

# ADRIFT

*Two years after the Last War, your disbanded naval crew scrapes by on freelance jobs, no flag to sail under, no allies to call on. Cast adrift in a sea of pirates, cults, and rising powers, you'll fight to survive, rebuild your reputation, and decide what kind of crew you'll become in the chaos left behind.*

## Truths of Eberron

You can begin your journey by reading the introduction to *Eberron: Rising from the Last War* and the information about the Lhazaar Principalities in chapter 2.

In addition, every character in this campaign knows the following:

- **The Last War Has Ended.** The Last War plunged the continent of Khorvaire into civil war more than a century ago. Just two years ago, the war ended. But the conflicts, the anger, and the pain of the long war remain.
- **The Principalities.** With the Treaty of Thronehold, the Lhazaar Principalities became a sovereign nation under High Prince Ryger ir'Wynarn, but his grip on the islands is far from certain.
- **Dragonmarked Dynasties.** The twelve great dragonmarked families are the barons of industry and commerce in Eberron.
- **A World of Magic.** The technology of Eberron was developed by the mastery of magic. The widespread use of magic pervades life in the cities and towns.

## We Begin in Regalport

The campaign starts in Regalport. The seat of the High Prince Ryger and the Seadragon Principality, Regalport is the grandest city in the principalities. Your crew is based here, where opportunities for fame and gold abound.

Early in the campaign your party will be completing jobs for local patrons, to earn gold, and a reputation—in competition with rival crews.

## Your Character in Lhazaar

Characters begin at **1st level** and are expected to reach at least level 5. We will build characters together in our Session Zero. You might be a warforged carpenter built for naval warfare, a Kalashtar navigator from the far-off continent of Sarlona, or the crew's half-orc smuggler with ties to House Thuranni.

**Most importantly, your character works together with the other characters to build a prosperous sailing crew in the aftermath of the Last War.**

## Safety Tools

The campaign may feature themes of betrayal, corruption, intrigue, curses, cosmic horror, debt, drowning, extreme cold, storms, war.

**Lines.** This game will not contain physical violence towards children, unwanted sexual contact, animal abuse or cruelty, party-initiated torture, inter-party violence, or inter-party betrayal.

**Veils.** Kidnapping, consensual sex, and enemy-initiated torture will be 'veiled' off-screen.

If at any time you don't feel comfortable with the content or direction of the game, say **"pause for a second"** and we will pause the game and talk about it.

## Inspiration

The campaign is inspired by *Pirates of the Caribbean*, *Treasure Island*, *Raiders of the Lost Ark*, *Livesteam Traders*, *Die Hard*, *Blade Runner 2049*