

What Lies Beneath

Campaign Pitch

What Lies Beneath is a *Dungeons & Dragons, 5th Edition* campaign set in the Stormwrought Isles, a homebrewed setting. The campaign will play out in weekly, online sessions starting in January of 2,018 and running through June or July of the same year. Characters will begin at 1st-level and players can expect their characters to attain 10th to 12th level by the end of the campaign.

What Lies Beneath will use the core *Dungeons & Dragons, 5th Edition* rules found in the *Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual* with limited modifications, additions from other sources, and a large amount of custom game elements such as monsters and magical items designed specifically for the campaign. Players will create their characters by choosing from a limited list of races, backgrounds, and classes specifically chosen as suitable for the campaign. That list may include several background options designed specifically for the campaign.

What Lies Beneath will be played using the Fantasy Grounds virtual table-top and the Discord voice chat service. Players will not require any paid licenses to participate in the campaign.

If the players unanimously agree to this pitch, they will be provided with a campaign document outlining the character options, major rules modifications, and setting and background information pertinent to character creation. Thereafter, the Fantasy Grounds virtual table-top will be made available for character generation. Before and during the character creation process, players are encouraged to discuss their choices with each other to ensure a party makeup everyone is comfortable with. After characters have been generated, they will be reviewed, and their backstory details will be finalized through discussion with the game's DM.

Born from an Angry Sea

150 years ago, soldiers from a fledgling military nation calling itself the Empire of New Nerath attacked the Free City of Bermea. While the city's watch held the gates, the Lord-Protector of the city gathered his extended family, their servants and retainers, and what refugees they could and fled the city in five ships. Thousands were left behind. The ships attempted to reach the southern Kingdom of Mavar, but a sudden storm enveloped the tiny fleet in the open sea. The ships were blown far off coast and ultimately dashed against the rocky shores of the largest of the Stormwrought Isles, an island chain in the Great Sea uninhabited by the civilized races. The survivors – and there were many – took the storm as the divine provenance of the Storm Lord, Kord. Calling themselves the Stormborn, they set about building a new home under the direction of the widowed Lady-Protector. Five generations later, a tiny kingdom now spans the three largest islands in the chain.

Primal Magic and Lost Kingdoms

The Stormwrought Islands are an ancient placed teeming with primal magic. The elements themselves seem to seethe and writhe, and sometimes to break free. Jagged cliffs and piercing mountains rise, with plunging waterfalls spilling into the roiling waters of the angry sea. Thick jungles abut the wind-swept beaches and give way to steaming lagoons or else are drowned by consuming swamps. Broken topped volcanoes belch smoke and fire into the tempestuous sky. While the Stormborn have tamed their own islands, the lands around them are ruled by the raw chaos of the world's base elements.

But the Stormborn are not the only ones who call these lands home. Now or ever. Today, savage lizardfolk, mysterious yuan-ti, and avaricious kobolds all make their homes in the winding warrens of the chain's seamounts or in the dark, humid heart of the islands' jungles. Powerful behemoths and dark creatures of the sea are regular sights. And the elemental fury that churns in the rocks and jungles and beneath the waves gives rise to

powerful magical creatures. And once, another civilization tamed these islands as well. Little is known of the ancient peoples who constructed the crumbling ruins that dot the various islands.

Unearthing the Past

The ancient relics of forgotten peoples and primal magics from the dawn of the world are not the only things that will be drawn from the depths into the light of the present. For five generations, the Stormborn lived untroubled by the larger world. But trade and travel has been established with the mainland recently. And the past is quickly catching up with the present. Unanswered questions, long forgotten, need answers. Why did the Lord-Protector abandon his city and his people and set out to sea? What became of Bermea and the armies of New Nerath? And was it the will of the gods that waylaid the Stormborn or was it something else?

As the heroes explore the Stormwrought Isles, plundering its lost kingdoms and primal magic, they will also have to peer back through the murky depths of the past and lay bare the truth of their people's history. For somewhere in that history lies the key to preventing a terrible catastrophe from destroying the islands and her peoples and perhaps the wider world.

Heroes Must Rise

In a quiet corner of the one of the Stormborn Islands, a group of young adventurers, fresh from their apprenticeships and training and just setting out to make their way in the world, find themselves thrust into adventure. Their chance adventures carry them across the three Stormborn Islands. Ultimately, they make their way to Port Provenance, the great city at the heart of the Stormborn lands, where they fully intend to go their own ways. But as the past catches up to the present, it becomes clear that they must unite to confront the truth.

From Port Provenance, the would-be heroes set out on many expeditions across the islands in a race to unearth the past and perhaps to harness the magic of the islands themselves. Meanwhile, powerful enemies begin to bring the islands of the Stormborn under their sway. And a terrible catastrophe looms on the horizon. Can the heroes uncover the truth of past and end the threat to the present before Port Provenance falls?

The surface churns. Dark shadows take shape. Something rises from the depths. Will you face it?