

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 by way of 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 Wyrmmroads.
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?

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