[Campaign title]

***Cody Strange: Dungeon Master***

***[Name]: [Role]***

***[Name]: [Role]***

***[Name]: [Role]***

# **Lore**

## Prologue

### The New World

The group is on a small ship that can be manned by the three of them. The elf and dwarf are rowing while the human wizard is navigating and steering with the sail. The group is a small freelancing team that was sent three months ahead of the fleet to find and secure a location for the main group to begin creating their new home. Their people are fleeing from their war torn home in hopes of finding peace. The group has a rough map of the area created by an archmage’s scrying pool.

### Campsite

The group has decided which location to secure and is waiting for the main group to arrive. They set up camp and create themselves a temporary shelter until they see bright flares start lighting up the night sky signaling the arrival of the fleet.

## Chapter One

### Time skip

Ten years have passed since and the town is bustling with life, the group has been working with everyone to get the town up and running. People are thinking about exploring, starting new towns and everyone is getting rather adventurous. There are now free-lancing jobs being posted at the local inn for those who want to live a life of adventure.

# Events

## Main Story

### Creating a Home

* Lore – prologue: The New World
* Players are given three areas to explore to try and find the best location. Depending on the area they come across a specific encounter.
  + rocky highlands in the north (Mining)
    - Griffon Nest – 1 Griffon
  + grassy plains in the east (Agriculture)
    - Wasps Nest – 3 Giant Wasps
  + heavy forests in the south (Construction
    - 3 Apes
* Reward – 300 Gold
* Lore – prologue: Camp Site

### Goblin Invasion

* **Job posted** – Shipment gone missing: “A wagons of goods heading south to give supplies to the people there trying to start a new town have repeatedly gone missing along the way.” Reward – 300 Gold
* The group heads south to investigate where they are ambushed by goblins at night. Encounter – 4 goblins
* One of the goblins runs away and lead the group to a cave where they discover a map of the area showing plans for multiple caves of goblins to attack the town in a few nights. Encounter – (2 goblins) + (3 goblins, 1 goblin boss). Reward – Fire ball Scroll
* The group rushes to the town to warn the people of the invasion and the following night they are attacked by an army of goblins. Encounter: 20 Goblins, 1 Ogre, 2 Goblin Shaman (2 burning hands + firebolt)

## Side Quests

### Wolves attacking sheep.

* Encounter - 3 wolves
* Reward – 150 Gold

### Mining Tunnels

* Encounter – White Guard Drake
* Reward – 100 Gold + (Great axe +1)

### Corrupt Mayor

* Letters of embezzlement
* Reward – 200 Gold