

THE BANDITS OF CALHAVEN



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A FANTASY RPG ADVENTURE FOR 1ST-3RD LEVEL CHARACTERS

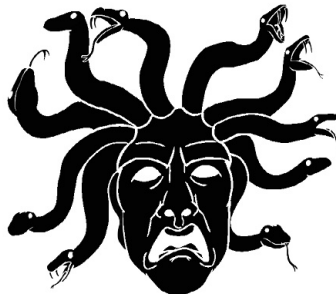
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INTRODUCTION

The city of Calhaven was once a jewel of the civilized world. Now it lies in ruins, occupied by bandit clans who make raids in the surrounding region. The neighboring village of Blackhorse quickly embraced its new role as a peaceful center of trade and commerce, but keeps a wary watch on the fallen city. And rightly they should, but not because of bandits. A band of adventurers are about to discover that a far greater evil has emerged from the region - and the bandits themselves might be needed to keep it at bay.

The Bandits of Calhaven is a complete fantasy roleplaying adventure designed to take players from Level 1 to 3. You can use it as the first chapter of an ongoing campaign, run it as a standalone adventure, or tweak it to fit your homebrew game.

SETTING ASSUMPTIONS

The Bandits of Calhaven takes place in a fantasy world in the midst of a Dark Age. Hundreds of years ago, a magical Empire united warring races across the continent. Peace lasted for generations until long-simmering tensions between the dwarves and orcs spilled into open conflict. Both races ceded from the Empire and split the continent down the middle, leaving most provinces beyond the Capital City's immediate reach to fend for themselves.

At first, the Empire was able to stave off its decline thanks to its Portal Gates. These magical archways formed a network which allowed instantaneous travel between any Imperial City or trading outpost. Yet as the conflict dragged on, it exacerbated tensions in other provinces. As economic depressions set in, many Eastern provinces were forced to declare their independence. Eventually, the Portal Gate network collapsed, fully separating the Eastern shores from the Royal City of the West.

ADVENTURE OUTLINE

The adventure opens in Blackhorse, a small village on the eastern edge of the continent. Not far from Blackhorse is Calhaven, a former Imperial city which was sacked and raided over thirty years ago. The city proper is now a ruin inhabited by bandit clans and escaped zoo animals. Lacking Imperial support, Blackhorse has been forced to develop itself into a self-sufficient community, establishing new businesses and trade routes with nearby villages.

After the players become familiar with Blackhorse, Saul the Innkeeper declares that his son Toby has gone missing. Joining a search party, they explore surrounding farms, encounter wild animals, and discover tracks heading towards Calhaven. The village assumes Toby was taken by bandits and will be ransomed, but when no ransom arrives the players are sent to investigate.

In truth, Toby ran away to find his mother - the bandit leader Kendra. Years ago, Saul and Kendra were lovers who made their living robbing travelers along the neglected Imperial Roads. When Saul suffered a crippling leg injury attempting to rob a dwarf, he decided to retire from the bandit's life in Blackhorse. Kendra wasn't ready to quit, but agreed their newborn son deserved a stable upbringing. She left Toby with Saul at Blackhorse, founded a bandit clan, and used her criminal influence to ensure the village was spared from Calhaven's thievery.

Upon arriving at Calhaven, the player characters quickly realize someone has been slaughtering the bandits. By investigating or allying with the survivors, they learn an undead horde broke loose from the Imperial Center, which was magically sealed shortly before Calhaven fell. The players must decide how to respond to this new menace, and whether the bandits have a role in assisting them.

WHAT THIS ADVENTURE CONTAINS

BLACKHORSE

This section introduces the village of Blackhorse, its key locations, and several NPCs. If you are using The Bandits of Calhaven to launch a full campaign, players could easily make this location a home base where they rest and resupply between adventures. Otherwise, Blackhorse is a perfectly suitable town traveling adventurers can pass through.

SEARCHING FOR TOBY (LEVEL 1)

This section outlines an initial search for the Innkeeper's son Toby, leading them through farmlands and forest to the fallen city of Calhaven.

CALHAVEN (LEVEL 2)

These sections detail the outer and interior regions of Calhaven, a home to Bandit clans now swarming with the undead. Since most of the city is ruined and abandoned, it is largely treated as an urban wilderness for random encounters.

IMPERIAL CENTER (LEVEL 2-3)

The Imperial Center is a simple, one-floor dungeon swarming with undead which concludes the adventuring portion of The Bandits of Calhaven. It contains a Portal Gate Chamber which has been unattended for generations, allowing a powerful lich to co-opt its power for his skeletal invasion force.

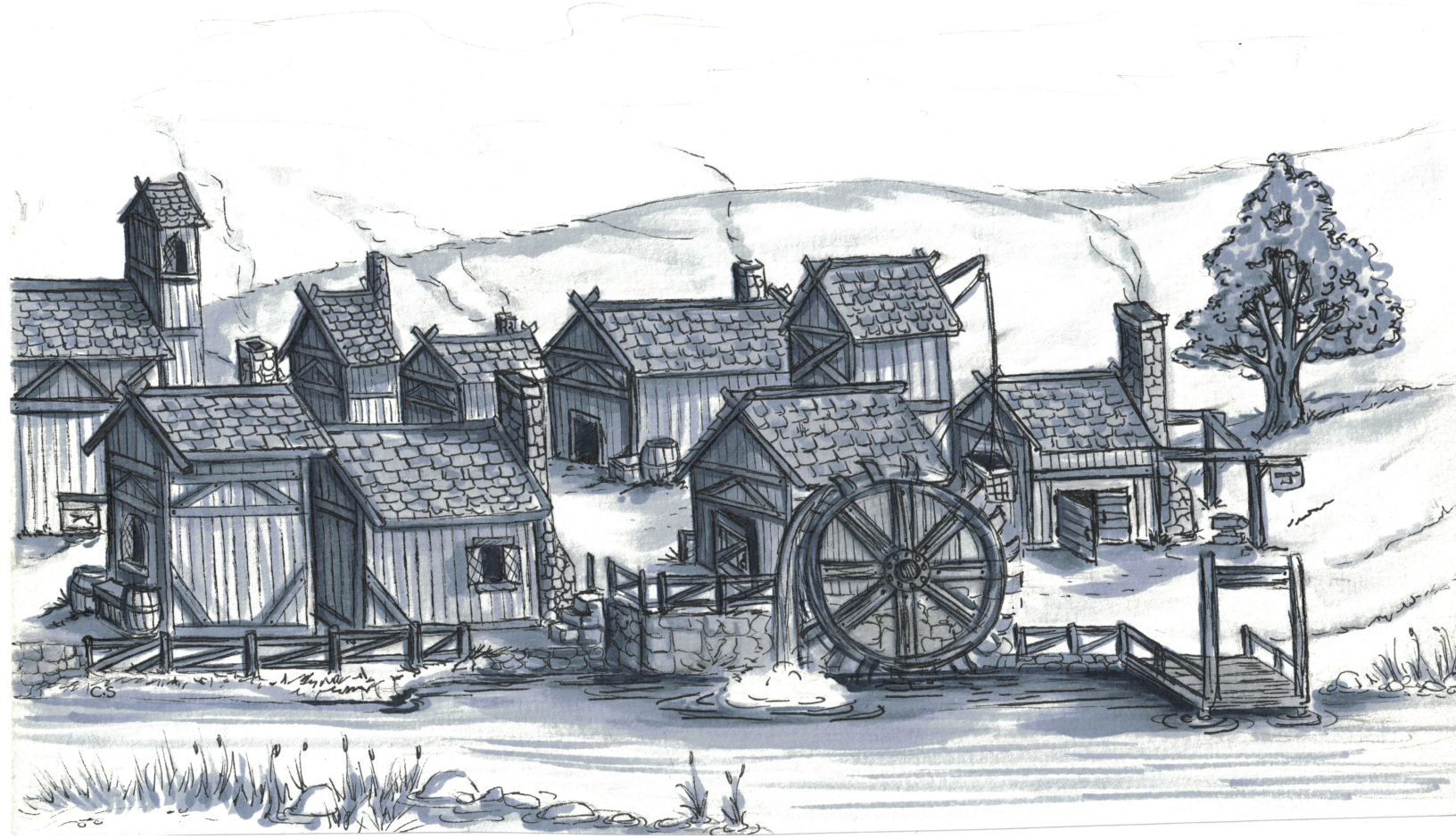
CONCLUSION

This section includes suggestions for concluding the adventure once the Imperial Center has been cleared, along with ideas for extending the story into a campaign.

MONSTERS & ENCOUNTERS

All monsters and random encounter tables for The Bandits of Calhaven are included here for reference.

BLACKHORSE



Originally a small hamlet of farmers supporting Calhaven, Blackhorse has grown into a robust hub for the region. The village is a small but essential destination for surrounding farms while acting as a place of respite for travelers, most of whom trade goods or news from afar. Calhaven's province is isolated from the capital city by a range of rugged, alpine mountains. News from the rest of the Empire tends to be several months old in summer or an entire season out of date in Winter or Spring.

The village consists of an inn, a blacksmith's shop, a temple, a combined mill and brewery, and a farmer's market. Newer buildings include a printing press that offers a weekly newspaper of events in the region, and a Loyalist's Lodge which encourages renewed connections to the Empire. The Loyalists double as a limited militia which attempts to address the gap filled by Imperial soldiers abandoning the region.

While modest in size, Blackhorse boasts an impressively vibrant community. Farmers and tradespeople from the surrounding region often bring goods for the weekly farmers market, which quickly fills the entire thoroughfare. Even on non-market days, Blackhorse sees its fair share of traffic from travelers headed into - or more recently away from - Imperial provinces to the west. Blackhorse still has a pastoral character thanks to its simple wooden buildings, most of which only consist of a single floor. Travelers acting in good faith tend to feel a sense of peace walking its street, despite all the bustle and activity.

VILLAGE SQUARE

Blackhorse started as a few chance buildings on a small patch of road, and while it's grown since then, you can still take in the entire village standing in the square. The area is generally used for special occasions like festivals, wedding parties, or elections for Village mayor.

INN

A resting place for weary travelers, complete with a small tavern on the ground floor that serves warm meals. The inn's owner, Saul, is away when the adventure begins since he's searching common areas for his son before starting a mass search. He is a kind but nervous man, suffering from a years-old leg wound that forces him to walk around with a crutch.

BLACKSMITH

The blacksmith's forge is an ideal place to purchase weapons or armor, make repairs to your equipment, or simply getting new horseshoes for your animals. The blacksmith, Mace, is a stern man taught the craft by his father, and teaches his daughter in turn.

TEMPLE

A place of worship for all good gods, as dictated by the Emperor in ages past. Shrines to the gods are set up equally along the altar and all holy days are acknowledged. The temple is managed by Elena, a former paladin who turned from crusading to peaceful worship.

MILL AND BREWERY

Blackhorse's most profitable business sits on the river at the far edge of the village. Noted for the prominent water mill marking its purpose and a heavy smell of grain, this building processes crops from Blackhorse's surrounding farms into flour before delivering it to surrounding towns. It also doubles as a brewery which produces several high-quality ales. The mill is owned by Mayor Bratchett, a burgeoning bourgeoisie who dreams of his ale being sold in taverns across the continent.

FARMER'S MARKET

Anything you can't get from the blacksmith can be purchased at the farmer's market, organized weekly by the widow Coraline. Everyone is welcome to set up shop and sell supplies at the market, but troublemakers will immediately face the wrath of Coraline's overly-protective children. All fourteen of them.

Equipment will largely be limited to basic gear from the Player's Handbook. Advanced and magical items only become available in Blackhorse as trade opens up during a campaign.

PRINTING PRESS

Run by the Loyalist Orc Merrick, the printing press offers a weekly newspaper and designs public notices for the Village Square. News stories have a decidedly loyalist slant, but Merrick always takes care to collect all facts before writing a scathing editorial on anything he disagrees with.

LOYALIST LODGE

This is the official weekly meeting hall of the Loyalist Guild, originally formed with the purpose of reforging Blackhorse's connection to the larger Empire. In the years since, the Guild has expanded its operations to protecting the village and patrolling its surrounding farms.

Since Blackhorse no longer can no longer call on the Empire for legal assistance, the Loyalists occasionally offer to mediate disputes and make judgements in lieu of Imperial Judges. The number of instances the Loyalists have been needed to do so is remarkably rare because the village draws almost no attention from nearby bandit clans - a surprising boon considering the community doesn't even have protective walls.

The currently elected Guild Master is Corvac, a half-elf whose father once commanded Calhaven's Imperial Garrison. He often wears his father's military uniform to guild meetings. The Guild meets once a week to discuss official business, and rents out its space to Blackhorse residents for social events when the Temple or Village Square aren't available or appropriate.

SEARCHING FOR TOBY

After spending the morning checking the town, Saul comes rushing into the Village Square calling for help. He claims his son hasn't arrived to work at the Inn, and isn't in any of his usual visiting places. He attempts to organize a search party, which the player characters will be expected to join. The party is asked to check the fallow farmland east of the Village for signs of the boy.

Saul has hidden the truth about his past from the town, but he finally revealed the identity of Toby's mother to his son earlier that day. A DC 13 Wisdom (Insight) check confirms that the Inn Owner is keeping a secret, while a DC 20 Charisma (Persuasion) check will be needed to force a confession before the town. Getting him to tell the truth away from the other townsfolk requires a DC 17 Charisma (Persuasion/Intimidation) check.

FALLOW FARMLAND

This portion of communal farmland has been left fallow for the season to recover its nutrients. The land has been plowed and tilled, but left unseeded, leaving the surrounding area clear of obstacles. There are still patches of bushes and saplings as well as a barn containing farm equipment which takes time to check. The entire plot can be explored in an hour if the party splits up, but two wolves randomly target a lone player if they do so.

A single set of human tracks can be found headed to the nearby Forest on a DC 10 Wisdom (Survival) check.



FOREST

The tracks lead into the forest, where the party has the potential to be surprised by a Brown Bear running in the opposite direction. A DC 15 Wisdom (Perception) check reveals Toby's knife buried in its flank, and sword wounds run along the bear's side. (The same information is easily found by investigating the bear if killed or rendered immobile.)

Continuing to follow the tracks reveals the scene of a struggle between Toby, the bear, and several unidentified individuals. A DC 15 Wisdom (Survival) Check (or DC 12 Wisdom (Insight), if the party gathered evidence from the bear encounter) suggests Toby left the village, encountered the Brown Bear, and was rescued by an unknown party. All humanoid tracks continue east where they connect to the run-down Imperial Road to Calhaven.

If neither of these locations led to clues, they can return to Blackhorse, where the villagers conclude Calhaven's bandits kidnapped Toby and will approach with a ransom. Not wanting to set a precedent among the bandit clans, the player characters will be asked to travel to Calhaven and see if they can find and rescue him by some other means.

The party may find the clues but regroup at Blackhorse first. In that case, they'll share the same belief that bandits kidnapped him, and warn you of their usual behavior outside the city. (These points are detailed in the City Wall section.)

WILDERNESS TRAVEL

The distance between Blackhorse and Calhaven is approximately seven miles along the Imperial Road, and can be reached at a Normal pace in just over two hours. Since nature has started reclaiming the road, it should be treated as a Wilderness location. Roll for a random encounter on the Wilderness Encounter Table.

CITY WALLS

The 20 foot high city walls loom into view, impressive despite their clear disrepair. Portions have visibly collapsed from previous sackings, raids, or simple age, and vines are growing along the edge to show where wildlife has been returning. The old city gate is visible from this vantage point, along with a run-down shantytown hastily constructed outside the walls.

SHANTYTOWN

A small shantytown sits outside the town walls, previously an extension of the city's population. In the years since Calhaven fell, a bandit clan that doesn't mind its rotting, decrepit state took residence here to avoid paying the tolls collected from the City Gate. When the players arrive, the shantytown is seemingly empty. Actually entering buildings reveals the bodies of murdered bandits. A successful DC 15 Widsom (Insight) roll reveals they were caught by surprise. Their weapons have been taken, but a total of 4d6 gold can be recovered from anyone searching the bodies.

CITY GATE

On a typical day, Calhaven's gate is guarded by bandits who collect a tax on each clan's earnings, or demand a toll from raiders wishing to search the city's buildings. Today the gate is strangely empty. A faint blood trail leads into the gate and just down a side street where they'll find the bandits' dead sorcerer.. Written in blood along the wall are the words "Beware the dead."

CLIMBING THE WALL

Players wary of Calhaven's bandit clans might opt to climb the vines along the wall to enter the city undetected. (Which isn't necessary, but they don't need to know that.) Doing so requires a successful DC 12 Strength (Athletics) checks. Failing a check causes the player character to become stuck in the vines, and a critical fail causes them to fall at the halfway point (10 feet), dealing 1d6 bludgeoning damage.



CALHAVEN INTERIOR

WANDERING THE STREETS

Once a bastion of the Empire, Calhaven now seems as quiet as a mausoleum. Most of the buildings within the city are empty ruins, stripped of riches long ago by bandits or adventurers. Some have been burned down or were demolished by the bandits themselves, who used the stone and wood to repair other structures.

Some bandit leaders occupy the few remaining homes in the wealthy residential districts along the town's center. Most of the city's outer rings consist of ruined buildings or restored wildlife. There are even some exotic wild animals whose ancestors escaped from zoos and private residences, now exploring regions where nature has reclaimed the city.

Roll for two encounters on the Calhaven Random Encounter Table as you explore the city. Reroll on a repeat. A successful Stealth Check against an opponent's Passive Wisdom lets each player either hide behind rubble until they pass or gain a surprise attack.

After two random encounters, the players find three bandits engaged in battle with 4 skeletons and 4 zombies, with the tide clearly favoring the undead. If they assist the bandits, they'll take you to Kendra's home. If you leave them to their fate, they will be killed. Alternatively, if the party discovers Bandit survivors on the random encounter table, they can guide players to Kendra's manor if they believe the party can be trusted.

The party can also reach Kendra's home by scouting for undamaged buildings. Her manor can be tracked down with a DC 15 Wisdom (Insight/Survival), or DC 12 Wisdom (Perception) from a high vantage point like a building or the City Wall. On a DC 20 Wisdom (Perception), the Imperial Center can also be seen from a distance.

KENDRA'S HOME

Kendra established her clan's base in one of the few fully intact manors, likely belonging to a long dead Imperial official. While the walls, ceilings, and floors are showing signs of time and decay, her men maintain a semblance of good repair, from keeping the weeds clear to securing windows against assaults from other bandit clans. There are signs of a recent battle outside the manor, along with dozens of undead corpses strewn in every direction. If a larger undead force were to attack, it's not clear

whether the bandits would be able to keep them at bay.

Kendra will greet adventurers in the entrance hall, where bandits have gathered to plan their strategy. Toby is here as well, but is not willing to leave his newfound mother - hiding this behind a desire to confront the undead threat. If pressed, Kendra reveals the truth about Toby to the party. When Saul told Toby the truth, he foolishly marched into the woods seeking his mother and encountered a Brown Bear. Thankfully, nearby bandits rescued him and brought him to the City after he mentioned Kendra by name.

The party may choose to negotiate for Toby's return, if they wish. Whatever they decide to request from Kendra, she identifies their martial prowess and wants them to assault the Imperial Center, the apparent source of the undead horde. Their numbers are growing somehow, and soon even an army of loyalist reinforcements might not be able to stop them. If the players agree to help her, she'll allow them to rest in her home and recover from their wounds before beginning their assault.

A successful DC 18 Intelligence (Investigation) of the aging paperwork in Kendra's office produces a map of the Imperial Center. If the players fail to reach Kendra for any reason, successful Intelligence checks confirm the Imperial Center is the center of the undead incursion given their movements outward into Calhaven.

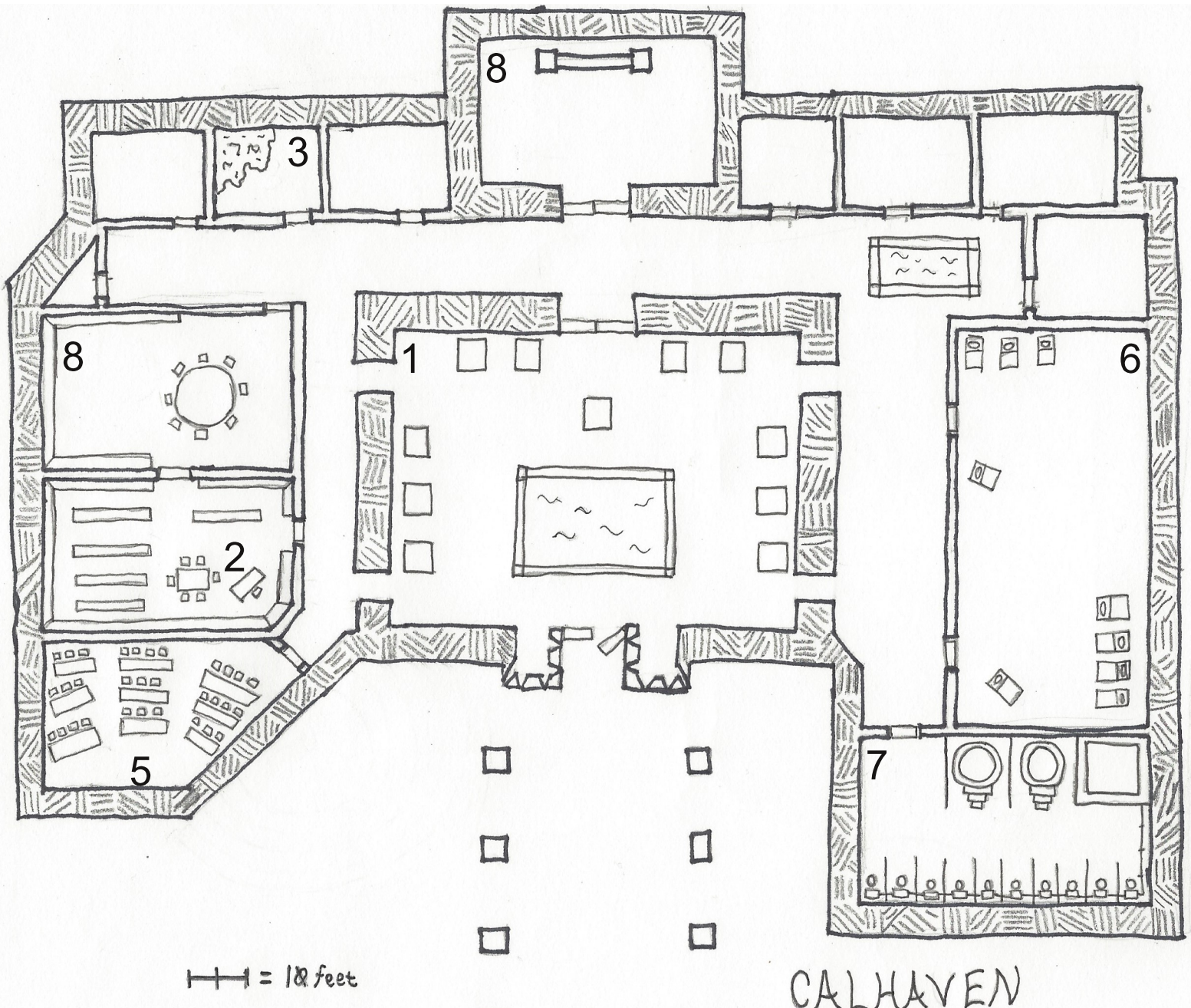


IMPERIAL CENTER

In a remote location like Calhaven, the Imperial Center is little more than a glorified Town Hall - but like any official Imperial facility, it's awe-inspiring all the same. The large, ornately designed columns marking the path to its main entrance are a reminder of the Empire's once opulent presence. The structure contains meeting halls, offices for government employees, and a strategically-essential Portal Gate Chamber which connects the outpost with the rest of the Empire. While these columns and the pathway to the Imperial Center are now overgrown ruins, the building itself is in immaculate condition. As Calhaven fell, the Empire's magicians cast a powerful protective spell defending it from short-term assaults and long-term decay.

No one has been able to breach the structure's doors or windows since, leaving it in a pristine state while everything around it was raided and pillaged. That also means no one quite knows what happened to the building's occupants, although eventually it was assumed they escaped to the Capital City using its Portal Gate Chamber.

This spell was broken when an undead force breached the doors from inside the Imperial Center, spilling into Calhaven. Unless otherwise stated, roll randomly for enemies in each room using the Imperial Center's Random Encounter Table.



1. MAIN HALL

Everyone who enters the Imperial Center must arrive through the Main Hall, a large chamber designed to remind everyone of the Empire's pride and splendor. Its centerpiece is a large pool beneath an opening in the ceiling. This large room was once lavishly decorated with fine art from across the world, but gaps in the wall suggest everything of value was taken through the Portal Gate long ago. Of what remains, the most prominent items are statues of the Eleven - ancient heroes who explored and united the continent in the Empire's earliest days. The statues are arranged around the room, each representing a core hero class except for Warlock.

2. ARCHIVE

The Imperial Center's Archive contains decrees from the Capital City, copies of letters for Imperial officials, historical records of the Empire, land deeds, and much more. The room is packed full of cabinets, files, and long-lost records that the Loyalists would love to dig into. It would take months, if not years, to digest everything here.

Most records stored here relate to the surrounding province, but it's possible to find information relating to the Capital City or the Royal Family itself. The GM may also wish to seed this room with information that might lead to other adventures. They might even find evidence of something which contradicts the histories and tales Loyalists spin about the benevolent Empire.

If a player wishes to look for something specific in the Archive, attempt an Intelligence (Investigation) roll and use the difficulties from the following table as a guideline. Note that anything discovered will refer to the Empire as it existed at least 30-50 years ago.

Archive Contents

0-9	You discover nothing of interest.
10-14	You discover records and decrees regarding the region surrounding Calhaven - taxes, grain harvests, and laws.
15-19	You discover maps or letters detailing the surrounding province - forgotten roads, valuable timber, etc.
20-24	You discover status reports on other provinces in the continent, including Orc and Dwarf territories which were considering seceding from the Empire
25-29	You find information on current events at the Capital
30	You discover a single record with the personal seal of a Royal Family member.

3. WEAPONS CACHE

The undead have looted all weapons from fallen bandits across Calhaven and brought them to this room, piling them

unceremoniously on the floor. The stash includes roughly 1300 gp of standard weapons, although each item is so obviously worn and used that most merchants would only purchase it at 1/8th value. (And that's assuming you can lift it out of there on one attempt - the entire stash weighs about 350 pounds and requires extra packs or wheelbarrows to carry comfortably.)

On a DC 18 Wisdom (Insight) roll, a player can discover a special weapon from the Dungeon Masters Guide within the cache. This roll can be repeated either 1d3 times or until it fails, whichever happens first.

4. LIBRARY

The Imperial Center once maintained a small wizard's library detailing the latest magical research being conducted across the Empire. Most of these volumes were removed by fleeing Imperials, but a few useful items remains behind. A half-hour search uncovers 1d4 identical Wizard spellbooks with all cantrips and Level 1 spells, 1d4 Level 2 spells, and 1 Level 3 spell. A successful DC 20 Wisdom check also uncovers an Animate Objects scroll.

5. MEETING HALL

Filled with chairs surrounding a now-missing ornate podium, this meeting hall was used for Imperial proclamations, citizen meetings, and the occasional private conversation between government officials. Notes left behind during the final meeting hint at Calhaven's plans to continue trade with the Orcs and Dwarves against Royal Orders if they ceded from the Empire.

6. BARRACKS

While most Imperial soldiers resided and trained off-site, the Center maintained a relatively small barracks for professional soldiers required to stay on-site. Most useful equipment has been cleared, but it's a perfect place to rest comfortably if necessary. If the doors are sufficiently barricaded, it may not even be necessary to keep watch.

7. TOILET

Sanitation is important for any well-running Empire, which is why the Imperial Center's washrooms use spells that immediately purify flushed toilet and bath water before returning it to a massive stone cistern. Unfortunately while flushed water is cleansed, the incoming water has been standing still for decades and is stagnant. If a character drinks this water, they must make a DC 16 Constitution save or become violently ill in 1d4 hours, taking 1d6 damage. The well-preserved bronze flush toilets are a novelty and a wonder beyond this province's ability to reproduce, and the right person would pay handsomely for them.



8. PORTAL GATE CHAMBER

The stone Portal Gate arch sits on a raised dais, and is currently activated. Four skeletons guard this side of the Gate, and defend it if the party advances. When they are defeated, more units emerge matching the party's Challenge Level within a minute. If that proves too easy, have a Zombie Knight lead the next wave.

Looking through the portal while standing on the dais reveals a plaza in a grey, ruined city seemingly devoid of life. The plaza is lined with portal gates much like the one the players are standing in front of. There are countless skeleton soldiers present, however, commanded by a jewel studded, skeletal lich riding a gleaming white skeletal horse. A DC 15 Intelligence check allows the character to estimate that there are at least five thousand undead in view.

When all undead forces in the chamber are defeated, the lich points and telepathically commands the next wave through the portal, which crosses the gate in two turns.

Party members can pass through the portal, but doing so prompts the lich to cast spells and puts hundreds of nearby skeletal warriors into a defensive posture. Ten skeletons enter the encounter every turn until the living are destroyed or pushed back through the portal. The lich will not cross the portal, but observes the battle from its side.

The portal continues to release undead enemies until it is closed, the party is defeated, or if all living creatures exit the room. When this happens, the undead start gathering their fallen, hurl the remains beyond the portal, and wait for the party to return.

Magical runes are engraved into the gate's arch, which can be loosely translated with a DC 18 Intelligence (Arcane) check or the spell Read Magic, automatically granting understanding of how the gate functions. Wizards know many of these runes from spell formulae and make the check with Advantage. (Alternatively, the heroes might find a written guide within the Library or Archive if they understand what they're looking for.)

HOW THE GATE WORKS

Operating the Gate requires standing on the dais and speaking the correct magical code phrases. Possible actions include opening the Gate, closing the Gate, or connecting to another active Gate. Completing a single Gate action takes 5 rounds and the full concentration of a single speaker. If the speaker is knocked unconscious, driven from the dais, or fails a DC 10 Constitution saving throw upon taking damage, the Gate action must be restarted unless a character who has not completed an action within the combat round uses their turn to continue where the speaker stopped.

Activating or closing a Gate is fairly straightforward, but connecting to another location requires knowledge of the opposing Gate's location runes. The Empire considered these runes closely guarded secrets, unlikely to be stored in the Archive or Library

Closing or destroying the Gate cuts off the undead from whatever necromantic energies sustain them. Every skeleton and zombie across Calhaven "dies" instantly. They will fight to the death to prevent this from happening.

The Gate arch is magical, but not invulnerable. Any adventurer may destroy it to prevent the lich's undead forces from advancing. The Gate has an AC of 17 and 30 Hit Points, but is immune to mundane ranged weapons. Upon reaching 0 Hit Points, the arch collapses while the portal explodes in a burst of magical energy, dealing 1d20 damage to anyone on the dais. Destroying the Gate closes the portal, trapping any characters on the other side.

CONCLUSION

If the party manages to close the portal, Calhaven will be free of the undead. The surviving Bandits, despite being scurrilous robbers with few prospects, will honor any good faith deals made with the party. If Toby survived he will be allowed to return to his father.

If the party is defeated, fails to close the portal, or otherwise must flee, the undead will continue to rise and gain a strong foothold in Calhaven. Within a week, there will be a hundred or more occupying the Imperial Center. Eventually an army will push into the surrounding region, prompting a brief defense and evacuation of Blackhorse. The party (after possibly rolling new characters) may be forced to travel across the fractured Empire for allies who can help hold back the undead threat.



FURTHER ADVENTURES

When this adventure ends, Blackhorse may have access to Calhaven's Portal Gate Chamber. Anyone capable of translating Gate Runes can establish a connection to another Gate, even though it's no longer attached to a Gate Network. Unfortunately, any comprehensive list of Runes required to make these connections was lost or destroyed a generation ago.

The Loyalists will immediately wish to reunite with the larger Empire, and may attempt to recruit the player characters as scouts. By default, this requires travelling by land to regions that were once part of the Empire and using Runes to connect Calhaven's Gate back to the network.

It's possible to run an entire campaign where the players travel across the continent, eventually reaching the long-lost Capital City itself. The GM should provide players with a (noticeably out-of-date) continental map marking cities that would contain a Portal Gate Chamber. Along the way they might encounter Dwarf and Orc kingdoms that broke away from the Empire, and learn the final fate of the Capital City.

Alternatively, the GM might decide that Calhaven's Portal Gate Chamber was never co-opted by the undead. Perhaps the Capital City was conquered by a Royal Lich who wants to retake the continent, and the heroes partially disrupted these plans? In that case, players will encounter increasing undead forces as they approach the Capital City, and align themselves with other nations attempting to stop them.

Finally, the GM could simply hide a few Gate Destination Runes in Calhaven's Archives, letting players instantly travel to distant lands or planes.

Gorgon Breath will publish further official material in the world of Calhaven, but it's a big continent - there is always room for custom adventures developed by aspiring Game Masters until then! If you'd like to see more adventures in this series, head on over to <http://www.gorgonbreath.com> and let us know.

RANDOM ENCOUNTERS

Wilderness Encounter Table

1-4	1d4 arguing Bandits making camp. If there is a single bandit, he or she is arguing with themselves out loud.
5-8	1d4 Bandits waiting in ambush.
9-12	2 Wolves. If the party spared the lives of the wolves at the farm, they will be joined by an additional two wolves and the entire pack will avoid the party. Otherwise, the wolves attack.
13-16	The path ahead is blocked by webbing. The group can attempt to cut through in using three successful DC 10 attack checks. On a failure, the attacker becomes trapped in the webbing and 1 Giant Spider emerges to investigate.
17-20	A travelling salesman carrying 1d4 advanced or rare items such as alchemist's fire, acid, holy water, ball bearings, and caltrops.

Calhaven Encounter Table

1-4	1d4 scared Bandit survivors who can be convinced to follow you with DC 15 Diplomacy.
5-8	A burning building. Inside is a trapped bandit under attack from 1d4 Skeletons. If you can save him, he throws a bag of 30 gold at your feet as a reward, but runs away, terrified.
9-12	Two bandit clans of 1d6 members each are blaming each other for the undead outbreak and have taken to the streets to settle their scores. Unfortunately, the sound is attracting 10 skeletons who will arrive in five rounds to face any survivors.
13-16	A wandering Frost Tiger cub. If the party takes the cub, an adult Frost Tiger mother stalks them. It attacks when spotted (DC 16), when the cub seems threatened, or following the next random encounter. The Frost Tiger would prefer taking its cub to a safe distance, not fighting to the death, and will retreat if the cub is released.
17-18	1d6 Skeletons or Zombies searching for weapons to collect.
19-20	Horde of 1d6 Skeletons and 1d6 Zombies searching for Bandits to kill.

Imperial Center Encounter Table

1-6	1d4 Zombies in civilian garb
7-12	1d4 Skeletons in ragged bits of imperial armor
13-16	1d2 Zombies and 1d4 Skeletons
17-18	1d10 Skeletons and Zombies
19-20	Horde of 1d8 Skeletons and 1d8 Zombies

NAMED CHARACTERS

MAYOR BRATCHETT

Medium human, unaligned

Armor Class 10

Hit Points 25 (5d8 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	11 (+0)	12 (+1)	15 (+3)	12 (+1)	15 (+3)

Saving Throws Dex +2, Int +5

Skills Persuasion +5, Deception +5, Investigation +5

Senses Passive Perception 11

Languages Common, Elvish

CORALINE

Medium human, chaotic good

Armor Class 10

Hit Points 30 (5d8 + 10)

Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	14 (+2)	14 (+2)	14 (+2)	15 (+3)

Saving Throws Int +4, Wis +4

Skills Animal Handling +4, Survival +4

Senses Passive Perception 12

Languages Common

CORVAC

Medium half-elf, lawful neutral

Armor Class 15 (studded armor)

Hit Points 30 (5d10 + 5)

Speed 30 ft.

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

Saving Throws Str +4, Con +3

Skills History +4, Survival +3

Senses Passive Perception 11

Languages Common, Elvish

Longsword. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) slashing damage.

ELENA

Medium human, lawful good

Armor Class 15 (studded armor)

Hit Points 30 (5d10 + 5)

Speed 30 ft.

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

Saving Throws Wis +3, Cha +5

Skills Religion +3, History +3

Senses Passive Perception 11

Languages Common, Elvish

Divine Sense. As an action, Elena can open her awareness to detect evil forces. Until the end of her next turn, she can know the location of any celestial, fiend, or undead within 60 feet that is not behind total cover.

Lay on Hands. Elena's healing touch can cure wounds. She has a pool of healing power that replenishes upon when she takes a long rest. With that pool, she can restore up to a total of 25 HP. Alternatively, she can expend 5 HP from her pool to cure one disease or neutralize one poison.

Spellcasting. Elena is no longer an active paladin, but she can still draw on divine magic through meditation and prayer. After each long rest, she may prepare or up to five 1st and 2nd level Paladin spells. She has four 1st-level spell slots and two 2nd-level spell slots. While Elena prefers peaceful dialogue over combat-focused spellcasting, she could be convinced to return to active duty if the calling is great enough.

MACE*Medium human, chaotic good***Armor Class** 12 (leather armor)**Hit Points** 60 (10d8 + 20)**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	14 (+2)	12 (+1)	12 (+1)	10 (+0)

Saving Throws Str +4, Dex +2, Wis +3**Skills** Deception +4, Intimidation +3**Senses** Passive Perception 11**Languages** Common, Elvish**MERRICK***Medium orc, lawful good***Armor Class** 12 (leather armor)**Hit Points** 30 (5d8 + 10)**Speed** 30 ft.

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

Saving Throws Dex +3, Cha +4**Skills** Investigation +5, Insight +4, Persuasion +4**Senses** Passive Perception 12**Languages** Common, Elvish, Dwarvish, Orc**SAUL***Medium human, unaligned***Armor Class** 12 (leather armor)**Hit Points** 50 (10d8 + 10)**Speed** 15 ft. (injured leg)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	11 (+0)	12 (+1)	14 (+2)	12 (+1)	14 (+2)

Saving Throws Str +4, Dex +2, Wis +3**Skills** Deception +4, Survival +3**Senses** Passive Perception 11**Languages** Common, Elvish**KENDRA***Medium human, chaotic neutral***Armor Class** 15 (studded leather)**Hit Points** 65 (10d8 + 20)**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	14 (+2)	11 (+0)	11 (+0)	14 (+2)

Saving Throws Str +4, Dex +5, Wis +2**Skills** Athletics +4, Deception +4**Senses** Passive Perception 10**Languages** Common, Elvish

Multiattack. Kendra makes three melee attacks: two with her scimitar and one with her dagger. Or she makes two ranged attacks with her daggers.

Scimitar. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) slashing damage.

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

Parry (Reaction). Kendra adds 2 to her AC against one melee attack that would hit her. To do so, she must see the attacker and be wielding a melee weapon.

TOBY*Medium human, unaligned***Armor Class** 10**Hit Points** 12 (2d8 + 4)**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	14 (+2)	11 (+0)	11 (+0)	14 (+2)

Saving Throws Dex +4, Wis +2**Skills** Athletics +4, Deception +4**Senses** Passive Perception 10**Languages** Common

MONSTERS & OTHER FOES

BANDIT

Medium human, chaotic

Armor Class 12 (leather armor)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	12 (+1)	10 (+0)	10 (+0)	10 (+0)

Senses Passive Perception 10

Languages Common

Challenge 1/8 (25 XP)

Shortsword. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) slashing damage.

Light Crossbow. Ranged Weapon Attack: +3 to hit, range 80 ft./320 ft., one target. Hit: 5 (1d8 + 1) piercing damage.

WOLF

Medium beast, unaligned

Armor Class 13 (natural armor)

Hit Points 11 (2d8 + 2)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	12 (+1)	3 (-4)	12 (+1)	6 (-2)

Skills Perception +3, Stealth +4

Senses Passive Perception 13

Challenge 1/4 (50 XP)

Keen Hearing and Smell. The wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics. The wolf has advantage on attack rolls against a creature if at least one of the wolf's allies is within 5 feet of the creature and the ally isn't incapacitated.

Bite. Melee Weapon Attack. +4 to hit, reach 5 ft., one target. Hit: 7 (2d4 + 2) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

BROWN BEAR

Large beast, unaligned

Armor Class 11 (natural armor)

Hit Points 34 (4d10 + 12)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	16 (+3)	2 (-4)	13 (+1)	7 (-2)

Skills Perception +3

Senses Passive Perception 13

Challenge 1 (200 XP)

Keen Smell. The bear has advantage on Wisdom (Perception) checks that rely on smell.

Multiattack. The bear makes two attacks: one with its bite and one with its claws.

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) piercing damage.

Claws. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage.

FROST TIGER

Medium beast, unaligned

Armor Class 14 (natural armor)
Hit Points 50 (6d8 + 6)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	15 (+2)	12 (+1)	10 (+0)	14 (+2)	10 (+0)

Skills Perception +3, Stealth +6
Senses Darkvision 60 ft., Passive Perception 13
Challenge 1 (200 XP)

Keen Smell. The Frost Tiger has advantage on Wisdom (Perception) checks that rely on smell.

Pounce. If the tiger moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the tiger can make one bite attack against it as a bonus action.

Frost Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 8 (1d10 + 3) piercing damage. The target must succeed on a DC 11 Constitution saving throw or be frozen until the end of their next turn.

Claw. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) slashing damage.

GIANT SPIDER

Large beast, unaligned

Armor Class 14 (natural armor)
Hit Points 26 (4d10 + 4)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	12 (+1)	2 (-4)	11 (+0)	4 (-3)

Skills Stealth +7
Senses Blindsight 10 ft, Darkvision 60 ft, Passive Perception 10
Challenge 1 (200 XP)

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

Web Sense. While in contact with a web, the spider knows the exact location of any other creature in contact with the same web.

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

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 7 (1d8 + 3) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 9 (2d8) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Web (Recharge 5–6). Ranged Weapon Attack: +5 to hit, range 30/60 ft., one creature. Hit: The target is restrained by webbing. As an action, the restrained target can make a DC 12 Strength check, bursting the webbing on a success.

SKELETON

Medium undead, lawful evil

Armor Class 13 (armor scraps)

Hit Points 13 (2d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

Damage Vulnerabilities Bludgeoning

Damage Immunities Poison

Condition Immunities Exhaustion, Poisoned

Senses Darkvision 60 ft., Passive Perception 9

Challenge 1/4 (50 XP)

Shortsword. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

Shortbow. Ranged Weapon Attack: +4 to hit, range 80/320 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

ZOMBIE

Medium undead, neutral evil

Armor Class 8

Hit Points 22 (3d8 + 9)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	6 (-2)	16 (+3)	3 (-4)	6 (-2)	5 (-3)

Saving Throws Wis +0

Damage Immunities Poison

Condition Immunities Exhaustion, Poisoned

Senses Darkvision 60 ft., Passive Perception 8

Challenge 1/4 (50 XP)

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Slam. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) bludgeoning damage.

LICH

Medium undead, evil

Armor Class 17 (natural armor)

Hit Points 135 (18d8 + 54)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	16 (+3)	20 (+5)	14 (+2)	16 (+3)

Saving Throws Con +10, Int +12, Wis +9

Skills Arcana +18, History +12, Insight +9, Perception +9

Damage Resistances Cold, Lightning, Necrotic

Damage Immunities Poison, Bludgeoning, Piercing, and Slashing from nonmagical attacks

Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Poisoned

Senses Truesight 120 ft., Passive Perception 19

Challenge 21 (33,000 XP)

Legendary Resistance (3/Day). If the lich fails a saving throw, it can choose to succeed instead.

Spellcasting. The lich is an 18th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 20, +12 to hit with spell attacks). The lich may have the following wizard spells prepared:

Cantrips (at will): mage hand, prestidigitation, ray of frost

1st level (4 slots): detect magic, magic missile, shield, thunderwave

2nd level (3 slots): acid arrow, detect thoughts, invisibility, mirror image

3rd level (3 slots): animate dead, counterspell, dispel magic, fireball

4th level (3 slots): blight, dimension door

5th level (3 slots): cloudkill, scrying

6th level (1 slot): disintegrate, globe of invulnerability

7th level (1 slot): finger of death

8th level (1 slot): dominate monster, power word stun

9th level (1 slot): power word kill

Turn Resistance. The lich has advantage on saving throws against any effect that turns undead.

Paralyzing Touch. Melee Spell Attack: +12 to hit, reach 5 ft., one creature. Hit: 10 (3d6) cold damage. The target must succeed on a DC 18 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Legendary Actions

The lich can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The lich regains spent legendary actions at the start of its turn.

(1) Cantrip. The lich casts a cantrip.

(2) Paralyzing Touch. Costs 2 Actions. The lich uses its Paralyzing Touch.

(3) Frightening Gaze. Costs 2 Actions. The lich fixes its gaze on one creature it can see within 10 feet of it. The target must succeed on a DC 18 Wisdom saving throw against this magic or become frightened for 1 minute. The frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to the lich's gaze for the next 24 hours.

(4) Disrupt Life. Costs 3 Actions. Each non-undead creature within 20 feet of the lich must make a DC 18 Constitution saving throw against this magic, taking 21 (6d6) necrotic damage on a failed save, or half as much damage on a successful one.

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