

MARTIAL MATTERS CAMPAIGN PITCH

A BRIEF ADVENTURE OVERVIEW



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MARTIAL MATTERS CAMPAIGN PITCH

PLOT HOOK

Timeline Placement: After WE

Long ago, a mortal dared to challenge the divinity of the gods. Fueled by a thirst for power and driven by a desire of vengeance, he rose up against the pantheon and managed the unthinkable - he slew one of the divine beings. As punishment for the mortal's betrayal, the primordial old gods have turned off the source of all magic, known in myths and fairytales as The Wellspring.

Since magic has left the world many have lost faith in deities, or stopped worship all together causing the gods to lose almost all their power. Donnie, head of the seekers and your boss, has sent word of a new lead about the Wellspring. From the gist of his letter it seems like a really solid lead. He's asked you to meet with him first thing in the morning.

This is your big shot, to make a name for yourself, get some coin, and be the heroes that brought magic back. Regardless of where your adventure sends you, it will be worth the cost when you return home a hero.

CHARACTER CONCEPTS

All PCs must be a part of the secret group known as the seekers and need a personal reason to bring magic back. The reason should be strong enough to leave home and be willing to risk everything for the sake of bringing magic back.

- A loved one is cursed and you need magic to undo the spell
- You've always been star struck by the stories of times of bountiful magic.
- You want to stop the hunting of magical creatures.
- You want to bring back the magical social advancements and benefit society
- A family member has been murdered and you need magic to contact them in order to seek vengeance on their killer

KNOWN SETTLEMENTS

- **New Nimm** - A town with patchwork buildings founded upon the ruins of a once magical floating city.
- **Labyrinthine Catacombs** - Beneath the bustling streets of New Nimm, a network of forgotten catacombs holding the remains of the once floating city.
- **The Wellspring** - A magical fountain of myth, it's the source of all magic in the world. Not much else is known about it, but it has to be real, right?

- **Twilight Monument** - Standing as a haunting testament to a once-mighty Keep, a place steeped in history and mystery. The ancient ruins, crafted from rare white obsidian stone, rise defiantly against the passage of time.
- **Starfall Plateau** - Located high in the coastal mountains, it's rumored to become a breathtaking observatory where celestial wonders can be seen.

NOTABLE CHARACTERS

In society, there are some vital figures or people of importance. These could be political leaders, town elders, or key NPCs with quests.

ALLIES

- **Donnie Bistle** - The leader of the Seekers, a secret society of adventurers who have been collecting and preserving knowledge of various topics. Currently they've got their sights set on bringing magic back into the world so they can learn more about the magical texts in their possession.

THE BAD GUYS

- **The Road** - A shadowy guild of thieves that treads the perilous path between cunning artistry and criminal prowess. They intend to keep the world magic free so they stay the powerhouse of the providence.

THEMES EXPLORED

In the game(s), we'll explore some of the following themes:

- Fighting against another faction
- Undoing mistakes of the past
- Low/no magic in the world

CAMPAIGN SPECIFIC MECHANICS

MELEE CLASSES ONLY

All PCs must pick a base class that focuses on physical combat and not spellcasting. Classes you may pick from are: Barbarians, Fighters, Monks, Paladins, Rangers, and Rogues.

During level up the PCs may not multi-class into spellcasting classes.

MAGICAL HEIRLOOM

Before you departed on your journey, your families heirloom was bestowed upon you. A powerful magic item that's been kept in secret and passed down from generation to generation. Not only is this item sentimental to you, it also gives you a great advantage on your quest to bring back magic.

You may pick one magical item of very rare or lower quality or work with the DM to craft a custom item that relates to your character concept.

SHORT CIRCUIT SPELLCASTING

Due to the lack of magic in the world casting spells is almost impossible. Your character still learns the same number of cantrips as normal. If your class can cast spells you may only have a single 1st level spell prepared at any given time. You are unable to learn spells of a higher level or upcast spells. Additionally, if you learn a spell from a racial, class, or other feat they function as normal. During each long rest you may prepare different cantrips or a 1st level spell.



IMAGE MOOD BOARD

WELLSPRING



NEW NIMM



LABYRINTHINE CATACOMBS



TWILIGHT MONUMENT



STARFALL PLATEAU



KELVIN KEEP

