

THE "BANDIT" SCROLL

4 BANDIT NPCS

Gognak the Gouger. Gognak [female orc] is the old but quick-witted captain of the "One-Eyed Bandits." She has a massive head of curly grey hair and carves her long thumbnails into jagged points which she uses to gouge out the right eye of every new recruit to establish dominance and loyalty.

Winter Breath. Winter Breath or simply "Winter" [female tabaxi] has been the spotter for the Frostbite Bandits for several months now. Quiet and cautious, Winter's job is to talk with newcomers in town and decide which ones the gang should hit once they're back on the road. Winter has spotted grey and white fur and ears and features resembling a lynx.

Zakhal Bearweaver. Zakhal [male goliath] joined the Owlbear Brotherhood a few months ago to prove to himself he could be strong. However, timid and gentle at heart, Zakhal regretted his decision and fled. The brotherhood is hunting him down to ensure he doesn't lead the authorities back to them.

Arthur Mukshield. Arthur [male human] is a retired bandit captain who made a small fortune robbing priests, pilgrims, and other solitary travelers. Ambitious and cutthroat in his youth, Arthur has become generous and wracked with guilt in his older years. Having settled down in a small village, Arthur is using his fortune to train young adventurers who can fight off bandits like himself.



3 BANDIT GANGS

The Coin Sharks. Travel in small packs of 3-4 red-sailed ships. Attack quickly and aggressively, grabbing whatever gold they can before retreating to open waters. Grind their teeth down to resemble shark teeth.

The Cacklers. Hard to tell if the laughter comes from the bandits or their rabid hyenas. Seem to find the act of robbing people hilarious but rarely take anything of value. They don't make much of an effort to stop their hyenas from devouring people.

The Grave Robbers. Surround small campsites at night and make everyone dig their own graves before executing them. Steal from the fresh graves then burry them under headstones that read "Victim 1... Victim 2... Victim 3..."

5 BANDIT TRAPS

False Road. Took a few days to cut and clear a "fork" in the road. Making the wrong choice leads you right into the bandit's ambush.

Help. A younger member of the gang comes running out of the woods screaming for help. Paying attention to them allows the rest of the gang to surprise the party from the other side of the road.

Bridge Cut. Once the party gets halfway across a rope bridge the bandits come out and threaten to cut the bridge if they don't hand over their valuables.

Caged Owlbear. The bandits step out into the road with an iron cage containing a trapped owlbear which they threaten to release if they don't get what they want.

Fake Prisoners. The bandits have 3 of their own down on their knees with crossbows to their heads. They threaten to execute these "innocent villagers" if the party doesn't drop their weapons and gold.

