



WINGS OF LUMIWOOD

An eccentric mage hires the heroes to capture a Glitterwing - a rare butterfly-like creature with bioluminescent wings that creates stardust (an extremely valuable potion ingredient) in its wake. To do that, the heroes must journey into the heart of a gigantic glowing mushroom forest, and overcome the dangers that lurk within.

ADVENTURE HOOK

The heroes follow a job posting and are hired by an eccentric mage who needs help with his magical research.

PLOT TWIST

It turns out that these creatures are much smarter than they appear. The Glitterwing intentionally lures the heroes into a Wolf Den to set up a trap.

CLIMAX

In the Den of 6-legged telepathic wolves, the heroes must capture the Glitterwing while making sure she doesn't come to harm.

SETTING

Lumiwood, a forest of gigantic phosphorescent mushrooms teeming with bizarre creatures and magical anomalies.



MAIN CHARACTERS

FIZZLEWICK QUARKLE

Eccentric and slightly insane mage known for his unpredictable wit and fascination with the magical properties of Lumiwood's inhabitants. He wants to capture a Glitterwing to use her stardust for his experiments that it could lead to powerful magical breakthroughs.

"Fizzlewick Quarkle stands out with his disheveled white hair, wildly mismatched clothing, and a pair of custom-made goggles perched on his forehead. A faint scent of burnt parchment lingers around him as he constantly mutters to himself, occasionally chuckling at his own thoughts."

SERAPHINA, THE GLITTERWING PRINCESS

Vain and conceited ruler Glitterwings. Protective of her stardust, because she believes only the pure of heart deserve to use it. She wants to capture Fizzlewick and imprison him in the depths of Lumenwood, force him to create a potion that will enhance the Glitterwings' stardust, making it even more valuable and potent.

"Seraphina has vibrant, iridescent wings that shimmer with an array of colors as she flutters gracefully through the air. She emanates a faint, enchanting glow that seems to mesmerize anyone who gazes upon her."

GLOWFANG

The alpha-leader of a pack of six-legged telepathic wolves with glowing teeth. Is deeply in love with Sepharina, who's clearly leading him on.

GRUMPUS

A grumpy elderly gnome who knows the path to Seraphina's glade.

AT FIZZLEWICK'S TOWER (ADVENTURE HOOK)

After reading the job posting, the heroes arrive at the eccentric mage's tower, on the outskirts of the mushroom forest.

"Fizzlewick's Tower rises among the vibrant foliage, a jumble of twisted, mismatched architecture that somehow manages to hold together. A cacophony of arcane experiments can be heard from within, intermingled with Fizzlewick's cackling laughter."

To impress the wizard and secure the job, the heroes can tell the stories about their exploits, or show off their abilities.

Once satisfied with the heroes' skills, the mage explains the mission, points out that the creature must be unharmed, and promises a handsome reward for their successful return with the creature.

INTO THE WOODS

The entrance to the Lumiwood forest is marked by enormous, glowing mushrooms. The heroes must cross a chasm using a series of mushroom caps as stepping stones. When they're halfway through the bridge, a swarm of glowing bumblebees will attack, defending their nest.

THROUGH THE SWAMPS

To go deeper into the forest, the heroes will need to sneak through the swamps filled with mushrooms that emit hallucinogenic spores in response to any disturbance.

FIND OUT SERAPHINA'S LOCATION

Under an enormous tree in the swamp, the heroes will meet **Grumpus**, who is cranky and wants the heroes to get off his lawn, but can be persuaded to reveal the location of Seraphina. Alternatively, perceptive heroes will see a trail of stardust leading deeper into the woods.

MEETING SERAPHINA

The heroes arrive at a serene lake, illuminated by the bioluminescent flora that thrives beneath its waters. The flora attracts various magical creatures that drink from the lake's waters, soaking up its magical properties. On its shores they will see Seraphina. They can try to capture her without disturbing her, or try to persuade her to come with them and earn her trust.

CHASE THROUGH THE WOODS

If Seraphina notices the heroes approach, she will giggle and escape into the woods, leading them through the most dangerous places in the forest (the tunnel of ensnaring vines, the glowing spiderwebs, the swarm of flying telepathic jellyfish, etc.), towards the Den of Wolves, where she knows that the pack of wolves will protect her. If Seraphina goes with the heroes willingly, the wolves will track them through the forest using the smell.

THE DEN OF WOLVES

The climax scene takes place in the heart of the glowing mushroom forest, an overgrown abandoned temple where the wolves made their lair.

The heroes must deal with the wolves and capture Seraphina without harming her or causing her any distress. **Glowfang** will do all he can to protect her, but other wolves are unhappy with Seraphina's control over their leader, and could be swayed to betray her and help the heroes.

The adventure concludes when the heroes capture of Seraphina and return to Fizzlewick's tower, or choose to let her go free.

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