



CORVID'S EMPORIUM

# BANDITS AT THE ESTATE

*BANDITS HAVE MOVED INTO AN OLD ADVENTURER'S ESTATE.  
CLEAR THEM OUT AND THE ESTATE IS YOURS!*

# Adventure Primer

## CREDITS

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## RUNNING THE ADVENTURE

To run this adventure, you need the Fifth Edition core rulebooks.

Text that appears in a box like this is meant to be read aloud or paraphrased for the players when their characters first arrive at a location or under a specific circumstance, as described in the text.

The core 5th Edition monster book contains stat blocks for most of the creatures found in this adventure. Monster stat blocks created specifically for this adventure will be included at the end. When a creature's name appears in **bold** type, that's a visual cue pointing you to its stat block in the core monster book. If the monster is not included in the core monster book, it will be included in the appendices of the adventure.

## Adjusting Encounters

This adventure contains advice for adjusting encounters based on the number of characters in the party. You are empowered to modify the number of enemies in an encounter and their hit point totals as you see fit. If you need to adjust the difficulty of an encounter during combat, you can alter hit point totals without the player characters ever knowing and have enemies retreat or reinforcements arrive as needed.

## Abbreviations

The following abbreviations are used throughout this adventure:

hp	hit points
AC	Armor Class
DC	Difficulty Class
XP	experience points
pp	platinum piece(s)
gp	gold piece(s)
ep	electrum piece(s)
sp	silver piece(s)
cp	copper piece(s)
NPC	nonplayer character
LG	Lawful good
CG	Chaotic good
NG	Neutral good
LN	Lawful neutral
N	Neutral
CN	Chaotic neutral
LE	Lawful evil
CE	Chaotic evil
NE	Neutral evil

# Bandits at the Estate

*Bandits at the Estate is a Fifth Edition adventure for 4 to 6 characters of 5th level, and is optimized for 5 characters with an average party level (APL) of 5. Clear out the bandits in the estate, and the estate is free for the taking.*

## LOCATION OVERVIEW

The Barnwell Estate was once home to an adventuring party. The party was led by a wizard named Marcellinus Barnwell. The others' names have been lost to time.

Eventually, the adventurer's passed away or moved on, leaving behind Hannchen, the estate's keeper. Hannchen has watched over the estate for decades. Recently, she was forced out of the estate by a band of mercenaries that call themselves The Cobalt Phantom Company.

The Cobalt Phantom Company is a disreputable mercenary band that operates in the region near the Barnwell Estate. They are headed by a vindictive ghost known as Cobalt.

## GETTING THE QUEST

A messenger tracks down the characters and delivers a letter to them. The letter reads:

I have been displaced from my estate by a band of ruffians. They harass the locals and dishonor the memory of Marcellinus, respected cleric and the estate's founder.

I seek your aid, at the cost of 200 gp, to clear the estate of these goons.

You can find me 5 miles north of the Barnwell Estate at a forgotten temple.

If the characters travel to the forgotten temple north of the estate, they can meet with Hannchen.

**Hannchen.** She (female **assassin**) has wide bright hazel eyes and haunted features. 55 years old and wise beyond her years, she is cautious and perceptive. She reiterates the contents of her letter. If pressed, she goes as far as offering to let the characters' occupy the estate once its cleared.

## THE BARNWELL ESTATE

The Barnwell Estate is composed of seven buildings across 2 acres of land.

### Barbarian Quarters

When the characters approach, read the following:

A spiked wooden archway flanked by horned skulls on pikes marks the entryway to the barbarian's quarters. A basic smithy, fire pit, and various instruments for weapon training occupy the north side of the quarters. Two black pit bulls sit patiently tethered to a pole in front of a small building on the south side of the quarters.

**Encounter: Bandits.** The characters have time to interact with two elements of the quarters before the bandits make themselves known. There is one **bandit** for each character and one **gladiator**. They mock the characters for having the gall to show their faces and then attack.

**Pit bulls.** There are two pit bulls (**Hyena**) belonging to the bandits here. They are kind-hearted and eager to be pet.

**Training dummies.** There are two in-tact training dummies with 10 AC and 20 hp.

**Fire pit.** A fresh pig is roasting over the fire, large enough to feed a dozen people. There is one handaxe, one longbow, and 20 arrows laying nearby.

**Forge.** There are four longswords laying on the forge's rim. All of the equipment here makes up the contents of a set of smith's tools.

**Cabin.** The cabin contains a bed, a set of splint armor, a plate with raw meat on it, and a bench with a longsword, handaxe, and a spear laid out on it.

### Bard Quarters

When the characters approach, read the following:

A wooden archway decorated with vibrant red cloth marks the entrance to the bard's quarters. A tentpole near the center of the field; colorful garlands connected to a small wooden stage, a red-tented wagon, and a small house flit in the wind overhead. A large crowd of bandits are drinking and celebrating at tables scattered nearby.

**Encounter: Drunks.** There is one **thug** for each character and one **berserker** for every two characters, rounded down. All of the thugs are poisoned. They are so preoccupied with drinking that they don't clock the characters as a threat and instead invite them to join the

revelry. They might get along while they're drunk, but once the thugs and berserkers realize who they characters are, they fight.

**Building.** The small building in the field contains a bed, a small desk, a closet filled with festive clothes, and two instruments: a lute and a harp.

## Cleric Quarters

When the characters arrive, read the following:

A cobblestone road flanked by the statue of a god on one side leads to a moderately sized temple. The temple is silent except for a breeze rustling the orange trees.

**Encounter: The Cobolt Phantom.** Inside the temple there is one **ghost** known as the Cobolt Phandom and one devout **veteran** for every two characters.

**The Cobolt Phantom.** The ghost of an old man with a sword piercing his gut. He is heartless and conniving, letting his men die for him before allowing himself be captured.

**Statue.** The statue depicts a young woman standing with the aid of a cane, looking down with a smile and a wink.

**Orange trees.** The orange trees bear fruit. Eating an orange satisfies the consumer as if they'd eaten a goodberry, however if they did not pay their respects to the goddess they become poisoned and haunted by whispered reprimands until they pay their respects.

**Temple.** Inside the temple there are five benches before a stone altar with two golden candlesticks. Behind the altar is another statue of the goddess and to the north a wooden

door. The wooden door to the cleric's room is guarded by a *glyph of warding (explosive runes)* that triggers if an unfaithful person tries to force the door open.

**Cleric's Room.** There is a desk with a book of prayers open, a bed, a nightstand with an *amulet of health*, and a table with a maul and shield

## Monk Quarters

When the characters arrive, read the following:

A dirt path decorated with large stones leads past a pond to a small wooden house. A cherry blossom tree stands north of the house. Three tigers idle around the pond.

**Encounter: Tigers.** There are three **tigers** idling around the pond. For every two characters above the first two, one of the tigers is a **weretiger**. They are amenable to bribery, accepting no less than 200 gp to leave without a fight.

**Pond.** There are a handful of fish in the pond. They eagerly lap up any food offered to them.

**Monk's Quarters.** These humble quarters feature only a square dining table, a mat to sleep on, and a small altar.

## Ranger Quarters

When the characters arrive, read the following:

A simple wooden archway marks the entrance to the ranger's quarters. Archery targets, a tent, and a wood chopping block occupy the space around the ranger's lodge. A wolf rests

at the lodge's entrance. There are four dead bandits laying in the grass.

**Encounter: A Good Boy.** The wolf is a young **werewolf** named Theodore. He calmly requests that the characters leave. The characters can convince the werewolf that they mean no harm by presenting the letter from Hannchen or making a DC 13 Charisma (Persuasion) check. Theodore is guarding the resting body of his companion, the ranger Reinold.

**Archery Targets.** The targets contain 5 recoverable arrows.

**Ranger's Cabin.** Inside the cabin there is a fireplace, a bed, and a small chest containing some trinkets. In the bed the body of Reinold lays *imprisoned* in slumber the moment of his dying breath.

## Rogue Quarters

When the characters arrive, read the following:

This clean cobblestone square features a fountain with a statue of cupid, a park bench and a few crates. A handful of grizzly men are pushing one of the crates aside, shouting about a set of stairs in the ground.

**Encounter: Bandits.** There is one **bandit** for each character and one **gladiator** leading them. The bandits can be intimidated into submission with a DC 17 Charisma (Intimidation) check. If the gladiator is killed, the bandits visibly recoil and the DC to intimidate them is lowered to 12.

**Rogue's Hideout.** Inside the underground hideout there is a bed with an empty lockpicking kit on it, a chest with a crossbow on top, bags containing 100 gp, and a desk with poisoned daggers.

**Poison Vials and Daggers.** The vials of poison have are empty, however the daggers are coated with poison. A creature hit by the daggers must succeed on a DC 15 Constitution saving throw or take 2d10 poison damage and become Poisoned for 1 minute. The dagger can't be used this way again.

## Wizard Quarters

When the characters arrive, read the following:

A wooden gate marks the entrance to the wizard's quarters. Directly in front of the gate there is a dimly glowing glyph on the ground before a stone building. To the north there is a large armillary sphere, a stone shack, and a large nest with four eggs in it. To the south, a griffon sleeps soundly.

**Glyph.** When a creature stands on the glyph, it produces 30 feet of bright light, which remains on for 10 minutes.

**Encounter: Mage and Griffon.** There is one **mage** and one **griffon**. They've gathered what they can carry into a sack and are attempting to escape before the characters catch them. They do not desire a fight, but will not part with what they've stolen unless forced to. The griffon is sleeping and pays no mind to any commotion as long as it and its eggs aren't attacked.

The mage is carrying calligrapher's supplies and a spellbook with the following spells:

*Alarm, Burning Hands, Find Familiar, Grease, Arcane Lock, and Continual Flame.*

**Griffon.** The griffon lives here and has no master, nor does it want one.

**Armillary.** The armillary is enchanted. When a character touches the armillary, *astral projection* is cast on them. The character(s) are brought to a part of the astral plane sculpted to resemble the expanse of space. Characters can fly around the space, exploring the stars.

After two creatures interact with the armillary, it malfunctions and collapses, preventing anybody else from casting *astral projection*. The armillary can be repaired, but the magic is gone.

**Observatory Building.** This building contains scattered notes about the celestial bodies in the sky above and a table with some oranges.

**Wizard's Room.** The wizard's room has a bed, two bookshelves stocked with 50 gp worth of arcane tomes, and a desk. Books are laying on the ground, cast aside from the mage's hunt for valuables.

# Barbarian Quarters



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## Bard Quarters



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## Cleric Quarters



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# Monk Quarters



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# Ranger Quarters



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# Rogue Quarters



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# Wizard Quarters



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