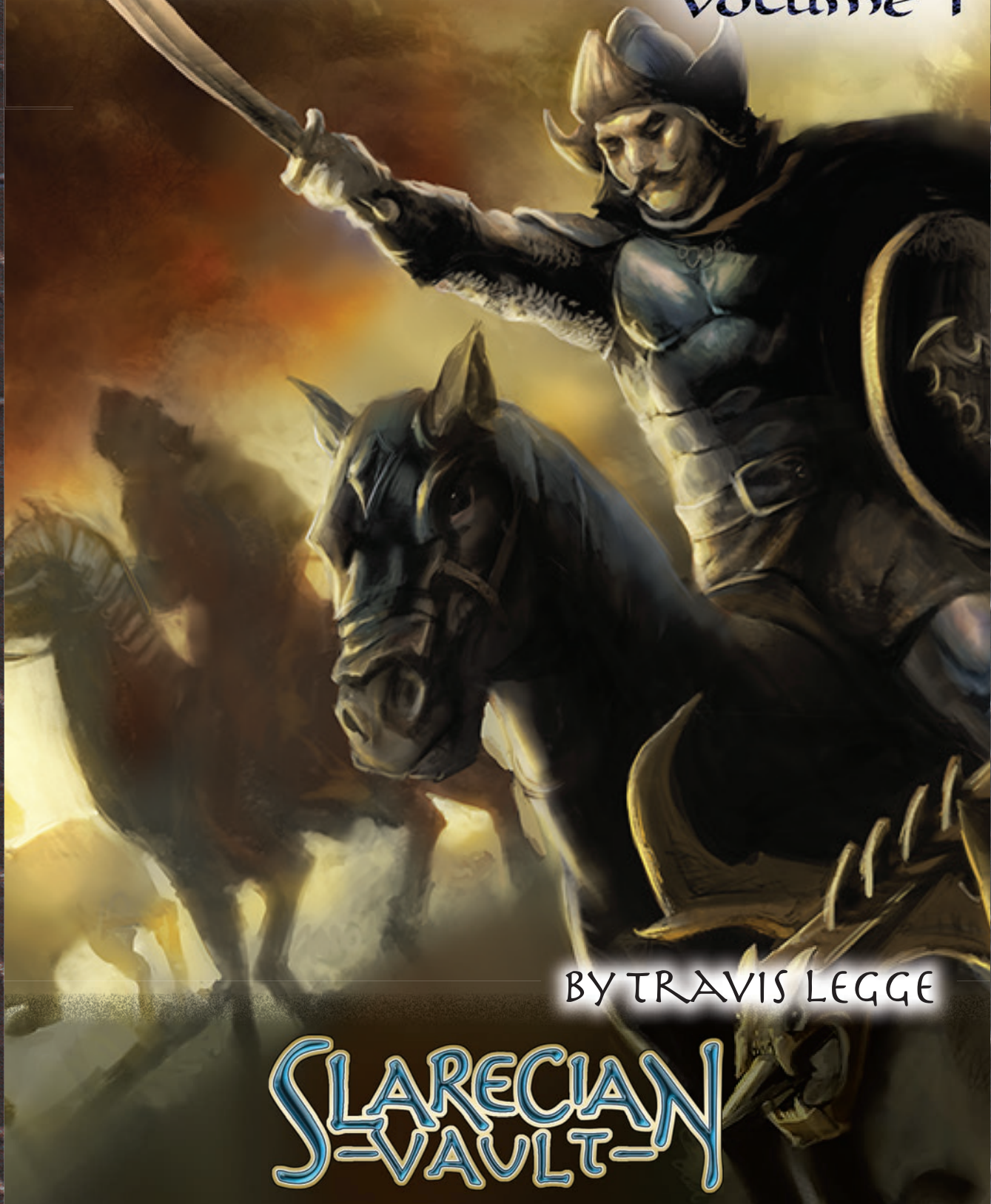


Encounters in the Calastian Hegemony Volume 1



BY TRAVIS LEGGE

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-VAULT-

Encounters in the Calastian Hegemony Volume 1



A COLLECTION OF ENCOUNTERS FOR SCARRED LANDS SE
BY TRAVIS LEGGE

EDITED BY SAYLOR ASHMAN AND SARAH SCHARNWEBER
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A COLLECTION OF ENCOUNTERS

ENCOUNTERS IN THE CALASTIAN HEGEMONY

Encounters in the Calastian Hegemony 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 PHB 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.

- **Distress on the Highway** – An encounter for Level 1 characters. An armed half-orc awaits the characters as they travel through a narrow stretch of road. The half-orc claims that he has wounded men and seeks only the aid of the travelers. Is this an ambush?
- **Assassination, Interrupted** – An encounter for level 2 characters. While traveling along the northern border of New Venir, the party comes across a battle in progress. A slitherin mercenary is in the process of attacking a human knight who is traveling with a mysterious human child.
- **Wickedness of the Windrider** – An encounter for Level 3 characters. As the characters travel along the coastline, they find themselves suddenly at one another’s throats. Will they determine the cause of their strange behavior before they tear each other apart?
- **Cave of the Rizzenspawn** - An encounter for Level 4 characters. As the party travels, they are approached by a young halfling woman, the sole survivor of a caravan of fresh recruits headed to Calastia to undergo

military training. The caravan was attacked by strange spider creatures and while the halflings fought bravely, they ultimately fell to the onslaught. As the survivor escaped she saw the one remaining attacker dragging a halfling into a nearby cave.

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.

ENCOUNTER 1: DISTRESS ON THE HIGHWAY

Traveling along the forest path, you come to a slight curve which takes the path northeastward. As you round the gentle curve, you spot a large man in battle-worn leather armor on the road ahead. Though largely human-looking in stature, his greenish skin tone, tusks, and rough features betray orcish blood. He is armed, but his shortsword sits in its scabbard, his bow on his back. A spiked chain which appears to have shed blood on many occasions is wrapped around his torso. He stands about 100 feet away and turns his attention to your party as soon as you round the bend.

“Please,” the half-orc cries out toward you in Ledean with a slight Orcish accent. “I have wounded men. I need your aid.”

As the party travels through a woodland path, they come upon a half-orc highwayman asking their aid. Though the characters may well take this encounter for an ambush, Kaltaag the Highwayman is truly in need. About an hour prior to the party’s arrival Kaltaag and his band of three half-orc bandits ran afoul of a Calastian patrol. The bandits were gravely wounded, though Kaltaag managed to run off the Calastians with only minor cuts and bruises. In this situation it is perfectly reasonable for the party to assume that they are being ambushed and to react accordingly. This encounter offers the opportunity for heightened drama and moral dilemmas as the party must decide whether or not to get involved with a group of half-orc highwaymen, and if so, in what capacity.



Kaltaag will avoid mentioning his band's true purpose and the true cause of their wounds unless he sees no other way to get aid. If asked how his men were wounded, the half-orc claims that they were assailed by wandering brigands and were barely able to escape with their lives. Deception is not Kaltaag's strongest skill, and a successful Wisdom (Insight) check at DC 12 will show him to be duplicitous. A Charisma (Persuasion) check at DC 14 or a Charisma (Intimidation) check at DC 16 will convince Kaltaag to be honest about the nature of his party's wounds, if successful. Any character who succeeds on an Intelligence (History) check at DC 15 will recognize Kaltaag as a wanted bandit with a price of 500 gold on his head.

POSSIBLE OUTCOMES

AGGRESSION

Kaltaag will not provoke a fight with the party but will absolutely fight in defense of himself or his companions. He will fight to the death if he feels that his companions' lives are in danger but will relent once he is reduced to 10 or fewer hit points if he believes the party wishes only to capture him. Kaltaag knows that he will find no clemency in the hands of Calastian authorities, but he hopes that his companions may.

PEACEFUL EXCHANGE

If the party lends aid, healing and supplies, Kaltaag will be grateful. Kaltaag guides the party to a clearing where he has made camp. He introduces his traveling companions to the party as Brakaw, Zorlung, and Qizzu. Qizzu, the lone female, has three arrows in her torso, while the men each have several cuts from swords or scimitars. They are all stable, but Zorlung has suffered infection in his wounds and is poisoned. Kaltaag will pay 50 gold pieces for any healing the party can provide. If the interactions between the party and Kaltaag were friendly and combat was avoided, Kaltaag will treat the party as allies, offering to come to their aid in the future, should their paths cross again, and they have need for him.

NON-PLAYER CHARACTERS

KALTAAG THE HIGHWAYMAN

Game stats and biographic information for Kaltaag can be found in **The Wise and the Wicked** p. 42-43. If that volume is unavailable, you may use the spy stat block with the following modifications:

Kaltaag's Strength score is 14 (+2) Dexterity score is 16 (+3), his AC is 14 (leather armor) and he has 52 hp.

ACTIONS:

Spiked Chain. *Melee Weapon Attack.* +5 to hit, reach 10 ft., one target. Hit: 6 (1d6 + 3) piercing damage. Critical: 13 (3d6 + 3) piercing damage.

Shortsword. *Melee Weapon Attack.* +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) piercing damage. Critical: 13 (3d6 + 3) piercing damage.

Heavy Crossbow. *Ranged Weapon Attack.* +5 to hit, range 80/320 ft., one target. Hit: 8 (1d10 + 3) piercing damage. Kaltaag normally carries 10 bolts.

REACTIONS

Uncanny Dodge. When an attacker that Kaltaag can see hits him with an attack, Kaltaag can halve the attack's damage.

ENCOUNTER 2: ASSASSINATION, INTERRUPTED

As the sun sets, you make your way northward along the small trade route in search of a suitable place to camp. There are ample clearings on either side of the road. Secure campsites are a bit scarcer, as tree, rock, and hill cover are rare. Just as you spot an area that looks like it may provide something of a defensible position for camp you hear the sounds of a scuffle from behind the trees.

As the party seeks camp for the night, they happen upon an assassination attempt in progress. In a small campsite, a female human knight wrestles with a cloaked slitherin near a burning campfire. The human is unarmed, but is wearing her armor, whereas the slitherin is armed with a dagger and whipsword. Both are injured. The party must decide whether or not to get involved, and if so, on which side.

Characters succeeding on a DC 10 Wisdom (Perception) check, or those with a passive Perception of 12 or higher, will notice a small human boy, not yet in his teens, hiding beneath the cart at the campsite. A single horse rests near the rocks, tied off on the northern side.

POSSIBLE OUTCOMES

AIDING THE ANOINTED

Chances are very good that the party will lend a hand to the human knight, as she is clearly the more

wounded of the two and is unarmed. If they come to Carsei's aid, Severin will try to break off from the fight immediately and flee by any means available. The party must then choose whether to give chase or to stay and aid the wounded warrior. If they split up, Severin has no qualms about killing one or two pursuers in order to ensure an escape.

The party may then ask Carsei about the attack. She will call for Laris and ensure his safety before speaking at all. Once Carsei is satisfied that there is no threat to Laris, she will calm down and explain that she is taking this young boy to distant relatives in Albadia due to the recent tragic death of the boy's parents. A Wisdom (Insight) check at DC 12 reveals that Carsei is not being truthful, but she is very unlikely to reveal the full story about Laris to strangers. At this point the party may choose to part ways, or perhaps they can offer an escort to the wayward knight and her ward.

AIDING THE ASSASSIN

For whatever reason, the party may choose to aid Severin in the fight. If they do so, he offers them 10 gold for their trouble, then attempts to make off with the child. He does not seem interested in harming the boy (his contact explicitly asks or the boy to be returned alive.) He will not fight the characters if they refuse to let him leave with the boy but will instead venture a safe distance away and attempt to watch the group and trail Laris. Make Dexterity (Stealth) checks for Severin as normal in such a case. Severin will attempt to abduct the boy at the first reasonable opportunity.

NON-PLAYER CHARACTERS

LADY CARSEI

Carsei is a low noble with long raven hair and deeply tanned skin. She wears ornate plate armor indicating service in the Black Dragoons. She uses the game stats of a knight. When the party arrives, her hit point total is 36 due to wounds sustained in the fight. Carsei will fight to the death to protect the young boy in her care.

LARIS

Laris is a young boy being smuggled by Carsei out of the Calastian Hegemony on the advice of a wise woman. According to this alleged seer, the boy is the true heir to the Hegemony, the bastard son of

an extramarital tryst by King Virduk. The wise woman urged Carsei to get the boy to safety beyond the reach of Virduk so that he may grow to adulthood and return from exile to save the Hegemony from a future calamity. What neither Laris nor Carsei know is that the “wise woman” who provided this prophecy was actually a hag in disguise. Her motivations were to cause Carsei to betray her oaths, abandon her post, and fall from grace, in the hopes of recruiting the knight for her own coven. Laris is a non-combatant, but can use the commoner stat block if needed.

SEVERIN THE MERCENARY

Game stats and biographic information for Severin can be found in **The Wise and the Wicked** p. 89-90. If that volume is unavailable, you may use the veteran stat block with the following modifications:

Severin's Dexterity score is 16 +3, his AC is 16 (leather armor, parry) and he has 49 hp. When the party arrives, Severin's hit point total is 41, having suffered 8 bludgeoning damage in the fight with Carsei.

ACTIONS:

Multiattack. Severin makes two weapon attacks: one with Venomlash and one with Bloodfang.

Venomlash. *Melee Weapon Attack.* +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) piercing damage, or 7 (1d8 + 3) slashing damage in whipsword mode, plus 2 (1d4) necrotic damage.

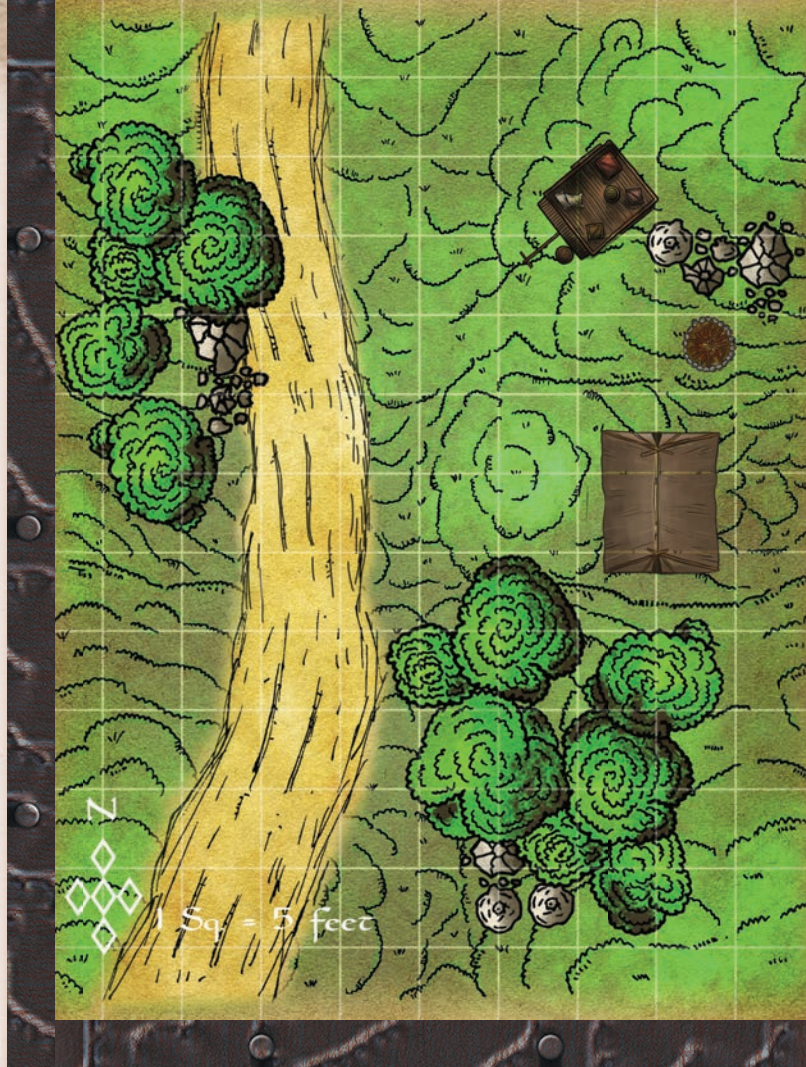
Severin can use an action to cause thick, black poison to coat Venomlash. The poison remains for 1 minute or until an attack using this weapon hits a creature. That creature must succeed on a DC 15 Constitution saving throw or take 11 (2d10) poison damage and become poisoned for 1 minute. Venomlash can't be used this way again until the next dawn.

Bloodfang. *Melee or Ranged Weapon Attack.* +5 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 2 (1d4) piercing damage. Critical: 7 (3d4) piercing damage.

Shortbow. *Ranged Weapon Attack.* +5 to hit, range 80/320 ft., one target. Hit: 6 (1d6 + 3) piercing damage.

Severin normally carries 12 arrows.

Severin will attempt to escape if he realizes he is outnumbered.



ENCOUNTER 3: WICKEDNESS OF THE WINDRIDER

As you travel along the coast of the Blood Sea, the shoreline path begins to narrow. You come to an area where the sandy path is only five to ten feet wide, with steep grassy hills to the north and the sea to the south. A cool breeze blows off of the sea carrying the scent of salt with a metallic note of iron...

As the party makes its way along this narrow beach pass, they draw the attention of a malicious and bored windrider. For sport, the windrider flies above the party, swooping down to cast suggestion on the party member at the back of the marching order. The suggestion given will be “punch all of your traveling companions.” As soon as the suggestion is given, the windrider will fly 40 feet above the party and watch

the chaos unfold. The windrider should roll Dexterity (Stealth) at a DC equal to the highest passive Perception score in the party. If successful, the party will not notice its presence unless it acts again.

If the party descends into a brawl the windrider watches with glee. If the party members manage to avoid fighting, the windrider will attempt its ruse again, revealing itself in the process.

POSSIBLE OUTCOMES

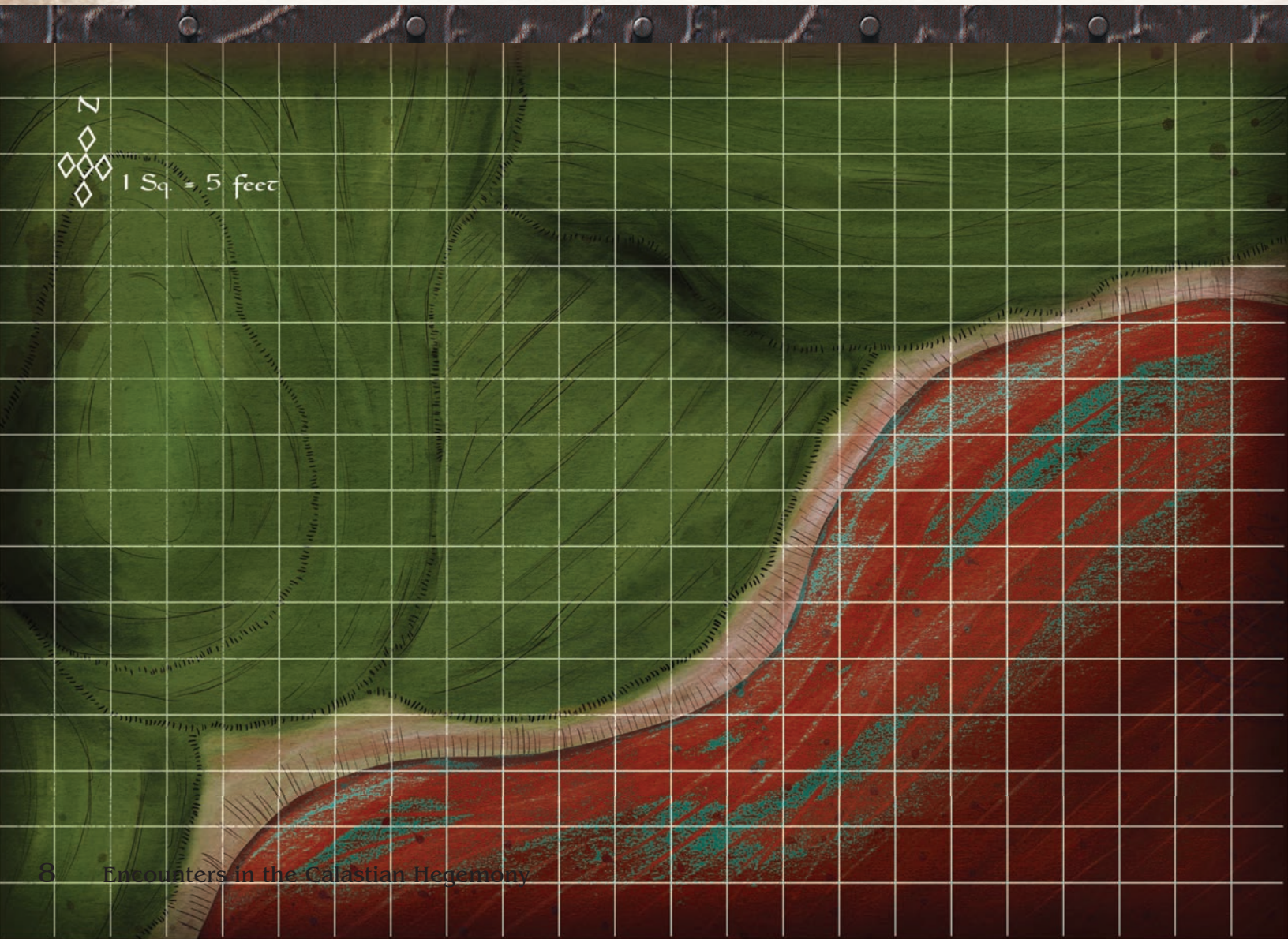
INTERNAL STRIFE

The windrider aims to create mischief and amuse itself. It is not interested in a protracted battle, nor does it intend to do any lasting harm to the party. As soon as it takes half its hit points in damage, the windrider attempts to escape. If the party somehow restrains it, the windrider will begin fighting brutally for its life. It is perfectly willing to kill to protect itself.

NON-PLAYER CHARACTERS

THE WINDRIDER

The windrider in this encounter acts out of boredom and a malicious interest in the party. Like most windriders, this one prefers to act in as secretive a fashion as possible. The windrider was separated from its group during the Blood Monsoon and has been wandering the same stretch of coast ever since, harassing and haunting those travelers unfortunate enough to enter its presence. Game stats and information on the windrider can be found in the **Scarred Lands Player's Guide 5e** p. 309.



ENCOUNTER 4: CAVE OF THE RIZZENSPAWN

As you make your way along the trade road, you see a halfling woman running toward you. She is waving her hands and shouting. "Help! Please!"

While traveling through the North, the party encounters a young halfling woman named Magwin, who is panicked and frightened. As soon as Magwin sees the party she begins calling out and begging for help. She doesn't even wait for acknowledgement before launching into a manic explanation of an attack on her traveling companions. She is rambling and upset but can be calmed enough to fully explain what happened with a successful DC 14 Charisma (Persuasion) check. If such a check cannot be made, Magwin can only point in the direction she came and ramble about a monster attack and a cave.

If Magwin can be calmed, she explains that she was part of a group of recruits heading to Calastia for enlistment in the military. Their caravan was attacked by monstrous titanspawn. Magwin describes the creatures as three "bizarre ogreish heads with spidery legs." She explains that the recruits fought bravely, but perished, taking two of the titanspawn down with them. She saw the third creature dragging a halfling into a cave just a few yards from the road.

At this point in her tale, Magwin begins getting excited again as she exclaims "gods, he was still alive!" She then begins begging the party to go into the cave to try and rescue the captured halfling.

POSSIBLE OUTCOMES

CUTTING LOSSES

If the party refuses to enter the caves, Magwin breaks into tears, but admits that the creature in the cave is probably too dangerous for the party to handle. Should they still refuse to take the

bait, Magwin offers the party 2 gp to escort her safely to the nearest town. Thus they end their tale with no bravery.

HEROIC RESCUE

If the party chooses to enter the cave, Magwin escorts them as far up the road as the cave mouth, where she refuses to travel any further. The party sees two overturned carts, four dead horses, and the scattered remains of several halflings. There are also two titanspawn corpses, which a successful DC 15 Intelligence (Arcana) or Intelligence (Nature) check reveal to be rizzenspawn.

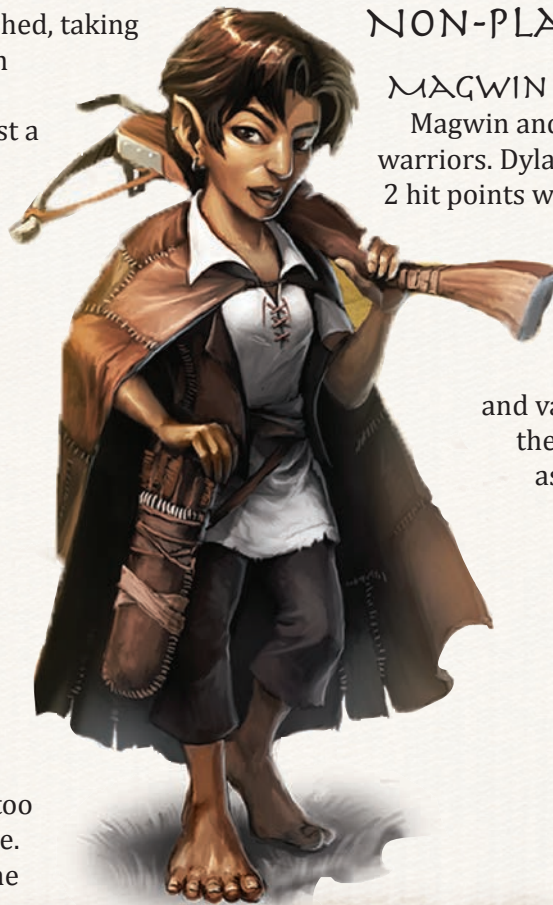
If the characters enter the cave, they find a blood-spattered rocky cave with no light past the open mouth. The rizzenspawn oni crouches in the northeastern corner, watching the doorway for potential intruders. The lone surviving halfling, a young man named Dylan, is stuffed into the small alcove in the extreme northeast of the cave. The rizzenspawn oni will fight relentlessly to the death. There is a narrow tunnel leading northward from the cave, which could be a dead end, or could lead to further adventure at the GM's discretion.

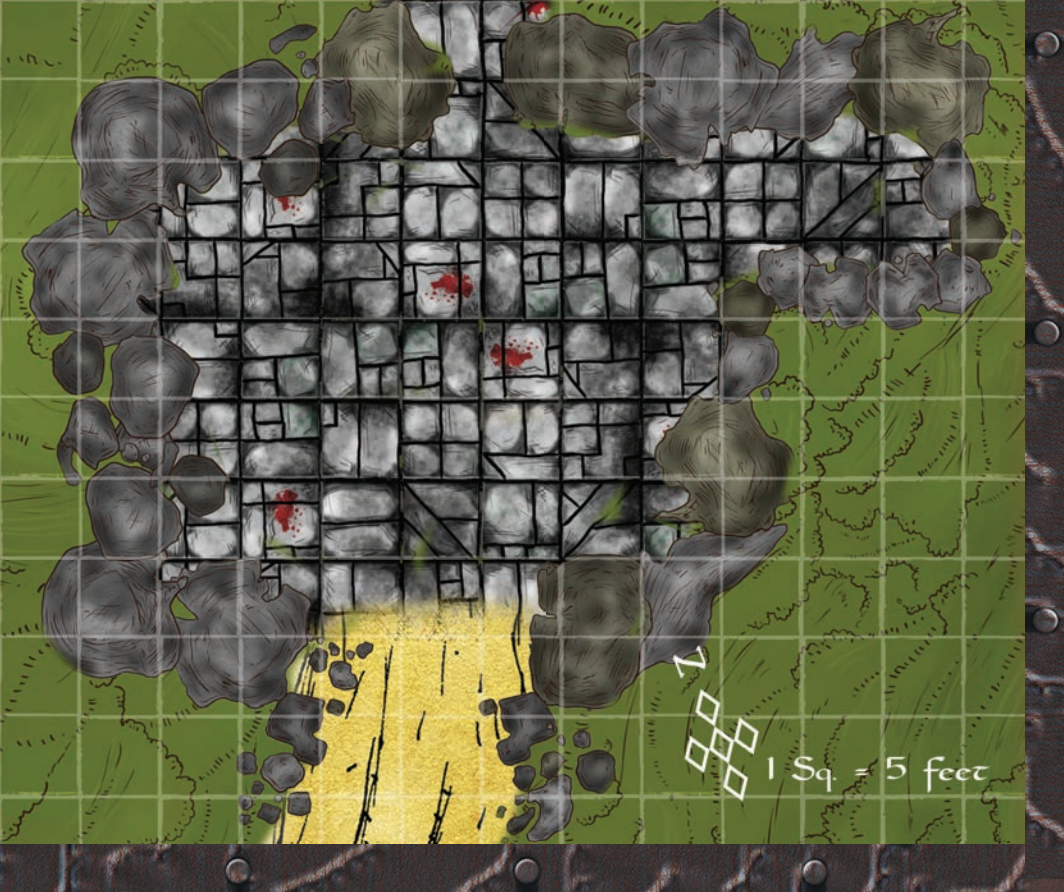
NON-PLAYER CHARACTERS

MAGWIN AND DYLAN

Magwin and Dylan are both halfling tribal warriors. Dylan is unconscious but stable with 2 hit points when discovered in the cave. If

Dylan is rescued he is incredibly grateful to the party but has no reward to offer other than his gratitude and a pledge to remember the party's kindness and valor. Magwin managed to escape the attack unharmed. She behaves as described above.





Regeneration. The rizenspawn regains 10 hit points at the start of its turn if it has at least 1 hit point. The rizenspawn is destroyed only if it starts its turn with 0 hit points and doesn't regenerate.

Spider Climb. Rizenspawn can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Walker. The rizenspawn ignores movement restrictions caused by webbing.

ACTIONS

Bite. *Melee Weapon Attack.* +7 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) piercing damage plus 11 (2d10) necrotic damage. The target must succeed on a DC 13 Constitution saving throw or its hit point maximum is reduced by an amount equal to the necrotic damage taken. This reduction lasts until the target finishes a long rest. The target dies if this attack reduces its hit point maximum to 0.

A giant or humanoid slain in this way rises after 2d12 hours as a rizenspawn in the space of its corpse or in the nearest unoccupied space.

RIZZENSPAWN

RIZZENSPAWN ONI

Small undead, chaotic evil

Armor Class 11

Hit Points 68 (8d6 + 40)

Speed 40 ft., climb 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 18 (+4) | 13 (+1) | 16 (+3) | 14 (+2) | 12 (+1) | 15 (+2) |

Skills Perception +2, Stealth +7

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities necrotic, poison

Condition Immunities exhaustion, poisoned

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 12

Languages Giantish

Challenge 5 (1,800 XP)

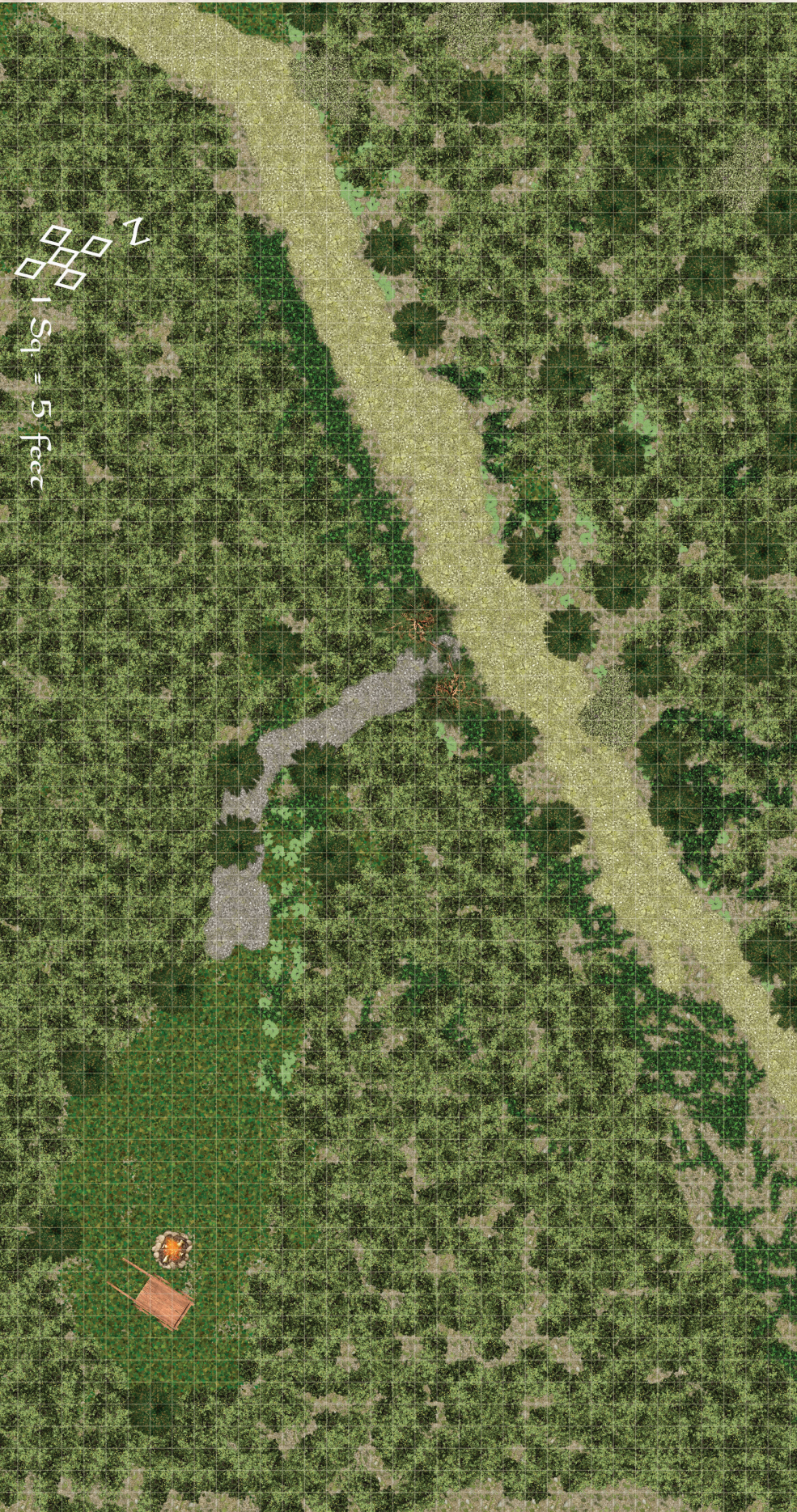
Innate Spellcasting. The rizenspawn oni's innate spellcasting ability is Charisma (spell save DC 13). The rizenspawn oni can innately cast the following spells, requiring no material components:

At will: darkness, invisibility

1/day each: charm person, cone of cold, gaseous form, sleep

Magic Resistance. Rizenspawn have advantage on saving throws against spells and other magical effects.

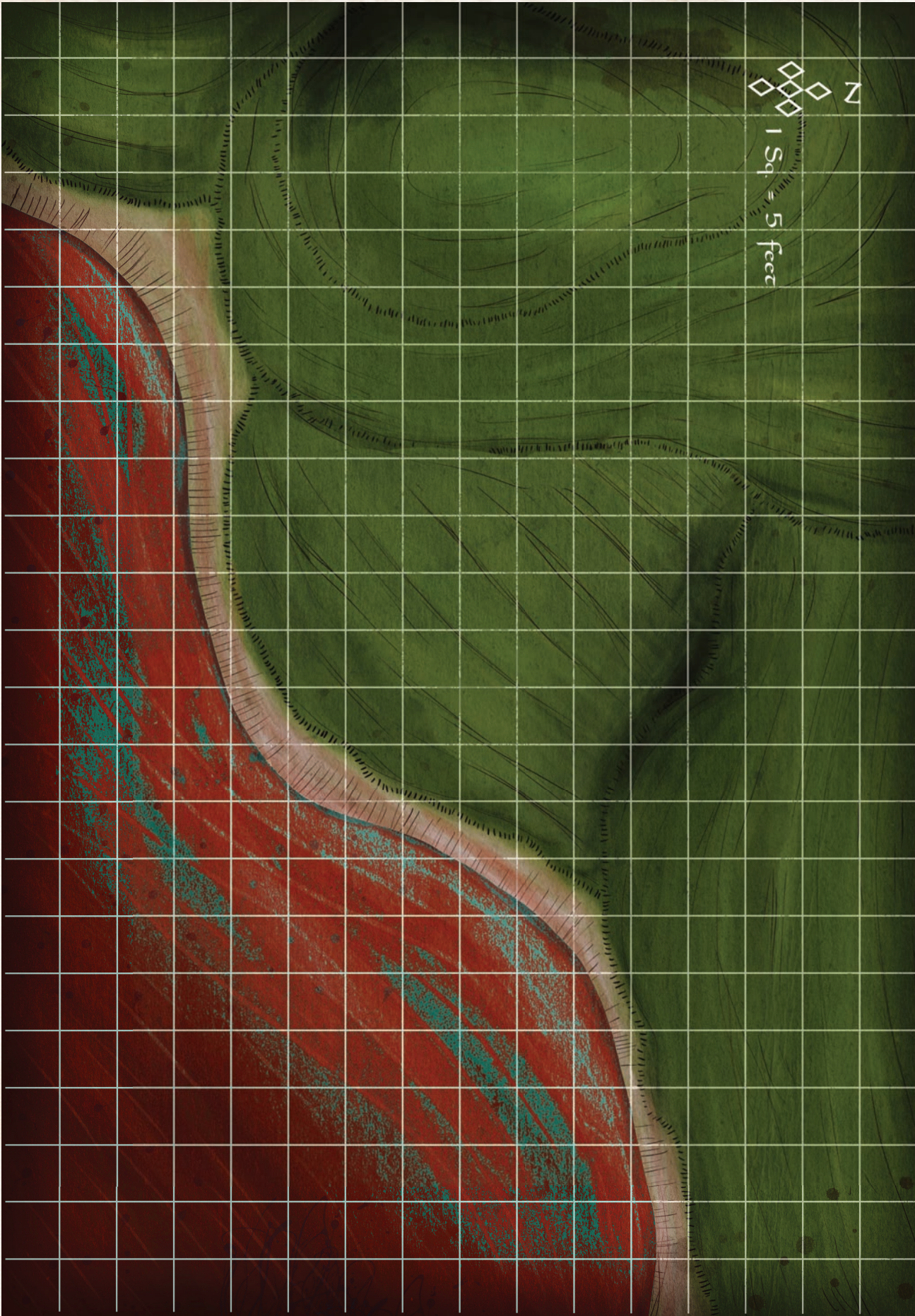
ENCOUNTER 1 MAP

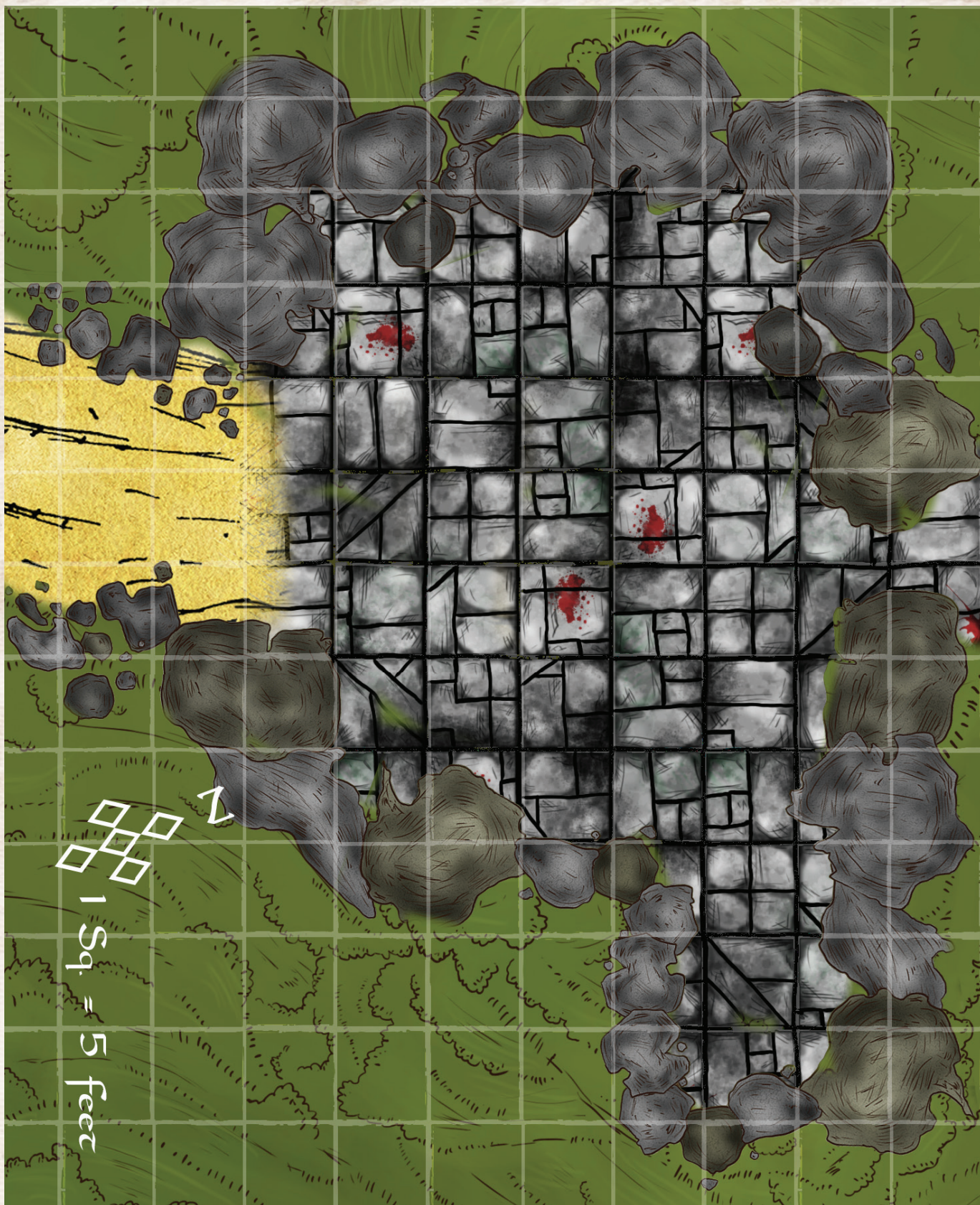


ENCOUNTER 2 MAP



ENCOUNTER 3 MAP





ENCOUNTER 4 MAP

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