

A TIDE OF FLAMES

THE DRUMS OF WAR ARE SOUNDING. WHO CAN STAND AGAINST THE SON OF THE DRAGON?



CAMPAIGN DESCRIPTION

War is gathering in the dry brown hills known as the Wyrmsmoke Mountains. As midsummer settles over the land, smothering everything in heat and dust, the fierce warriors of the Kulkor Zhul—"People of the Dragon" in the hobgoblin tongue—gather beneath the dreaded Red Hand banner, ready to sweep down out of the Wyrmsmokes and conquer the human lands below. Your player characters face an onslaught of fire and steel the likes of which few have ever seen.

Theme: Military Campaign

Source Inspiration: J. R. R. Tolkien's *The Two Towers* and *The Return of the King*; *Warcraft* (computer games)

Typical Enemies: Hobgoblins, Giants, Dragons, Devils, Undead

System: Dungeons & Dragons 5E

PLAYER BUY-IN

This is a war campaign. You will be tasked with saving the Elsir Vale from an invading army. Not just a few Hobgoblins with pikes, no, tens of thousands of Goblinoids have been banded together under a mighty foe. This campaign will have you acting as "special forces" as the enemy army advances on the poorly defended settlements of the Elsir Vale. There are ambushes, raids, pitched battles, sieges, recon missions, and assassinations. If that sounds fun, this is the campaign for you.

MY BACKGROUND AS DM

I have been playing D&D for over 20 years as both a player and DM. Me and my other nerdy friends used to play every lunch break in high school in the classroom of our sympathetic math teacher. My favorite classes have always been paladins and clerics: I just can't resist the concept of playing a hero dedicated to justice for the dispossessed and smiting wrong-doers in the face :-)