



# Player Campaign Intro

## In the wake of Pytheas

Amongst the pirates, traders and the other inhabitants of the Sea of Swords and The Trackless Sea is a legend about the King of the Seas. Who ruled over a mighty kingdom formed from the unified inhabitants of the islands. The King of the Seas defended his kingdom with the aid of a powerful magical weapon that allowed him to command the power of the very seas.

But there were others that craved his power. They hid in the shadows plotting and waiting for their moment to strike. Finally that moment arrived. The plotters revealed themselves to the King as their plan came to fruition and successfully stole the throne from him. As a final act of defiance the King broke up the magical weapon and scattered the remnants around the kingdom.

As the King spent his remaining days rotting in a dark damp dungeon cell, his once great kingdom too slowly rotted from the inside.

Millennia later the remains of the broken kingdom are facing new threats. Rumours are rife that the King of the Seas has returned. Are the rumours true?



The coastal town of Saltmarsh like other coastal towns on the Sword Coast is very busy this time of year. Anything that floats and is sea worthy is being hired to take travellers to the Festival of the Earthmother on the island of Alaron. People have come from far and distance lands to witness this legendary festival at least once in their life time.

You are a group of 1<sup>st</sup> level adventurers. You don't know each other. You are all making your way to the festival. Having secured what is most likely the last spaces anywhere, you are all waiting on a small jetty ready to board a small sailing boat.

This campaign will be using the Players Handbook, Dungeon Masters Guide, Sword Coast Adventurer's Guide, and The Ghosts of Saltmarsh source book.

Your adventurers can be any combination of races and classes as described within the above source books. Particularly look at the Sword Coast Adventurer's Guide as this does have some exciting additions. Naturally at time of writing and creating characters The Ghosts of Saltmarsh has not been released (late May) I'm not anticipating any additions to the classes and races in this.