

# Encounters in the Calastian Hegemony Volume 2



BY TRAVIS LEGGE

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# Encounters in the Calastian Hegemony Volume 2



A COLLECTION OF ENCOUNTERS FOR SCARRED LANDS SE  
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# A COLLECTION OF ENCOUNTERS

## ENCOUNTERS IN THE CALASTIAN HEGEMONY

**Encounters in the Calastian Hegemony Vol. 2** is a campaign resource for use with *Scarred Lands 5e*. The encounters included herein are designed to serve as brief interactions, one-shots, or connective tissue in an ongoing campaign set in or traveling through the region of Ghelspad which is under the rule of King Virduk. These encounters are designed for first tier play involving characters of levels 1-4. Each encounter is intended to provide the Game Master with resources and tools to breathe life in to the region by illustrating different aspects of life on the roads of the Calastian Hegemony. This book draws on

information presented in **The Wise and the Wicked Second Edition**, though that book is not required. If a character presented in *The Wise and the Wicked* is included in these encounters, a substitute stat block from the SRD or MM will be suggested along with the pages referenced from *The Wise and the Wicked* to allow all Game Masters to make the best use of this book.

## THE CALASTIAN HEGEMONY: AN OVERVIEW

Ruled by Virduk the Black Dragon, King of Calastia, and his Queen Geleeda, the Calastian Hegemony is an expansionist empire dominating much of southern Ghelspad. The Hegemony is an openly xenophobic society, placing humans above all others. Even

the other “divine races” are seen as lesser beings, worthy of servitude, slavery, imprisonment, or death. Apart from a few diversely populated areas of the Hegemony (most notably the city-state of Rahoch and the nation of New Venir) all races other than humans and halflings are considered unwelcome and treated with suspicion at every turn. Halflings in the Hegemony are often indentured servants or are working off their servitude in the military. Though being of non-human blood is not a crime itself, non-humans traveling through the Hegemony can expect intense scrutiny, discrimination, and possibly even trumped up charges from guards, patrols, and nobles.

Calastian is the language most commonly spoken throughout the Hegemony, though Ledean (also referred to as Common), Shelzari and Zathisk are widely used for non-official purposes and social interaction. Worship of Chardun is encouraged, particularly among the nobles of the Hegemony, but religious freedom is generally not infringed apart from the worship of titans. Further details on the worship, mores, and general attitudes of the nations under the Calastian Hegemony can be found in the **Scarred Lands Player’s Guide (5e)** p. 178 – 183.

## ENCOUNTER OVERVIEWS

The following encounters are detailed within this book. Though these are all set in the Calastian Hegemony, with a few tweaks by the GM any of these encounters could be moved to another location on Ghelspad.

- **Amethyst Ambush** – An encounter for Level 1 characters. While traveling through the Heteronomy of Virduk, the characters are attacked by arrows from the trees. Can they survive?
- **Nocturnal Assault** – An encounter for Level 2 characters. As the characters walk the streets of a small village, headed to the inn, they come upon a street urchin selling some interesting trinkets. Taking these into their possession, they do not discover the true nature of these items until the sun sets and they are attacked by an angry spirit.
- **Bog of the Bloodman** – An encounter for level 3 characters. As the party passes through a dank, oppressive bog, they are struck by the seeming lack of wildlife in the region. Before long, they determine the cause of this oddity, as a starving bloodman leaps forth from the bog waters to assault them!
- **The Lost Legionnaire** - An encounter for Level 4 characters. Outside a small village, the characters encounter a lone Hollow Legionnaire who seems

to be confused and defensive. She knows that she needs to travel to the nation of Vesh but is unsure why. There is something unusual about the armor to which she is bound.

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### Read Aloud Text

*Each encounter will include a small bit of read aloud text in a box like this. This is intended for the GM to read to the players to help set the scene. Feel free to paraphrase, alter, or ignore the text in these boxes.*

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## ENCOUNTER 1: AMETHYST AMBUSH

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*The sounds of the woods surround you as you make your way down the Riverside Byway. You can hear the rushing waters of the Gleestone River to the north. Above you, birds call out to one another in a symphony of nature. The gentle sound of small pawprints scampering to the south indicates a few harmless woodland creatures out enjoying the fine weather. This is as peaceful a day as you have seen in a long time.*

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As the characters travel along a secluded, but well-maintained trade route in the Heteronomy of Virduk, they are ambushed by a murderous bandit known as Virduk’s Bane. Oberyne Amethyst is an elven archer on a mission of revenge against the Calastian Hegemony for crimes against her people. She attacks from the cover of the trees, perched on a branch above a small path that leads southward from the main road. She will wait until the party is within 100 feet of her position and attack any human characters in the group first. Characters with a passive Perception of 17 or higher will notice the elven woman perched in the trees. Game Masters wishing to be merciful may grant the party an opportunity to make Wisdom (Perception) checks prior to the attack. Characters who declare that they are actively scouting may also make this check. In either case, the DC is 17.

Oberyne uses her first action to fire an arrow at the nearest human. If no human is present, she attacks the nearest non-elven party member. The arrows she uses on her first two rounds of combat benefit from the multiply missile spell (see *Scarred Lands Player’s Guide (5e)* p. 139 – 140) cast using a first level slot. Spotting her after she has made her first attack still requires a successful DC 17 Wisdom (Perception)



check, however the check is made with advantage. Characters who fail this check are considered blinded with regards to Obery. If any characters successfully attack Obery and deal damage, she will cast pass without trace on herself and attempt to escape on her next action.

## POSSIBLE OUTCOMES

### HOT PURSUIT

The characters may try and chase down their attacker. If they spot or capture her, any character who sees her and succeeds on an Intelligence (History) check at DC 12 will recognize the elven woman as Virduk's Bane, a wanted bandit with a price of 5,000 gold on her head. This can lead to an ongoing story of trying to capture and turn in the elven woman or can plant the seed for a long-term antagonistic relationship between the characters and Obery.

### TOTAL PARTY KILL

It is possible that the dice will not fall in favor of the heroes in this encounter. Should the party be the unfortunate victims of a TPK, an opportunity arises for the GM to introduce an NPC who can come to their rescue and save their lives, perhaps even by casting revivify or resurrection spells on the fallen PCs.

Of course, such kindness rarely comes with no strings, especially in the Scarred Lands. This scenario could open the door for an ongoing campaign in which the characters work to pay off their debt to a wizard or druid who pulled them from the clutches of death. Perhaps their savior is not altruistic but is twisted and seeks to use them as pawns in some dark game.

### WARNING SHOTS

In this scenario, Obery attacks the party and then delivers a message or warning from her perch in the trees. Perhaps it is as simple as a threat to "keep the humans off of this stretch of road, or else!" Maybe she has a specific message that she wants to deliver to the Calastian forces at the other end of the road. Or, she may wish to set up some sort of meeting with halflings from a nearby settlement in order to discuss some greater looming threat. Her attack on the PCs is just a way of getting attention while reinforcing her reputation as a dangerous party.

## NON-PLAYER CHARACTERS

### OBERYN AMETHYST

Game stats and biographic information for Obery can be found in **The Wise and the Wicked** p. 72-73,

If that volume is unavailable, you may use the **druid** stat block with the following modifications:

Oberyn's Dexterity score is 16 (+3), her AC is 15 (chain shirt) and she has 40 hp.

Spellcasting. Oberyn has the following spells prepared:

1st level (4/day): alarm, multiply missile, longstrider

2nd level (2/day): pass without trace

### ACTIONS:

**Longbow.** *Ranged Weapon Attack.* +5 to hit, range 150/600 ft., one target. Hit: 7 (1d8 + 3) piercing damage. In addition to any magic arrows she might have, Oberyn normally carries 12 normal arrows.

**Special Equipment.** Oberyn usually carries 2d6 +1 arrows, and she often has 1d3 potions of healing on her person or stashed away nearby.

## ENCOUNTER 2: NOCTURNAL ASSAULT

*As you make your way through the village streets, headed for the promised respite of the nearest inn, you are approached by a young human boy. He holds out a necklace made of strung together bone. "Good traveler! Coppers for my wares?"*

As the party passes through a village on their way to the local inn, they are approached by an urchin named Olfe (human **commoner**, non-combatant) who seeks to sell various junk items. Though these items appear to be largely useless, damaged trinkets, they carry a horrific curse. These trinkets are connected to a murderous undead spirit known as an alley reaper. Anyone unfortunate enough to acquire these items will be visited by the alley reaper that night.

### OLFE'S TRINKETS

ITEM	PRICE
A Half-Consumed Pan of Blush	4 cp
Goblin Knuckle Bone Necklace	8 cp
Ratty Black Wool Cloak	6 cp
Six-Inch Length of Spiked Chain	4 cp

If the PCs do not choose to purchase Olfe's items, he will sell them to other travelers heading into the inn. Once the sun sets, the alley reaper strikes, targeting

whoever holds the wool cloak first. If the PCs do not have the cloak, any PC with a passive Perception of 12 or higher will hear the sounds of a scuffle coming from a nearby room, as the alley reaper attacks Rosanna, a human commoner who is staying in a room at the far end of the hall. Once the alley reaper has recovered its cloak it will move to the nearest PC who holds one of its trinkets. If no PC holds a trinket, the party members may each make a Wisdom (Perception) check at DC 10 to hear the alley reaper's second attack.

## POSSIBLE OUTCOMES

### ATTACKED

If the party purchased any of the trinkets, they will be attacked directly by the alley reaper. This combat should play out in a relatively straightforward fashion. If the party has chosen to stay in separate rooms, the fight may prove difficult or deadly as the rest of party reacts to their companion being attacked. The alley reaper will fight until it has reclaimed all of its trinkets, killing everyone who holds them, or until it is destroyed.

### IGNORED

If the characters did not pick up any of the trinkets and they do not come to the aid of those who are attacked by the alley reaper, those poor unfortunates are all killed. The next morning, the characters will find themselves blamed for the murders as there are no other suspects. This can lead to an investigation as the characters try to prove their innocence in the matter.

## NON-PLAYER CHARACTERS

### ALLEY REAPER

The alley reaper is an undead spirit created when an assassin or murderer dies with the blood of a victim on their hands. Each alley reaper wears a tattered black cloak, giving it the semblance of life and shape. If its cloak is removed the alley reaper drops 1d6 trinkets (stolen from the corpses of its victims) and begins attacking viciously until it can re-inhabit its cloak and collect its trinkets. When the sun rises, the alley reaper dissipates, leaving its pile of trinkets and cloak in its wake. If these items are separated, the alley reaper will reform by the cloak and then begin hunting anyone who holds one of its trinkets. If the trinkets and cloak are destroyed, the alley reaper will manifest on the following sunset at the location where the cloak was destroyed. In such a



case, the alley reaper seeks vengeance on those who destroyed its cloak, not resting until the offender is dead.

## ALLEY REAPER

Medium undead, chaotic evil

Armor Class 12

Hit Points 45 (10d8)

Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	10 (+0)	10 (+0)	7 (-2)	12 (+1)

**Saving Throws** WIS +0, CHA +3

**Skills** Intimidation +3, Stealth +4

**Damage Resistances** acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** cold, necrotic, poison

**Condition Immunities** charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

**Senses** darkvision 60 ft., passive Perception 11

**Languages** Any languages it knew in life

**Challenge** 2 (450 XP)

**Locate Trinkets.** The alley reaper has 1d6 trinkets associated with its previous victims. The alley reaper always knows the direction and distance to these trinkets with respect to its current location. No magic short of a wish spell can prevent an alley reaper from sensing its trinkets.

**Nocturnal.** The alley reaper is only active at night, appearing at sunset near its pile of trinkets on the material plane. At dawn, the alley reaper disappears, becoming immune to all forms of detection and damage. The alley reaper cannot act upon any creature or object while the sun is up, nor can it be affected by any entity on the material or ethereal plane while in this state.

**Semi-incorporeal Movement.** If the alley reaper removes its cloak and drops its possessions, it can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object. While wearing its cloak and carrying its trinkets the alley reaper does not benefit from this feature.

### ACTIONS

**Spectral Blades.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. Hit: 10 (2d6 + 2) slashing damage and 10 (2d6+2) necrotic damage.

**Horrifying Visage.** Each non-undead creature within 60 feet of the alley reaper that can see it must succeed on a DC 15 Wisdom saving throw or be frightened for 1 minute. A frightened target can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to this alley reaper's Horrifying Visage for the next 24 hours.

## ENCOUNTER 3: BOG OF THE BLOODMAN

*As you travel along a muddy trail next a narrow stream, you see a small bog ahead. The rotten stench of stagnant water assails your senses, overpowering the deep musk of the nearby stream. The trail loops around the bog, splitting into a fork on the northern end.*

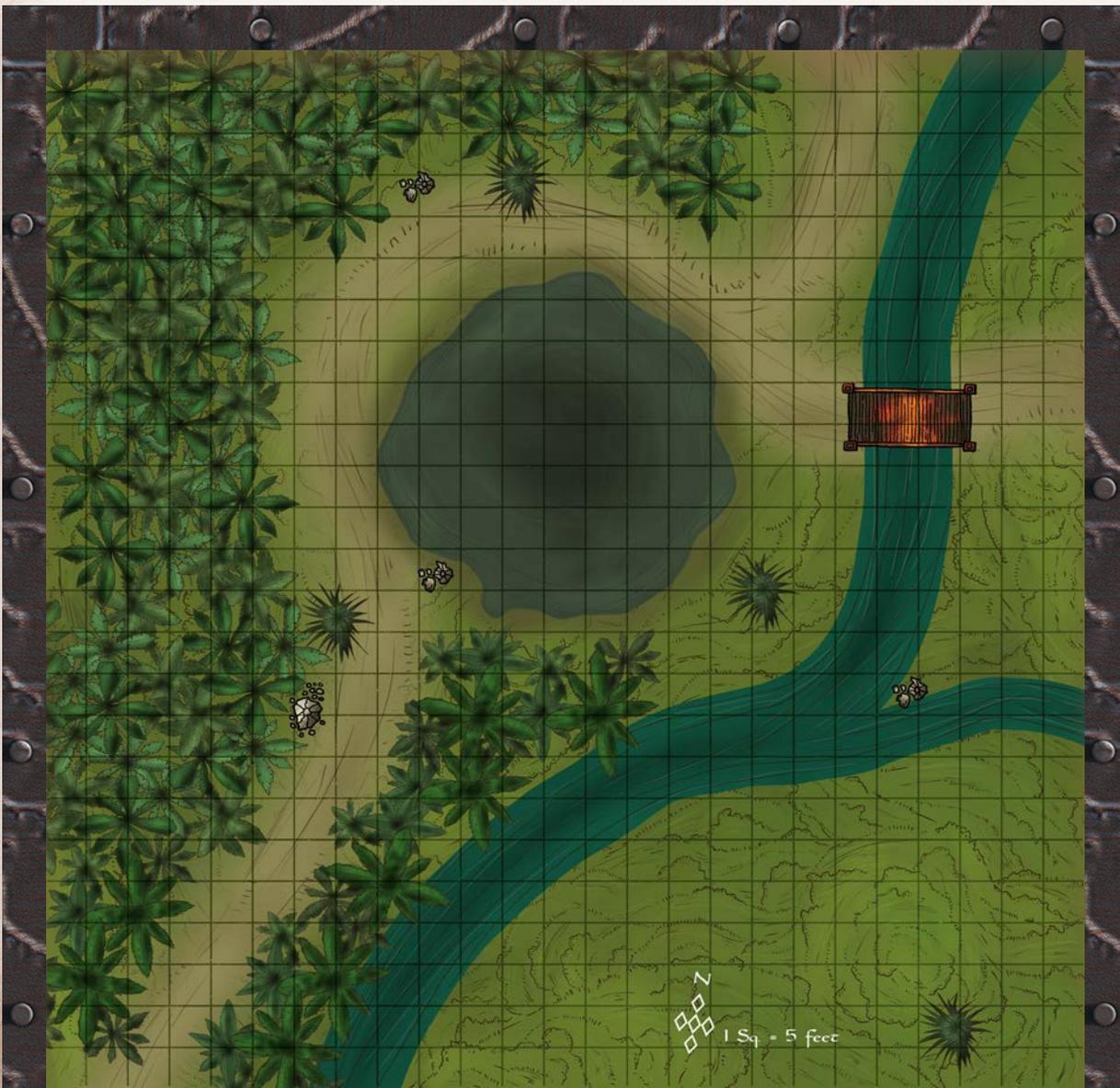
As the party travels through this boggy region, they come upon the hunting ground of a lone **bloodman** (see **Scarred Lands Player's Guide**

(5e) p. 240.) Upon arriving within 50 feet of the bog, characters with a passive Wisdom (Nature), Wisdom (Perception), or Wisdom (Survival) score of 14 or higher will notice a lack of wildlife sounds or any other evidence of animals in the immediate area. This seems a bit odd for the environment. If the party presses forward, passing within 20 feet of the outside edge of the bog, the hungry bloodman floating in the bog will sneak up behind them and attack with surprise. A successful DC 14 Wisdom (Perception) check allows a character to see the bloodman in time to avoid surprise.

### POSSIBLE OUTCOMES

#### RUMBLE IN THE BOG

As presented, this is a relatively straightforward combat encounter designed to spice up road travel. There are a number of ways to dress the encounter up to add import and drama to the event. While this bloodman is alone and is assumed to have been alone in this region for some time, it could easily be a part of a larger collection of bloodmen who were in the



area more recently. Perhaps the rest of the bloodmen could be returning with prey, complicating the encounter.

This encounter also provides the Game Master an opportunity to place treasure, a trinket, or some other McGuffin in the bog. This encounter can be as simple and self-contained or as complex and consequential as serves the Game Master's needs.

## NON-PLAYER CHARACTERS

### BLOODMAN

The Bloodman in this encounter has one simple motivation: survival. The titanspawn has basically devoured all blood-bearing life in the bog and is desperate for a meal. If it were a smarter creature it would fill up on the blood of the next creature to travel through the bog and then move on to a more vibrant region, but unfortunately it lacks the capability to realize that food will eventually stop coming to it. Game stats and information on the bloodman can be found in the **Scarred Lands Player's Guide 5e** p. 240.

## ENCOUNTER 4: THE LOST LEGIONNAIRE

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*You make your way along a gravel road through rolling, grassy hills. In the distance, you can hear the gentle rushing of a stream. As you crest a particularly high hill, you see trees and structures just across the stream. A narrow bridge leads to what looks like a small, welcoming village. Rest and respite from a long journey await you only a few yards away. When you cross the bridge, you hear a panicked feminine voice muttering near the trees.*

In this encounter, the party comes across a Hollow Legionnaire who is in the throes of a psychological breakdown. The Legionnaire, Gwin, is frightened and confused as she tries to process alien memories that have infected her mind since bonding with her current armor. She is not necessarily dangerous unless attacked or provoked. If she is approached peacefully, she will do her best to communicate her situation and needs to the party. A successful Wisdom (Insight) check at DC 10 will indicate that Gwin speaks truthfully, her confusion is genuine, and that her distress is sincere. Characters can attempt to calm Gwin through the use of magic, through roleplaying, through a series of Charisma

(Persuasion) or Charisma (Deception) checks, or any combination thereof. At the Game Master's discretion Gwin resists any of these overtures with a Charisma saving throw at a DC equal to the check result of the character initiating the Ability check. It is recommended that players who roleplay their interactions well are given advantage on any relevant social check against Gwin. If the party chooses to attack Gwin, she will fight to escape, preferring to simply get away or to incapacitate any threat long enough to allow her to flee.

Should the party simply ignore the Hollow Legionnaire, they will be approached by Samni, a female human guard, who offers them 10 gold to rid the town of the pesky Legionnaire whose outbursts are disturbing the villagers near the road. Samni can be persuaded to increase the fee to 20 gold with a successful Charisma (Persuasion) check made at DC 14. She has no additional resources to offer.

## POSSIBLE OUTCOMES

### ESCORTING THE LEGIONNAIRE

In this scenario, the party determines the nature of Gwin's disturbance and offers to aid her in her quest to return to Vesh. This can be the seed to direct a series of adventures as the party travels to Vesh, seeking the armor's rightful owner.

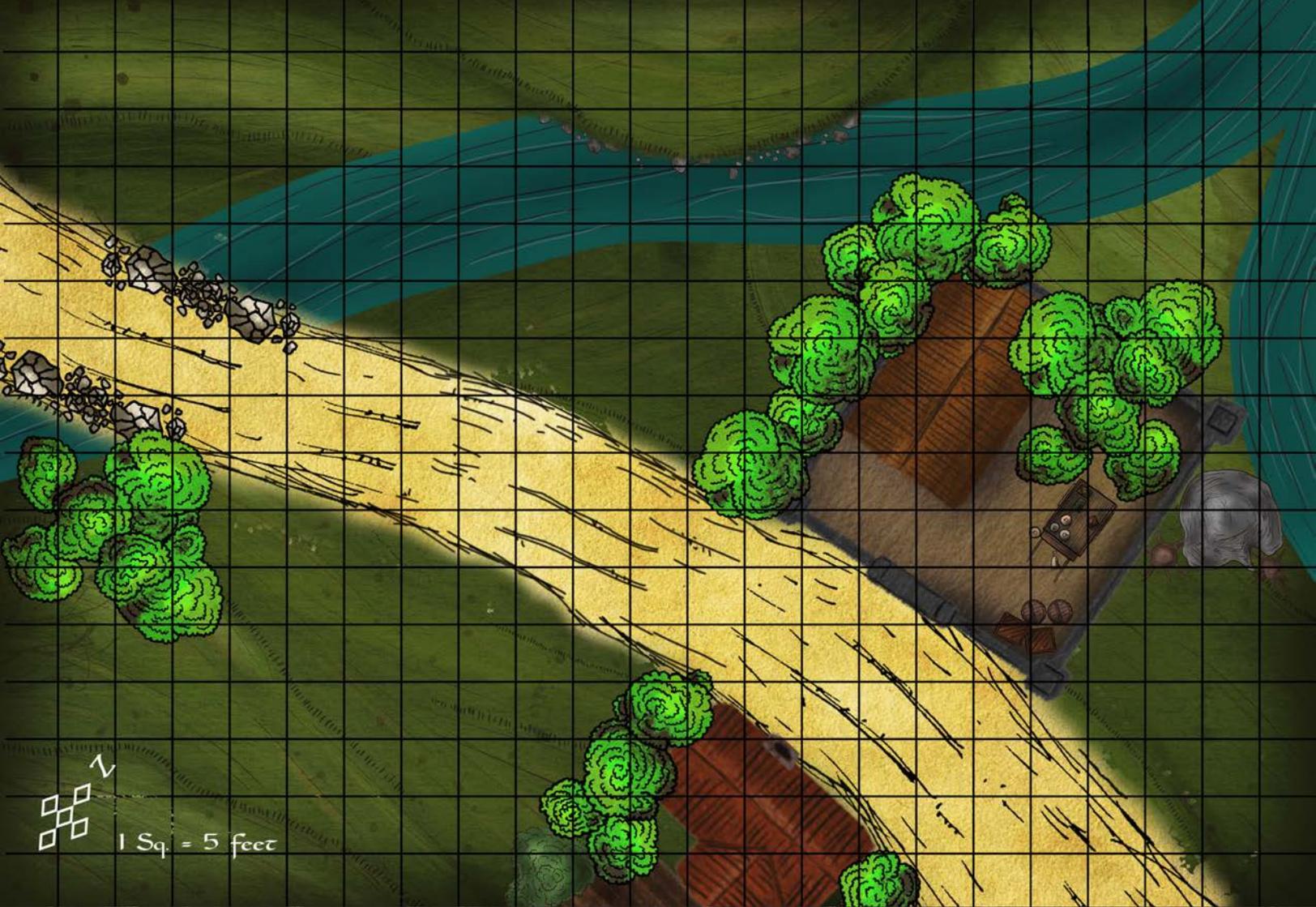
### ENEMY OF THE PEOPLE

In this scenario, the party tries to subdue or be rid of Gwin as requested by Samni. Something about the combat goes awry, triggering an old, violent memory stored within the armor. Instead of fighting the characters, Gwin goes berserk on the village, believing the villagers to be titanspawn. If the party realizes what is going on, they may be able to subdue her and make her see reason. Or they may have to put her down...

## NON-PLAYER CHARACTERS

### GWIN, THE HOLLOW LEGIONNAIRE

Gwin and her companions discovered that an Asaath spellcaster had acquired the Monarch's Plate of Adurn of Vesh and was transporting the armor to a hidden enclave in Greeda's Grove. Through blasphemous ritual the Asaath pulled the soul of the hero Adurn into this armor. Before the foul creature could reap the full benefits of its dark plan, Gwin and her allies attacked and overcame the fiend. Unfortunately, all but Gwin were slain in the



battle. Terribly wounded herself, Gwin bonded with the Monarch's Plate. Now she is befuddled as the memories of her old life, the desires of Adurn's spirit and her identity as a Legionnaire clash.

## GWIN

Medium humanoid, chaotic neutral

Armor Class 23

Hit Points 84 (8d10 + 32)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	18 (+4)	12 (+1)	11 (+0)	13 (+1)

**Skills** Athletics +7, Intimidation +4, Perception +3, Survival +3

**Damage Resistances** poison

**Condition Immunities** magic cannot put Gwin to sleep

**Senses** passive Perception 13

**Languages** Calastian, Ledan

**Challenge** 5 (1,800 XP)

**Action Surge.** Gwin can take one additional action on top of her regular action and a possible bonus action. Once she uses this feature, she may not do so again until she completes a short or long rest.

**Construct Nature.** Gwin has advantage on saving throws to resist being charmed. She also has advantage on Constitution saving throws to resist disease, exhaustion, and poison.

**Second Wind.** As a bonus action on her turn, Gwin can regain 14 (1d10+8) hit points. Once she uses this feature she may not do so again until she completes a short or long rest.

## ACTIONS

**Multiattack.** Gwin makes two attacks with her longsword.

**Longsword.** *Melee Weapon Attack.* +7 to hit, reach 5 ft., one target. Hit: 9 (1d8 + 4) slashing damage or 10 (1d10 + 4) slashing damage if wielded two-handed. Gwin's attacks are considered a critical hit on a result of 19 or 20.

## MAGIC ITEM

### MONARCH'S PLATE, AWAKENED

*Armor (plate), artifact (requires attunement)*

**Lore.** Ornate armor made of adamantine and covered in etchings and gold inlay, this suit of plate is said to have been worn by the fallen hero Adurn of Vesh. Set adrift on his funeral pyre, Adurn and his funerary finery, including his armor, rested somewhere beneath the great lake known as Adurn's Tear, until recently when it was recovered by a foul titanspawn who sought to bind Adurn's soul into service.

**Powers.** While you wear monarch's plate, you gain a +2 bonus to AC, and any critical hit against you becomes a normal hit. You also have advantage on Charisma checks.

This suit of monarch's plate also negates disadvantage on Dexterity (Stealth) checks and increases the damage of all weapon attacks made by the wearer by 1d6. The plate wishes to return to its burial grounds in Vesh, and will continue befuddling its wearer until it does, causing disadvantage on Initiative checks.



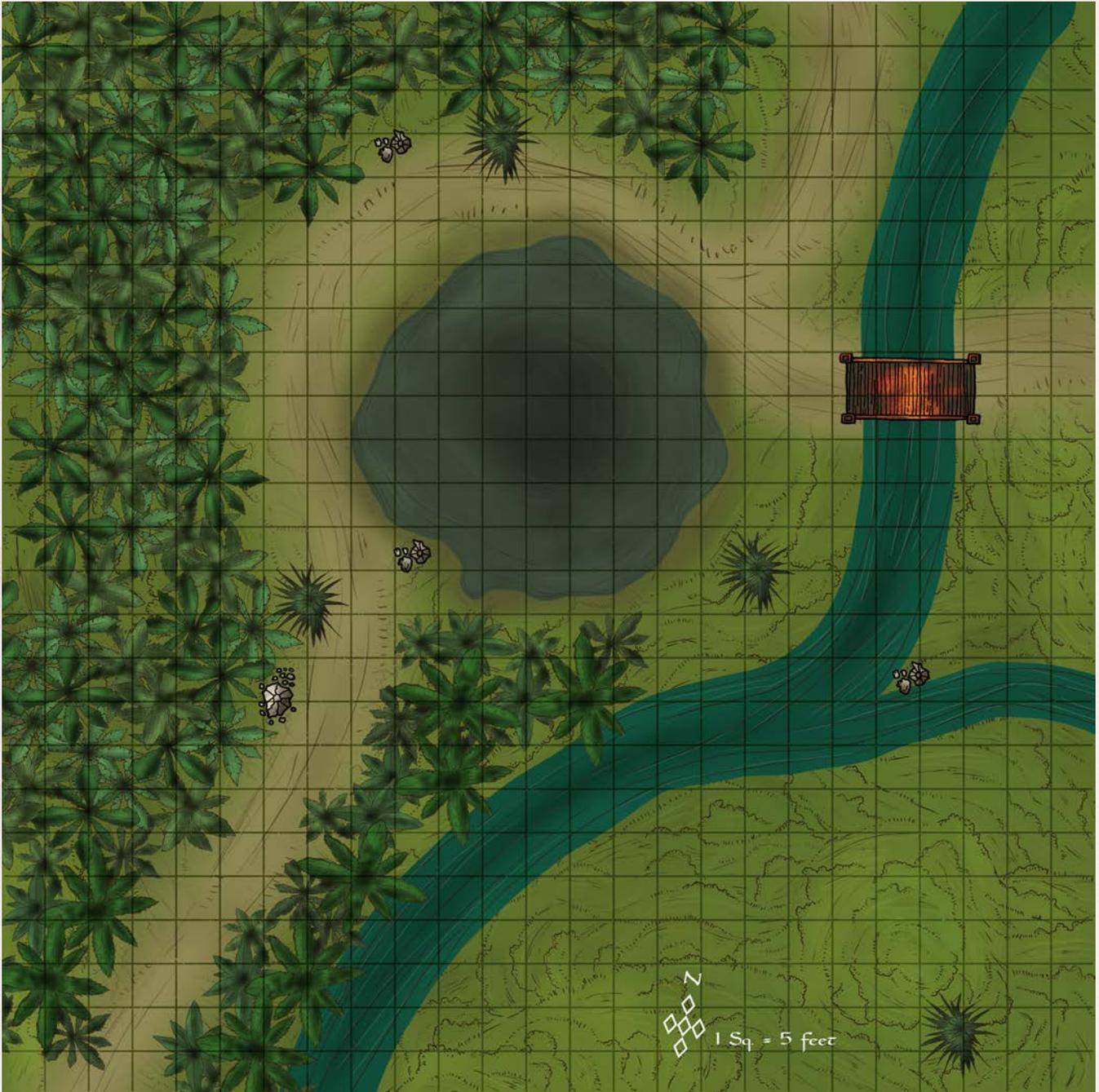
# ENCOUNTER 1 MAP

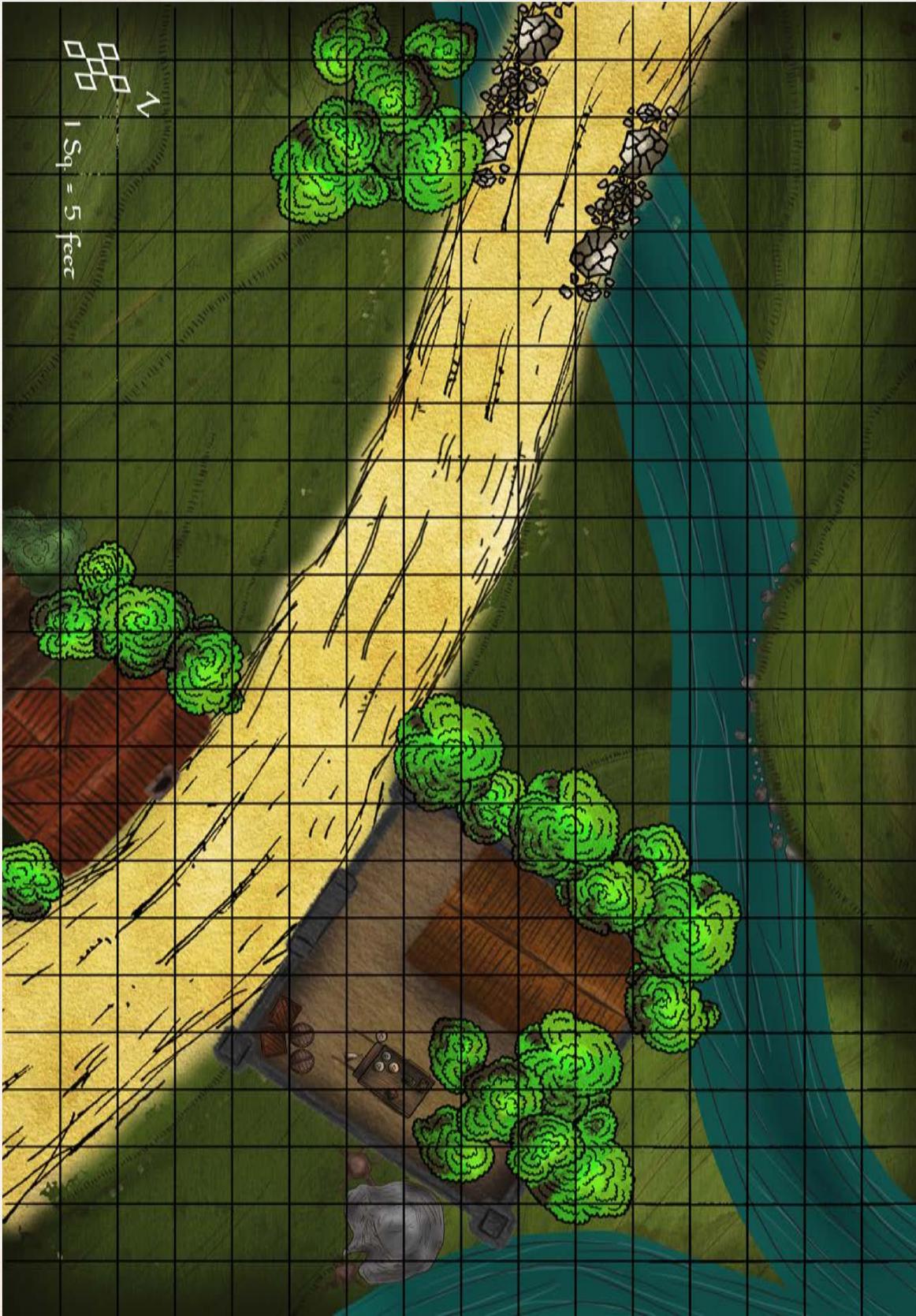


# ENCOUNTER 2 MAP



# ENCOUNTER 3 MAP





## ENCOUNTER 4 MAP

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