

Campaign Guide

The selected adventure and campaign premise for The Azure Return.

- [The Kingdom of Nwt: The Azure Return](#)

The Kingdom of Nwt: The Azure Return

Selected September 5, 2026. The campaign begins with the planned shipwreck opening below. The funeral mystery describes the wider premise; its timing relative to the voyage remains to be settled.

The storm remembers her name; the living must decide what it means.

At a funeral among the ruins of Nwt's old palace, blue lightning strikes every broken dragon column at once. The dead sit upright and speak with many voices. Some demand the return of the Azure Sovereign. Others beg the living to keep her dead. A third chorus warns that someone is “making another.” Before anyone can learn more, masked thieves seize the dead archivist's sealed case and flee.

The lightning leaves behind a map of a royal road erased after Nwt was conquered. Its seven marked sites point toward lost observatories, roadside sanctuaries, rival claimants, and the legendary Lost Caverns where the dragon-queen's hoard still waits. The party joins an expedition to recover the stolen record, follow the road, and learn which stories about the dead sovereign are true—and what anyone has the right to bring back.

“ **The adventure:** You want a classic expedition campaign filled with rival adventurers, dangerous travel, ancient ruins, traps, monsters, treasure, and a mystery whose discoveries can change a nation.

At a Glance

Starting scale	A shipwreck beach, survival, and the first connections to a lost royal road
Core play	Expedition planning, overland travel, rival companies, investigation, ruin exploration, dungeon delving, and consequential treasure
Campaign growth	Adventurers following clues become the people who decide what happens to a legendary hoard and the memory of a conquered kingdom
Touchstones	<i>Tomb of Annihilation</i> , <i>The Lost Caverns of Tsojcanth</i> , and classic expedition and underworld adventures

Why It Works for New Players

Nwt offers an immediately recognizable adventure structure: gather a company, secure supplies and guides, follow a mysterious map, compete with rival expeditions, and delve into increasingly dangerous ruins. The deeper history matters, but players do not need to study it beforehand. Every important piece of lore arrives as something encountered in play—a witness, inscription, law, treasure, monster, or contradiction.

Many character types fit naturally. A martial character can guard the company, a rogue can scout and defeat traps, a ranger can guide the expedition, a cleric can speak for a community or tradition, and an arcane character can interpret wards and lost records. Characters may be from Nwt or outsiders. The only requirement is a reason to care about what happens to the discoveries, not merely how much gold they are worth.

What Play Feels Like

- Preparing routes, supplies, guides, and agreements before venturing into dangerous country.
- Following a supernatural trail through living communities that remember the old kingdom in different ways.
- Racing, bargaining, and occasionally cooperating with rival adventuring companies.
- Exploring ruined observatories, sanctuaries, royal works, trapped tombs, and the lesser and greater depths of a dragon's lair.
- Deciding whether each discovery should be published, returned, hidden, traded, destroyed, or carried onward.

Your Characters

You might be a local guide, archivist, caravaner, former royal retainer, republican organizer, Stormwarden descendant, healer, scout, relic-custodian, foreign scholar, treasure-seeker trying to make restitution, or veteran of the power that conquered Nwt. Useful expedition roles include protector, delver, ward-breaker, interpreter, chronicler, envoy, quartermaster, physician, and beast-keeper.

Each character should have one person, community, institution, or dead figure whose stake in the ruins they recognize. You may begin with a strong belief about the Azure Sovereign, but the campaign asks everyone to remain open to evidence and to decisions made together.

The Opening Adventure

As agreed at Session 0, the planned opening finds the characters on a beach after a shipwreck, with room for someone already ashore to discover the survivors. This scene has not been played. Each character needs a reason for the journey and a reason to cooperate. The funeral, stolen archive, and lost road provide the wider mystery; their timing and the first encounter remain in preparation.

How the Campaign Grows

1. **The Many Voices:** investigate the necropolis, recover the archive, and choose how independently the company will travel.
2. **The Royal Road:** cross Astrousia through living communities and dangerous sites, gathering evidence about the old kingdom.
3. **The War of Expeditions:** rival companies and foreign powers converge as every discovery changes the stakes.
4. **The Lost Caverns:** enter an old-school underworld of guardians, subterranean rivers, failed expeditions, devils, and an extraordinary dragon hoard.

5. **The Azure Judgment:** decide whether to restore the queen, awaken a reconstruction, crown an heir, transform royal authority, disperse the hoard, preserve the tomb, or prevent anyone from wielding its power.

Questions for Your Character

- Would you rather begin as a connected local, an invited specialist, or an outsider with something to prove?
- Which sounds most exciting: overland discovery, rival expeditions, traps and ruins, or the mystery of the speaking dead?
- What recovered object would your character refuse to treat as ordinary treasure?
- What evidence could complicate your character's first belief about the Azure Sovereign?