The four adventurers all head to the capital for their own reasons, but end up together as they escape the chaos

Lillian heads through to the Assassin’s guild, to clarify her target as well as gain permission to carry out her mission. She does so and she heads off on her own to hunt down her target. Her target is being protected by a band of mercenaries while he travels through the slave trade.

Part of his entourage is the Tiefling. He is treated poorly, and doesn’t particularly care for his charge, but he’s getting paid. A simple stepping stone while on his way towards his virtues, and will gladly return all treatment to the man once he achieves his goals.

The drow is browsing around, seeking for a suitable slave, seeking to follow through as quickly as possible so she can leave the wretched place. As she goes about she has a run in with a bard.

They share words and of course he is as pompous and insufferable just like the other elves of his kind. He is in the city seeking the next great story of his, as well as being invited by the noble from out of country to play in his impromptu court.

The man heads to his temporary living space in the central palace, recognized as a powerful person since he has the location of another assassin’s guild, and is willing to sell it to the highest bidder. Lillian follows and while planning an attack, a sudden force rushes through her, causing her body to contort and change painfully. This change in turn causes her to become a Wood elf, part of her reasons to become an assassin.

Revolted by the development, she turns and seeks to take out her anger on her target, seeking no quarter for him. She begins her assault, sending a false missive to the man for him to check on something near the powder room.

From there she knocks him out and ties him up and sets a fuse. From there she starts running, knocking into the bard as she is making her escape. As such, he is interested where this wood elf is running and follows. The tiefling is sent out on an errand and sees the explosion, and figures that he would be blamed by the nobles. As such he decides to just walk away, taking the first cart out, heading north.

The drow runs into him in the slave market and looks over him before nodding and exclaims that she will take him. He doesn’t understand but She follows behind him to the cart. The Bard and Lillian get into the same cart as it leaves, simply not wanting to stay in the aftermath of the explosion that took out most of the palace as well as the surrounding area.

They have to put up with one another as they all head towards the north. The tiefling heading away from the south in search of new horizons, the drow following him since she believes he is hers. She even pays him some to be a mercenary while thinking she bought a slave, and in her eyes, he is. The bard is following Lillian since she seems to be his muse, and he has a feeling that she will give him a wonderful story. Lillian is heading north to head back towards her country, seeking to bring news and earn the supplies and rights of an assassin.

**Start of campaign**

1. As they travel north, they pass by the zombie town
2. Because of a thick fog and other factors, the horses stop and refuse to travel forward
3. The group must proceed by foot to try and solve the issue.
4. As they go through, the find a lich’s crypt. They must descend into it to see if it is the source of the issue
5. As they go through they are attacked by zombies, skeletons, and other small monsters
6. The deeper they go the more frequent the encounters get
7. Finally, they reach a large open room and must face a lich.

Skeleton - 4

AC: 13

HP: 13 (2d8+4)

Challenege: 50

Shortsword: +4 to hit, 5 (1d6+2)

Zombie: 3

AC: 8

HP: 22 (3d8+9)

Challenge: 50

Slam: +3 to hit, 4 (1d6+1)

Undead fortitude: DC= 5+damage taken, unless radiant or crit. The zombie drops to 1 hp if successful

Imps - 2

AC: 13

HP: 10 (3d4+3)

Speed: 20, flying 40

Challenge: 200 xp

Shape changer: Can turn into a rat, raven, or spider, taking an action. Reverts to true form if it dies

Devil sight

Magic resistance

Sting (Bite in beast form): +5 to hit, 5(1d4+3) and the target must make a DC 11 constitution saving throw, taking 10 (#d6) poison damage on a failed save, or half as much damage on a successful one

invisibility

They will lose….Period

Upon loss, the Lich will decide to run an experiment based on their interactions. Casting an unstable spell, he binds them together so they cannot be outside of 100-500 feet of each other. The added stipulation that, if they can, they must keep each other alive or they all perish.

From there, he leaves, only attempting to set up a future crypt for himself in pursuit of more power, possibly seeking other Liches to steal they phylarchies. As such, he leaves and they must recover. Once finished, they head back to the cart that waited for them and they head off towards Silver Wind.

Since Lillian is the only one with true direction, she attempts to convince them to head to the city where the guild resides. From there, she explains to one of the guild members keeping watch that a curse was laid upon her as well as the others, forcing her to bring them along. As for her appearance, it’s unknown, but she feels like it’s something to do with a pair of idiots that she met before.

Once they meet up in the guild, the others staying far enough away under watch that Lillian can speak freely, explaining the situation and what has happened to her.

Once finished, the guild master tells her there might be a chance to free her from the curse, but it would require the whole party to get stronger. As such he gives them a few odd jobs, basically becoming the primary quest giver for this group.

First quest will be helping with a goblin problem a few towns over. Several waves of goblins are attacking a small town, and as such adventurers are being called. There is a reward, so that is why the guild is interested.

When they get there, they must fight through several groups of goblins, groups of 7 or 8. Make 3 encounters

**Goblin:**

AC: 15

HP: 7 (2d6)

Speed: 30

Challenge: 50xp

Can take the Disengage or Hide action as a bonus action

Scimitar: +4 to hit, 5 (1d6+2)

Str 8

Dex 14

Con 10

Int 10

Wis 8

Char 8

1st encounter 7

2nd encounter 7

3rd encounter 8 + goblin boss

From there, they hear from the townspeople that they have had a rough time of it, they keep coming from the nearby cave system and as such someone must go in and dismantle the group in charge.

There is a potion shop and other resources available, but mostly this will be a simple war of attrition.

Once they head to the cave, they must fight through more goblin groups, same number per group, but maybe increase encounter rate. 13 + per 100 feet to the cave sitting 30 miles at away.

1 - combat, w/ 8 goblins

2 - free

3 - combat, w/ 4 goblins

4 – combat, w/ 4 goblins (current) – 50 \* 12 exp gain

5 – free

6 – free

7 – free

8 – free

9 – combat, w/ 4 goblins

10 combat, w/ 10 goblins and 1 goblin boss

5\*50

200 feet away from cave, in the forest, close to the mountains, can clear it in one encounter before being back at the opening to the cave

Once inside, they must fight smaller groups but with more frequency.

As they go inside, the groups will grow in size, eventually including goblin bosses.

AC: 17

HP: 21 (6d6)

Speed: 30

Nimble escape

Makes to attacks, second has disadvantage

Scimitar +4 to hit, 5 (1d6 + 2)

Redirect attack: when a creature the goblin can see targets it with an attack, the goblin chooses another goblin within 5 feet. The two trade places, and the goblin takes the hit

Finally they will head far into the cave system and meet the true hoard. 20 goblins, 4 goblin bosses and 2 hobgoblin. Should they defeat the hobgoblin and goblin bosses, they will win the encounter outright.

AC: 17

HP: 39

Speed: 30

Martial advantage: once per turn, deal an extra 10 (3d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the hobgoblin that isn’t incapacitated

Multiattack: the hobgoblin makes tow greatsword attack

Greatsword: +4 to hit, 9(2d6+2)

Leadership: for 1 minute, the hobgoblin can utter a command to a nonhostile creature it can see within 30 feet if that creature is making n attack roll or saving throw. The creature can ad ad4 to its roll provided it can hear and understand the hobgoblin. A creature can benefit from only one leadership die at the same time.