

# DRAKKENHEIM: DESTINY OF DRAKKENHEIM

**D**RAKKENHEIM IS NO MORE. An eldritch storm of falling stars devastated the city on that woeful eve, leaving behind a meteorite that would have lasting effects. Fifteen years later, Drakkenheim is a dismal urban wasteland contaminated by other worldly magic and haunted by hideous monsters. Fantastic wealth, lost knowledge, and powerful artifacts lie ready for the taking by adventurers' brave or foolish enough to venture into the ruins. However, even those who survive the dangers of Drakkenheim may not return unmarked by its terrors!

## DARK TRUTHS OF DRAKKENHEIM

- Iridescent crystals of vast magical power, known as delirium, induce madness and monstrous transformations.
- Five rival factions fight over the ruins and weave a tangled web of secrets, subterfuge, and sabotage in the city.
- Delirium causes a magical haze that contaminates those that enter the ruins.
- Undead husks, predatory beasts, mutated monstrosities, and terrifying abominations await those who would venture into the city.
- The royal line is broken, and you must help decide the fate of Drakkenheim.

## YOUR PLACE IN OUR WORLD

Whether you are from the city or a far away place you have all come to the city of Drakkenheim for your own individual purposes that culminate in your personal quest. You are just the latest heroes to try their mettle in the ruins whether for gold and glory or to restore the semblance of a city, you band together to try and navigate the factions and their goals with your own. The city and factions are highly dangerous and only through collaboration will you decide the Destiny of Drakkenheim.

## PERSONAL QUESTS

A character's core motivation for adventuring in Drakkenheim is represented by their personal quest. This is a specific individual objective for player characters to achieve during the campaign, but players need not reveal their personal quest to each other. When a character completes their personal quest, they can choose one of the following rewards: ability score improvement or a bonus feat of your choice.

## CHARACTER CREATION RULES

Characters begin at **1st level**. You can choose character options from the 2024 Player's Handbook or the *Sebastian Crowe's Guide to Drakkenheim* for options directly tied to the campaign.

You may use standard array or point buy for the ability scores and MAX/AVE Hit Points at each level with maximum HP for level 1 and the average for each level after.

You will choose your personal quest prior to the first session which can help to create your own personal backstory and tie to the campaign and setting.

There are not any home rules pertaining to this campaign.

## THE FIVE FACTIONS

Five factions have arrived in Drakkenheim to advance their ambitious agendas. Though their ideologies and methods differ, each seeks valuable resources and lost secrets within the city.

**Hooded Lanterns.** Remnants of the old City Watch, they wage a guerilla war against the monsters, bandits, and scavengers who have taken root.

**Queen's Men.** Loose affiliation between a hundred gangs of brigands, outlaws, and scoundrels, all of whom owe fealty to the enigmatic Queen of Thieves.

**Knights of the Silver Order.** Oath bound paladins and devout warriors sworn to combat supernatural evil, dark magic, and other worldly incursions.

**Followers of the Falling Fire.** A new faith and sect of the Sacred Flame that believes that delirium is a divine gift, not a blight, and that it offers salvation against a greater darkness yet to come.

**Amethyst Academy.** Magical school for sorcerers and wizards where students learn magic in remote castles and secluded universities. They orchestrate an arcane syndicate while providing occult counsel to the nobility.

## OUR TOOLS AND RULES

**Tools.** We will be using D&D Beyond for the character sheets and their MAPS VTT for combat and exploration. Our boosted Discord server will be used for chatting, announcements and voice channels for the game. We use Syrinscape for immersive background music and sounds.

**Rules.** We will be using the 2024 D&D 5e ruleset in conjunction with special classes, subclasses, spells, and items from the Drakkenheim books.