

HUNTING PARTY

The village of Wyrmdale has flourished for centuries under the guardianship of Utstrålinga, an ancient silver dragon. Nearing the end of her life, Utstrålinga has begun rearing her son, Formyndag, in the hopes that he will one day take her place.

But something strange, dark, and wild has wormed its way into Formyndag's heart. In the span of a single day, the villagers of Wyrmdale watched as their future guardian transformed from a kind, generous, happy-go-lucky young wyrmling to a crazed, ravaging beast. The young dragon tore through the village, leaving a path of gore and destruction in his wake, before fleeing into the forest beyond.

Mourning the harm that befell Wyrmdale and the drastic change in her son, Utstrålinga has summoned the village rangers and tasked them with hunting Formyndag down.

"Bring him back to me," she commands, "so that I might attempt to purge him of the insanity that has taken hold of his mind. Whatever it takes. Bring my son home."

PLAYER INFORMATION

Hunting Party is a one-shot session which should take 3-5 hours to complete. This adventure is intended for 4-6 players, each playing a 7th level Ranger of any ranger archetype. It is recommended that each player choose a different archetype, to avoid overlap.

Hunting Party was constructed prior to the release of the modified ranger rules in *Tasha's Cauldron of Everything*. Should you choose to select the standard **Favored Enemy** rule from the *Player's Handbook* (rather than the alternate **Favored Foe** rules from *TCE*) for your ranger, then you are required to add dragons as one of your two Favored Enemies, for the purposes of this adventure.

Players may not choose two humanoid races as a favored enemies, for the purposes of this adventure.

Player Buy-In: "Why is your character motivated to track down Formyndag, the silver dragon wyrmling?"

EXAMPLE MOTIVATIONS

d6 Motivation

- 1 Someone important to me was injured or killed when Formyndag rampaged through Wyrmdale. Fledgeling guardian or not, justice must be served.
- 2 I am Utstrålinga's friend, and I have watched her son grow. His erratic behavior frightens me, and I wish to see him returned to his mother.
- 3 I secretly came to Wyrmdale to hunt a silver dragon, and have been biding my time to strike. Now is as good an opportunity as I'm likely to get.
- 4 I have seen the kind of damage that even a wyrmling dragon is capable of wreaking. I refuse to let Formyndag cause such harm to any other village.
- 5 Formyndag's sudden insanity fascinates or terrifies me. I want to bring him back for study, to determine if his condition is unique, or if it may affect others.
- 6 Having never left Wyrmdale, I've always wanted to explore the world beyond! Going after the guardian's son is the best excuse to leave that I've ever had!

BUILDING YOUR RANGER

When building your 5th edition character for *Hunting Party*, please follow the guidelines listed below.

Race. Your character may be any race from any official Dungeons & Dragons content. You may NOT use race options from *Unearthed Arcana* or any homebrew sources.

Class. Your character MUST be a ranger.

Archetype. Your ranger may be any archetype from any official Dungeons & Dragons content. You may not use any archetype options from *Unearthed Arcana* or any homebrew sources.

Level. Please build your ranger at 7th level.

Ability Scores. In order to ensure a level playing field, *Hunting Party* utilizes the Standard Array for all characters. In any order that you see fit, your ability scores are:

15, 14, 13, 12, 10, and 8

Equipment. You start with the following equipment, in addition to the equipment granted by your background and class:

- (a) two common magic items or (b) one uncommon magic item

