

# KILL THE KING!

## CAMPAIGN SUMMARY

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You have been brought together with several other mysterious characters by a mysterious benefactor. Your mission: assassinate the Good King Osmund, ruler of Keoland.

Your motives are your own, as is your plan of action. Follow the leads given by your benefactor and plan an assassination, or forge your own path forward. Gather allies and intel, discover weaknesses and exploit vulnerabilities. Forge a friendship with your newfound companions, or work to undermine them and further your own, personal goals. The choice is yours – so long as the King meets his end.

## PLAYER BUY-IN

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This campaign requires significant player buy-in. Each player will have their own background motivation for desiring the King's death, and I will work with players in some collaborative world-building to flesh out your backgrounds, the local area and the possible campaign paths. Beyond character creation, your party will be left to your own devices, to choose which plans to follow and when to strike.

## THE WORLD OF PANRHEON

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- Keoland has enjoyed peace for nearly thirty years since King Osmund ascended to the throne, but there are many both within and without the kingdom which would see the King fall.
- King Osmund has not been seen in public for almost a year, following the death of his only son and heir.
- While magic is not unheard of, powerful mages are few and far between, and much of the most powerful magics have been lost to time.
- The gods – if they exist – present themselves rarely, and do not grant boons or powers to mortals directly.
- Death is final – the dead can be risen as mindless, soulless zombies but nothing more.

## YOUR CHARACTER IN THE WORLD

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Characters will begin at 3rd level, and will not exceed past 7th level. Your character may be one of the Divineborn races (dwarves, elves, halfling, humans, gnomes, and orcs) or one of the Created races (dragonborn and giantborn).

Some class options will be ruled out due to the nature of the world and balance considerations (e.g. Zealot Barbarian, Peace Cleric, Twilight Cleric). Homebrew options are subject to DM approval.

In addition to a race and class, each character must have a motivation to wanting the Good King Osmund dead. Some sample motivations include:

- You were harmed by the King (he had you imprisoned, or had one of your family or friends executed)
- You want to usurp the King (either placing yourself on the throne, or someone close to you)
- You are forced to help (you're under a magical curse, your family or friends are held hostage, your patron demands it)
- You are a political dissident (you're a spy for a foreign power, you're a political radical)

## HOUSE RULES

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This campaign will use the following house rules:

- Characters can drink a potion as a bonus action and administer a potion to another character as an action.
- Characters can use a bonus action to attempt ability checks in combat (within reason and subject to DM ruling).
- Flanking (allies on opposite side of an enemy) grants +2 to melee attacks.
- Unless explicitly asked for, characters may only roll ability checks for skills which they are proficient in.

## SAFETY TOOLS

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Given the nature of the campaign, we will collectively decide on lines and veils for the campaign during Session Zero.