

Age of Drakkenheim

AGE OF DRAKKENHEIM CAMPAIGN FRAME

Malevolent monsters and rival factions clash in a dark city devastated by a mysterious meteor shower.

Credits:

Art and Writing by ArdisFoxx

World of Drakkenheim by The Dungeon Dudes

Campaign Frame Template Designed by Sax & PerfectlyCircularSeal

Complexity Rating: ●●●●

THE PITCH

Read this section to your players to introduce them to the campaign.

The city of Drakkenheim is a shattered ruin haunted by lingering magic, twisted monstrosities, and the fallout of a celestial disaster. Fifteen years ago, Saint Tarna's Comet fell from the heavens and struck the city, obliterating its heart in a fiery cataclysm. In its wake came delirium, a strange and dangerous crystalline substance that warps reality, bodies, and minds.

Now, the ruins lie cloaked in perpetual haze and unending rain. Strange storms roll off the crater, mutated horrors roam the broken streets, and arcane anomalies tear at the fabric of the world. Yet, amid the shadows of despair, glimmers of hope remain. Some believe the city can be reclaimed, its secrets uncovered, its wounds healed. Others see only an opportunity for power, wealth, or divine revelation.

Drakkenheim stands at a crossroads. The choices of the brave, the desperate, and the doomed will shape the fate of the realm.

TONE & FEEL

Bleak Fantasy, Survival, Corruption, Moral Ambiguity, Haze & Delirium, Wonder & Mystery, Sacrifice

THEMES

Corruption vs Purity, Knowledge & Mystery, Power & Temptation, Hope & Despair, Choices & Consequences

TOUCHSTONES

Diablo, The Witcher, Dark Souls, Elden Ring, Stalker: Shadow of Chernobyl, Bloodborne, Fallout, Castlevania: Symphony of the Night

AGE OF DRAKKENHEIM CAMPAIGN FRAME

OVERVIEW

If your group decides to play this campaign, give your players the following information before character creation.

Drakkenheim is no more. Struck by Saint Tarna's comet upon that woeful night, the once-majestic capital is now a shattered ruin. The haze drifts through its streets, carrying insidious magic that twists flesh and mind. Mutated creatures stalk the alleys, and ancient wards falter under the storm's lingering curse. Beyond the city walls, the realm itself falters: noble houses scheme, faiths divide, and armies mass. A faint hope lingers that Drakkenheim may yet be restored—but shadows grow longer, and the world is unprepared for what stirs within.

DELERIUM

Among the wreckage, strange crystals glimmer. Known as delerium, these iridescent stones hum with power both wondrous and terrifying. They bend light, sing in the mind, and infect the body with their touch. To some they are blight and corruption, to others salvation and promise. Wizards, warlocks, and scholars covet delerium for spells and relics. Thieves and smugglers risk everything to sell fragments to the highest bidder. Paladins and zealots demand its destruction. No one agrees on its true nature. Each shard pulled from the ruins fuels both ambition and dread, and perhaps carries the secret to Drakkenheim's fate.

BROKEN REALM

Drakkenheim once stood as the proud capital of Westemär, ruled by the von Kessel dynasty. With the comet's fall came a decade of civil war, the monarchy shattered, and the realm left divided. Faith fractured into rival sects, noble houses turned blades upon one another, and soldiers marched without banners to follow. Now the throne lies empty, the crown unclaimed, and whispers of restoration linger only in taverns and campfires. Some speak of rebuilding, of cleansing the city and uniting the realm again. Others scoff, saying the age of kings is finished. All agree: the ruins hold the key.

RIVAL FACTIONS

Five great factions vie for power within Drakkenheim. Each believes the city's fate is theirs to shape, and each courts adventurers to further their cause. None are wholly just, nor entirely wicked—their motives clash in shades of grey, and only through perilous choice can one decide who is friend, foe, or something between.

The Hooded Lanterns

Veterans of the civil war and remnants of the city watch, the Lanterns fight to reclaim their homeland. Led by Commander Elias Drexel, they wage a desperate campaign to cleanse Drakkenheim of monsters and bandits. They dream of rebuilding their city stone by stone, and restoring Westemär under a rightful heir.

The Queen's Men

Under the elusive Queen of Thieves, countless gangs and scoundrels claim the ruins as their playground. They smuggle delerium, prey upon pilgrims, and weave criminal networks in the chaos. Yet they see opportunity where others see only ruin—a lawless empire rising from the ashes.

Knights of the Silver Order

Paladins sworn to the Sacred Flame, the Silver Order views delerium as corruption incarnate. Led by Knight-Captain Theodore Marshal, they have come to purge the crystals, slay the horrors they spawn, and banish heresy from the land. Their cause is righteous, but their zeal leaves little room for compromise.

Followers of the Falling Fire

Born from a schism within the Sacred Flame, the Falling Fire follow Lucretia Mathias, who proclaims delerium as divine gift, not curse. To her followers, the comet was prophecy fulfilled and hope for salvation against a greater darkness yet to come. Branded heretics by the church, they march toward Drakkenheim on pilgrimage, certain that destiny awaits within the haze.

The Amethyst Academy

Once rulers of the city's arcane tower, the Amethyst Academy now seeks to reclaim what was lost. Archwizard Eldrick Runeweaver leads their expedition, determined to unlock the secrets of delerium before it consumes the world. To them, the crystals are not corruption but potential—dangerous, yes, but necessary for progress and survival alike.

Content warning: Drakkenheim is a dark fantasy world. We recommend players and Game Masters have an open conversation at the start of the campaign to discuss their lines and veils. In support of this conversation, please note references to the following are common in this setting:

Violence, murder, blood, gore, cannibalism, and body horror. Degenerative mutations which cause physical disfigurement and madness/insanity. Rats, spiders, insects, demons, undead, ghosts, and other monsters. Natural disasters, large-scale loss of life, civil war, displaced persons, refugees. Moral ambiguity, social/political manipulation, religious zealotry, military nationalism.

Explicit sexuality, sexual assault, racial prejudice, systemic racism, homophobia, or transphobia are not topics we want to explore in this world. Any inferences of such are wholly unintentional.

AGE OF DRAKKENHEIM CAMPAIGN FRAME

COMMUNITIES

All communities are available, but some take on unique qualities within a Drakkenheim campaign. As needed, provide the following details to your players and choose one or more questions to ask them during your session zero.

Highborne and Slyborne

The ruins of Drakkenheim once held noble estates and merchant halls, and fragments of that wealth still linger. Highborne carve out footholds in fortified districts, clinging to old titles or hoarding salvaged treasures from the shattered palaces of Westemär's line. Their power is fragile, bought with promises of protection or threats of reprisal.

Slyborne thrive in the shadow of such privilege, whether as thieves, smugglers, or survivors who exploit the instability of noble houses. In the city's chaos, slyborne find endless chances to carve their mark, trading in relics, rumors, or darker goods.

Questions for Highborne:

- Who among Drakkenheim's scattered nobles still commands your loyalty, and why?
- What treasure or privilege marks you as different from the masses?
- Who in your circle whispers of rebuilding the throne, and who whispers of usurping it?

Questions for Slyborne:

- Who do you feed lies to in your community, and why haven't they caught you yet?
- What relic of the city did you steal, and who hunts you for it?
- Which job or betrayal still stains your reputation in the underworld?

Loreborne and Orderborne

Once, Drakkenheim was a beacon of learning and faith, home to grand libraries, temples, and academies. Now, many stand half-sunken into haze or crumble under delerium's touch. Loreborne cling to fragments of this lost knowledge, salvaging tomes from ruined shelves or preserving forbidden arcana whispered by the Amethyst Academy.

Orderborne anchor themselves to creeds or codes that survived the comet. Whether followers of the Sacred Flame, breakaway prophets, or those sworn to the Silver Order, they struggle to live by ideals bent against a shattered world.

Questions for Loreborne:

- What secret of the Old World do you or your mentors guard, and what price has it already cost?
- Which relic or scroll do you refuse to let the Academy or factions take from you?
- What lesson of history shapes your every choice?

Questions for Orderborne:

- Which tenet of your faith has changed since the comet's fall? Which remains untouched?
- What oath do you secretly doubt, and what keeps you from renouncing it?
- Who looks to you for guidance, and how do you hide your uncertainty?

Underborne

In ancient sewers, dwarven tunnels, and collapsed catacombs beneath Drakkenheim, scattered communities of underborne survive. Some are scavengers who pick through forgotten crypts, others descendants of dwarves or humans who fled below during the cometfall. They know too well that delerium's corruption seeps through stone as easily as air.

Questions for Underborne:

- What sound in the dark fills you with dread, and what do you believe it means?
- What buried ruin shelters your people, and what forbidden secret sleeps there?
- Which forbidden place beneath the city did you trespass, and what scar do you still carry from it?

Wildborne

The forests and wilds outside Drakkenheim are thick with haze-mutated beasts and strange growths. Yet within them lie untouched glades, sacred groves, and hidden communities of druids, halflings, and goblins who survive by holding fast to the old ways. Wildborne are at once attuned to the beauty of the wilds and haunted by their corruption.

Questions for Wildborne:

- Which forest landmark haunts your dreams, and what omen do you see in it?
- Which spirit or guardian do your people call upon, and what signs of its corruption frighten you?
- What did you witness in the woods that proved the wilds are sickened?

Ridgeborne

In the highlands and mountains around Drakkenheim, small fortified villages cling to sheer cliffs and rocky passes. Ridgeborne are hardy folk, tending mines, watching mountain shrines, and patrolling ancient dwarven tunnels where delerium sometimes seeps into the stone. They honor oaths of kin and stone, though many such promises are fraying.

Questions for Ridgeborne:

- Which mountain tomb or ruin does your community guard, and what do you fear still sleeps within?
- Who vanished in the passes last winter, and what tale do the winds whisper of them?

AGE OF DRAKKENHEIM CAMPAIGN FRAME

Seaborne

On the coasts of Elyria and Caspia, fishing towns and trade ports receive delerium in smuggled shipping crates carried by shifting tides. Seaborne live in balance with storm and sea, their villages both vulnerable to attack and enriched by trade. Their lives are tied to the waves, yet every sailor knows the waters can hide ancient things best left forgotten.

Questions for Seaborne:

- What tale of the River Drann do you believe, though others dismiss it as myth?
- When you swam deep and found delerium, what vision or creature marked you forever?
- What promise did you make on the deck of a ship, and who still waits for you to keep it?

ANCESTRIES

All ancestries are available, but some have unique aspects within your campaign (I mean who am I to assume that?). As needed, provide the following information to your players.

Humans

By far the most common ancestry across the continent. Humans fill every nation, faction, and faith. Their diversity is their strength - nobles, beggars, soldiers, prophets, and heretics all bear the same blood. They remain the heart of Drakkenheim's struggle, for good or ill.

Drakona and Infernis

Born from ancient bargains with dragons and fiends, these folk bear visible marks of magic in their blood. Scales, horns, glowing eyes, or strange resilience set them apart. Some embrace their arcane heritage, others fight it, but all carry echoes of humanity's long-ago debts.

PLAYER PRINCIPLES

If your group decides to play this campaign, give your players the following information before character creation.

Embrace the Ruin

Your characters live in a world scarred by eldritch horror and disaster. Let it shape your backstory and choices.

Seek Meaning

Decide what drives you into Drakkenheim - hope, faith, greed, duty, or obsession.

Accept Corruption

Contamination and mutation are part of the journey. Explore how they change not only your body, but your outlook.

Choose Sides, or Not

No faction is purely good or evil. Align with them, oppose them, or try to carve your own path.

Wanderborne

From displaced refugees to mercenary bands, wanderborne are those who carry their homes on their backs. Many are survivors of Drakkenheim's fall, clinging to each other in caravans and pilgrim hosts. Others walk by choice, refusing to kneel to faction or faith, forever seeking safety, answers, or redemption on the road.

Questions for Wanderborne:

- Why does your caravan keep moving, and what do you fear follows it?
- What place do you yearn to return to, though you know it is gone?
- What vision or nightmare guides your wandering feet?

Elves and Dwarves

The elves are remnants of a vanished world, their ruins scattered in remote places. Shaped by stone, dwarves live in human cities or in remote strongholds of their own. Every elf is mageborn, and many dwarves see the comet's fall as proof their old oaths have been broken.

Halflings, Gnomes & Goblins

Small folk thrive in both rural villages and hidden enclaves. Halflings are farmers, innkeepers, and unexpected heroes. Gnomes and goblins cling to faerie roots, crafting wonders from whimsy and invention. All are underestimated, but none should be dismissed.

GM PRINCIPLES

Keep the following guidance in mind while you GM this campaign.

Show the Haze

Make Drakkenheim feel alive, with shifting weather, strange anomalies, and eerie beauty.

Grey Morality

Each faction has truth and lies, vision and blindness. Let players uncover them through play.

Consequences Matter

Every choice reshapes the city's fate. Lean into irreversible changes.

Horror with Wonder

Mix grotesque and sublime, the abberant and the divine. Drakkenheim should unsettle, but also inspire awe.

AGE OF DRAKKENHEIM CAMPAIGN FRAME

CLASSES

All classes are available to players, though many possess unique characteristics tied to the fractured, dangerous world of Drakkenheim. Spellcasting in particular is rare, powerful, and often misunderstood, demanding careful consideration for those who wield it.

SORCERERS, WIZARDS, WARLOCKS, WITCHES, AND BARDS

Magic suffuses Drakkenheim, yet only a few mortals can bend it to their will. Those born with the arcane spark - the mageborn - often manifest their powers during late childhood or adolescence, sometimes later in life. Sorcerers and wizards draw upon otherworldly energies, their abilities shaped by inheritance and training, while warlocks and witches gain their powers through pacts with dark or eldritch entities. Bards channel the supernatural Words of Creation, bending reality through inspiration. Most spellcasters remain secretive, aware that common folk often fear or mistrust those who can alter the world with unseen forces. The rare individual capable of high-level magic wields immense personal, political, and social influence, and may become a recluse or legendary figure. Even modest mastery is remarkable, and the presence of an accomplished mage can shift local politics, commerce, or religious sentiment.

SERAPHS AND PALADINS

Divine spellcasting in Drakkenheim is not granted by gods directly but arises from disciplined devotion to cosmic forces of light, shadow, and balance. Seraphs and paladins of the Sacred Flame channel the divine energy of the Flame, manifesting both miraculous healing and destructive power

against the forces of darkness. Their abilities are the result of years of study, meditation, and spiritual rigor. A seraph's or paladin's display of power can inspire hope or draw dangerous attention, and they must constantly balance duty with the temptations of pride or hubris. Violating core tenets may not immediately strip one of power, but moral failure or loss of faith can weaken their connection to the Sacred Flame. These classes are highly disciplined, often forming the backbone of militant holy orders or protective clergy.

RANGERS AND OTHER MINOR SPELLCASTERS

Some adventurers - rangers, scouts, or specialized subclasses - use minor arcane or divine techniques. While these abilities are limited in scope compared to the mageborn, they allow practitioners to augment combat, explore dangerous locales, or provide utility to a party. These characters are not generally considered true spellcasters, but their skills can still influence survival and strategy, especially in the treacherous wilds and ruined streets of Drakkenheim.

SHADOW CULTS

Rogues, assassins, witches, and warlocks often draw from the dark and enigmatic powers of the Shadow Cults. These sects revere the Exalted Darkness or otherworldly patrons, embracing forbidden knowledge, necromancy, and eldritch rites. Practitioners might channel shadows, trickery, or death itself, wielding their powers for vengeance, ambition, or secretive devotion. Like the Sacred Flame, the shadowed arts demand discipline; failure or betrayal can bring ruin or even death, but the rewards - arcane might and forbidden insight - are profound.

CAMPAIN MECHANICS

The following mechanics are unique to this campaign.

Delerium

The enigmatic meteoric rock known as delerium is a source of great conflict. Mages covet it for its magical potential, mercenaries and thieves see it as valuable trade, while knightly orders and zealous cults view it as either accursed or sacred.

When you find a delerium deposit, you can make a Finesse action roll to try to retrieve it safely:

Success with Hope: You claim the deposit and clear a stress.

Success with Fear: You claim the deposit.

Failure with Hope: You fail to claim the deposit but may try again.

Failure with Fear: You fail to claim the deposit and gain a level of Contamination.

CONTAMINATION

Exposure to delerium or the haze leaves scars, physical or mental. When you come into contact with it, the GM may call for a **Contamination Reaction Roll**. Roll your duality dice against difficulty 10. Add +1 for each Hope you have, subtract -1 for each Stress you carry. On failure, you gain a level of contamination, marking a Hope slot as a permanent scar and forcing you to draw a card from the Mutation Deck.

If all your Hope slots are marked, you undergo a **Monstrous Transformation**, becoming a delerium-twisted horror, an adversary under control of the GM.

Contamination Scars:

THE DELERIUM TRADE

A delerium deposit has monetary value based on the size of the delerium pieces in it.

Delerium Chips/Fragments = 1–2 handfuls of gold

Delerium Shards/Crystals = 1–2 bags of gold

Delerium Geode = 1 chest of gold

Delerium Massive Cluster = priceless hoard

AGE OF DRAKKENHEIM CAMPAIGN FRAME

MUTATIONS

When you gain a level of Contamination, draw a card from the Mutations Deck. During your adventure you may find mysteries, secrets and forbidden knowledge that gives you ways to cleanse contamination and cure mutations, but there is otherwise no spell, ability or feature in the core rule book that can remove them.

PICK YOUR POISON

The Mutation Deck features 50 unique mutations. When you gain a mutation, roll 1d50 to see which one you get, or the GM can choose one for you.



DELERIUM MUTATION

Wave of Mutation: Your body twists violently, sprouting new changes while those nearby are warped along with you. You gain another mutation, and all creatures within 60 feet also gain 1 Contamination level and a mutation.

ArdisFoxx Daggerheart™ Compatible. Terms at Daggerheart.com



DELERIUM MUTATION

Rotting Extremities: One of your body parts begins to blacken and wither. Roll 1d6, to determine which: 1-2: your lips; 3-4: your nose; 5-6: your ears. If you reach 4 or more Contamination levels, they rot and fall off. You can still speak and hear somehow.

ArdisFoxx Daggerheart™ Compatible. Terms at Daggerheart.com



DELERIUM MUTATION

Wretched Bile: Your gut churns with bubbling ichor, begging to be vomited forth. You may spew it once per rest as a Presence attack roll, dealing 1d8 magic damage per Contamination level you possess to all creatures within Close range.

ArdisFoxx Daggerheart™ Compatible. Terms at Daggerheart.com



DELERIUM MUTATION

Transforming Skin: Your skin begins to change. Roll 1d6 to determine the effect: 1: painful blisters which seep strange liquids; 2: cracking and peeling to reveal raw sinew; 3: strange patterns and runes; 4: welts and bruises which throb violently; 5: necrosis and rotting in patches; 6: lesions in otherworldly multi-colored hues.

ArdisFoxx Daggerheart™ Compatible. Terms at Daggerheart.com



DELERIUM MUTATION

Terrible Stench: The air around you reeks of rot, sulfur, and decay. Creatures are Poisoned while they are within Melee range of you. Creatures have Advantage on rolls made to locate or track you.

ArdisFoxx Daggerheart™ Compatible. Terms at Daggerheart.com



DELERIUM MUTATION

Lambent Glow: You emit a dim octarine glow within Close range. If you have 4 or more Contamination levels, you instead emit Bright Light within Far range.

ArdisFoxx Daggerheart™ Compatible. Terms at Daggerheart.com



TRANSFORMATION

DELERIUM MUTATION

Shedding: Each time you gain a Contamination level, some of your hair falls out in patches. Once you reach 4 or more Contamination levels, all hair on your body completely falls out.

ArdisFoxx

Daggerheart™ Compatible. Terms at Daggerheart.com



TRANSFORMATION

DELERIUM MUTATION

Ocular Tumors: An eyeball opens somewhere on your body for each Contamination level you have gained. If you have 4 or more Contamination levels, you can see in all directions and gain Advantage on checks to spot Hidden creatures.

ArdisFoxx

Daggerheart™ Compatible. Terms at Daggerheart.com



TRANSFORMATION

DELERIUM MUTATION

Alien Organs: You feel a bloated shift within your abdomen, as if something has been altered in your internal composition. Several of your organs have changed into something unrecognizable yet still functional. They're filled with alien black goo.

ArdisFoxx

Daggerheart™ Compatible. Terms at Daggerheart.com



TRANSFORMATION

DELERIUM MUTATION

Shadowless: You no longer cast a shadow, regardless of the light sources around you.

ArdisFoxx

Daggerheart™ Compatible. Terms at Daggerheart.com



TRANSFORMATION

DELERIUM MUTATION

Flickering Presence: Your form flickers intermittently like a poorly tuned hologram.

ArdisFoxx

Daggerheart™ Compatible. Terms at Daggerheart.com



TRANSFORMATION

DELERIUM MUTATION

Shimmering Veins: Your blood veins glow through your skin, casting a faint octarine light.

ArdisFoxx

Daggerheart™ Compatible. Terms at Daggerheart.com



TRANSFORMATION

DELERIUM MUTATION

Spiked Growths: Thorny shards of bone erupt from your body. Creatures attacking you in Melee range Trust mark a Stress.

ArdisFoxx

Daggerheart™ Compatible. Terms at Daggerheart.com



TRANSFORMATION

DELERIUM MUTATION

Aquatic Adaptation: You sprout fish-like fins and gills. You can breathe and move naturally underwater. If you have 4 or more Contamination levels, you can only breathe underwater, and you can hold your breath outside water for up to 1 hour.

ArdisFoxx

Daggerheart™ Compatible. Terms at Daggerheart.com



TRANSFORMATION

DELERIUM MUTATION

Cyclopean Vision: Your eyes merge into a single central eye, which you can use to make an Insight attack against a target within Far range. On a success, you send a beam of octarine light toward them, dealing d8+2 magic damage using your Proficiency.

ArdisFoxx

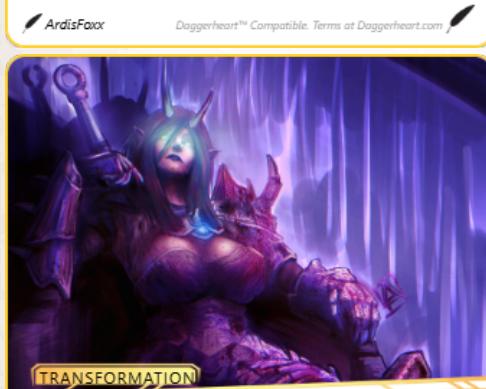
Daggerheart™ Compatible. Terms at Daggerheart.com



TRANSFORMATION

DELERIUM MUTATION

Whispering Voices: You can speak to creatures telepathically within Close range, but other creatures hear it as their own voice. If you have 4 or more Contamination levels, the range extends to Far.



TRANSFORMATION

DELERIUM MUTATION

Explosive Demise: Your body simmers with volatile growths, threatening to erupt when you die. When you make a Death Move, you must use Blaze of Glory. In addition to the action you do for your Blaze of Glory, you deal 1d12 damage for each Contamination level you have, against all creatures within Very Close Range.



TRANSFORMATION

DELERIUM MUTATION

Nascent Delusions: Your thoughts fracture, warped by alien madness. You gain a randomly determined form of Drakkenheim Madness, which persists so long as you are Contaminated.



TRANSFORMATION

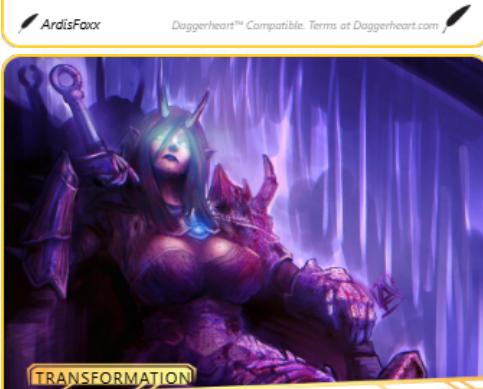
ArdisFoxx Daggerheart™ Compatible. Terms at Daggerheart.com



TRANSFORMATION

DELERIUM MUTATION

Belly Maw: A toothy maw opens in your stomach. When you succeed on an attack against a target within Melee range, you can gore the target with your maw, dealing an extra 1d6 damage.



TRANSFORMATION

DELERIUM MUTATION

Hallucinogenic Visions: The world shimmers into a beautiful, dreamlike haze, hiding its true horrors. All creatures appear beautiful, friendly, smiling and whimsical to you.



TRANSFORMATION

DELERIUM MUTATION

Spatial Displacement: Once per long rest for each Contamination level you have, you can teleport to a place within Far range without making an action roll. If you have 4 or more Contamination levels, the range becomes Very Far.



TRANSFORMATION

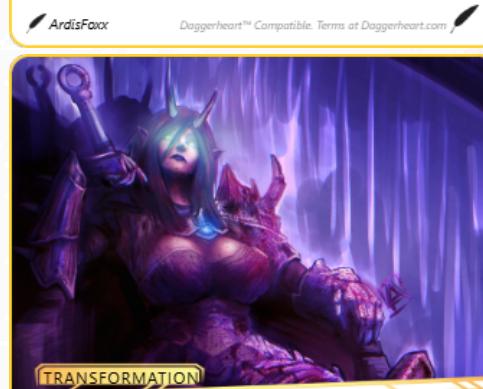
ArdisFoxx Daggerheart™ Compatible. Terms at Daggerheart.com



TRANSFORMATION

DELERIUM MUTATION

Eyeless Sight: Your eyes become milky orbs and go blind. You gain Blindsight, a magical sense allowing you to see within Close Range. You detect magical creatures, items and effects within this range. If you have 4 or more Contamination levels, your eyes rot out, and dim octarine light burns in the sockets. Your Blindsight increases to Far Range.



TRANSFORMATION

DELERIUM MUTATION

Cryogenic Shift: A creeping frost spreads across your body, shedding heat into the air. You take half damage from magical or mundane cold, but if you don't move during your Spotlight, you become Restrained until you take fire damage.



TRANSFORMATION

DELERIUM MUTATION

Electric Discharge: Crackling glands spark and hiss, releasing arcs of lightning. You take half damage from magical or mundane lightning. You give off a bright light and your attacks gain a 1d6 bonus to damage rolls against targets within Melee range. The damage die increases by one for each Contamination level you have (1d4 for 1, 1d6 for 2, 1d8 for 3, 1d10 for 4, 1d12 for 5, 1d20 for 6 as you undergo Monstrous Transformation).



TRANSFORMATION

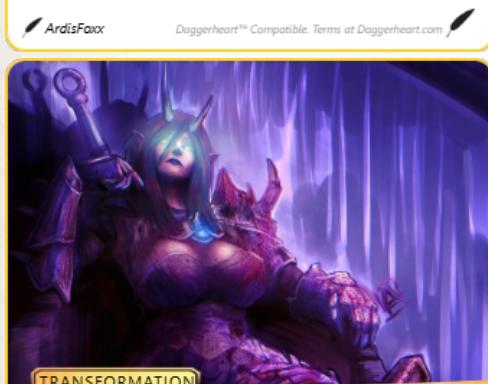
ArdisFoxx Daggerheart™ Compatible. Terms at Daggerheart.com



TRANSFORMATION

DELERIUM MUTATION

Hulking: Your body swells grotesquely, growing into something massive until your Contamination fades. While enlarged you gain advantage on Strength rolls. You return to your normal size when you no longer have Contamination levels.



TRANSFORMATION

DELERIUM MUTATION

Wasting: Bits of your body slough away, nails or teeth littering the ground. Roll 1d6 to determine which: 1-2: fingernails; 3-4: teeth; and 5-6: toenails.



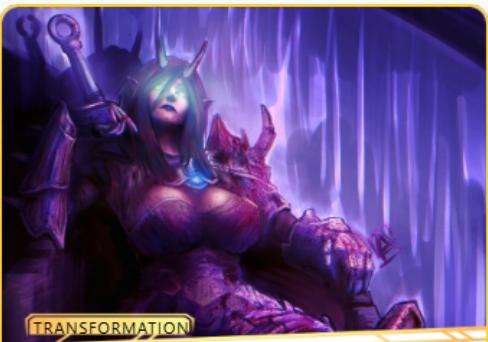
TRANSFORMATION

DELERIUM MUTATION

Burning Blood: FLAME ON! Mark a Stress to wreath your primary weapon in flame until the end of the scene. While ablaze, it gives off a bright light and grants a 1d6 bonus to damage rolls against targets within Melee range.



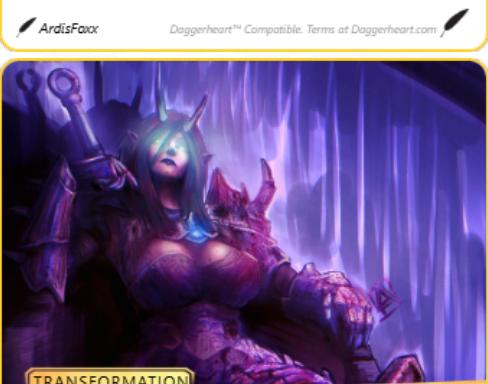
Daggerheart™ Compatible. Terms at Daggerheart.com



TRANSFORMATION

DELERIUM MUTATION

Shrinking: Your frame collapses inward, leaving you frail and small until your Contamination fades. While shrunk you have disadvantage on Strength rolls. You return to your normal size when you no longer have Contamination levels.



TRANSFORMATION

DELERIUM MUTATION

Gossamer Hair: Your hair becomes fine and ethereal, floating gently as if underwater.



TRANSFORMATION

DELERIUM MUTATION

Screaming Brain: You grow a sentient brain in your body, and it doesn't like you very much. It berates you and constantly questions your judgment, constantly wishing to escape the confines of your body.



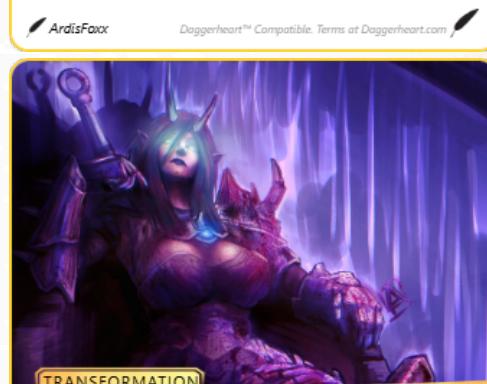
Daggerheart™ Compatible. Terms at Daggerheart.com



TRANSFORMATION

DELERIUM MUTATION

Vocal Warp: Your voice twists into an unnatural tone that unsettles those who hear it. Roll 1d6, 1: Alien Resonance; 2: Wet Gurgling; 3: Demonic Baritone; 4: Constantly Singing; 5: Distant Echoing; 6: Rasping Whisper.



TRANSFORMATION

DELERIUM MUTATION

Sprouting Crystals: Small bits of delerium begin to erupt from your bones and through your skin. They itch painfully.



TRANSFORMATION

DELERIUM MUTATION

Vestigial Limbs: Your body suddenly sprouts additional appendages. The limbs are not usable. Roll 10d6 to determine what grows: 1: fingers; 2: toes; 3: leg; 4: Arm; 5: tail; 6: head.



Daggerheart™ Compatible. Terms at Daggerheart.com



TRANSFORMATION

DELERIUM MUTATION

Tentacled Limb: One of your arms becomes a fleshy tentacle. Treat any weapon, ability, spell, or other feature that has a Melee range as though it has a Very Close range instead.



TRANSFORMATION

DELERIUM MUTATION

Amorphous Form: Your bones and organs become gelatinous. You can move through a space as narrow as 6 inches wide without difficulty.



TRANSFORMATION

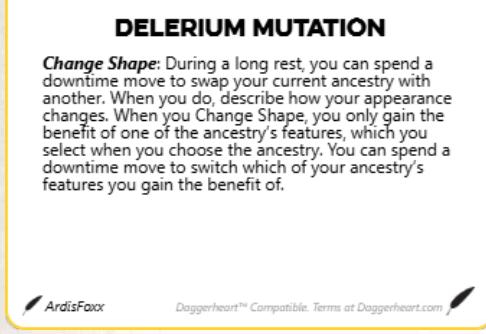
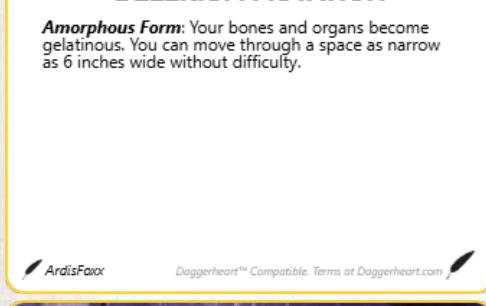
DELERIUM MUTATION

Change Shape: During a long rest, you can spend a downtime move to swap your current ancestry with another. When you do, describe how your appearance changes. When you Change Shape, you only gain the benefit of one of the ancestry's features, which you select when you choose the ancestry. You can spend a downtime move to switch which of your ancestry's features you gain the benefit of.



ArdisFoxx

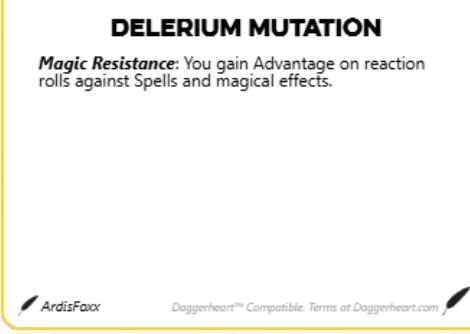
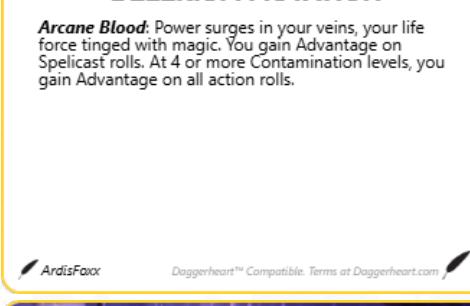
Daggerheart™ Compatible. Terms at Daggerheart.com



TRANSFORMATION

DELERIUM MUTATION

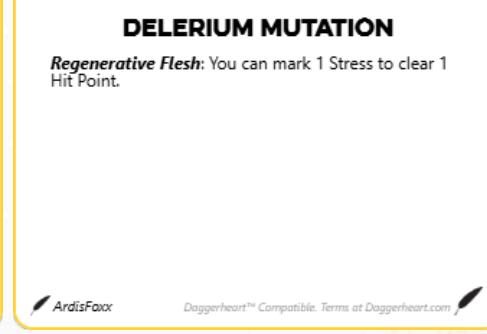
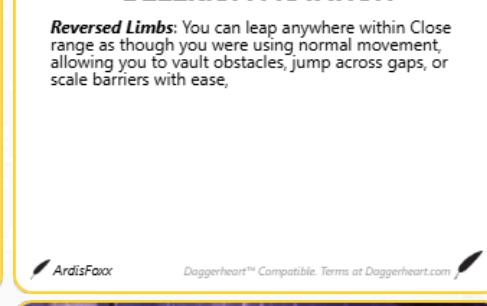
Transmuted Flesh: Your flesh and body transform into seemingly inorganic material but you remain animate and alive. This doesn't affect your game statistics. Roll 1d6 to determine which material: 1: iron; 2: wood; 3: glass; 4: stone; 5: water; 6: plastic.



TRANSFORMATION

DELERIUM MUTATION

Chitinous Plates: Shell-like growths appear all over your body, giving you a +1 bonus to Evasion. If you have 4 or more Contamination levels, this bonus increases to +2.

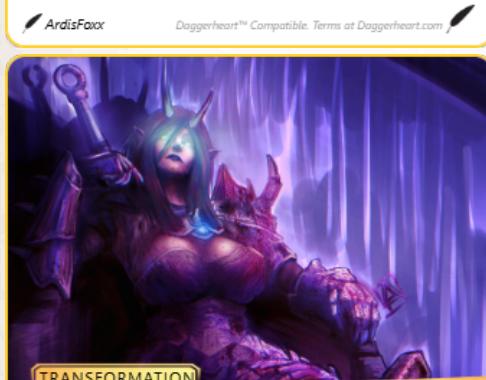




TRANSFORMATION

DELERIUM MUTATION

Multiplied Senses: Your face sprouts additional eyeballs, ears, and noses. You gain Advantage on Instinct rolls to perceive things.



TRANSFORMATION

DELERIUM MUTATION

Rampant Mutation!: Draw two new Mutation cards and return this one to the deck.



TRANSFORMATION

DELERIUM MUTATION

Sanguine Appetite: The scent and taste of blood fills you with hunger and exhilaration. When you only have 2 or fewer Hit Points unmarked, your attacks gain Advantage against creatures that have 2 or more marked Hit Points.



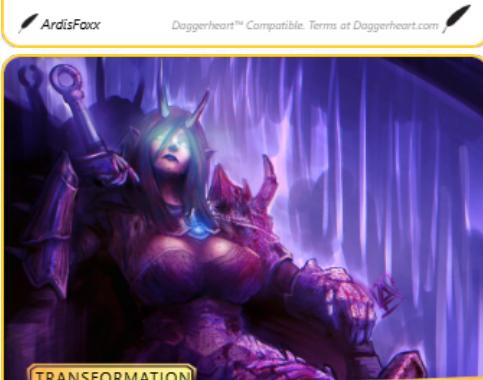
Daggerheart™ Compatible. Terms at Daggerheart.com



TRANSFORMATION

DELERIUM MUTATION

Corrosive Mucus: Make a Strength Roll to spit acid at a target within Far range, dealing d8 physical damage using your Proficiency.



TRANSFORMATION

DELERIUM MUTATION

Other Worldly Resistance: The Contamination growing in your body makes you strangely resistant to similar forces. You gain Resistance to magic damage.



TRANSFORMATION

DELERIUM MUTATION

Fledgling Wings: Tom flesh gives rise to bat-like wings that struggle to carry you. You can mark 2 Stress to gain the ability to fly until the end of the current scene.



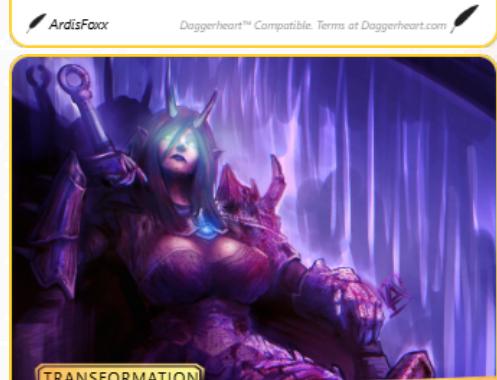
Daggerheart™ Compatible. Terms at Daggerheart.com



TRANSFORMATION

DELERIUM MUTATION

Spider Climb: You can climb on walls and ceilings as naturally as you walk on land.



TRANSFORMATION

DELERIUM MUTATION

Anomaly Locus: Reality bends strangely around you, warping whenever fate turns against you. When you fail a roll with hope, you choose to succeed with fear instead. When you do, you trigger an Arcane Anomaly centered on yourself.

AGE OF DRAKKENHEIM CAMPAIGN FRAME

Factions

The five factions of Drakkenheim are not allies, but without the help of the player characters to aid them or settle their differences, they are unable to progress with their motivations alone. Thus the tenuous balance of the factions' chess match is unbalanced with the introduction of the player characters to the story.

AMETHYST ACADEMY

Relationships: Friendly (+1) with Hooded Lanterns, Friendly (+1) with Knights of the Silver Order, Unfriendly (-1) with Queen's Men, Unfriendly (-1) with Followers of the Falling Fire

Motivations: Recover lost arcane knowledge, secure the Inscrutable Tower, and harness delerium for magical advancement.

Key NPCs:

Archwizard Eldrick Runeweaver - calculating leader; protects the Academy's secrets and directs research.

River - pragmatic lieutenant; manages field operations and supervises survey teams.

FOLLOWERS OF THE FALLING FIRE

Relationships: Friendly (+2) with Hooded Lanterns, Unfriendly (-1) with Amethyst Academy, Unfriendly (-1) with Queen's Men, Enemies (-2) with Knights of the Silver Order

Motivations: Treat delerium as divine gifts, draw pilgrims to fulfill Lucretia's prophecies, oppose orthodox Flamekeepers.

Key NPCs:

Lucretia Mathias - mystical prophet; interprets the Falling Fire as a sacred plan.

Nathaniel Flint - enthusiastic lieutenant; spreads the sect's teachings and recruits followers.

HOODED LANTERNS

Relationships: Friendly (+1) with Knights of the Silver Order, Friendly (+1) with Amethyst Academy, Friendly (+1) with Followers of the Falling Fire, Enemies (-2) with Queen's Men

Motivations: Reclaim Drakkenheim for the Realm of Westemär and restore order to the capital.

Key NPCs:

Lord Commander Elias Drexel - grim, disciplined leader; sees the city as a test of loyalty and courage.

Captain Ansom Lang - determined lieutenant; enforces Drexel's directives and maintains troop morale.

Lieutenant Petra Lang - hopeful and idealistic; eager to prove herself in rebuilding the city.

KNIGHTS OF THE SILVER ORDER

Relationships: Friendly (+1) with Hooded Lanterns, Friendly (+1) with Amethyst Academy, Enemies (-2) with Followers of the Falling Fire, Enemies (-2) with Queen's Men

Motivations: Purge corruption and monsters, destroy delerium, and protect mortals from supernatural threats.

Key NPCs:

Knight-Captain Theodore Marshal - valiant leader; embodies the order's ideals of justice and duty.

High Flamekeeper Ophelia Reed - devoted lieutenant; balances magical prowess with spiritual guidance.

QUEEN'S MEN

Relationships: Unfriendly (-1) with Followers of the Falling Fire, Unfriendly (-1) with Amethyst Academy, Enemies (-2) with Hooded Lanterns, Enemies (-2) with Knights of the Silver Order

Motivations: Exploit the chaos for wealth, influence, and control over Drakkenheim's criminal networks.

Key NPCs:

Queen of Thieves - enigmatic criminal mastermind; orchestrates thefts, smuggling, and intrigue.

Blackjack Mel - sleazy lieutenant; executes the Queen's schemes and maintains gang loyalty.

Tip: Keep factions morally grey - no group is purely good or evil. Whenever the players start trusting one faction too much, reveal a hidden flaw, secret agenda, or morally questionable action. Likewise, show that an opposing faction has redeeming qualities or acts of unexpected honor. Keeping this up throughout the campaign keeps alliances dynamic, encourages players to investigate them a little further, and makes Drakkenheim feel alive, unpredictable and filled with hard compromises.

CREDITS

Drakkenheim Campaign Frame

Created and Illustrated by ArdisFoxx

Dungeons of Drakkenheim Created by The Dungeon Dudes

Campaign Frame Template by Sax ([Homebrewery/Reddit](#)) & PerfectlyCircularSeal ([Homebrewery/Reddit](#))

 This product includes material from the Daggerheart System Reference Document 1.0, © Critical Role, LLC, under the terms of the Darrington Press Community Gaming License.

More at <https://www.daggerheart.com>