



*Patreon Adventure Supplement
May 2023*

The Bandit King's Lair

Maps: The Bandit King's Lair

The Bandit King's Lair

In this GM's Adventure Supplement:

Page 1 **Contents**

Page 2 **About the Bandits (NPCs)**

- Setting
- Choose your Bandit King
- Some of the bandits (x12)
- Four bandit captains

Page 3 **Plots**

- Working with the Bandits
- Working against the Bandits

Page 4 **Around the Bandit Lair**

- Numbered map
- Around the Bandit Lair
- Secrets of the Bandit Lair



Patreon *Map of the Month* GM's supplement

© Heroic Maps, Joe & Sarah Bilton, May 2023

www.heroicmaps.com | www.patreon.com/heroicmaps

ABOUT THE BANDITS

Setting – The Bandit King's Lair

The low, scrubby hills of West Mildenwold are shot through with warren-like caves. When the local towns were prosperous, enterprising people made use of the cave spaces, expanding and shaping them to their purposes. When times grew leaner and rougher, and the towns and villages studded throughout the valleys shrank in size and quantity.

These days, outside of the safety of the towns, West Mildenwold is a wild and insecure place. The lonely hills hide many a danger and people know it is best to stick to the main highway – the Wold Road – when passing through. Vicious beasts have made their home in some of caves, while others have become unstable and unsafe.

In one of the larger, worked cave networks, a notorious bandit gang has made its lair. Occupying a prime position overlooking the Wold Road, the gang are rumoured to terrorise travellers, wreck wagons and murder merchants. Whether you're with the bandits or against them, they're a formidable bunch.

Pick your Bandit King and gang – four options

- Duncanon Macfloria, the Handsome Blade (The Tender Vipers)**, a gentleman thief beloved by his bandits. Vain to an excessive degree, Duncanon tries to hide his age by dying long hair onyx using a spell he stole from a witch. With the ability to easily charm anyone he robs, the gang leaves their victims cheerful and grateful to have been raided by the Handsome Blade and his Gang.
- Borah Four Forks (Borah's Gang)**, who wears a crown fashioned from four golden forks stolen from a manor house. She is illiterate, thuggish and mistrusts anyone who can read or reason. Borah rules the bandit gang with fear and violence, but ensures all members get a regular and equal share of decent loot and that keeps them happy.
- Perry Whistle (The Wild Ermines)**, otherwise known as Perine de Chandelitt, the true heir to the throne of Chandely. Usurped by her nefarious brother Raloux the Silver Prince, Perry fled to these hills to avoid assassination. She attempts to keep her banditry to disrupting the activities of the nobility. Her real aim is reclaim her throne. She leads with the assured confidence of one born to rule. Strong and sometimes harsh, but measured and fair.
- Martin the Second, and Pip (The Greenbloods)**, a 10 year old boy who succeeded his father Martin Greenblood to the bandit throne. He didn't grow up in the bandit lair and was brought here upon his father's death, wide-eyed and afraid. Luckily, Martin brought his cat Pip with him. Pip speaks 5 languages, is a genius and a supreme tactician. Pip also has beautiful smoky fur, blue eyes and a penchant for roasted mice.

Some of the bandits in the gang

- Perchie Little'un**, a cutthroat cutpurse halfling on the run from the city. Always playing the tin whistle. Is highly unmusical but is furious if told so.
- Tom 'Waxy' Bridgewax**, an expert trap-maker who also enjoys wielding a net with skill.
- Wace Walton**, a fence well-known in the local villages. Likeable and persuasive, yet scruffy and grubby.
- Berta 'Hotcoles' Hungate**, an aging rogue with a fiery temper. Wears a waxed longcoat with numerous pockets filled with dozens of small, useful items. Unfriendly.
- Badger**, a beefy half-orc with a grey stripe down the middle of his black mane. Wields two studded clubs and styles himself as barbarian despite being eloquent and educated.
- Queen Flett**, a champion wrestler in her former life in the southern cities and a formidable opponent in an attack.
- Tweezy**, a pinch-faced elf who weaves a long tress of blond hair through the enlarged pierce-holes along his ears and shaves the rest of his head. Is a knives expert and skilful rogue.
- Osfert Mayne**, the counter, who keeps track of all the gangs finances. Is absolutely not syphoning off any on the quiet for himself.
- Merwynn the Sword**, an elf with exceptional fencing skill. She has a charming smile and a twinkling eye – she lost the other one in the duel that drove her out of her homeland.
- Rold 'Big Mug' Keckill**, a huge human who is never without his enormous dog, Bulge. Incredibly friendly until the point you cross or annoy him whereby you become his enemy for life – and that of his dog. An expert fist-fighter.
- Wrenn the Wailer**, an archer and tracker who grew up hunting in these hills with her grandfather. She is silent, lonely and an unparalleled shot.
- Leofa 'Ear'Oles' Allan**, who never seems to listen to what anyone says to her. Gruff, loud, brash and a strong arm.

Bandit Captains

- Walschum 'Scummy' Vinnock**, an utter bastard who is known to beat prisoners and deal with disrespectful gang members by fighting them.
- Shelley the Flayer**, a tobacco-chewing, cursing loud-mouth who, yes, has flayed a few people in her time.
- Long Heinrich**, a hard-working captain, out for himself. He polishes his bald pate with wax. Unfair, but is unfair to all.
- Byrchall**, a lazy dwarf who wields two axes, smokes a pipe, doesn't like to get involved in raids but commands the respect of the gang by cooking a magnificent potato hotpot.

PLOTS

Working with the bandits

Jobs with the bandits

If your party has joined up with the bandits and become members of their gang, here are some plot ideas of varying scale and scope.

- 1 The Bandit King is certain that one of the gang has turned traitor and is leaking information to a rival gang in order to bring the king down. Without letting on that the king is suspicious, investigate the gang members and root out the traitor.
- 2 On a recent raid of a wagon train on the Wold Road, the gang obtained a few unusual animals in cages. The King is enjoying having new pets, but has just discovered that a displacer beast has escaped from its cage. It is hiding somewhere in the lair and has the ability to cloak its true position. Try and find it before it starts killing people!
- 3 One of the gang's lookouts has just run into the lair and yelled that a rival gang of bandits, the chaotic Grifplaxxi Goblins, are headed for the lair at speed with weapons aloft. Help defend the base from the bandit attackers.
- 4 A caravan from the State Treasury is due to be travelling along the Wold Road next week. The gang has received information that the caravan will stay overnight in Soppell Village, leaving the main road and travelling up Crosshilt Lane. Plan an ambush along the lane. (Use our Crosshilt Lane map.)
- 5 Rumours have reached the bandit gang that a small treasure hoard has been stashed in the tall tower that stands on the edge of the forest beneath Elkswell Hill. The rumours say that magical wards have rendered it impossible to enter the tower via the ground floor. If true, is there another way in? (Use our The Tower by the Root Wood map.)
- 6 Two of the gang's captains were picked up by the Parbride town militia when they went to meet a contact in town. The King suspects it was a stitch up. The captains are being held in the barracks awaiting trial for highway robbery. Get to town and break them out before finding and dealing with their contact 'Redwing'. (Use our Town Barracks map in either the day/night versions.)
- 7 The King has a penchant for unusual pets and has heard that a travelling circus has stopped in a valley to the west. Find out what beasts they may be transporting and steal something interesting to impress the boss. (Use our Travelling Circus map.)
- 8 Everything in the lair is broken and the gang is getting frustrated living in these conditions. The King has decided to rob one of the local villages for supplies and maybe to pick up some prisoners who can fix up the place. Help raid the village of Pine Vale for pots, pans, chairs and other useful items, but beware: these villagers are a tough bunch. (Use our Dyggvi's Village map.)

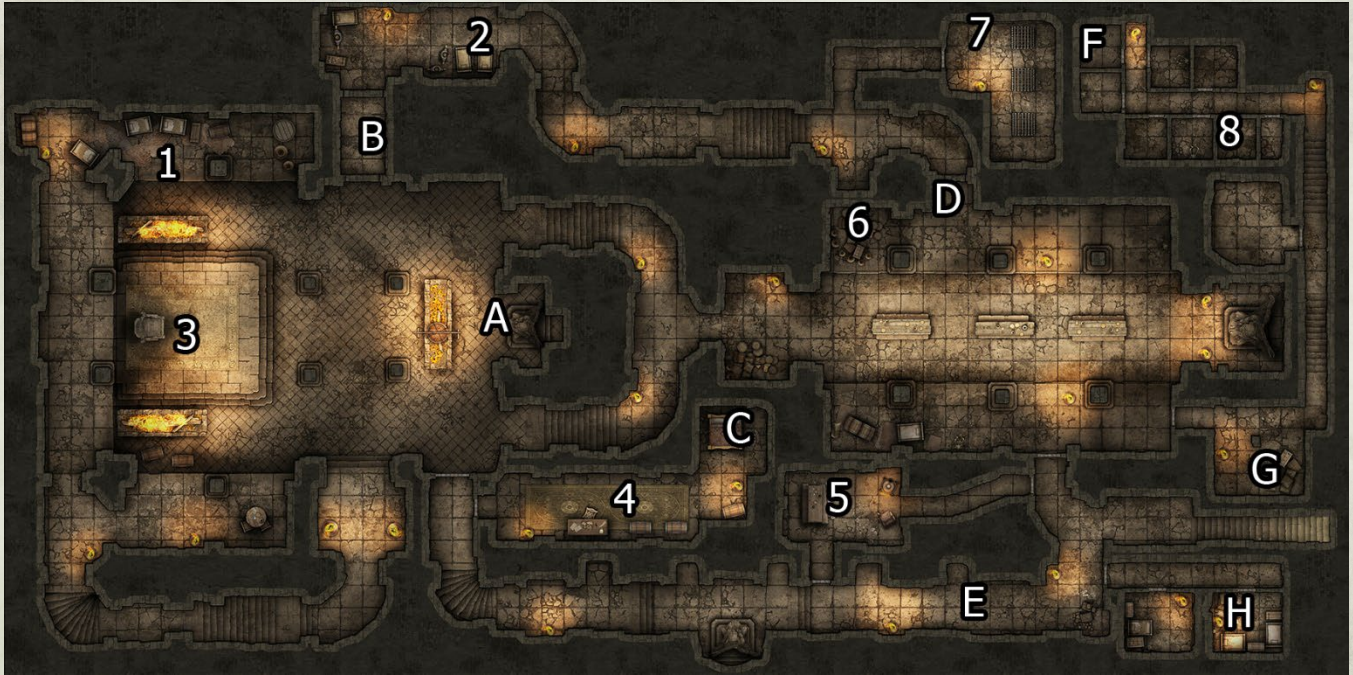
Working against the bandits

Missions against the bandits

If your party is travelling through the hills, they might run into the bandits or encounter someone who needs their help against this dangerous gang. Here are some plot ideas.

- 1 Weslow Fradling, a wool merchant, was robbed by bandits as he travelled the Wold Road a few nights ago. As he was travelling back from market day, his cart was bare and his coffers were empty as he had invested his takings in a giant loom, yet to be delivered. Instead, the bandits took his teenage son Edwan hostage. Weslow has received a ransom note for a huge amount, but would rather spend that money on a rescue party. Can you retrieve his son?
- 2 A friendly woman in a tavern engages the party in a few drinks before asking if they might consider taking on a handsomely paid task. Calling herself Licette, she says she represents the Nightmoth Gang, who are looking to have the king of a rival bandit gang assassinated. The Nightmoths want the death to sow chaos among their rivals and don't want it traceable to them.
- 3 A few months ago, the bandit gang raided a party of drunk soldiers travelling home across the hills to Gouston. The soldiers had been transporting the effects of some of their fallen officers and lost all the items in the raid. A young widow, Lady Artheria Lapsin, is desperate to have someone retrieve her gold wedding ring, which her husband had been wearing on a chain around his neck for luck. It is inscribed with the letters AL and an evil eye. She will pay for its return.
- 4 Approached, and charmed, by a dashing captain of the militia, the party are persuaded to take on a job. Captain Egretine Hunstblade needs a secret message delivered to a contact he has in the bandit gang, who he knows only as 'Peacock'. He has no identifying information on Peacock, other than the knowledge the contact is one of the bandit captains.
- 5 A reformed bandit captain, Oaky Esthyrmonde, is soon to marry at the elven wedding glade by Glunmire Waterfall. Despite it being over a decade since he betrayed the gang to the militia and went straight, he is worried that his old gang might attack his wedding in revenge. Oaky has kept his head down for years, but his betrothed is set on a traditional wedding at the glade and doesn't know about his past. He wants to pay the party to attend the wedding as guests acting as undercover security and keep an eye out for a possible bandit raid. (Use our Elven Wedding map.)
- 6 The wizard Hulframyr requires someone record the inscriptions on the gargoyle statues in the lair. He believes one of them includes the true name of a demon – a name that he needs for a magic purpose which he refuses to specify. He's a shady character, but he pays well.

THE LAIR



Around the Bandit Lair – set dressing

- 1 There are beds belonging to bandits here which stink with a musty, animal smell. Nearby containers hold random cheap jewellery stolen from travellers.
- 2 Two of the captains sleep here, mistrust preventing them taking their eyes off each other overnight. They keep some decent armour here and locked chests contain good quality weapons and clothes.
- 3 The Throne of the Bandit King was stolen from the Abbey of St Mardas and is a priceless artefact on which many monarchs have been crowned.
- 4 In the Bandit King's room is a desk that holds maps, plans and interesting documents. Chests hold the King's personal belongings, but the real item of interest in this room is the green carpet. Woven into the design are symbols that detail the location of the Royal Treasure of the Darlavians.
- 5 In this guardroom the bandits on watch are often engrossed in their card games, arguing about petty issues. Under the table, a few extra cards are tucked into the wood.
- 6 There is a pile of loot here from raids that no one has bothered to sort. It could contain all sorts of interesting items, but everyone is too lazy to check.
- 7 In these cages are the Bandit King's pets and two semi-tame wolves (Lark and Saptooth) that the bandits take raiding.
- 8 The prison cells have manacles on the walls. A few hold the skeletons of forgotten prisoners, hostages for whom ransoms were never paid. The bandits leave them there to frighten other prisoners.

Secrets of the Bandit Lair – set dressing

- A A gargoyle statue placed here by those who hewed out the caves, can slide to the side, revealing escape tunnel.
- B This small, concealed room is reached by secret doors activated by a hidden lever in the main chamber behind a brick marked with double diagonal lines.
- C Underneath the Bandit King's bed there is a compartment which contains three magical gems. One is said to reveal lies, one is said to conceal truths and the other is said to seal promises on the pain of death. The King doesn't know how to use them.
- D This secret door is trapped with a false lever – if used a poisoned arrow fires. The real lever is at foot level.
- E This corridor has a series of pressure pads installed under the flagstones. There are waist-height blades concealed in the walls which fly out if someone steps in the wrong place.
- F This prison cell is never used as the bandits believe it is haunted by the ghost of a treacherous bandit captain who the King left here to die.
- G There is a trapped pile of loot here which is designed to trick intruders. On the surface all looks great, but the loot is fake and lifting any triggers a net trap to drop.
- H This bedroom belongs to a bandit captain who has long been planning a coup. Under a flagstone beneath a bed is a box containing letters from outside factions, poisons etc.