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WILDERNESS DRESSING: BANDITS



THE SUNKEN PYRAMID

A Pathfinder Roleplaying Game Compatible Adventure for 7th-level characters by Creighton Broadhurst and Marc Radle

Only a few miles from a small seaside village, the mysterious underwater edifice known as the Sunken Pyramid lies hidden beneath the waves. The handful of sages and scholars with any knowledge of this massive stone structure debate whether it is a completely natural rock formation, a natural site that has been intentionally modified or something built long ago by human, or inhuman, hands.

Locals and ship's crews alike report signs of increased sahuagin activity in the waters around the Sunken Pyramid. Is the recent rash of disappearances and abductions which have plagued the area connected in any way? Can these abductions be stopped before even more people are taken? Can those already abducted be found and rescued? And what of the strange and often conflicting rumours which whisper of something far more terrible lurking far beneath the Sunken Pyramid?

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WILDERNESS DRESSING: BANDITS

A Pathfinder Roleplaying Game GM's RESOURCE supplement by Creighton Broadhurst

Tired of glossing over the details of your PCs' overland journey (except for the inevitable, violent random encounters)? Want to add in minor features of interest to their journeys? Want to make their journeys seem more "real"?

Then Wilderness Dressing is for you! Each instalment in the line focuses on a different type of wilderness or a feature therein and gives the harried GM the tools to bring such features to life with interesting and cool noteworthy features.

This instalment of Wildernesses Dressing presents loads of interesting bandits to add into your campaign. Designed to be used both during preparation or actual play, *Wilderness Dressing: Bandits* is an invaluable addition to any GM's armoury!



CREDITS

Design: Creighton Broadhurst

Additional Design: Creighton Broadhurst

Development: Creighton Broadhurst

Editing: Aaron T. Huss

Cover Design: Creighton Broadhurst

Layout: Creighton Broadhurst

Interior Artists: William McAusland and Arthur Rackham. Some artwork copyright William McAusland, used with permission.

Thank you for purchasing *Wilderness Dressing: Bandits*; we hope you enjoy it and that you check out our other fine print and PDF products.

CONTACT US

Email us at gatekeeper@ragingswan.com.

ERRATA

We like to think *Wilderness Dressing: Bandits* is completely error free, but we are realists. So in that spirit, we shall post errata three months after release on ragingswan.com. We aren't going to be correcting typos and spelling errors, but we will correct any game mechanic or balance issues that come to light.

ABOUT THE DESIGNER

Creighton lives in Torquay, England where, apparently, the palm trees are plastic and the weather is warm. He shares a ramshackle old mansion with his two children ("Genghis" and "Khan") and his patient wife. Famed for his unending love affair with booze and pizza he is an enduring GREYHAWK fan.

An Ennie Award winning designer (*Madness At Gardmore Abbey*) Creighton has worked with Expeditious Retreat Press, Paizo and Wizards of the Coast. He believes in the Open Gaming License and is dedicated to making his games as fun and easy to enjoy as possible for all participants. Reducing or removing entry barriers, simplifying pre-game prep and easing the GM's workload are the key underpinning principles of the products he now releases through Raging Swan Press. You can read his thoughts on game design at raging-swan.livejournal.com.

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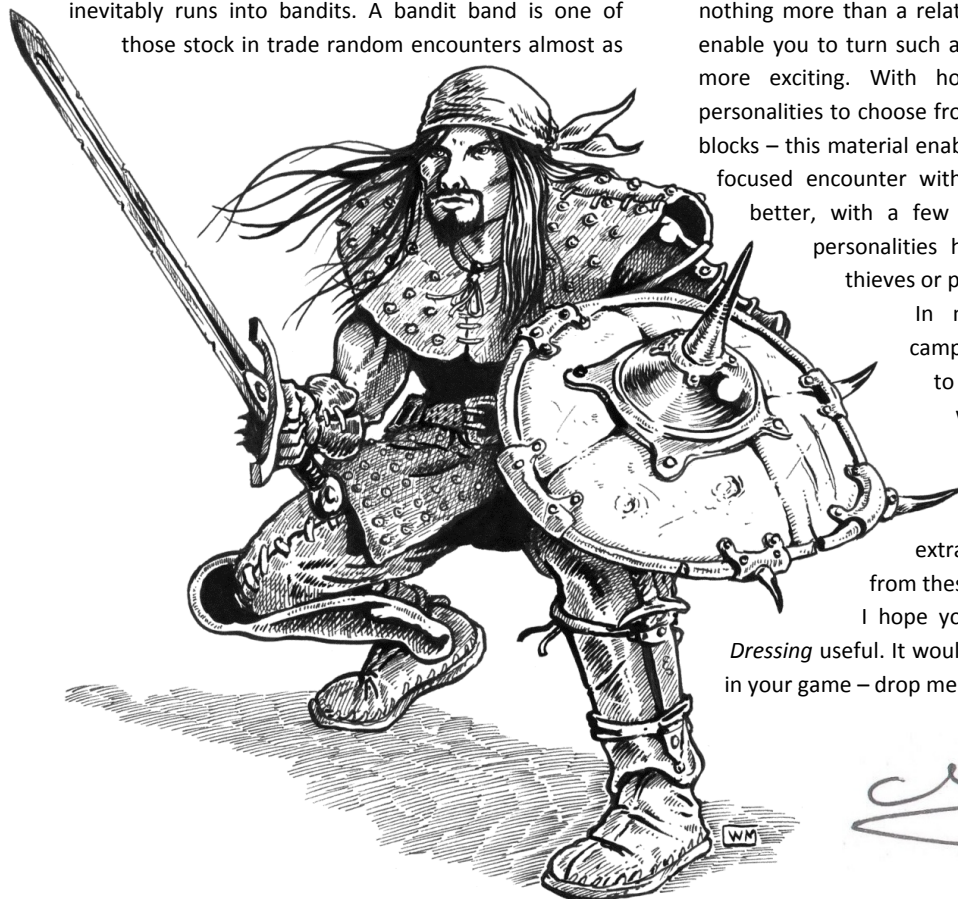
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FOREWORD

If the PCs spend any real time in the wilderness they will inevitably run into bandits. A bandit band is one of those stock in trade random encounters almost as



old as gaming itself. Sadly, such encounters normally end up as nothing more than a relatively standard fight. The tools herein enable you to turn such a humdrum encounter into something more exciting. With hooks, opportunities and dozens of personalities to choose from – not to mention eight bandit stat blocks – this material enables any GM to run an exciting bandit-focused encounter with a minimal amount of effort. Even better, with a few minor tweaks, the stat blocks and personalities herein can easily be used as thugs, thieves or pirates!

In my own *Borderland of Adventure* campaign, I'll be using a lot of this material to flesh out the party's upcoming wilderness trek through dense woodland on the way to the next adventure's location – an isolated pirate town. Hopefully, I'll be able to extract the best part of an entire session from these pages.

I hope you find this instalment of *Wilderness Dressing* useful. It would be great to hear how you've used it in your game – drop me a line at c.reighton@ragingswan.com.

BANDIT RANK & FILE

Bandit gangs comprise many diverse folk. Use the individuals on the tables below to quickly generate a few personas in a bandit group. Also included are four stat blocks a GM can use to represent rank and file bandits either during negotiations or combat.

HUMAN BANDITS

Use these NPC bios to portray the human bandits the PCs encounter.

D10

1	Eohric Frewer was a peaceful woodsman until goblins burned down his house. Left with nothing, he has turned to banditry to feed his family. Wracked by guilt, he apologises while collecting travellers' tolls.
2	Osred Burch is well-used to scavenging and thievery. A thug-for-hire until recently, he fled a nearby town to escape (true) accusations of murder. He is an odious individual. He wears his black hair cut extremely short.
3	Avel the Jolly is an immensely fat individual. He is a coward and flees combat if injured. Avel is an excellent cook and wears food-splattered clothing.
4	Kaia the Proud is a middle-aged woman who possesses an iron will. Forced from her home by a petty, wealth-obsessed landlord she exacts her revenge on any travellers of means crossing her path. Expletives riddle her speech.

5	Akana Khmun is a young, impulsive woman who dreams of becoming an adventurer. When she meets the PCs, she makes a snap decision to join them. She tries to act as a mediator between her fellow bandits and the party, to avoid bloodshed.
6	Adjo was forced to take to the woods after he was caught gutting a deer he had slain. He is dirty and coarse. Personal hygiene is a mystery to Adjo. He wears a patchwork rabbit skin cloak.
7	Ibba was a man-at-arms who fell catastrophically out of favour after his liege discovered him dallying with his lady. Forced to flee, he took to the woods. Ibba is a romantic and handsome in a rough and ready sort of way.
8	Adalvert Dol is unimaginative and lazy. Convinced he is special and the world owes him a living, he delights in terrorising travellers. Adalvert is a bully, and quickly backs down from confrontations with adventurers and the like.
9	Kebi Edfu believes she should lead the bandit group and constantly works to undermine the current leader. She makes snide comments and rarely acts for the good of the group. She is blind to her own faults and has few friends.
10	Eadith Gorze is a genuinely nice person forced into a life of banditry by circumstances of birth. She is heavily pregnant and could go into labour during the encounter. She desperately wants to change her life for the better and takes any opportunity presenting itself. She is loyal to her friends and never forgets a favour (or slight).

BANDIT SCOUT

CR 1/2 (XP 200)

Clad in dirty studded leather armour this dishevelled human has a distinctly unsavoury look about him.

Human warrior 1/expert (scout) 1

CN Medium humanoid (human)

Init +2; **Senses** Perception +7, Sense Motive +0

Speed 30 ft.; **ACP** -1; **Acrobatics** +5, **Climb** +4, **Stealth** +6

AC 15, touch 12, flat-footed 13; **CMD** 13

(+3 armour [studded leather], +2 Dex)

Fort +3, **Ref** +2, **Will** +2

hp 16 (2 HD)

Space 5 ft.; **Base Atk** +1; **CMB** +1

Melee handaxe +1 (1d6/x3)

Ranged shortbow (range 60 ft.) +3 (1d6/x3)

Combat Gear arrows (20)

Abilities Str 11, Dex 14, Con 13, Int 9, Wis 10, Cha 8

Feats Skill Focus (Perception)^B, Toughness

Skills as above Survival +5

Languages Common

Gear as above plus 1d8 sp

VETERAN BANDIT

CR 1/2 (XP 200)

Clad in dirty studded leather armour this dishevelled human has a distinctly unsavoury look about him.

Human warrior 2

NE Medium humanoid (human)

Init +2; **Senses** Perception +3, Sense Motive +0

Speed 30 ft.; **ACP** -2; **Climb** +2, **Stealth** +2

AC 16, touch 12, flat-footed 14; **CMD** 14

(+3 armour [studded leather], +2 Dex, +1 shield [light wooden])

Fort +4, **Ref** +2, **Will** +0

hp 18 (2 HD)

Space 5 ft.; **Base Atk** +2; **CMB** +2

Melee morningstar +2 (1d8)

Ranged light crossbow (range 80 ft.) +4 (1d8/19-20)

Combat Gear bolts (10)

Abilities Str 11, Dex 14, Con 13, Int 9, Wis 10, Cha 8

Feats Skill Focus (Perception)^B, Toughness

Skills as above plus Intimidate +3

Languages Common

Gear as above plus 2d8 sp

HALF-ELF BANDIT

Half-elves are often outcasts, doomed to be ostracised and scorned as nothing more than mongrels. Such individuals frequently drift into a life of banditry, finding acceptance among society's flotsam. Use these NPC bios to portray half-elf bandits the PCs encounter.

D4

1	Dulannis Aldarrae is a troubled young man, thrown out of his sylvan home after being found torturing birds and other small woodland animals.
2	Ilasual Evdrear was abandoned as an infant and – remarkably – was taken in by a goblin tribe. This spiteful youth learnt much from his adoptive brethren and yet has friends among them. They in turn use him as a spy.
3	Naillae Sehiateir has long pale golden hair and overly large luminescent eyes. She has known no other life than banditry and is comfortable in the wilderness.
4	Tahlys Aralivar is an emotional wreck. Her mother recently told her she regretted having a half-elven baby. Since then, she has been taking greater and greater risks.

HALF-ELF ADEPT

CR 1 (XP 400)

This slender half-elf wears a thick cloak and carries a crossbow.

Half-elf adept 2/expert 1

CN medium humanoid (elf, human)

Init +0; **Senses** low-light vision; Perception +10, Sense Motive +1

Speed 30 ft.; **ACP** 0; Climb +3, Stealth +4, Swim +3

AC 13, touch 10, flat-footed 13; **CMD** 10

(+3 armour [mwk studded leather])

Immune sleep

Fort +1, **Ref** +0, **Will** +6

hp 20 (3 HD)

Space 5 ft.; **Base Atk** +1; **CMB** +0

Melee dagger +0 (1d4-1/19-20)

Ranged mwk light crossbow (range 80 ft.) +2 (1d8/19-20)

Adept Spells Prepared (CL 2nd; concentration +3)

1st—*bleed*, *cure light wounds*

0—*detect magic*, *ghost sound* (DC 11), *stabilise*

Combat Gear bolts (10), daggers (2), *scrolls of cure light wounds* (2), *scroll of obscuring mist*

Abilities Str 8, Dex 11, Con 12, Int 11, Wis 13, Cha 10

SQ multitiered (adept, expert), summon familiar

Feats Self-sufficient, Skill Focus (Perception)^B, Toughness

Skills as above plus Heal +8, Knowledge (nature) +4, Knowledge (religion) +4, Survival +8

Languages Common, Elven

Gear as above plus spell component pouch, wooden holy symbol, belt pouch, 5 sp

HALF-ORC BANDIT

Half-orcs often become bandits – the race's natural tendency to violence makes them a perfect fit for the bandit lifestyle. Use these NPC bios to portray the half-orc bandits the PCs encounter.

D10

1-2	Ausk Life-Taker is a swift, savage warrior. He cares nothing for anyone but himself and enjoys painting sigils on his face using his foe's lifeblood. His fellows fear him. He has no friends.
3-4	Ignen Swift-Strike has a pockmarked face and lank blank hair. She hisses when angry or upset and glares angrily at everyone she meets. She finds it very hard to trust anyone.
5-6	Narka the Ugly was lucky; she grew up loved by her parents, but her orc mother was lynched and her father slain while trying to rescue his wife. Narka escaped but her mother's screams yet haunt her. She is gaunt and pale-skinned.
7-8	Silug the Rampant considers himself a great warrior and lover. In truth, he is a passable warrior and women terrify him. He attempts to be chivalrous, but comes across as patronising.
9-10	Uzfug the Terror has a mouth full of broken, blackened teeth and terrifyingly bad breath. He screams terrible curses in battle, but in rare moments of peace pampers his beloved pet cat.

HALF-ORC BANDIT

CR 1 (XP 400)

This half-orc wears battered scale mail and wields a large falchion.

Half-orc warrior 2/expert (soldier) 1

NE Medium humanoid (human, orc)

Init +0; **Senses** darkvision 60 ft.; Perception +4, Sense Motive +0

Speed 20 ft.; base speed 30 ft.; **ACP** -3; Acrobatics -3 (-7 jumping), Climb +3, Ride +1

AC 15, touch 10, flat-footed 15; **CMD** 14

(+5 armour [mwk scale mail])

Fort +4, **Ref** +0, **Will** +4

hp 20 (3 HD); orc ferocity

Orc Ferocity (Ex [1/day]) When brought below 0 hp, the bandit can fight on for one more round as if disabled. At the end of this turn, unless brought above 0 hp, he falls unconscious.

Space 5 ft.; **Base Atk** +2; **CMB** +4

Melee mwk falchion +5 (2d4+3/18-20)

Ranged spear (range 20 ft.) +2 (1d8+2/x3)

Combat Gear *potion of cure light wounds*

Abilities Str 14, Dex 11, Con 13, Int 8, Wis 10, Cha 9

Feats Iron Will, Toughness

Skills as above plus Intimidate +6, Profession (soldier) +4, Survival +5

Languages Common, Orc

Gear as above plus belt pouch, 2 gp, 17 sp

BANDIT LEADERS

Unsurprisingly, bandit leaders are normally a cut above their rank and file brethren. Perhaps driven by greater need or greater greed they have developed abilities their foot soldiers cannot hope to emulate. This table presents basic details of eight such individuals. Their details have been kept relatively generic to enable the GM to apply the selected personality to any of the four stat blocks presented below.

D8

- 1 Cheron has big plans for his bandit band. He recently wiped out a goblin tribe and has taken their lair as his own. From here, he plans to control the entire local area. Cheron thinks big, but lacks attention to detail. He is lucky, though, and that has served him well to date.

HALF-ELF BANDIT LEADER

CR 4 (XP 1,200)

Half-elf cleric 3/fighter (unbreakable) 2

NE Medium humanoid (elf, human)

Init +7; **Senses** low-light vision; Perception +4, Sense Motive +8

Speed 20 ft., base speed 30 ft.; **ACP** -4; Acrobatics -1 (-5 jumping)

AC 20, touch 14, flat-footed 16; **CMD** 20

(+6 armour [mwk breastplate], +3 Dex, +1 dodge [Dodge])

Immune *sleep*

Fort +7, **Ref** +4, **Will** +6 (+7 vs. mind-affecting effects); +2 vs. enchantment spells and effects

hp 34 (5 HD); Diehard

Space 5 ft.; **Base Atk** +4; **CMB** +6

Melee mwk longsword +8 (1d8/19-20) or

Melee Touch dazing touch (5/day) +6 (dazed [3 HD, 1 round])

Special Actions channel negative energy (4/day; 2d6; DC 12), copycat

Copycat (Sp [move; 5/day]) The bandit leader can create an illusory double of himself that functions as a single *mirror image* (duration 3 rounds or until the duplicate is dispelled or destroyed). He can have no more than one image at a time. This ability does not stack with *mirror image*.

Cleric Spells Prepared (CL 3rd; concentration +5; Charm, Trickery; spontaneous casting [*inflict* spells])

2nd—*enthrall* (DC 14), *invisibility*^D, *owl's wisdom*

1st—*bleed*, *charm person*^D (2; DC 13), *protection from good*

0—*bleed*, *detect magic*, *read magic*, *stabilise*

Combat Gear *potion of barkskin*, *scroll of cure serious wounds*, *scroll of prayer*, *wand of dispel magic* (2 charges, DC 14)

Abilities Str 14, Dex 16, Con 8, Int 10, Wis 14, Cha 13

SQ aura of evil (moderate), unflinching (+1)

Feats Dodge, Diehard^B, Endurance^B, Improved Initiative, Skill Focus (Bluff), Toughness, Weapon Focus (longsword)^B

Skills as above plus Bluff +14, Diplomacy +6, Knowledge (religion) +6

Languages Common, Elven

Gear as above plus spell component pouch, unholy symbol, fine clothes plus GM determined

- 2 Ati Buto is at home in the wilderness and does not like killing travellers. She'd much rather negotiate a toll and avoid bloodshed. This tactic has kept her band alive and well-fed but has resulted in a dearth of treasure. Some of the bandits mutter that she is soft. Soon they will move against her; she has an inkling of this and desperately needs a big score.

- 3 An outcast for much of his life, Hannu Eronen is accustomed to taking what he wants and killing anyone who stops him. His followers fear his anger and brutality, but follow him loyally for he has made them rich. Hannu likes defeating foes in single combat.

- 4 Pia Keto's appearance is deceptive. Youthful and pretty, few would guess at the black depths lurking within her breast. She has an inferiority complex and loves making travellers grovel and beg to be allowed to pass. She is very dangerous if threatened or backed into a corner.

HALF-ORC BANDIT LEADER

CR 3 (XP 800)

This hulking half-orc wears dirty studded leather armour. He wields a huge greataxe.

Half-orc fighter (mobile fighter) 2/rogue (bandit) 2

CE Medium humanoid (human, orc)

Init +6; **Senses** darkvision 60 ft.; Perception +8 (+9 vs. traps; trapfinding), Sense Motive +1

Speed 30 ft.; **ACP** 0; Acrobatics +9, Climb +8, Stealth +12, Swim +8

AC 17, touch 13, flat-footed 14; **CMD** 19; Dodge

(+4 armour [+1 *studded leather*], +2 Dex, +1 dodge [Dodge])

Fort +5, **Ref** +5 (evasion), **Will** +1; +1 vs. paralysis, slow and entangle effects

hp 38 (4 HD); orc ferocity

Orc Ferocity (Ex [1/day]) When the bandit leader is brought below 0 hit points he can fight on for one more round as if disabled. At the end of the next turn, unless brought above 0 hit points he falls unconscious and starts dying.

Space 5 ft.; **Base Atk** +3; **CMB** +6

Melee mwk greataxe +8 (1d12+4/x3) or

Melee mwk dagger +7 (1d4+3/19-20)

Atk Options sneak attack (+1d6)

Combat Gear *potion of bull's strength*, *potion of invisibility*, tanglefoot bag (2)

Abilities Str 17, Dex 14, Con 14, Int 10, Wis 12, Cha 8

SQ agility (+1), rogue talent (combat feat), trapfinding (+1), weapon familiarity (orc)

Feats Dodge^B, Improved Initiative^B, Skill Focus (Stealth), Toughness, Weapon Focus (greataxe)^B

Skills as above plus Disable Device +7, Intimidate +5, Knowledge (local) +5

Languages Common, Orc

Gear as above plus 1 gp, 7 sp

5	Felix Drusus is a cad and very attracted to women – particularly those who clearly dislike him. He fancies himself a knight and assumes courtly mannerisms when trying to impress a lady. He is brutal and violent; his captives are often savagely beaten.
6	Veli Leino is noble born. The brother of the current local lord, he was forced to flee his home when his brother tried to murder him. He now lurks in the countryside, striking at his brother's interests. He has no desire to hurt innocent travellers, but levies tolls nonetheless to fund his private war. Many of his band are loyal men-at-arms who followed him into exile

HUMAN BANDIT LEADER

CR 3 (XP 800)

This chain shirt clad human carries a huge longbow.

Human ranger (guide) 4

NE Medium humanoid (human)

Init +3 (+5 in forests); **Senses** Perception +8 (+10 in forests), Sense Motive +1

Speed 30 ft.; **ACP** -1; Climb +8, Stealth +9 (+11 in forests), Swim +6

AC 18, touch 13, flat-footed 15; **CMD** 19

(+4 armour [mwk chain shirt], +3 Dex, +1 shield [darkwood buckler])

Fort +6, **Ref** +7, **Will** +2

hp 38 (4 HD)

Space 5 ft.; **Base Atk** +4; **CMB** +6

Ranged mwk composite longbow (range 110 ft.; Point Blank Shot, Precise Shot, Rapid Shot) +8 (1d8+2/x3)

Melee longsword +8 (1d8+2/19-20)

Atk Options ranger's focus

Ranger's Focus (Ex swift; 2/day) The bandit leader focuses on one enemy within line of sight and gains a +2 bonus on attack and damage rolls against the target until it surrenders, falls unconscious or he picks a new target.

Special Actions terrain bond (forests)

Terrain Bond (Ex) When in forests, the bandit leader grants all allies within line of sight that can hear him a +2 bonus to initiative checks, and Perception, Stealth and Survival checks. Allies travelling with him leave no trail and can't be tracked (unless he so desires).

Ranger Spells Prepared (CL 1st; concentration +2)

1st—*longstrider*

Combat Gear arrows (20), *potion of shield of faith* (+2), *potion of cure light wounds*

Abilities Str 14, Dex 17, Con 14, Int 10, Wis 12, Cha 8

SQ combat style (archery), favoured terrain (forest [+2]), track (+2), wild empathy (+3)

Feats Endurance^B, Point Blank Shot, Precise Shot^B, Rapid Shot

Skills as above plus Heal +6, Knowledge (geography) +7 (+9 in forests), Knowledge (nature) +7, Survival +8 (+10 tracking or in forests, +12 in tracking in forests)

Languages Common

Gear as above plus spell component pouch, belt pouch, 13 gp, wooden holy symbol

7	Osgar Elphee is consumed by his lust for wealth. He believes an ancient wizard's tower lies somewhere in the locality and uses his men to search for it. Banditry is his way of keeping everyone away from "his" treasure. He is obsessed with the legend and closely questions any obviously educated adventurers falling into his clutches.
8	Alaviv the Hunter was once a skilled huntsman, but now he preys on travellers. He blames the local lord for failing to protect his family from marauding raiders while he was away hunting. Consumed with grief he metes out suffering on all he meets. PCs expressing sorrow for his situation – and offering practical help to the band – earn his friendship.

TIEFLING BANDIT LEADER

CR 1 (XP 400)

Tiefling rogue 1/wizard (enchanter) 1

CN Medium outsider (native)

Init +7; **Senses** darkvision 60 ft.; Perception +4 (+5 vs. traps; trapfinding), Sense Motive +4

Speed 30 ft.; **ACP** 0; Acrobatics +7, Climb +3, Escape Artist +7, Stealth +9, Swim +0

AC 13, touch 13, flat-footed 10; **CMD** 12

(+3 Dex)

Resist cold 5, electricity 5, fire 5

Fort +1, **Ref** +5, **Will** +2

hp 13 (2 HD)

Space 5 ft.; **Base Atk** +0; **CMB** -1

Melee mwk dagger +0 (1d4-1/19-20) or

Melee Touch dazing touch (6/day) -1 (dazed [1 HD, 1 round])

Ranged dagger (range 10 ft.) +2 (1d4-1/19-20)

Atk Options sneak attack (+1d6)

Wizard Spells Prepared (CL 1st; evocation, necromancy; arcane bond [amulet])

1st—*charm person* (DC 14), *mage armour*, *sleep* (DC 14)

0—*daze* (DC 13), *detect magic*, *ghost sound* (DC 13), *mage hand*

Spell-Like Abilities (CL 2nd)

1/day—*darkness*

Combat Gear dagger (2), *potion of invisibility*

Abilities Str 8, Dex 17, Con 12, Int 16, Wis 10, Cha 11

SQ enchanting smile, fiendish sorcery, trapfinding (+1)

Feats Improved Initiative, Scribe Scroll^B

Skills as above plus Appraise +7, Bluff +8, Diplomacy +6, Disable Device +9, Disguise +4 (+6 with disguise kit), Intimidate +2, Knowledge (arcana) +7, Knowledge (local) +7, Knowledge (planes) +7, Sleight of Hand +7, Spellcraft +7

Languages Abyssal, Common, Goblin, Infernal, Undercommon

Gear as above plus masterwork thieves' tools, disguise kit, spell component pouch, 11 gp, 15 sp, gold ring (worth 150 gp)

Spellbook 1st—*charm person*, *expeditious retreat*, *mage armour*, *obscuring mist*, *sleep*; 0—all

HOOKS, COMPLICATIONS & OPPORTUNITIES

The classic bandit encounter occurs in the wilderness when the band waylays the PCs in hopes of securing gold and other treasures. The bandits may try to extract a toll without forcing the issue through force of arms, but often battle results. Use this table to customise the encounter.

D12

1	The bandits have felled trees to block the trail and driven stakes into the ground in front to breakup charges. A narrow trail leads around the blockade. The bandits have also rigged some trees to fall behind travellers. If the party seems belligerent, the bandits fell the trees, trapping their prey.
2	The bandits try to extract a toll from the PCs, using threats. If the PCs force the matter, the bandits flee without offering battle.
3	The bandits are starving and ask for food, not gold. If battle ensues, treat the bandits as sickened (-2 on attack rolls, weapon damage rolls, saving throws, skill checks and ability checks) and reduce the encounter's CR by 1. If the PCs give the bandits food, or offer them other aid, some interesting roleplaying may ensue.
4	The bandits are particularly inept (or unlucky) and have badly set their ambush. (Perhaps their tracks are obvious, one of their number wears a brightly-coloured tunic and so on). The PCs have a +2 circumstance bonus to spot the ambush.
5	The PCs arrive at the ambush point, as the bandits are threatening another band of travellers. This forewarns the PCs, but the other group immediately begs for help. (Alternatively, this could be an elaborate trap and both groups could be bandits; when the PCs rush forward to help, they spring the trap).
6	The bandits have taken great care in preparing their ambush. The PCs suffer a -2 penalty to Perception checks made to spot them. In addition, the bandits have sited their hides so they see the PCs approaching from some distance. If the PCs approach on the trail, it is virtually impossible to surprise the bandits.
7	The bodies of bandits lie scattered about the ambush location. Most are dead, but a few yet cling to life (but are unconscious). Survivors tell of an adventuring party that merrily slaughtered them and even tortured a few captured bandits before continuing on their way. The party resembles a party of evil marauders the PCs have heard about recently. Dealing with them could form an interesting subplot in the campaign.
8	During a fight with bandits, screams suddenly breakout from the nearby trees. Moments later,

the bandits' women and children rush onto the battlefield – intent on saving fallen bandits and stopping the PCs slaughtering their menfolk. They don't attack the PCs, but beg for mercy, interpose themselves between the bandits and PCs and so on. PCs slaughtering the unarmed women and children experience alignment issues. Similarly, sparing the bandits likely spawns some interesting roleplaying.

9	The bandits are led by a leader who sees himself as a freedom fighter struggling against the local noble (or other landholder). He asks for a donation to the cause and promises to use it to overthrow his enemy.
10	A lone bandit watches the road. When the PCs arrive, he shouts a demand for a toll and even shoots a warning shot from his bow. His companions are off hunting and arrive shortly thereafter.
11	When the PCs arrive, the sounds of a brawl echo through the trees. Two bandits are settling a disagreement with a fistfight and their distracted companions (-5 on Perception checks) are enjoying the entertainment. The PCs can likely surprise the would-be attackers or sneak past.
12	The bandits have discovered a treasure map and want to recruit adventurers to help them recover the hoard. They offer half the treasure to the PCs. The bandits may – or may not – be trustworthy.

BANDIT GROUPS

Use these groups to simulate groups of bandits the PCs encounter:

EL 3 (800 XP): Bandit scout (3) and veteran bandit (1).

EL 4 (1,200 XP): Bandit scout (3) and veteran bandit (1) led by half-elf adept (1).

EL 4 (1,200 XP): Bandit scout (3) and veteran bandit (1) led by half-orc bandit (1).

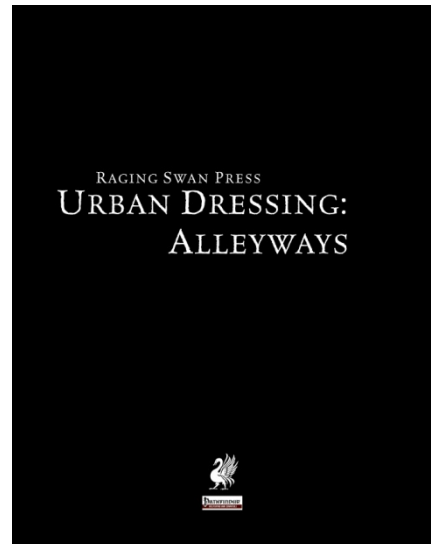
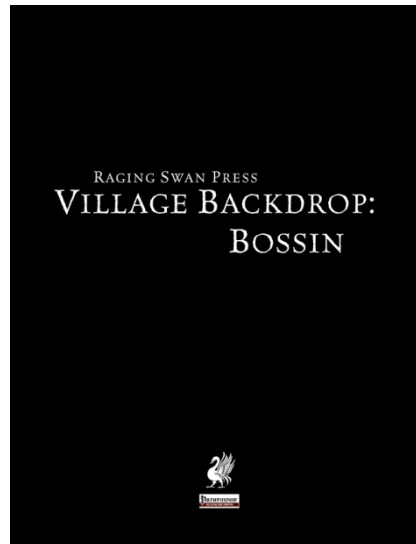
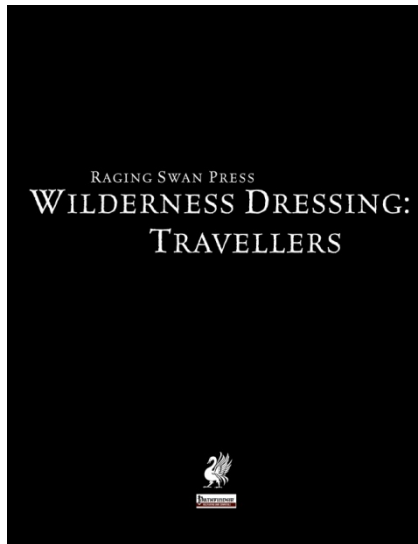
EL 5 (1,600 XP): Bandit scout (3) and veteran bandit (1) led by half-orc bandit leader (1).

EL 5 (1,600 XP): Bandit scout (6) and veteran bandit (2).

EL 6 (2,400 XP): Half-orc bandit (2) led by half-elf bandit leader (1)

Note: To challenge higher level parties, a GM may have to build a group comprising nothing but the leader type stat blocks (pages 6-7). In this situation, the GM should design an appropriate leader of at least two levels higher than the highest CR normal bandit. Remember the groups above could represent but a small part of the overall band. If the PCs defeat one group, they may be able to follow their tracks back to the bandits' lair.





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