



SIX ADVENTURES IN AZURIA

Chapter One: The Hardly Haunted Library—3

levels 1-2 w/scaling through level 8

Chapter Two: A Spring Court Quest —9

levels 3-5

Chapter Three: Frozen Depths—22

levels 4-5

Chapter Four: The Swamplands Witch—29

levels 5-7

Chapter Five: Map of Fortunes—41

levels 5-6

Chapter Six: Prison of the Lighteater —55

levels 6-8

Six Adventures in Azuria

A Bundle of One-Shot Duet Adventures across the World of Azuria

by Jonathan Ball and Beth Ball

Bundle Introduction

These six adventures take place in the fantasy realms of Azuria, a land of awakening elemental magic beset upon by a growing cloud of darkness. Each adventure takes place in a different location across Azuria, and you'll find setting details in the adventure itself.

If you would like to learn more about Azuria, check out *Threads of Fate* for an overview of its history and lore and/or immerse yourself in the world itself in the *Age of Azuria* epic fantasy series.

Each adventure includes an overview of what transpires in its chapter introduction, followed by the adventure premise, hooks, and background. For ease, each chapter has an appendix with stat blocks, character backstories, and maps. Refer to the additional "Six Adventures Printables" download for maps and additional print downloads.

How to Use these Adventure

These adventures assume that you have access to the 5e SRD. Items or creatures that are not part of the SRD can be found in the appendix for each chapter.

Text box example: Text that appears in a box like this may be read aloud, paraphrased, or omitted as you prefer. It is intended to help describe scenarios and environments.

Sidebar example

Text that appears in sidebars is also optional and/or intended to provide extra background information or lore that may be helpful as you flesh out the adventure.

Creatures with stat blocks appear in bold, magic items appear in italics.

[GM's note: tips on scale or RP appear in brackets.]

Adjusting Combat

Regardless of whether you are running these adventure 1-on-1 or for a group, one of the most important roles of the GM is balancing and tweaking encounters to suit the PC. The combat should feel weighty, but fun. Some strategies include reducing or raising hit points or changing the number of combatants before the session begins or making adjustments during combat.

For more information and resources about playing this one-on-one style, please see dndduet.com.

A Note on Scale

Even more so than with group adventures, individual stats such as hp and damage-per-turn play a critical role in a duet game. As the GM, it's likely that you'll need to make some adjustments for your PC. We've done our best to point out moments where you may need to pay particular care with the GM's notes throughout the adventures.

In terms of scale in particular, we assume that the PC will be traveling with at least one other party member and that the PC is a bit more powerful—either in terms of extra spells, magic items, or another special bump of your choosing—than most individual PCs would be at their corresponding level in a group game. We use the terms PC and party relatively interchangeably for variety, though we do suggest that the one-shot narratives center around the PC as much as possible.

Art Credits

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Chapter One: The Hardly Haunted Library

A Duet Adventure for PCs of levels 1-2, with scaling tips through level 8



Introduction

This adventure takes place in a densely packed library in the city of Linolynn on the coast of Caldara.

In the body of the adventure, you'll find encounters scaled for PCs of levels 1-2. However, at the end of the adventure, we've included a leveling chart through to level 8 so you have plenty of flexibility for when to include this short, fun adventure in your larger campaign.

If you prefer to run the adventure outside the world of Azuria, the adventure can be easily adapted for a bookstore, magic shop, or other location where the party would stumble upon fictional texts.

Adventure Premise

The setting of this adventure is an urban library that has suffered a sudden intrusion of improperly shelved books! While this error might seem minor, the underappreciated tales of local, recently deceased author Timothy Tooth have brought the horrors living inside their pages to life and are now endangering the library's patrons!

Adventure Hooks

There are several ways you might lead your player into the adventure:

- The PC overhears a bookish person lamenting that it seems as though the local library will have to close. Where else will they browse for new titles? Unless someone intervenes soon, there's little hope of saving a space that no one feels safe entering.
- Traveling down a city street, the PC sees a bright blue flash of light coming through the boarded-up window of the closed local library. What is going on in there?
- A scholarly NPC (wizard, sorcerer, friend who likes to read) asks the PC to return an overdue text for them. When they arrive, they encounter Susannah, the head librarian, sitting outside the locked library with her head in her hands.

Adventure Background

This adventure revolves around the rediscovery of a trilogy of terrifying thriller novels by the obscure (some might say disgraced) author, Timothy Tooth. Tooth was born and raised in Linolynn, though he always had a thirst for adventure that the peaceful seaside city couldn't seem to quench. Unfortunately, Tooth's gregarious dreams often stood at odds with his reserved disposition. He was never certain he could make it out in the world as an adventurer. Instead, he decided, he would record daring and exciting tales instead.

As a young boy, Timothy had been plagued by vivid, vicious nightmares, stories to which he now returned. He filled the pages of his *Chimera's Curse Trilogy* with fire-clad gnomes, ravenous tigers, and screeching mountain guardians. But after he completed his great works, Tooth ran into a new set of obstacles—how would he find anyone to read them? Most of Linolynn's populace concerned themselves with heroic love stories and sonnets, and there was a small cohort who enjoyed hefty tomes that depicted life at sea. Over the remaining years of his life, Tooth found very few people willing to entrust their imaginations to a man who, like them, had never lived outside the city.

His stories fell into obscurity, as did the author himself. Tooth passed away quietly, surrounded by his family and friends. His sister, Tamora, donated Timothy's few remaining copies to libraries and bookshops around Caldara. As she also increased in years, Tamora learned of a new patron taking over the dilapidated Librarium of Linolynn. She rushed

over to donate a copy of her brother's works before the grand reopening.

Susannah, the head librarian, was thrilled to receive such an intriguing trilogy from a local author. However, in all the hubbub as she and her staff prepared the shop and opened for their first trial patrons, a series of mishaps took place. First, a note of warning frightened an assistant into mis-shelving the books so as to keep them separate from one another. But despite this precaution, the newly renovated library still seemed to be...haunted! Ghosts chased patrons out of the fiction section. Banshee wails terrorized readers away from histories. Susannah grew desperate. If something didn't change soon, they would have to cancel the reopening altogether.

Tooth's novels are no longer willing to wait around and be overlooked. To restore the library and soothe the nasty creatures inside his's tales, the PC (and party, if they travel with friends) must figure out what has gone wrong and return the texts to their proper locations to remove the curse upon the tomes. In order to complete their task, they'll need to find *First Blood*, *Second Chance*, and *Third Time's the Curse* and shelve them properly in the Thriller/Horror section upstairs.

Trilogy Trouble

Susannah requests the PC's help with discovering exactly what's gone wrong in her newly renovated library. All of their small trial runs seemed to be going well until one of her patrons claimed a ghost assailed him mid-research. Naturally, he fled in terror and frightened all of their most promising clientele into following suit. To make matters worse, this happened just days before their grand opening!

Susannah can tell that the PC is a brave soul, and she's running out of options. If they would be willing to go inside, figure out what's happening, and fix whatever's gone wrong, she would be so grateful. And though she can only offer 50gp as a reward, she *does* have an enchanted book that they could take with them on their adventures! Its magic can provide exactly the sort of excitement that an important adventurer might need!

There isn't much time! The Librarian staff are planning to host an important fundraising event tomorrow!



The following areas are keyed to the **Librarian Map (Appendix)**.

Stacks Entry and Café

The door slams shut behind you the moment you enter the library. Your footsteps click across the sun-bleached, scratched wooden floors.

The door opens again easily but should be cause for concern nonetheless.

A small pedestal holding a bowl sits directly beside the closed door. Below the bowl, a golden sign reads: *deposit return*.

Treasure

If the players re-shelve the books properly, 5gp appears in this bowl.

Ahead of you stand several tall shelves densely packed with books. From left to right, the labels read: Biographies, Creatures, Deities, History, Poetry, and Relationships. Below the Poetry sign, a gold plaque reads *Fiction Titles Upstairs*.

A cluster of tables fills the space to your right. Beyond the tables, a small step leads down into a cozy reading room.

A successful DC 12 Wisdom (Perception) check reveals a wadded note under a table to the right of the door. It says: *Those books aren't just bad, they're evil. Tooth is dangerous. Keep them contained and separated!*

Appendix, Ch 1

NPCs



Susannah (librarian/scholar)

*Dark curly hair, tan skin, freckles, bright hazel eyes
Confident, open-tempered*

Susannah grew up in the Earth Ward of the seaside city-state of Linolynn. She was curious from an early age, and her father's position as a clerk meant that they had a modest amount of money to spare for extra candles and borrowing books. Her fondest memory as a child was the day she accompanied her father to the library inside Linolynn's castle. She was amazed by the scholars busily going about their research and knew that she wanted to achieve something similar for herself when she grew older.

But this future was easier wished for than achieved. Susannah found small jobs around the Earth Ward: watching children or running errands for friendly merchants. She saved up her copper pieces so that she might be able to attend one of Caldara's schools of higher learning. Though she couldn't afford the

Arcanium in Hadvar, she was able to pay her room and board while she studied at one of the smaller schools a day's ride to the north of Linolynn.

It was there that she befriended Katarina, a strikingly beautiful Celestial scholar. Their relationship blossomed from professional regard to friendship to romantic partnership. Katarina introduced Susannah to a wealthy noble family in Linolynn, and they selected her to be the head librarian for their renovation and reopening of the city's public library.

The library resides at the intersection of the three main wards: Earth, Water, and Air, making it easily accessible to city residents. In the weeks before officially reopening, Susannah has had a small, loyal staff and several eager regulars, with more new patrons coming in each day.

Librarian NPC

Medium female half-elf, lawful good

Armor Class 10
Hit Points 9 (2d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	11 (+0)	16 (+3)	14 (+2)	12 (+1)

Skills History +5, Insight +4, Persuasion +3

Senses passive Perception 12

Languages Common, Dwarvish, Elvish

Challenge 1/8 (25 XP)

Reliable Recall. Susannah has studied quite a bit for her profession, but her love for history and literature have made her a scholar in her own right from extensive reading. Anyone seeking her help in finding information on a particular subject or topic can make their checks with advantage since she's assisting them.

Spellcasting. Susannah has a rudimentary understanding of the Arcane, and she can produce a few cantrips and first-level spells, though she generally waits until no one is looking or she's among close friends.

Cantrips (at will): *mage hand, prestidigitation*
1st level (2 slots): *comprehend languages, unseen servant*

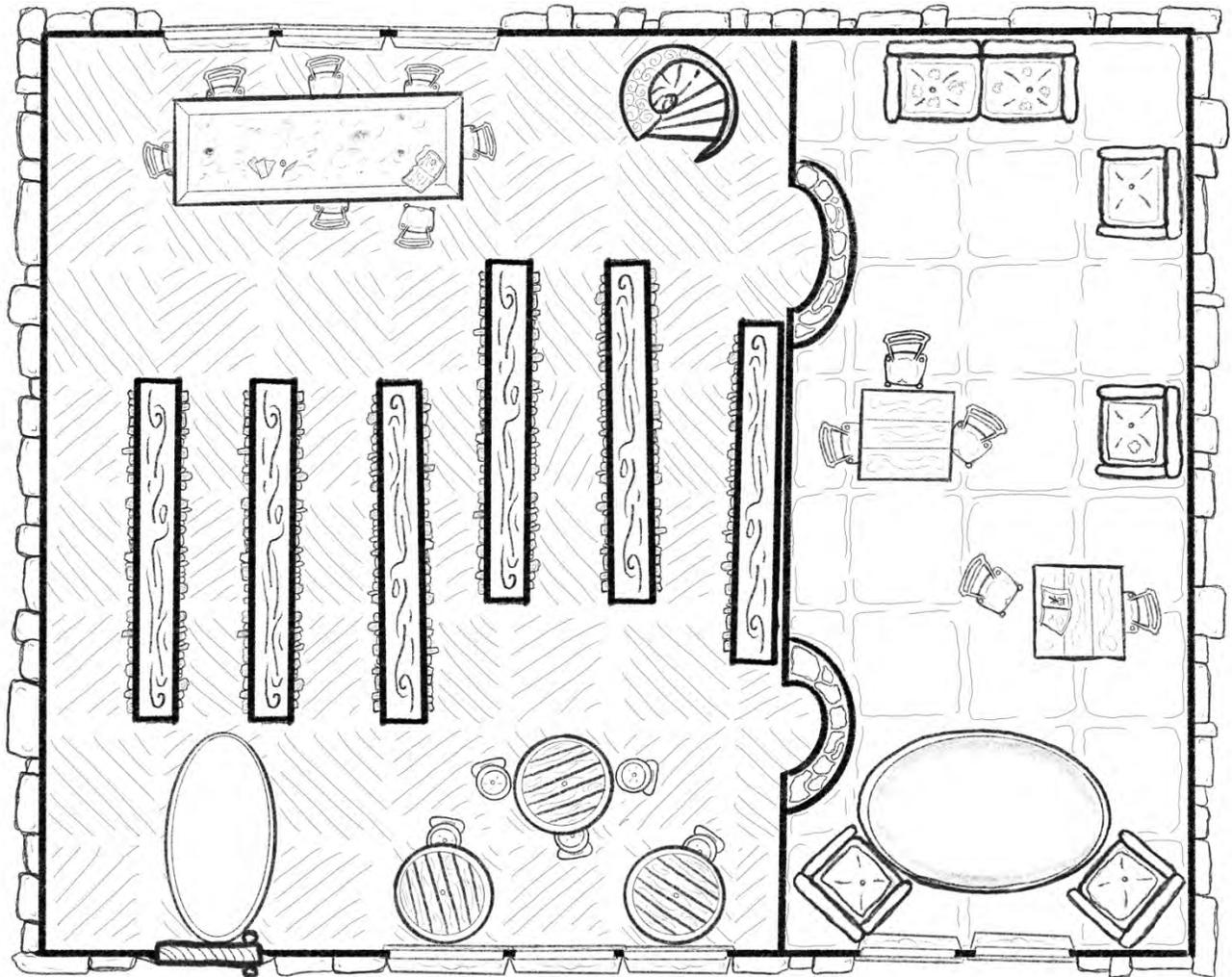
ACTIONS

Heavy Tome. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.

Map

Below, you'll find the GM's reference map for running the adventure. The "Six Adventure Printables" that accompanies this bundle contains a full-page version.

Library Map: First Floor



Art Credits

Elven woman by Alexandra Petruk – stock.adobe.com.

Map by Jonathan Ball.

All other images from Design Cuts resources.

Additional Resources

We've included two handouts to accompany the adventure in the printables download. The first is a copy of the note the party finds with a warning that Tooth's books should be kept separate from one another, and the second is an excerpt from the quirky biography about Tooth's life and work.

Chapter Four: The Swamplands Witch



A Duet Adventure for PCs of levels 5-7

Introduction

The setting of this adventure is a swampland surrounding a geyser near the village of Festerwelt in the Gaspig Swamps, located in the center of Caldara and is scaled for PCs of levels 5-7. If you prefer to run the adventure outside the world of Azuria, we suggest setting it in or near swampy terrain.

Adventure Premise

A boy is missing in the swampy village of Festerwelt, and the villagers are in an uproar. Accusations are flying, especially toward the boy's stepmother who implores the adventurers to clear her name.

Upon investigating the boy's home, the party comes across a seeing eye and track it back to Callista Skinner, a witch who lives in the wood in center of the swamp. She saw the abduction.

Following her lead takes the party to an ancient temple situated around an erupting geyser dedicated to Gaia, the Titan of Earth. If the party manages to navigate the treacherous temple, they may arrive just in time to save the boy.

Adventure Hooks

This adventure occurs in the world of Azuria in the Gaspig Swamps around Festerwelt. You might introduce the adventure in a few ways:

- The party is approached by a tall, thin man who introduces himself as Dale Fairsmith. He represents a woman falsely accused of wrongdoing and wants to hire the party's help.
- As they travel, the party encounters a pair of excited peddlers. Apparently, there is to be an execution soon, some murdering stepmother. Executions mean crowds, and crowds mean money! The party really should come see!
- The party runs across a bulletin board with the following posted: Missing Boy—Donovan Robins of Festerwelt, 7 yrs, red hair, freckles, answers to Donny. Large Reward for Info or Return.



Adventure Background

Seven years ago, a prosperous farmer named Derrik Robins and his wife, Belle, looked over their land and possessions and realized they lacked for only one thing, a child. They had not had luck in that arena, so they sought out the Swamplands Witch to change their fortune.

A few months later, their child Donovan was born to the joy of the couple. Their bliss was short-lived as Belle never recovered and eventually passed. Distraught, but wanting the child to have a mother, Derrik married Everly, a young woman from Penshaw. They made a life together, and the years rolled by.

Two months past, Derrik failed to return from delivering grain to Penshaw and was eventually found in the Gaspig Swamps, drowned. Mourning turned to scandal when it was discovered that Everly had been written out of the will and that Donovan—and Donovan alone—would inherit Robins' Nest, the most profitable farm in the region.

Two days ago, Donovan mysteriously disappeared from his home. Left without an alibi but with a clear motive, the town guards seized Everly, and townsfolk are ready to exact justice.



Part One: A Cry for Justice...

The small frontier town of Festerwelt is only slightly more attractive than its name. Many of the buildings perch atop stilts, and wooden ramps and bridges of dubious construction spiderweb their way in between abodes. Outside one of the few multi-story buildings, an angry crowd has gathered. “Give us her head!” some shout, and others, “Justice for the boy!”

The party witnesses a severe, gray-headed man in magisterial robes emerge onto the balcony. He addresses the people, saying that he, Magister Jorand, wants swift justice as well, but his hands are bound by law. The people will have to wait three days before the execution. It’s tradition! As the crowd begrudgingly disperses, Dale Fairsmith, a tall, angular man with bushy eyebrows approaches the party.

Dale Fairsmith, Esq. needs an outsider’s help for a delicate yet pressing situation. He believes the person whose blood the crowd is calling for, his client Everly Robins, is innocent of the disappearance of her stepson Donovan Robins. She is the widow of the wealthiest farmer in Festerwelt. When her husband left his son the farm instead of her, the town was scandalized. But then the son disappeared, and the town quickly condemned her as the culprit.

Fairsmith asks that the party do whatever they can to find out what really happened to the boy. They might check Robins’ Nest for clues that were overlooked, and he can allow the party to interview his client.

Treasure

Fairsmith guarantees the party 1000gp if they are able to clear his client’s name and an additional 1000gp if they are able to return Donovan Robins to safety.

To the Nest

Finding Robins’ Nest is rather straightforward. Everyone in Festerwelt knows where it is and can point the party down the right road. However, villagers that know the party is trying to help Everly are reticent to provide assistance. The town has already decided that Everly is to blame, and most of them are not interested in being dissuaded.

After following signs for Robins’ Nest along the twisting road for a couple hours, the party breaks through the thick, swampy forest and sees a large farm on a hill. The plots are on some of the only elevation in the area, making for rich farmland that isn’t drowning.

A large barn stands near the two-story farmhouse. The front door of the farmhouse hangs open, creaking gently in the wind. The door has obviously been forced open. A DC 12 Intelligence (Investigation) check reveals that a large, booted foot is responsible. The house is a mess. Evidently the place has been tossed, some furniture has been damaged, and valuables are gone.

In the largest bedroom, the thieves missed a small jewelry box underneath the bed that a PC discovers upon succeeding a DC 14 Intelligence (Investigation) or Wisdom (Perception) check. Inside lie 3 brilliant emeralds each worth 250gp.

In Donovan Robins’s room, a successful DC 10 Intelligence (Investigation) or Wisdom (Perception) check reveals a flashing reflection of light from underneath a toppled wardrobe. A *seeing eye* eerily rolls around in its socket, staring at the party. Unbeknownst to the adventurers, this *seeing eye* belongs to Callista Skinner. Fairsmith or Magister Jorand could point the party to the Swamplands Witch if someone in the party shows them the item. A check of Donovan’s room that succeeds by 3 or more locates strange scratches on the windowsill.

Appendix, Ch 4

Creatures

Callista Skinner, the Swamplands Witch

Callista Skinner was born in the outskirts of the Gasping Swamps to a poor family. Her father eked out a living as a trapper while her mother cared for their small homestead and on occasion ventured into the town of Festerwelt to barter. While her father was trapping and her mother was in town, Callista watched the house.

On one such occasion when she was twelve years of age, Callista heard a beautiful voice calling to her from the swamp around her home. When she investigated, she could not find the source of the voice and was eventually forced to abandon her search. She told her parents about it when they returned. They searched for the voice and also came up empty-handed. Her father advised her to lock the doors and stay inside if it should happen again, as all manner of terrible creatures lurk in the Gasping Swamps.

Sure enough, the next time her parents were away, the voice called out to her. Callista did as she was told and locked herself inside but could not resist listening to the voice. This happened again and again, until one day Callista was so accustomed to the voice in the swamp calling to her that she neglected to run inside and lock the door. She stayed outside and listened, going about her normal chores. Soon after, she answered the voice back and began speaking with the swamp companionably.

One day, when she was fourteen, the voice in the swamp told her that the time had come and asked her to step beyond the boundaries of her homestead. It had been a long time since the voice asked her to enter the swamp, and Callista hesitated at first, but she had grown to trust the voice and complied.

When she entered the swamp, she found that she did not sink into the sludge, insects did not pester her, nor did the thorns grab her clothes. She found instead the embrace of a dear friend, one who was able to reveal to her all its magical secrets.

When she asked the voice in the swamp why she had been chosen, it replied, in its way, "I speak to everyone, always, but you were the first to listen."

Chosen by the swampland that she calls home, Callista lives in symbiotic harmony with her environment. She provides the swamp and its denizens protection, and it offers her all the magical materials she requires. Her magic is druidic in many respects, though Callista makes use of more material components than most nature-based casters.

Because of her varying reputation in the lands outside her home, the witch is hesitant to trust outsiders. The swamp communicates its empathetic sense of visitors to her, especially whether or not they mean her or the swampland harm.

Swamplands Witch

Medium humanoid (elf), true neutral

Armor Class 14 (natural armor)

Hit Points 59 (7d8 + 28)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	12 (+1)	20 (+5)	11 (+0)

Saving Throws Con +5, Wis +9

Skills Arcana +5, Nature +5, Perception +9

Damage Resistances poison

Senses darkvision 60 ft., passive Perception 19

Languages Common, Druidic, Sylvan, Terran

Challenge 12 (8,400 XP)

Spellcasting. The swamplands witch is an 18th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks). She has the following druid spells prepared, though she uses material components rather than a focus for casting:

Cantrips (at will): *druidcraft*, *poison spray*, *resistance*, *shillelagh*

1st level (4 slots): *entangle*, *fog cloud*, *speak with animals*, *thunderwave*

2nd level (3 slots): *animal messenger*, *gust of wind*, *pass without trace*

3rd level (3 slots): *call lightning*, *sleet storm*, *speak with plants*

4th level (3 slots): *blight*, *confusion*, *control water*, *hallucinatory terrain*

5th level (3 slots): *awaken*, *contagion*, *tree stride*

6th level (1 slot): *conjure fey*, *transport via plants*, *wall of thorns*

7th level (1 slot): *mirage arcane*

8th level (1 slot): *control weather*

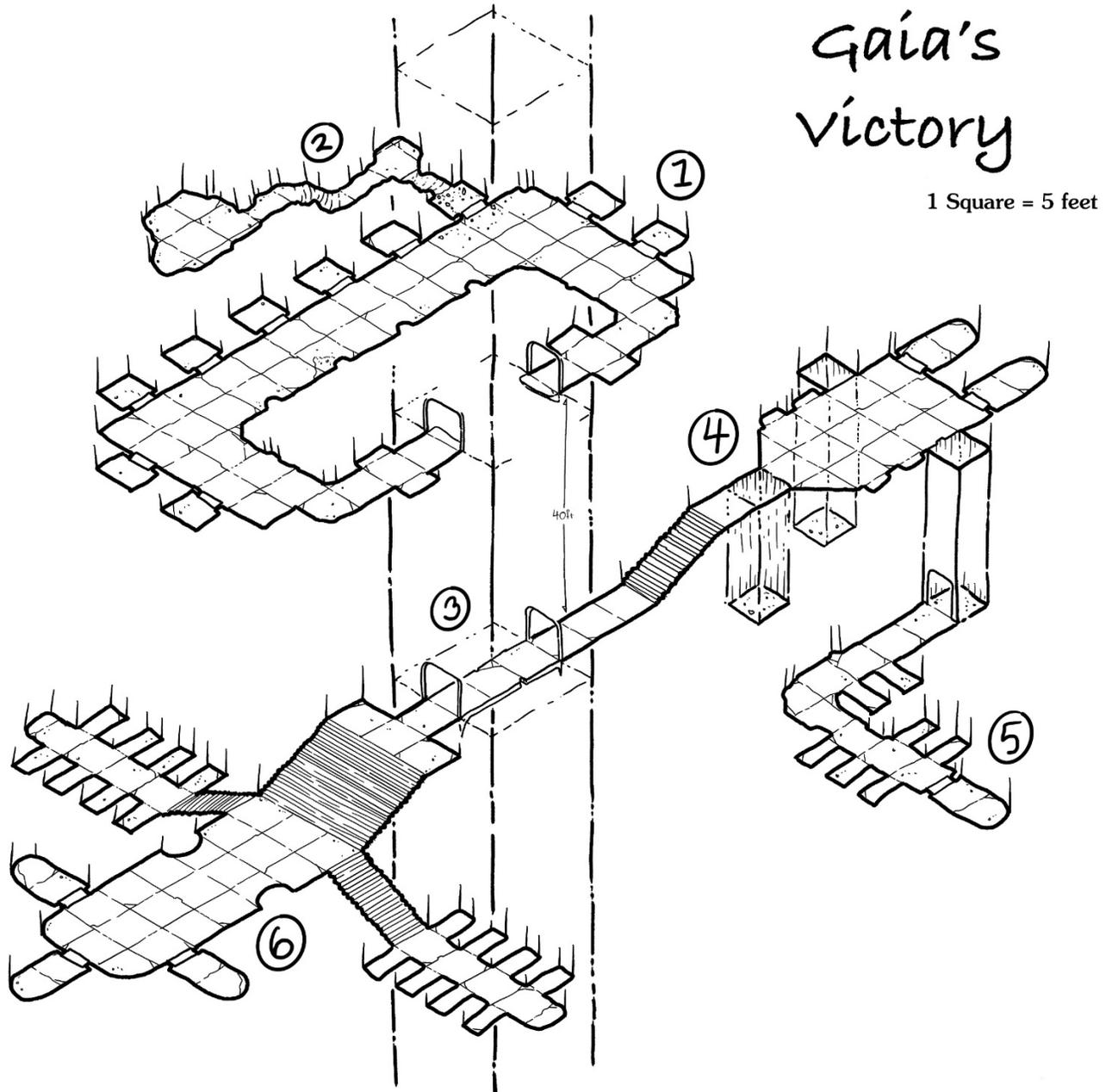
9th level (1 slot): *storm of vengeance*

Children of the Swamp (1/Day). The swamplands witch magically calls 2d4 swarms of bats or ravens or 1d4

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Map of Gaia's Victory

Below, you'll find the GM's reference map for running the adventure. The "Six Adventure Printables" that accompanies this bundle contains a full-page version.



Art Credits

Base map by Dyson Logos.

All other images from Design Cuts resources.