

Our Story Begins...

Our story begins in the charming town of Woolberg. This lovely town is nestled in the Capra Valley and is well known for its sheep, goats, and associated sheep and goat products. Many of the townspeople lead simple, comfortable lives as farmers and shepherds. However, due to its proximity to Wolfhowl Pass, the town is often a stopping off point for wandering traders, adventurers, and a variety of other travelers.

Woolberg is a vassal town to Castle Wolfhold, which has sworn allegiance to Queen Amewalyn Reyvalur of the Kingdom of Vestania. As such, the lord of Castle Wolfhold is expected to provide infantrymen and craftsmen in regular service to the crown.

A Magical Realm

In the Kingdom of Vestania, magic is seen as a precious gift. Many young mages and acolytes are encouraged to hone their skills by apprenticing under seasoned wizards and priests that live throughout the land. The Safonia Institute of the Arcane is an established magical academy far to the North, established under the reign of the late King Etengar Reyvalur.

The local wizard, Naprix the Outrageous inhabits Starlight Spire on Mistwood Ridge and has not been seen in quite some time, but this is not unusual. Often adventurers come to Woolberg to inquire about the tower and the nature of the wizard that inhabits it.

The Pride of Woolberg

In times of old the people of Woolberg earned the favor of a gold dragon, Kemeress the Strong. Kemeress gifted the people of Woolberg with a statue of a golden dragon which is believed to bring peace and prosperity to the town. Every year the champions of the Mid-Winter Triumphs “escort” the golden dragon from Kemeress’s Temple to the town square to celebrate this sacred bond.

Trials and Triumphs!

Before the people of Woolberg gather their herds for the long winter, they celebrate the year with the Mid-Winter Triumphs (formally known as the Deep Winter Trials). Youths and those young at heart are invited to participate in the various events of the Triumphs. Those that are victorious at the Triumphs are given the title of Champion and tasked with escorting the gold dragon during the Mid-Winter parade!

Your Character in the World

Characters begin at 1st level. You can choose character options from the basic rules found on DNDBeyond. Anything beyond the base rules should be confirmed with the DM before the session. Character ability scores will be determined based on a standard array.

Build a well-rounded character that will be participating in the Mid-Winter Triumphs with a family rooted in Woolberg and is able to work collaboratively with the other player characters.

Family Duty and Arch Rivals

Each player must provide the DM with an expensive obligation or duty to their family. Perhaps your character is expected to work to save the family business from financial ruin, maybe your character has shown promise as a mage and needs money to travel to become an apprentice, maybe your character needs to save money for an expensive surgery to save their family’s award winning goat. Whatever your character’s obligation, it requires a staggering amount of money to be successful.

Each player must also provide the DM with a name of their character’s arch rival and an explanation of why they are indeed, their arch rival. The arch rival could be a sibling, a schoolyard bully, or some other minor antagonist that serves as competition to help drive your character’s ambition.

Scope and Scheduling

This adventure is intended to be a standalone 4-Hour session to be played in person with a half hour “intermission”. This is of course aspirational, knowing how one-shot adventures tend to go.

Characters will level-up during this intermission, so it is recommended that you come prepared with a 2nd level version of your character. Multiclassing is allowed.

House Rules

Heroic Inspiration – All characters begin the session with inspiration and DMs inspiration is regained after the intermission.

Thoughtful Combatants – All characters can make an arcana, history, insight, nature, medicine, or religion check as a part of their turn to gain or recall information during combat.

Critical Hits – All creatures roll double dice on a critical hit (Natural 20).

Safety Tools

This adventure contains themes of wacky hijinks, magical misunderstandings, rodents of unusual size, transformation and potentially brutal and bloody violence.

Lines. This game will not contain violence towards children, inter-party violence, inter-party betrayal, nonconsensual sexual contact.

Veils. This game may contain the following implied or off-screen, torture, kidnapping, consensual sexual contact.