains three powerful city-states: Hadvar, Linolynn, and Cyrinia. In part due to the makeup of Eldura before the flood and in part as a natural consequence of the three powers' interactions with one another, the three city-states have strong ties to the ocean with a robust north-south trade carrying spices, fine fabrics, and teas from Cyrinia north to Linolynn and its many grain fields and, northernmost, to Hadvar, with its rich collection of gemstones.



## Cyrinia

The city-state of Cyrinia has one of the richest histories of all of Azuria and, for that reason, remains one of the most popular treasure-seeker destinations in all the lands. Those wishing for unique, high-stakes martial training find a home in Cyrinia as well, as do rogues and assassins who will find unregulated markets and unscrupulous sellers, so long as they have the coin.

## Linolynn

The city-state of Linolynn is located on the western shores of the continent of Caldara in the world of Azuria. It is the newest and most modest of the three major Caldaran city-states, with Hadvar to its north and Cyrinia to the south. To Linolynn's east lies the free city and trading port of Red's Cross near the Frostmaw Mountains, and the Stormside Forest stretches across the lands to the north.

The city of Linolynn is made up of four wards: the Earth and Water Wards, the Air Ward, and the Castle Ward. The Earth and Water Wards hold the majority of the city's residents, and they surround the Air Ward which, in turn, wraps around the Castle Ward. Disparity in income and class is a growing concern for Linolynn's young king, Arontis, who has made some forays into addressing inequality in the city, but it remains to be seen whether his efforts will take effect before the city's people attempt more dramatic interventions.

## The Earth Ward

The largest of the city's wards, the Earth Ward is made up of several groups of residential districts interspersed with markets, inns, taverns, and shops. Many of this ward's residents work on farms outside the city walls while others assist the craftspersons and wealthier merchants and families of the Air or Castle Wards. Residents of Linolynn who wish to visit temples to Veloni, the god of agriculture, or Vida, goddess of rain, can find their temples here, surrounded by well-kept parks with smaller shrines to the deities of the seasons: Zivena, goddess of life and spring; Yena, goddess of fire, heat, and summer; Gwenyth, goddess of autumn and the harvest; and Marena, goddess of winter and death.

## The Water Ward

The seaside city of Linolynn possesses an impressive navy for a metropolis of its size. These ships rest closest to the cliffside beneath Io Keep with the smaller docks open to Linolynn's populace stretching along the city's coastline. Fresh fish markets sit just off the docks where fishers' families can sell the day's catch to other city residents or tavern keepers. An expansive temple to Kleodna, goddess of the sea and passions, sits near the wall that separates the Water Ward from the Air Ward. Most of the lower-ranking members of Linolynn's navy live in this ward as well.

## The Air Ward

The Air Ward sits at a higher elevation on the cliffside above the Earth and Water Wards, separated from the lower wards by a stone wall. Excepting the nobility, the city's wealthiest residents reside here. The Air Ward also prides itself on being home to artists and fine craftspersons, though of course they come from established or up-and-coming lines. Many of the Ward's craftspersons employ apprentices from the Earth and Water Wards. The Air Ward's merchants provide goods and services for the Castle Ward's nobles, and many of the wealthiest families regularly attend events in the castle, Io Keep.

Most members of the City Watch live in dormitories in the Air Ward set aside for this purpose, though some choose to remain in the Earth or Water Wards with their families. Most of the city's high-ranking priests live in this ward and work either in the Temple of A'thea, god of trade and commerce favored by the city's merchants, or the Sun Temple, dedicated to the goddess Arrinia, that also serves as a house of worship for deities without a temple of their own.

## The Castle Ward

The Castle Ward centers around the sweeping arches and stone walls of Io Keep, a pale gray castle characterized by brilliant glass windows and its position at the top of the cliff-face beside the Infinite Ocean. Io Keep has extensive grounds, gardens, and a carefully maintained Arboretum home to each known species of tree and plant in the city-state and its surroundings. The oldest noble families possess wings of their own inside the castle, and the minor nobility live in elegant guest wings during their visits to court.

In addition to its highest-ranking residents, including the royal family, Io Keep also houses the Royal Guard, and barracks for lower-tier soldiers in the city's army line the walls that separate the Castle and Air Wards. Members of the cavalry dwell in apartments with views of the stables. Scholars and sages have rooms near the Librarium, where they meet and study when not advising the king or his courtiers. Palace servants not assigned to a particular family live in the lower levels near the kitchens.

## Hadvar

Ruled over by the powerful Queen Deronin whose family has held the throne since the city emerged from its near-destruction in the aftermath of the War of the Champions, Hadvar is a kingdom of have's and have-not's. For those lucky enough to be magically gifted and have their special status discovered at a relatively young age, there is no finer magical academy than Hadvar's Arcanium. Wealthy families from Andel-ce Hevra even risk their children's lives sending them across the sea to train with the mages of the Arcanium.

For those less fortunate or not magically gifted, however, life in Hadvar is one of struggle. Outside of the small merchant class, the rest of Hadvar's society divides itself along one of a few different tracks of indentured servitude, perpetuated down the generations: gem mining, undercity guard, soldier, or farmer.

### Example Character Backstory: Sir Edwin Erasums Black/Serrick (Hadvarian nobleman and former gem miner)

Serrick's early life is drenched in tragedy, though you'd hardly know it now. The public know him as the youngest son of a formerly great, now largely diminished noble house of Hadvar, the Blacks. Once a powerful family, they met with hard times when the patriarch fell under the sway of a seemingly

powerful wizard named Grigor. Duke Black became convinced of Grigor's powers of divination when he foretold the deaths of his eldest son and his wife and child.

Grigor wormed his way into Duke Black's confidence so completely that he convinced him to attack the newly widowed Queen Deronin of Hadvar (who, unbeknownst to anyone at the time, was pregnant). Fortunately, the poisoning was (largely) unsuccessful, the plot was uncovered, and Duke Black was imprisoned. Grigor fled, but not before kidnapping the two youngest Black children, a girl and a boy. Hadvarian forces tracked the wizard down into the depths of the mines and, in the ensuing conflict, the wizard and children were obliterated.

Serrick is one of extremely few who know that he was born in the cruel mines underneath the great city of Hadvar. He was born roughly at the same time as the youngest male Black, and they share a passing similarity. He does not know who his natural mother is, but in all likelihood she was a convict of some kind who was not a real presence (to his knowledge) in his early life. He was hauling water and near to the surface when he was caught in the magical blast resulting from the aforementioned conflict. When he woke, he was in the Black household and being called an unfamiliar name... Edwin.

*Plot and story hooks for Edwin/Serrick or a character of a similar background might see someone from Serrick's earlier life threatening to reveal his true identity, thrusting him right back into the mines or further disgracing the name of House Black (perhaps both) if he doesn't agree to help with their special cause. To link to Land of Vampires, this cause might see the character traveling to Linolynn to find out about the disappearances of children from their beds. Could this be the work of the wizard Grigor, returned?*

### Example Character Backstory: Brendan Larimar (Hadvarian guard)

As the sole living male heir to the Larimar family, Brendan does each day as his father did, and his father before him, as far back as anyone bothers to remember—he supervises those imprisoned and sentenced to hard labor within Hadvar's undercity mines. The terms of service are simple: spend six weeks underground, supervising the unfortunates and ensuring they meet their quotas, earn one week to breathe the free, clean air. Then you return to the dark and the dust.

The length of time spent belowground as opposed to above has been the primary culprit behind the falling apart of each of the last several romantic matches Brendan's mother has made for him. Though Brendan would never say as much to her, he's often found it strange that she would ask others to endure what she did: weeks worrying about her husband's absence, questioning what it was that kept him for so long in the dark, who he was with, and what secrets passed between him and his fellow guards or the prisoners he supervised. She was right to worry, Brendan knows now. The time spent in the dark lends a dreamlike quality to any surface time.

As rumors of disturbance grow—hints of werewolves in the woods and rumors of an upcoming conflict with their southern neighbor, Linolynn, there's more pressure than there has ever been for the below-ground guards to preserve the steady supply of gemstones for the nobles and queen above. This matter grows particularly fraught when one of Brendan's scouts returns with a powerful mage from the Astral Conclave, one who refuses to speak to any of their number, just as she refused to perform any magic that might save herself. Brendan can't help but feel that she wanted to be captured. But what could one of the pale ones gain by such a feat?

*To connect a character backstory like Brendan's to Land of Vampires, consider having the disappearances in Linolynn leak over to Hadvar through the mines or perhaps those under Brendan's supervision begin seeing a monstrous creature in the shadows. One of the guards will have to check it out, and since the PC is the youngest and most principled (or whatever reason would best fit), logic says they should be the one to go.*

## Tor'stre Vahn

### Andel-ce Hevra

The great and ever-expanding empire of Andel-ce Hevra is ruled by two counterbalanced forces: the priests and the Senate. The priests maintain a strict religious order and have forbidden the practicing of natural magic within the city walls. Their order would have little force without the muscle at the beck and call of the Senate. (*Unbeknownst to most of the city's populace, the Senate has been turning prisoners and those taken from villages on the borders of the ever-expanding empire and forcing their transformation into werewolves. The transformation leaves them with loyal footsoldiers, incapable of*

*disobeying their orders unless they have an impossibly strong will.*)

The city has spent the last fifty-odd years exterminating witches and natural-magic healers from the countryside and imprisoning them in Haven, leaving a glut of magical might within the city itself, with very few across the continent with the means or ability to withstand their advances. They recently expanded these efforts to execute the leaders of a local, peaceful druidic settlement, imprisoning the druids' elders within cages of darkstone, a special magical discovery that leeches the power of natural magic users. The Senate then sent their werewolves to wipe out the rest of the druids with orders to leave none alive.

## Nortelon

This coastal town and its surrounding region are hard-pressed upon both by sea and by land. To the north, the Andel-ce Hevra empire stretches its power, seeking to destabilize trade routes and, ultimately, to unseat the loosely structured council of Nortelon before absorbing the city into itself like it has the other scattered settlements of Tor'stre Vahn. By sea, pirates like the dread Admiral Syleste occupy the port and demand to know of any and all comings and goings as though the run Nortelon. With the amount of gold the governing powers have borrowed from the pirate queen and the necessity of her ships and trade to the city's merchants, she runs the port town in all but name.

Notable locations in Nortelon include the Dashing Dapper Inn, where the famous musician August knows how to take even the most depressed bard and help them realize their true potential.

## Elven Realms

The true home of elven civilization on the prime plane, the Elven Realms holds the three largest elven cities in Azuria: Invae Alinor, Thyles Thamor, and Shade Rest. Beyond the borders of the three cities, however, darkness gathers, and powerful creatures roam unchallenged.

### Invae Alinor

A white marble city carved from the bedrock of the continent, Invae Alinor offers the best and easiest accessible harbor in all of the Realms. Recent political changes, however, have restricted access to this resource, sending non-elven bands up the Lyric River to pursue trade in the burgeoning city of Shade Rest or the established forest metropolis of Thyles Thamor.

One hundred years ago, a power shift among the residents and leadership of Invae Alinor ushered in a new era for the city. Fanatical servants of Arrakis, goddess of the Underland, took over the democratic government. Before their rule, Invae Alinor was a diverse elven city where surface-dwelling elves and umbral elves lived peaceably together. However, the zealots of Arrakis, responding to a shift in the weave of power across Azuria, claimed that drastic steps needed to be taken to avert the disasters that had wreaked havoc on the fallen world of Eldura.

Claiming that the dark goddess Alessandra was returning once more to her place of power, they drove out those unwilling to prostrate themselves before the growing shadows. Most, though not all of these residents were lumen elves who relocated to Thyles Thamor, though some remained behind, fighting for a different future for their city.

### Thyles Thamor

A vast forest stretches across the heart of the Elven Realms, and here lies the forest city of Thyles Thamor, the seat of power of elven civilization in Azuria. In addition to its own council that tends to matters that affect the forested metropolis, Thyles Thamor hosts the Elven Council, a group of seven elves who together represent the interests of the three cities of the Realms.

Most of the homes in Thyles Thamor are housed inside the forest trees themselves, some in the canopies of the trees and others inside their vast trunks. A system of canals connects the various zones of the city and provides the swiftest form of transportation in Thyles Thamor. A large lake rests to the northwest of the city, providing some ingress and egress from the Lyric River but, for the most part, those wishing to access Thyles Thamor must do so either by foot or wing.

## Land of Vampires Tie-In Options

### Adventure Hooks

Several possible adventure hooks and PC backstories follow. We want the adventure to be as personalized to the PC as possible; this customization highlights one of the best aspects of one-on-one gaming. Feel free to adjust, adapt, or mix the prompts that follow to suit your PC, their

character, and the campaign you and your GM will co-create.

*A note of caution:* This campaign contains darker themes that may not be appropriate for gaming with children, and some of the suggestions that follow below may be inappropriate or triggering. Before beginning this campaign, GMs and players should discuss their comfort with and tolerance for darker themes and threats and then make changes to the campaign as-written accordingly. Players, your responsibility in this is to clearly communicate with your GM so they can design the most fun and exciting campaign for the two of you to enjoy.

- **Personal Loss.** A child dear to you (the PC) disappears. This can be a younger sibling, a friend's child, or a niece or nephew. You join alongside a capable friend, companion, or new acquaintance to discover what has happened to the child, stopping at nothing until they are found.
- **Vampire Hunter.** You wait in the shadows of this naïve city and watch the common folk go about their innocent days. They have no idea that a creature more dangerous than you lurks nearby, and it is for this you have come, to hunt the hunter, a vampire.
- **City Watchperson.** Like other honorable members of your family before you, you signed up to become a member of the City Watch, an order dedicated to serve the king and keep the people of the city safe. Grim-faced, your commander approaches. "I need you to tell them this time," she says. Enough children have disappeared that the watch now take turns informing the families that their children have vanished without a trace. It is heavy work, but each day, you grow closer to uncovering the parties responsible.
- **Courtier.** You grew up in the small yet close-knit (depending upon who you are) court of Linolynn, either as a noble, ladies' maid, cook, castle guard, etc. Even from inside your cloistered environment, word has reached you of several disturbing disappearances, of children vanished in the night. Yesterday, an uproar rattled through the castle walls as two young boys from the Air Ward disappeared from beneath their mother's careful gaze. You know Demetria well—she would never allow hard to befall her children. With your position of power, and all the kind intentions of your heart, you swear to aid the kind young widow and restore her boys to her side.
- **Bandit About Town.** You've spent several years developing a reliable flow of underground goods, exchanged in the catacombs beneath the castle itself (or working for such an 'illegal' operation).

But lately, members of your organization have reported seeing strange sights in the stone tunnels. A few of your fellow thieves have died, while others have disappeared. Though you've tried to ignore it, a nagging sense tells you that there's a connection between your interrupted goods and the missing children across the city. And there's only one way to find out for sure.

- **Suspicious Circumstances.** As his sibling-in-law, relative, steward, servant, etc., you discerned years ago that Nassarq was a snake, but you never imagined he would resort to this. Everywhere he went, for years, what once was good and right descended into chaos and death. You know with every fiber of your being that he is the one behind the disappearances, but how to prove it? It was he who bewitched the heart of your beloved away from you, Teela, she who had been so free of spirit. Within a month of marrying him, she died under mysterious causes. You didn't even get to say goodbye. But you did follow him south from Nocturne, and you don't mean to be fooled, not this time.

## Character Backgrounds

In what follows, we've outlined a few unique character backgrounds for your Land of Vampires campaign. *Your GM may have a few more details about the character backgrounds, especially where they overlap with Steymhorod, than appear in what follows.*

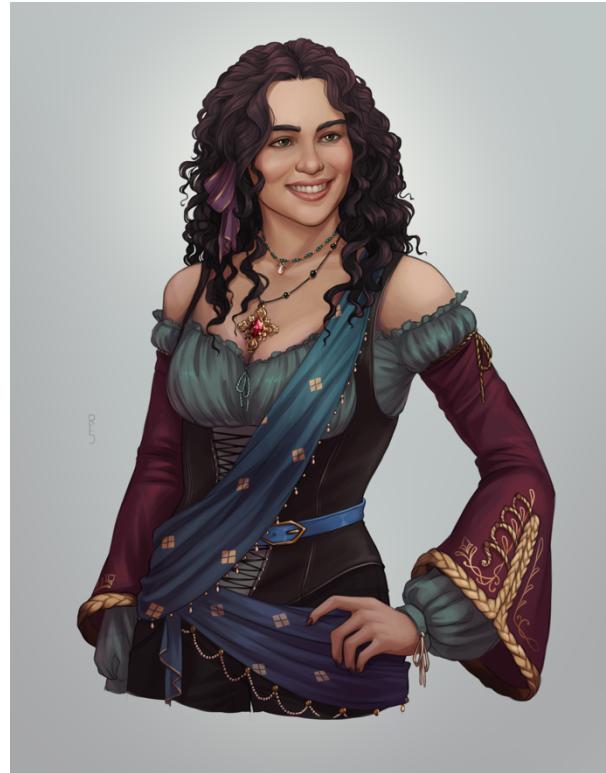
### Saudad

Your nomadic, communal lifestyle growing up combines with the long memory of your people to make you an intriguing companion to almost anyone you meet, at least among those who bear the saudad no ill will. Life on the road has been dangerous, and you learned from an early age to keep a sharp eye both in the wilds and among "civilization." You are a skilled interpreter of the signs of Cassandra, the goddess of fate, and treasured for the unique role you play in your muster.

**Skill Proficiencies:** History, Performance

**Languages:** Saudad and one other language

**Equipment:** A musical instrument (one of your choice), implements for interpreting Cassandra's favor (cartomancy, astrology, palmistry), a set of traveler's clothes, and a pouch containing 10gp



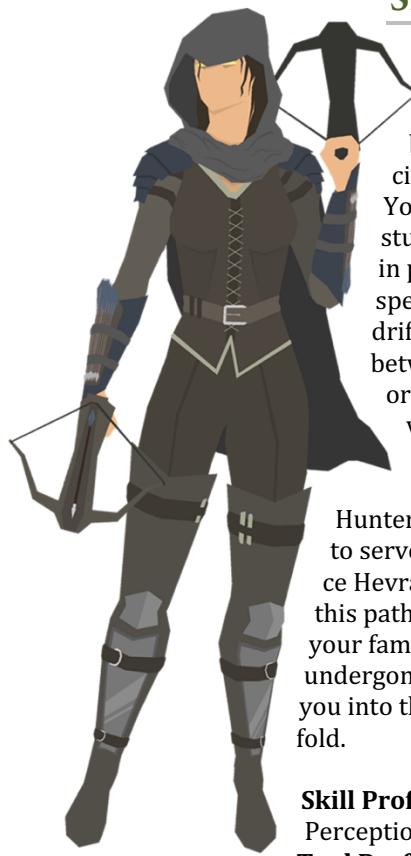
### Feature: Fortune's Favor

Should you find yourself in need of fortune, friends, or favor, your identity as a saudad grants you an extension of trust on behalf of local sages, herbalists, and performers alike. Between the three, you're sure of a welcome and a place to lay your head.

Additionally, it's almost impossible for you to travel near a festival or past a fairground market without being asked to speak Cassandra's favor into the lives of those you meet. Your careful insight into the desires of others, quite often, leads to favorable results at these sorts of gatherings.

### Suggested Characteristics

The life of a traveler is one of interchanging dualities. You know better than to trust the reception of yourself and your people—the world is a fickle place, filled with pain and joy, beauty and devastation. As one blessed with an extended communal memory, you have a strong sense for when you should share and in whom you should confide. But the constant you can always depend on is the careful eye of the goddess of fate, Cassandra. The saudad are her most blessed followers, traveling through the realms on threads of fate. But behind the cheerful façade, you share a melancholy with the rest of your people—you can never return home.



## Slayer of Monsters

There are many who wish to ignore the monsters disguised beneath the veneer of civilization . . . but not you. You've spent your adult life studying creatures who hide in plain sight, with specialization in those that drift along the borders between the wilds and organized settlements like vampires and werewolves. You have spent most of this time among the

Hunters of Tor'stre Vahn, sworn to serve the ancient city of Andelce Hevra or perhaps you fell into this path after devastation struck your family, and one who had undergone a similar loss adopted you into their cunning, close-knit fold.

**Skill Proficiencies:** Intimidation, Perception

**Tool Proficiencies:** Tracker's Kit

**Languages:** One of your choice

**Equipment:** A leather journal containing notes of your past hunts and your prey's habits and proclivities, a tracker's kit, a set of traveler's clothes, and a pouch containing 10gp

### Tracker's Kit

This kit contains a variety of instruments such as mechanical traps, wooden stakes, holy water, shards of silver, and measuring implements for gauging size and type of bite. Proficiency with this kit lets you add your proficiency bonus to any ability check you make to identify or study tracks, bite marks, and lairs of civilization-adjacent monsters like vampires and werewolves.

### Feature: Cautious Respect

You're accustomed to whispers following you as you walk through a tavern or along the streets of a new town. Your presence is often a harbinger of approaching disaster if it hasn't already reared its greedy head. However, your bravery and intensity

also draw like-minded assistance to you. Victims' families are quick to offer you aid; tavern owners recognize the boon you'll bring to their evening's business. Local law officials are less predictable, but when they do come to rely on you, the situation is dire enough that you have their full support. If only everyone could be so open-eyed about the hidden dangers of the world, the monsters that walk under the light of the full moon and beneath the full brightness of the sun.

### Suggested Characteristics

Years of study have granted you a great deal of knowledge about the creatures you hunt and their patterns. You've seen where their variances lie between one environment and another. But it is the witness you've paid to the aftermath of their dark deeds—the smoldering villages, slaughtered families, decimated lives—that has truly shaped you. The horrors you've seen have carved hollows behind your eyes. Few understand the separation between fear and hatred, action and reaction, like you do.

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