

Broken Hearts Campaign

Premise

Be free adventurers in a tense and uncertain Empire.

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It has been an age of peace and prosperity, of unity and acceptance.

Before, the Empire was splintered and shattered, still recovering from the Great Dragon War. The differing cultures clashed and nations waged war, but through some miracle, King Tarathion Eurid found a way to connect with the nations surrounding his kingdom. He slowly but surely brought every nation into his growing Euriddian kingdom, until all were at peace and united. This ushered in a Golden Age for the people of the newly formed empire.

However, 25 years after the unification, the sudden death of King Eurid, combined with the fact that his eldest daughter is not prepared to take over the reign, has caused a feeling of unease and doubt among the Euriddian people, as its future seems ever so uncertain...

You are a group of five, 2nd-level adventurers. You have, for your own personal reasons, arrived on the western continent of the empire, land of the wise and reclusive Wood Elves living in the Great Mirkwood, and the Dragonspire Mountains, land of the industrious and devoted Mountain Dwarves.

You find yourselves heading into the Great Mirkwood on the back of a wagon. Eventually getting to rest at a remote and unnamed tavern in the middle of the dark forest. Maybe it's finally time to get to know some of the people traveling with you?

Six Truths

- The world consists of enormous flying continents, where people travel through the skies in skyships. These ships use the abundant air aether between the continents to fly between the continents. Flying over land is extremely difficult and dangerous, but possible.
- The ancient ruins from The Cataclysm are all over the land, hiding the lost history and artifacts from the halcyon days of arcane technology.

- The lands of the Euriddian Empire were once the domain of Great Dragons, who waged war against each other long ago. While those dragons may be gone, their children lurk, and their influence is still felt throughout the lands.
 - The dreaded constellation Ruinus shines ominously brighter in the night sky than before. They say those born in the Year of Ruinus bring change and reform, be it through peaceful ways, or destructive ones.
 - Powerful forces from the outer planes have their eyes on the Empire and the mysteries held there.
 - The death of King Tarathion Eurid has brought not just uncertainty, but also opportunity to the empire, especially since the King's death was sudden and mysterious.
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