

THE VALE OF ISEN

A D&D 5th Edition Adventure

GAME DETAILS

- Dungeons & Dragons 5th Edition
 - Core Rulebook Only
- Standard Character Generation
 - Starting at 1st Level
 - Rolled Ability Scores
 - Standard Class Gold
 - Standard Class Equipment
 - Rolled Backgrounds
 - 1x Rolled Trinket
- Monday Evenings 20:00 – 23:00

SETTING

One-hundred years ago, explorers uncovered a new island nestled far off the main coastline. This island was reportedly rich in ores, and expeditions were immediately sent to claim this new land.

Word spread to the neighbouring races, and a gold-rush ensued between the three major powers of the world: The Human Queendom of Spall, the Elven Council of Ar'has, and the Half-Orc Empire of Kulturuk.

A race began to claim the island and its vast resources. Striking from fortified camps the three races battled over territory, borders slowly being marked in blood. Striking ever inward, each race pushed toward the cluster of mountains at the centre of the island.

Passing through one of three narrow canyon passages, the true lords of the island were uncovered. Positioned perfectly against any unplanned assault stood the mighty Dwarven Kingdom of Isen.

Unable, or perhaps unwilling, to force the three invading races to leave, the Dwarven King Isen laid out terms for their continued presence on the island.

The Treaty of Isen laid out terms for trade, restrictions on mining, borders, dispute resolutions, and an agreement to meet every year to renew the treaty.

Over the next hundred years the three races maintained an uneasy peace, expanding, settling, building towns and fortifications. Minor conflicts cropped up over everything from newly found nodes of ore to border skirmishes.

Several times the Treaty of Isen came close to being dissolved, but peace was always regained by a simple truth – no one race could hope to stand against not only the other two races, but also the Dwarves.

AS THE GAME BEGINS

It is a time of peace on the Vale of Isen. Life is quiet and productive as the island continues to deliver a steady stream of ore. In the next few days the annual meeting to renew the Treaty of Isen will be held, with all four leaders coming together in the mountains.

A great honour has been bestowed upon you, to accompany your representative to the Kingdom of Isen as part of their entourage. Only a handful of the most experienced and loyal subjects are chosen to take part in the meeting, so naturally your selection came as something of a surprise.

You begin your story on the road, alongside one of the four most powerful people on the entire island, heading toward the Dwarven citadel of Isen...

QUESTIONS

Please answer the following questions while generating your character:

- Who are your parents, and what do they do on Isen? Are they still alive?
- You bear a physical wound that still troubles you. What is it, and how did you get it?
- What do you love to eat most?
- What do you do for entertainment?
- What do you do on Isen to earn your keep?

You will also need to provide:

- First and Last Name
- Character Portrait

A written backstory is not required. Character histories will be established in the first few sessions of play.

Be prepared to commit to regularly attending Monday sessions starting at 20:00 – that is the start time, not the time that you should stroll in.

Be prepared to take notes on your character history, quests, and story details.

Be prepared to make decisions and forge your own path – the Vale of Isen is an open world setting without a linear plot to follow.

Be prepared for time to be against you. A game-world clock will be maintained.

Be prepared to strike out on your own or in smaller groups if the party experiences a conflict of interests. You may not be able to do everything you want to in time.

Be prepared to tell me if you cannot attend a session, or if you will be late to the game. It's OK. Life happens.

Be prepared to strike out into a world filled with mystery and exploration, where you have the reins on your own destiny.

Be prepared to fight for what you believe in.

Be prepared to die for what you believe in.