

Campaign Pitches

The four player-facing campaign choices for the Saturday table.

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

Icebeach: The Wyrmsroads of Himmelsrand

Winter is broken; the old road wakes.

The Endless Winter is over, but the thaw has brought trouble of its own. Roads collapse, old barrows open, and a young white dragon moves from settlement to settlement as though something worse is driving it south. During the first great Maple Faire of the thaw, the dragon attacks—not for livestock or gold, but for a newly recovered stone carved with both giant road-marks and a dragon oath.

The attack breaks open a buried stair beneath the town. People and winter stores fall into chambers no living map records, half the stone vanishes with the dragon, and a missing scholar leaves behind evidence that the ruin is one station on an ancient road running north into Himmelsrand. What begins as local rescue work becomes a journey through scattered communities, rival excavations, forgotten agreements, and a growing movement that believes only a dragon can keep the north safe.

“ **Choose this if:** You want a welcoming frontier adventure where helping ordinary people, exploring old ruins, and surviving encounters with dragons gradually earn your party a voice in the future of the north.

At a Glance

Starting scale	One settlement and the dangerous roads around it
Core play	Local quests, wilderness travel, rescues, investigation, dungeon exploration, and recurring relationships
Campaign growth	Frontier adventurers become trusted envoys in a conflict involving settlements, scholars, northern factions, and dragons
Touchstones	<i>Dragon of Icespire Peak, Phandelver and Below, Icewind Dale</i> by way of <i>Skyrim</i>

Why It Works for New Players

Icebeach begins with the most familiar kind of fantasy adventure: a community has immediate problems and needs capable people willing to leave the fire. Early jobs are concrete—find missing travelers, reopen a ferry, protect miners, rescue townsfolk, clear displaced monsters, and discover why the dragon came south. You do not need to know Icebeach's history before play; the places you protect and the people you meet will teach you why that history matters.

The campaign supports nearly any classic adventurer. A fighter can guard a road, a rogue can investigate a rival excavation, a ranger can track the dragon, a cleric can serve isolated communities, and a wizard can decipher the buried way-station. Social choices matter, but nobody needs to begin as a diplomat or political expert. Your authority grows from adventures completed and promises kept.

What Play Feels Like

- Traveling between small settlements whose needs, customs, and opinions differ.
- Taking practical quests whose outcomes create recurring friends, rivals, and consequences.
- Exploring giant roads, sealed galleries, barrows, mines, and a settlement buried beneath the thawing earth.
- Tracking a white dragon that may be predator, refugee, witness, claimant—or several of those at once.
- Deciding which offers of protection are sincere, which are traps, and what frightened communities should be asked to surrender for safety.

Your Characters

You might be a fisher, shepherd, miner, wandering skald, council runner, guide, healer, hunter, caravan guard, rescuer, or survivor raised beneath the memory of the Endless Winter. Outsiders also fit easily: junior scholars, hired excavators, stranded merchants, bounty-takers, or envoys sent north with orders they may come to question.

Each character should have one person, household, crew, school, or settlement that matters to them and one reason to brave the road. Beyond that, we can discover your connection to Icebeach together.

The Opening Adventure

At the Maple Faire, the dragon's attack leaves townsfolk trapped below the square, hunters wearing new dragon badges pursuing the fleeing wyrm, and an ancient stair breathing warm air from beneath the town. The party must choose what to save first, then learn why the dragon took only half of the oath-stone—and who arranged for it to be unearthed.

How the Campaign Grows

1. **The Dragon on the Road:** local jobs, dangerous journeys, and the mystery of the young white dragon.
2. **The Settlement Below:** a missing scholar, rival claimants, and a buried giant way-station linked to the Wyrmsroads.
3. **The Councils of Icebeach:** travel across the confederation as each community chooses between its own defenses, foreign aid, northern alliance, or dragon protection.
4. **The Crowned North:** a journey into Himmelsrand amid factional conflict and draconic diplomacy. The party may reject the crown, bind a guardian by mortal law, support a dragon ruler, or create a new compact.

Questions for Pre-Session 0

- Which community or person gives your character a reason to care about the north?
- What kind of local adventure sounds most fun: rescue, monster trouble, investigation, travel, or ruins?
- What story about dragons did your character grow up believing?
- If a dragon could truly keep people safe, what price would make that protection unacceptable?

The Kingdom of Nwt: The Azure Return

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.

“ **Choose this if:** 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 stolen archive, a supernatural map, and the first site on a lost 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

The party begins amid the funeral chaos: recover or copy the stolen records, investigate why the dead spoke with contradictory voices, and decide which sponsor—if any—can be trusted. The first marked site offers a contained expedition and ruin-delving adventure while introducing the road, the rival companies, and the larger mystery.

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 Pre-Session 0

- 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?