

D20 ROADSIDE AMBUSHES

Scroll of Revelation #095

THE BANDITS AMBUSH YOU FOR...

1. **{Bones}** They've been hired by a cult to collect as many bones as possible. They don't know what the cult is using them for.
2. **{Coin}** The bandit captain's youngest child is deathly ill but they don't have enough coin to pay for her medicine in the city.
3. **{Magic Items}** Everyone knows the easiest way to get your hands on a magic item is to steal it from an adventuring party.
4. **{Coerced}** The sinister voice in all their heads is forcing them to rob everyone that passes along this road.
5. **{Mistaken}** The bandits mistook the characters for a different adventuring party they'd been hired to rob.
6. **{Assassinate}** A villain of the party hired the bandits to ensure the characters never interfered in their schemes again.
7. **{Souls}** A bad deal with a devil has the bandit gang in debt for several hundred souls. They'll take any they can get.
8. **{Rivals}** They think the adventuring party is actually another bandit gang trying to move in on their territory.
9. **{First Timers}** This is the first roadside ambush these bandits have ever attempted. They should've picked an easier target.
10. **{Notoriety}** Taking out a beloved group of heroes would go a long way in boosting the bandit gang's reputation as killers.
11. **{One Item}** The party is in possession of a very specific item the bandits have been hired to acquire by any means necessary.



12. **{Pay Back}** The party is friends with an enemy of the bandits. Taking the heroes out is an easy way to harm that person.
13. **{Collectors}** The bandits love collecting shields to sell in the city, and adventures always have the most unique ones.
14. **{Toll}** This road belongs to the bandits. Anyone who wants to use it must be able to pay an expensive toll both ways.
15. **{Recruiting}** The gang is in need of some new members. Anyone who puts up a good fight against their ambush makes the cut.



16. **{Hungry}** The bandits' hounds haven't eaten fresh meat in a few days, and they get extra aggressive when they're hungry.
17. **{Sadists}** Nothing brings these bandits more joy than watching defenseless travelers suffer at the edge of a blade.



18. **{Warning}** Merchants have gotten a little too comfortable using this road. Time to make an example out of some travelers.
19. **{Try Outs}** The bandits think if they can beat the party in a fight, they might ask them to join their adventuring party.
20. **{Challenge}** The party can either hand over all their stuff or have the bandits kill the next group they encounter.