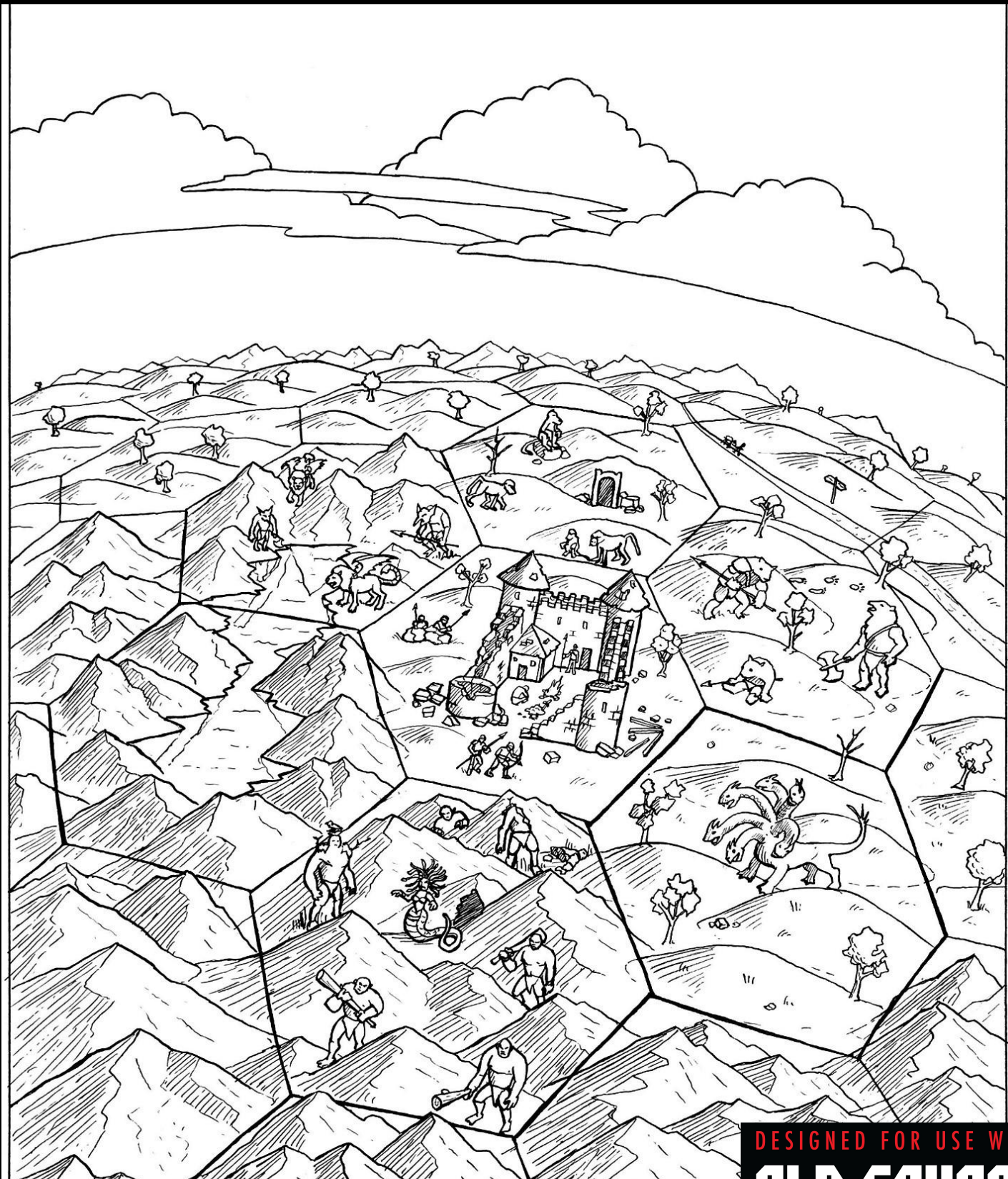


Hex 15.42

The Keep of the Rawhide Gang



Todd Leback

DESIGNED FOR USE WITH
**OLD-SCHOOL
ESSENTIALS**

Hex 15.42

The Keep of the Rawhide Gang

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Maps created using Hexographer.

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Introduction to Populated Hexes

Welcome to Populated Hexes, the series of 6-mile hexes in the world of Absalom! The goal is to provide a number of individual 6-mile hexes, fully populated with lairs and features, that can either be dropped into an existing campaign as a point of interest, the destination of a treasure map found in the bowels of a dark dungeon, or as a stand-alone mini-sandbox.

These supplements use the Old School Essentials rules published by Necrotic Gnome, but like many OSR products, pretty much any system can be easily adapted.

Maps & Scale

Each hex will be presented with two hex maps: a smaller map with locations and features noted, and a larger map with only major features noted that can be printed and used as a player handout.

The scale represented on the maps included in these products are as follows:

- ❖ Large hex = 6 miles, face to face.
- ❖ Subhex = 1.2 miles, face to face.

Hexcrawling Rules

Thirdkingdom Games produces supplements that are used throughout these releases. Two of them – *Domain Rules* and *Hexcrawling Basics* – are free to download and are designed to work in conjunction with this series. You can find out where to pick up these and other supplements in the **Populated Hexes** line at patreon.com/Populatedhexes.

The following books will be useful to have access to throughout the series. Many of them are free!

- ❖ *Old School Essentials Classic Fantasy Rules Tome*
- ❖ *Old School Essentials Advanced Fantasy Genre Rules*
- ❖ *Labyrinth Lord Basic and Advanced Edition Companion*
- ❖ *OSRIC*
- ❖ A variety of other OSR resources

Absalom

The world of Absalom is one of constant change, where Law and Chaos are more than abstract philosophical ideas but are instead metaphysical realities that shape the very world itself.

Absalom is dominated by Cycles, each lasting between two to four hundred years. Each Cycle is divided into an Apex – when Law holds sway – and a Nadir – when Chaos sweeps over the lands, driving back the light of Civilization.

Cycles are marked in the beginning by the Apex and ascent of Law, and the end by the Nadir. During each Apex the civilizations of Man do their best to expand their domains and bring law to the land; these civilizations often shrink, or even crumble, during the Nadirs as barbarians, beastmen, and worse fall upon the kingdoms of Man.

Campaign Setting

The following assumptions are made in this setting:

Starting Date

This series is set at the beginning of the Sixteenth Cycle of recorded history. There have been many civilizations that have risen and fallen, some of Men, some of others.

Humanocentric

The adventurers will be human, setting out to explore the new world with the ebbing of the forces of Chaos. Non-human classes are certainly allowed – and indeed, these supplements present rules for many non-human classes – but the base assumption is that most PCs will be human.

Chaos Storms

During Nadirs – and occasionally in an Apex – events called Chaos storms can spontaneously occur, changing the very landscape, distorting distances, and wreaking havoc upon the nature of reality. Maps from the previous Cycle may prove unreliable.

The Gods

Gods are real but are local. They are the Small Gods of Terry Pratchett or the hearth deities of ancient

Introduction to Populated Hexes

Rome. Belief gives strength and power to spirits of the world.

Using Populated Hexes

As stated above, each 6-mile hex can be used as a mini-setting, a drop-in adventure location that is encountered during travel, or as part of a greater hexcrawl. Elements can be added or abandoned as needed, as is true of all supplements.

These hexes are released one at a time, seven in a series. Each series is a cluster of seven hexes: a central hex and the six surrounding it.

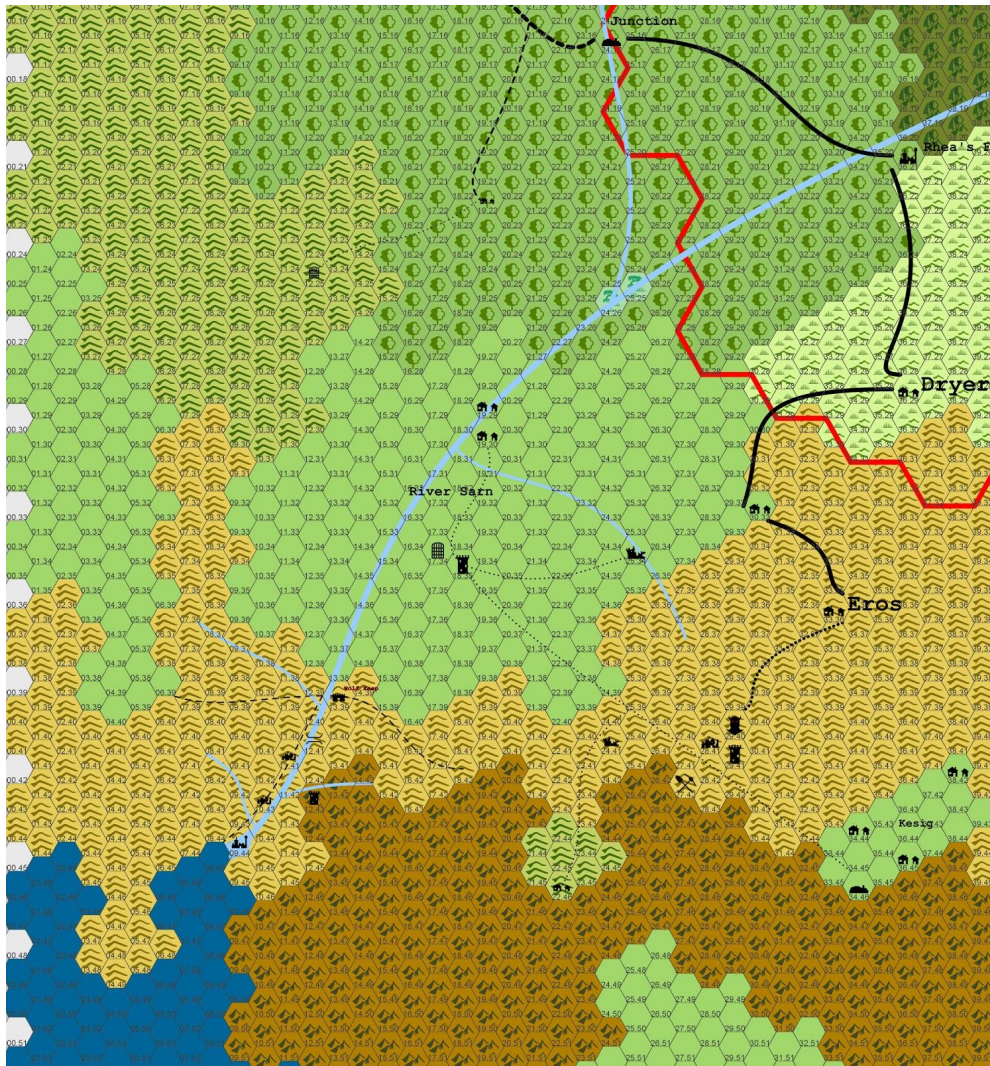
Each release will be divided into two sections: the hex itself, with keyed encounter locations, and an Appendix, which builds on encounters and concepts

in the hex. Populated Hexes offers some expanded alternatives to the basic rules found in Old School Essentials, and these will be introduced as needed in each hex. Broadly speaking, the intention is to introduce character options – to bring some of D&D 5e into B/X. These rules can be used or abandoned, as desired.

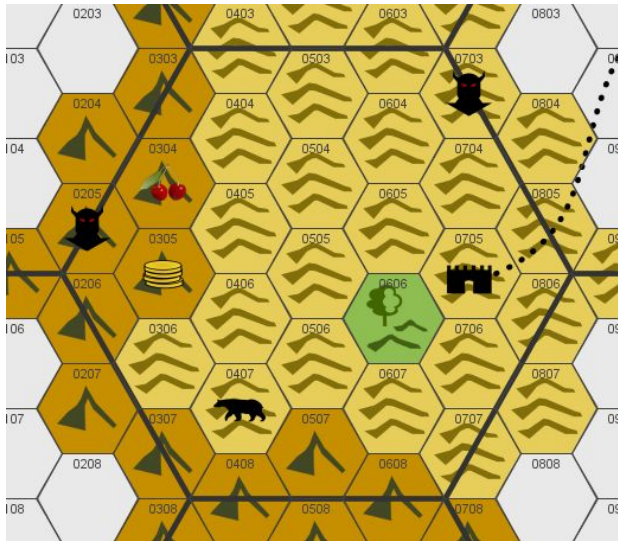
This Release

Nestled in the hills of this subhex is a sandstone keep occupied by the Rawhide Gang, a vicious gang of brigands that make a living raiding the few human settlements and caravans in the region.

You can support more hexes and additional supplements at patreon.com/Populatedhexes.



Hex 15.42 - The Keep of the Rawhide Gang



Resources: Animal, game (pheasants, 1); Animal, game (pheasants, 2)

Bordered to the west and south by mountains, most of this hex is barren foothills, empty except for sage, dittany, bluestem, and the occasional copse of juniper, cottonwood, or box elder. The hex is home to a number of pheasant nests, which brigands that occupy the eastern portion delight in hunting. They are not good managers of the resource, however; treat the pheasant population as if it were being extracted (see p. 27 of the free *Domain Building* guide from Third Kingdom Games).

Encounter Locations

The following encounter sites can be found on the map.

0205. Griffons

A flight of 8 griffons lair in a nearly inaccessible aerie in the mountains here, preying on antelope, mountain goats, and the occasional brigand horse. The brigands have thus far refrained from killing them, partially because they possess no good way

of reaching the nest, and partially because they dream about capturing some fledglings and training them as mounts.

The flight is led by an elderly female griffon with 39 hp. During the spring there will be 1d4 eggs in the nest, hatching in early summer.

Griffons (8)

AC 5[14], **HD** 7 (25, 28, 29, 35, 35, 36, 37, 39 hp), **Att** 2 x claw (1d4), 1 x bite (2d8), **THACO** 13 [+6], **MV** 120' (40') / 360' (120') flying, **SV** D10 W11 P12 B13 S14 (F4), **ML** 8, **AL** Neutral, **XP** 450, **NA** 0 (2d8), **TT** E

0304. Fruit Trees

Arranged along the southern side of the mountains in this hex are orderly rows of apple trees, many of them ancient, planted many years previous. Many of the trees are not producing, but here and there can be found some that still do. The apple trees in this hex have a Resource Step of 3 and a Value of 530 gp.

Both the bears in subhex 0407 and the brigands in subhex 0705 come here in the fall to pick and eat those apples that are produced.

0305. Platinum Deposit

A valuable deposit of platinum can be found in this hex. It can only be reached deep underground, at a depth of 300 feet. The deposit has a Resource Step of 4 and a Value of 26,260 gp. A successful Knowledge (Mining) or Profession (Mining) skill check with a -5 penalty to the roll will uncover clues as to the location of the mine, as will divining magic. The Rawhide Gang is unaware of this deposit.

0407. Bear

A solitary grizzly bear dwells in a cave in this hex, a mature male that over the past year has lost both his mate and cubs to the arrows of the Rawhide Gang. The bear automatically attacks any humans he encounters, attacking with a +2 bonus to hit and damage but suffering a -2 penalty to his AC (these are not reflected in the stat block).

The bear has no treasure.

Bear, grizzly (1)

AC 6[13], **HD** 5 (30 hp), **Att** 2 x claw (1d4), 1 x bite (1d8), **THACO** 15 [+4], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (F2), **ML** 8 (11 against Man), **AL** Neutral, **XP** 175, **NA** 1 (1d4), **TT** U

0606. Grove

Due to groundwater that bubbles close to the surface here, there are more trees and greenery in this subhex than in others. Here and there the hills are dotted with stands of mesquite and live oaks. The trees here have a Resource Step of 2 and a Value of 2,630 gp.

0703. Ceaseless Excavation

An iron golem labors in this hex, endlessly digging. It has created a great pit some 300 yards in diameter and some 200 yards deep; on the western edge of the pit an enormous hill of rocks and soil can be found, all the earth that has been excavated.

The golem is formed in the shape of an abstract humanoid, with one arm a pick and the other a flat, shovel-like spade. The golem hit bedrock nearly fifty years ago, and its downward progress has stalled somewhat. Careful observation reveals the pick arm to be dulled and worn down. There is a large, box-like

cavity in its chest it uses to store and grind the excavated matter.

It is a slow process; on a roll of 1-2 in 6 the golem is chipping away at the sandstone bedrock, shoveling the loose rock into the compartment in its chest; on a result of 3-6 it is found carrying the debris up to the top of the hill and depositing the leavings there.

When excavating, the noise of the pick against stone can be heard in the surrounding six hexes on a roll of 1-3 in 6.

The golem works tirelessly, having been tasked by its creator to mine the mineral zelenek, or quenchdust. Heworah Hu, the brigand magician, would love nothing more than to bring the iron golem under his control, but has thus far been unable to find the means of doing so. Unbeknownst to him, the golem's creator used an *iron circlet* to issue commands. This circlet can be found in the wizard's tower located in Hex 20.39.



The Redoubt of the Rawhide Gang

0705. The Rawhide Gang

Nestled in the hills of this subhex is a sandstone keep occupied by the Rawhide Gang, a vicious gang of brigands that make a living raiding the few human settlements and caravans in the region.

Most of their income is derived, however, by scavenging artifacts from the ruins of the Ancient Ones that can be found in the mountains to the south. The Rawhide Gang are recognizable by the blue and green kerchiefs they wear, or a similar pattern of color emblazoned upon their shields and surcoats.

Organization

There are a total of 192 brigands, with breakdowns as follows:

Gang 1

- 12 brigands. 6 mounted, 6 foot.
- Led by 2nd-level fighter

Gang 2

- 17 brigands. 8 mounted, 9 foot.
- Led by 2nd-level fighter.

Gang 3

- 32 brigands. 16 mounted, 16 foot.
- Led by 3rd-level fighter.
- Two 2nd-level lieutenants.

Gang 4

- 40 brigands. 20 mounted, 20 foot.
- Led by 4th-level fighter.
- Two 2nd-level lieutenants.

Gang 5

- 26 brigands. 13 mounted, 13 foot.
- Led by 3rd-level fighter.
- Two 2nd-level lieutenants.

Gang 6

- 17 brigands. 8 mounted, 9 foot.
- Led by 4th-level fighter.
- One 3rd-level lieutenant.

Gang 7

- 18 brigands. 9 mounted, 9 foot.
- Led by 4th-level fighter.
- Two 2nd-level lieutenants.

Brigand Chief

- Mendra Sado, brigand Chief. 9th-level mounted fighter.
- Heworah Hu, 7th-level magic-user, Mendra's advisor.
- Three 5th-level fighters, Mendra's captains.
- Six 2nd-level fighters, Mendra's guards.

Mounts

Half of the normal brigands have mounts, as noted above, while all of the leveled brigands (bodyguards, lieutenants, captains, etc.) have mounts, as does Heworah Hu.

Background

Since the founding of the Deepwater domain to the west a decade previous, the brigands' numbers have swollen just as traffic and trade in this remote part of Absalom have. Deepwater has become, in a short time, a major trading hub despite its small size, thanks to its location on the River Sarn. A trade route east from Deepwater to Kesig has been opened, and the brigands prey upon the goods that pass by them via the road to the north.

Additionally, the brigands have discovered several ruins of the Ancient Ones, a race of Man that dwelled in Absalom shortly after the disappearance of the Crocodile Kings, and have an extremely lucrative trade in salvaged goods from the ruins north to clients in the Variegated Kingdom.

The brigands have grown so numerous that they no longer entirely fit inside the Keep, and a temporary tent city has sprung up at the base to house all of the members. Work has begun on expanding the Keep. The outbuildings shown on the map (14-19) are a mixture of canvas or hide tents, crude adobe and stone structures, and mud and daub huts with thatched roofs. None of them are well built, being erected quickly to house the additional brigands and the infrastructure needed to support them.

Distribution

At any given time, the Rawhide Gang is distributed as follows:

One gang will be watching the east-west trade road from a fortified cave in hex 16.41. There is an equal chance that this is Gang 1 (1-2), 2 (3-4), or 4 (5-6). These gangs rotate out on a weekly basis. When first encountered, roll 1d8-1. This is the number of days until the watch changes. The schedule will be fixed at a 7-day interval from that point. If the result is 0 the watch changes the day the encounter happens. The new gang arrives in the mid-afternoon and the old gang returns back to the Keep the morning of the following day, so for a brief period there are two gangs at the lookout post.

The other two gangs (from among #1, #2, and #4), when not on lookout at the road, will either be stationed on watch duty at the Keep or patrolling the hex for intruders. The watch duties rotate as follows:

1. **Week One.** Gang 1 on road lookout, Gang 2 on Keep watch, Gang 4 on hex patrol.
2. **Week Two.** Gang 1 on Keep watch, Gang 2 on hex patrol, Gang 4 on road lookout.
3. **Week Three.** Gang 1 on hex patrol, Gang 2 on road lookout, Gang 4 on Keep watch.
4. **Week Four.** Back to Week One schedule.

There's a good chance that another gang will be absent, scavenging for artifacts in the mountains to the south. This will be Gang 6 (1-2), Gang 7 (3-4), or no one (5-6). Should they be away, the scavenging team will return 1d4 days after the adventurers first encounter the brigands. The gang tasked with the expedition will always be accompanied by one of Mendra's captains. There's a 1-2 in 6 chance that Mendra will be with them, and a 1 in 6 chance that Hew is with them. If Mendra is away from the Keep his captains and Hew (if present) are in command.

Two of the gangs, 3 and 5, are tasked with working on building the new extension of the Keep. One of the gangs (1-3 or 4-6) will be quarrying sandstone from a deposit in Hex 15.41 while the other is building the addition. The two gangs rotate jobs on a monthly basis, and neither is happy. "IF I wanted to work the quarries or been a mason I would have stayed in Deepwater!" they grumble, and morale is low amongst these two gangs.

The gang quarrying returns on a weekly basis to bring back quarried stone and resupply. Roll 1d8-1 when the brigands are first encountered to determine how many days until the quarrying gang returns. On a result of 0 they return that day. The outgoing gang will leave on the following day.

Sample Schedule

The adventurers enter the hex on the Firstday of the Thirdmonth. Rolling above, the Referee determines the following:

- ❖ **Gang 1.** Keep watch.
- ❖ **Gang 2.** Hex patrol.
- ❖ **Gang 3.** Quarrying stone.
- ❖ **Gang 4.** Road lookout.
- ❖ **Gang 5.** Construction detail.
- ❖ **Gang 6.** Scavenging expedition. Returning in 1d4 days.
- ❖ **Gang 7.** At Keep.

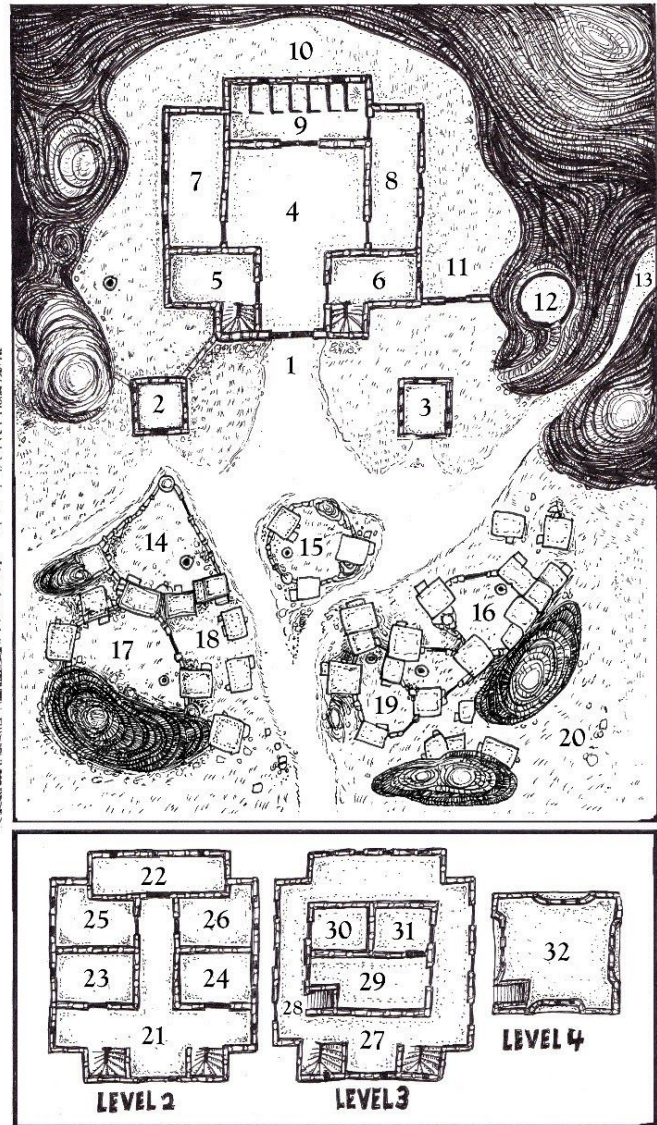
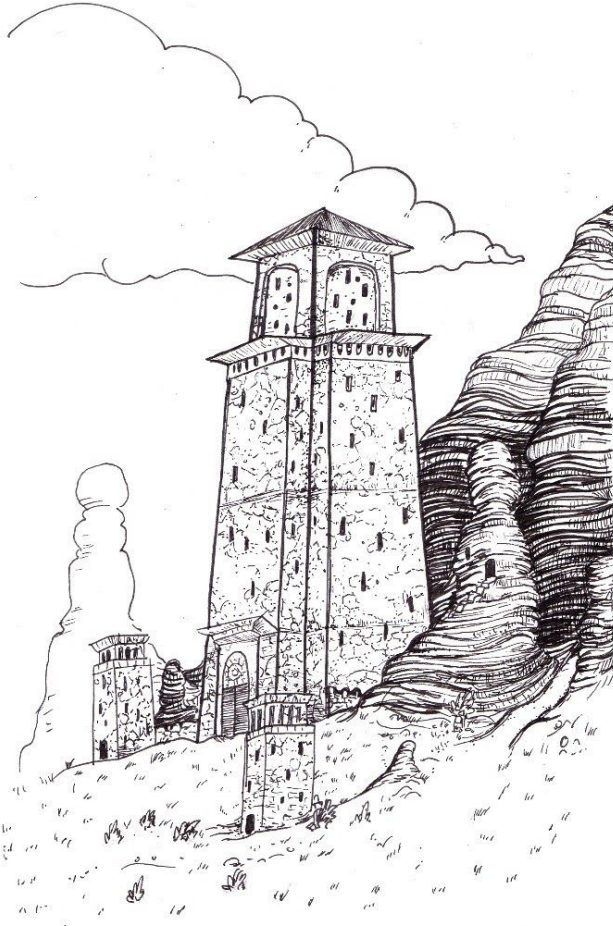
Activities

At all other times the brigands not assigned to specific duties will be either lazing about the Keep, performing menial duties (looking after the horses, cooking, cleaning gear, etc.) or hunting. On any given day there will be 1d10x10% of the brigands remaining (once the others are accounted for) actually in the Keep.

As a general rule, combat-capable brigands sleep in their gang quarters. Those that do not are noted as such in their description. Brigand support staff do not typically have designated chambers, unless otherwise stated, and will typically sleep near where they work; the blacksmith in Area 16, for example, has a straw mattress on the floor in her forge. It is not uncommon to find brigands that do have chambers passed out in other areas of the Keep, from exhaustion, drunkenness, or a combination of the two.

Disposition. Despite a rather regimented watch and work schedule the brigands are, as individuals, rather lazy and disorganized. There's a 1-2 in 6 chance that any group of brigands encountered will be drunk (1-2), distracted (3-4), cowardly (5), or bribable (6). This chance is decreased by 1 (to 1 in 6) if a leader (gangboss, lieutenant, captain, etc.) is present.

- ❖ **Drunk** brigands suffer a -1 penalty to AC, and attack and initiative rolls.



- ❖ **Distracted** brigands are surprised on a roll of 1-3 in 6.
- ❖ **Cowardly** brigands have their morale score decreased by 1.
- ❖ **Briable** brigands can be convinced to betray the group for a bribe equal to 1d10 gp per HD of brigands present. Mechanically this will give a +2 bonus on reaction rolls made once a bribe has been paid.

Encounter Locations

The following locations are depicted on the accompanying map.

New Class: The Brigand

For those using the brigand class presented in Chapter 5, NPCs of the brigand class will be noted as such in their description.

Outside the Keep

1. Entrance

The gates leading into the tower are thick wooden doors. At all times they are manned by a guard of four bandits. These bandits will be drawn from gangs 1, 2, or 4. Whichever gang is currently watching the trade road is not present, so one of the remaining two gangs will be on guard.

Brigands (4)

AC 4 [15], **HD** 1 (4 hp), **Att** 1 x weapon (1d6), **THACO** 19 [0], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (F1), **ML** 8, **AL** Chaotic, **XP** 10, **NA** 0 (1d4x10), **TT** A

- The gate guards wear chain, are armed with swords and shields, and each carry 1d8 sp.

2. Watch Tower

Gang #1 dwells in this watchtower. If they are stationed at the road it will be empty. Otherwise, the gang will be in residence here. If it is their week for guard duty, they will have two lookouts stationed at the top of the tower and two at the base while the rest of the gang will be on guard duty throughout the Keep. The two lookouts on the tower have a trumpet they will blow upon spotting any non-brigands they see.

If it is their turn for hex patrol this tower will be occupied only at night. The gang's mounts are stabled in the lower room of the tower. The full number of brigands will only be present at night, and then only if they are not on guard or road lookout.

Brigands (12)

AC 6 [13] (6 have chain and an AC of 4 [15]), **HD** 1 (4 hp), **Att** 1 x weapon (1d6), **THACO** 19 [0], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (F1), **ML** 8, **AL** Chaotic, **XP** 10, **NA** 0 (1d4x10), **TT** A

- The tower guards are armed with shortbows and shortswords, and each carry 1d8 sp.
- Note that half the brigands are wearing chain armor.

There are 6 horses stabled in the tower. There is one warhorse, belonging to Esa Diche, their leader, three riding horses, and two draft horses. One of the riding horses is a nag with 3 hp and half normal movement.

Esa Diche, brigand gangboss (1)

AC 4 [15], **HD** 2 (10 hp), **Att** 1 x weapon (1d8+1), **THACO** 18 [+1], **MV** 90' (30'), **SV** D12 W13 P14 B15 S16 (F2), **ML** 8, **AL** Chaotic, **XP** 20, **TT** A

Diche keeps the gang's treasure in a locked and trapped chest in his room at the top of the tower. The chest is locked with a poison dart trap. Failure to disarm it – or open the lock with the key he keeps on a chain around his neck – subjects the character to a dart attack as if by a 4th-level fighter. On a successful hit the target must Save v. Poison or die in 1d4 minutes. The chest contains the following treasure: 2,400 cp, 2,510 ep, and three gems worth 10, 50, and 250 gp. The following trade goods are also found in the room.

- ❖ 6 cords of firewood, worth 50 gp each
- ❖ 9 rolls of cloth, worth 200 gp each
- ❖ 1 box of semi-precious stones, worth 200 gp

Trade goods are described on p. 37 of the free *Domain Building* supplement. The goods kept as treasure are those thieved from merchants.

3. Watch Tower

This tower is the residence of Gang #2 and is occupied in much the same manner as Gang #1's tower, depending on their duty rotation.

Brigands (17)

AC 6 [13] (8 have chain and an AC of 4 [15]), **HD** 1 (4 hp), **Att** 1 x weapon (1d6), **THACO** 19 [0], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (F1), **ML** 8, **AL** Chaotic, **XP** 10, **NA** 0 (1d4x10), **TT** A

- The tower guards are armed with shortbows and shortswords, and each carry 1d8 sp.
- Note that half the brigands are wearing chain armor.

There are 8 horses stabled in the tower. The brigand gang has two warhorses, one of which belongs to the gang-boss, and one of the riding horses is exceptional, with maximum hit points and a +1 bonus to morale.

Isen the Irritable, brigand gang-boss (1)

AC 4 [15], **HD** 2 (10 hp), **Att** 1 x weapon (1d8+1), **THACO** 18 [+1], **MV** 90' (30'), **SV** D12
W13 P14 B15 S16 (F2), ML 8, **AL** Chaotic, **XP** 20, **TT** A

The bulk of the gang's treasure is kept in a hollowed-out space under a flagstone in the stables. A poisonous snake dwells with the treasure and will bite any who lift the stone unprepared.

The treasure consists of 2,000 cp and an assortment of 12 gems worth a total of 1,900 gp. The following trade goods can also be found throughout the tower:

- ❖ 18 jars of lamp oil, worth 20 gp each
- ❖ 11 ingots of gold, worth 300 gp each

General Features of the Keep

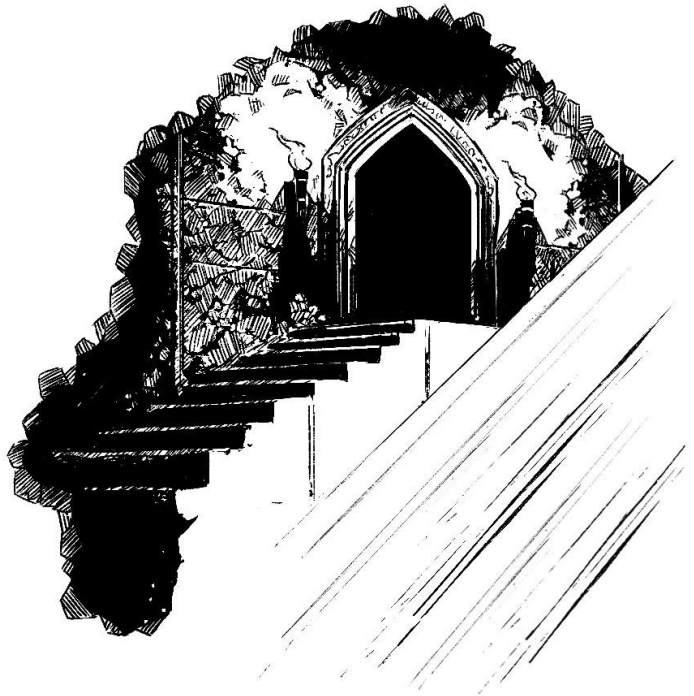
The exterior of the Keep is pierced with a number of windows. All rooms, except those entirely on the interior, have at least some natural light. Inside the brigands mostly rely on oil lamps or candles at night or in interior rooms without windows.

The exterior walls are thick sandstone, the interior walls brick. The floors and ceiling are made with oak beams supporting wooden floors. The ceiling of the third floor is wood, laid with flagstones and sealed with pitch to keep out the elements.

Interior doors are made of wood and cannot be locked, with the exception of Mendra's room, that can be locked. Only Mendra has the key.

Each room has a fireplace for warmth and cooking, although in the hot months they are kept unlit, with all of the cooking done outside.

The brigands use chamber pots; the youngest brigands, or those that are being punished, are



tasked with collecting the chamber pots every morning and disposing of them far from camp.

Main Floor

Gang #4 occupies the main floor, which is also used for overflow storage of the brigands' loot, and shelter in rough weather for those that dwell outside of the tower. If Gang #4 is away on patrol the lower section will be relatively abandoned. There's a 1-2 in 6 chance per two turns that 1d6 brigands enter the main hall to go to a higher level; otherwise there's only a 1 in 6 chance per two turns that brigands from other gangs will enter a room other than the entrance hall. If they do, there's a 1-2 in 6 chance they're up to no good and maybe trying to steal or sabotage some of the gang's treasure.

4. Entrance Hall

The largest room on the main floor, the entrance hall has been converted into a temporary stables and storage area. It will take 1d12+5 turns to search and catalog everything in this room. Every turn spent searching roll 1d20 below to determine what is uncovered.

Random Loot

1d20	Loot
1	1d4 cords of firewood, worth 50 gp per cord.
2	1d6 jars of lamp oil, worth 20 gp apiece.
3	1d6 bags of dyed cloth, worth 25 gp per bag.
4-5	2d100 bricks of salt, worth 7 sp apiece.
6-7	1d4 barrels of ale, worth 100 gp per barrel.
8	A drunk brigand, passed out behind a stack of boxes, having tapped one of the above barrels of ale. The punishment for theft of communal goods is death, so they'll do almost anything to avoid being caught. Reroll this result if rolled more than once.
9-10	1d20+20 bags of corn meal, used for cooking, worth 7.5 gp per bag.
11-12	Animal hides, harvested during the brigands' expeditions into the mountains to the south.
13	2d4 bags of coffee, worth 75 gp per bag.
14	1d4 horses. They belong to Gang #4 and are temporarily stabled inside until they can be fed and cleaned. If Gang #4 is out scavenging they will belong to Gang #3.
15	1d6 giant rats, gorging themselves on spilled grain. Make reaction roll as normal.
16	1d4 barrels of wine from Kesig, worth 100 gp per barrel.
17-18	1d12 barrels of dried meat, worth 20 gp per barrel.
19	2d100 metal ingots, worth 1 gp apiece.
20	1d4 crates of weapons (1-3) or tools (4-6), with a value equal to the contents.

5. Stairs

In one corner of this room a flight of spiral stairs winds upward. The rest of the room is taken over with overflow storage from Room #4. Roll 1d20 each turn spent exploring to determine what is stored here. It will take 1d4 turns to search the room. The chances of encountering brigands in this room are as described above.

6. Stairs

As Room #5. However, a pit viper has made itself a home amongst the barrels and boxes. In addition to its quick reaction time the snake will gain surprise on a roll of 1-4 in 6 due to its carefully hidden den.

Snake, pit viper (1)

AC 6 [13], **HD** 2* (13 hp), **Att** 1 x bite (1d4+ poison), **THACO** 18 [+1], **MV** 90' (30'), **SV** D12 W13 P14 B15 S16 (F1), **ML** 7, **AL** Neutral, **XP** 25, **NA** 1d8 (1d8), **TT** None

- Pit vipers have infravision to 60'.
- Pit vipers always act first in initiative, regardless of rolls.
- Creatures bitten by the viper must Save v. Poison or die in 1d4 turns.

7. Main Sleeping Chambers

The rank and file of Gang #4 sleeps in this chamber. It is smelly and foul, stinking of booze and sweat. During the day there will be 1d10 brigands in here, sleeping off hangovers or otherwise shirking duties. At night all of Gang #4 will be in here, except for those sleeping in room #8.

The favorite pastime of this gang is a card game called Lazy Bugger. 1 in 4 of the brigands of Gang 4 will have a deck of cards in their possession, and there's a further 1-4 in 6 chance that any given deck of cards will be marked. The brigands encountered in this room will be distracted and not expecting trouble, and will be surprised on a roll of 1-3 in 6.

Brigands (30)

AC 6 [13] (10 have chain and an AC of 4 [15]), **HD** 1 (4 hp), **Att** 1 x weapon (1d6), **THACO** 19 [0], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (F1), **ML** 8, **AL** Chaotic, **XP** 10, **NA** 0 (1d4x10), **TT** A

Note that the brigands who sleep in this room are the low-level members of the gang. Each has a coinpurse with 1d8 sp, basic weaponry, and the aforementioned chance of having a deck of cards. One of the brigands has stolen an opal worth 500 gp from the gangboss and hidden it under a pile of refuse in one corner.

8. Gang Leader Quarters

The boss of this gang, a tough, middle-aged woman named Anta Linge, dwells in this chamber along with her lieutenants and ten handpicked brigands (treat as level 1 brigands with the Toughness Knack, from Chapter 5). The room is cleaner than Room #7, dominated by a long wood table where Anta and her compatriots take their meals, a dozen or so wooden beds with straw-tick mattresses, and a taxidermied hill giant's head mounted on the wall, a trophy taken by Anta in her younger days. Truth be told the hill giant was dead drunk, and Anta slit its throat before it could awaken.

The brigands who lair in this room share their underlings' passion for Lazy Bugger but play for much higher stakes. All of them have their own decks, and Anta is most definitely playing with a marked deck.

Brigands (10)

AC 4 [15], **HD** 1 (5 hp), **Att** 1 x weapon (1d6), **THACO** 19 [0], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (F1), **ML** 8, **AL** Chaotic, **XP** 10, **NA** 0 (1d4x10), **TT** A

These brigands have treasure as noted in Room 7.

Brigand Lieutenants (2)

AC 4 [15], **HD** 2 (15, 19 hp), **Att** 1 x weapon (1d8+1), **THACO** 18 [+1], **MV** 90 (30'), **SV** D11 W12 P13 B14 S15 (B2), **ML** 8, **AL** Chaotic, **XP** 20, **NA** special, **TT** A

- Each lieutenant has 2d6 gp.
- Lieutenant #1 wields a masterwork longsword that grants a +1 non-magical bonus to attack rolls.

Anta Linge, brigand gang-boss (1)

AC 1 [18], **HD** 4 (31 hp), **Att** 1 x weapon (1d8+2) or firelance (2d6), **THACO** 16 [+3], **MV** 90' (30'), **SV** D9 W10 P11 B12 S13 (B4), **ML** 9, **AL** Chaotic, **XP** 75, **NA** special, **TT** A

- Anta wears a *suit of plate +1*, carries a *long sword +1*, and a *firelance* (see Chapter 4) on her hip. Her lance has a *power pack* with 4 charges, and she

carries a spare pack with 3 more charges.

- She wears a belt pouch with 15 gold, 20 pp, a gem worth 75 gp, and a *potion of growth*.

If using the optional brigand class presented in Chapter 5, she has the Toughness (giving her 1d10 hp per HD) and Lucky (letting her reroll twice per day, any roll she makes) Knacks. She is old for a brigand, having survived by dint of an inherent cunning and complete lack of scruples.

The treasure of Gang #4 is hidden behind the stuffed hill giant head. The gang has amassed quite a haul, both from gambling with the other gangs and from their scavenging raids into the southern mountains. They have the following treasure:

- ❖ 1,000 sp
- ❖ 4,000 ep
- ❖ 6,000 gp
- ❖ Nine gems, worth 500, 500, 500, 100, 100, 50, 50, 50, and 10 gp.
- ❖ Four *power packs* (each with 1d6-1 charges), used to power the *firelances* the brigands have found in the ruins. See Chapter 4 for more information on *firelances* and *power packs*.
- ❖ Two-score trinkets of the Old Days, worth a total of 3,400 gp.
- ❖ A *glamourbox* (see Chapter 4).

9. Stables

The back section of the first floor of the Keep is dominated by the stables. It houses the following mounts:

- ❖ Nightwind, a charger belonging to Mendra Sado. A massive horse with a foul disposition. (Warhorse, 4 HD, 30 hp.)
- ❖ Fifteen warhorses, belonging to Mendra's personal guard, his chief lieutenants, the wizard Heworah Hu, and the gangbosses of gangs 1-4 and 6. If a gang is away on patrol or other duties their horses will not be present.

Angus, the bastard son of Mendra, is the stableboy, charged with grooming, feeding, and caring for the mounts kept within the Keep. Two brigands are stationed within the stables at all times, too, as

Mendra loves his horse more than almost anything in the world and wants to see no harm befall it. In addition, Heworah has placed a bound minor earth elemental on guard here.

Never sleeping, the elemental lurks below layers of straw and horseshit. Angus wears a whistle around his neck that can be used to command the elemental. There's a 1 in 6 chance that Angus is encountered with the elemental, talking to it while he grooms the horses. The elemental is not capable of responding; it is a very one-sided conversation.

Earth elemental, small (1)

AC 4 [15], **HD** 4* (hp 24), **Att** 1 x blow (1d6), **THACO** 16 [+3], **MV** 60 (20'), **SV** D10 W11 P12 B13 S14 (F4), **ML** 10, **AL** Neutral, **XP** 125, **NA** 1 (1), **TT** None

- Though smaller than its kin, the minor elemental can only be harmed by magical weapons or spells
- The earth elemental inflicts an extra 1d8 damage against opponents standing on the ground.
- It cannot cross water deeper than its height (4').

Angus (1)

AC 9 [10], **HD** ½ (hp 3), **Att** 1 x dagger (1d4), **THACO** 20 [0], **MV** 120' (40'), **SV** D14 W15 P16 B17 S18 (NM), **ML** 7, **AL** Neutral, **XP** 5, **NA** 1, **TT** see below

Angus, a lad of 15, is dressed in civilian clothes and carries a dagger and the whistle to control the earth elemental, which he has named "Stewart". He sleeps in the stables and has a small hoard of 75 cp secreted under a pile of hay. He is discontent with his lot in life and would consider betraying the Rawhide Gang and his father were he given a better offer.

10. Paddock

The backside of the tower and the cliff face it abuts create an enclosed area that is used as a paddock for many of the remaining horses belonging to the brigands. There are usually around sixty (50+1d20) horses kept here at any given time; the rest are kept in various places throughout the redoubt or are away on patrol. 10% of the horses are warhorses,

30% draft horses, 25% mules, and the remaining 35% are riding horses. These horses are not looked after nearly as well as some of the others, and 1 in 6 will be a nag (see below). However, 1 in 12 will be a horse of quality.

Nags (1d10)

1d10 Traits

- | | |
|----|--|
| 1 | Has 1d6 hp per HD instead of 1d8. |
| 2 | Lame. Movement reduced by one category. |
| 3 | Skittish. Morale reduced by 1. |
| 4 | Weak. Carrying capacity reduced by 50%. |
| 5 | Obstinate. Often disobeys commands. Requires Riding check to command. |
| 6 | Ill-tempered. 1 in 6 chance of making a kick attack against a nearby target. |
| 7 | Sickly. Has HD total reduced by 1. |
| 8 | Damage rolls from successful attacks reduced by 1. |
| 9 | Cannot swim. Refuses to enter water. |
| 10 | Roll twice, rerolling any future 10s. |

Horses of Quality (1d10)

1d10 Traits

- | | |
|----|--|
| 1 | Has 1d10 hp per HD instead of 1d8. |
| 2 | Swift. Movement increased one category. |
| 3 | Morale increases by 1. |
| 4 | Strong. Carrying capacity increases by 50%. |
| 5 | Gains 1 HD. |
| 6 | Damage from its attacks deal an extra +1 damage. |
| 7 | Gentle. Riders gain a +3 bonus to Riding checks. |
| 8 | Intelligent. Can be taught an additional 2 tricks. |
| 9 | Sure-footed. Gains +2 bonus to checks and saves made to avoid hazards. |
| 10 | Roll twice, ignoring future results of 10. |

Nags typically sell for 1d6x10% less than normal, although unscrupulous merchants will try and pass poor-quality horses off as normal horses. Horses of

quality are more expensive. Each quality they possess increases their value by 1d4x15%.

A successful Animal Handling check can be made to appraise horses and determine their quality. It takes about ten minutes to do so. This can also be done with a Riding check made with a -3 penalty.

11. Paddock Gate

1d4-1 brigands will be found here at any time, guarding the entrance to the paddocks. The brigands are bored, and spend more time leaning on the gates, chewing straw, and throwing knives into the fence boards than they do watching alertly. These guards can be surprised on a roll of 1-4 in 6, should adventurers try to sneak up upon them.

Each brigand has 1d6-1 cp.

Brigands (1-3)

AC 6 [13], **HD** 1 (4 hp), **Att** 1 x weapon (1d6), **THACO** 19 [0], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (F1), **ML** 8, **AL** Chaotic, **XP** 10, **NA** 0 (1d4x10), **TT** A

12. Magician's Quarters

Heworah Hu dwells in chambers carved into a nearby spire of stone. His chambers are accessible only to those with the power of flight, so he remains largely undisturbed except when summoned or bored.

The quarters contain his library and workshop; he spends a considerable amount of time researching the artifacts brought back from prospecting gangs in addition to his other interests.

Hu is tall and near emaciated, with long hair tied into three ponytails in the fashion of those from the Alabaster Principality. He applies kohl to his eyes and lips in much the same fashion, and is very much an exotic outlier, despite having been born to a shepherding family from Kesig and never having set foot within the Alabaster Principality.

The chamber is dominated by a great stone slab on one wall, containing Hu's alchemical and magical research, a bookshelf holding a dozen tomes, and a sagging, curtained bed in the other corner.

Besides the value of his research material, Hu keeps the rest of his treasure in a chest under his

bed, locked (the key is worn around his neck) and warded by a fire trap spell (See Labyrinth Lord Advanced Edition Companion, p. 63).

Heworah Hu, 7th-level magic-user (1)

AC 9, **HD** 7 (18 hp), **Att** 1 x weapon (1d4+1), **THACO** 16 [+3], **MV** 120' (40') / 20' levitating, **SV** D11 W12 P11 B14 S12 (MU 7), **ML** 8, **AL** Chaotic, **XP** 850, **NA** Unique, **TT** see below

- Heworah carries the following magical items on him at all times: *boots of levitation*, *potion of polymorph self*, *potion of control human*, *medallion of ESP 30'*, and *Spellstealer* (see Chapter 4 for complete list of Hu's treasures).
- He typically has the following spells memorized:
 - **1st level:** *charm person*, *detect magic*, *sleep*
 - **2nd level:** *invisibility*, *web*
 - **3rd level:** *hold person*, *lightning bolt*
 - **4th level:** *charm monster*

If using the Optional Rules, Hu possesses the *Cantrip* and *Concentration Knacks*.

13. The Canyon

A narrow passage through the hills widens and turns into a box canyon, with a small pond at the end fed by an underground stream and rainwater from the surrounding bluffs. The pond is kept stocked with fish, and brigands often come here when they have a moment or two to fish, drink, and otherwise mangle. Mendra doesn't discourage this behavior, as it gives his men a chance to blow off steam and relax. He does encourage his lieutenants to run frequent patrols back into the canyon, at random times, to discourage excessive levity or even sedition.

At any time 1d12 brigands can be found lounging about the pond. Half of the brigands will be clad in chain mail, and every fifth will be a leveled brigand (1-3 2nd level, 4-5 3rd level, 6 5th level). For every turn spent in the box canyon there's a 1 in 6 chance a random patrol, led by one of Mendra's 5th-level captains plus an additional four brigands, enters the box canyon to patrol the area.

14. Sparring Yard

A large triangular enclosure bordered on the southern side by several outbuildings, the ground inside the fence has been worn down to dirt by the brigands as they practice their swordplay. A stone-lined well with wooden bucket is in one corner, serving as one of the main sources of water for the encampment.

During the day there will be 1d20–1 brigands sparring in here. Of these brigands roughly 30% will be clad in leather, 30% in chain, and the remainder will be leveled brigands overseeing practice. They will be relatively easy to surprise, being caught unawares on a roll of 1-3 on 1d6.

This is also one of the few open areas large enough to hold all the brigands, and on the rare occasions when Mendra feels the need to call a gang meeting the yard will be filled with the men and women of the Rawhide Gang. This will happen during the day (1-2) or in the late evening (3-6). Roll 1d8–1 when the redoubt is first discovered by the adventurers. The result is the number of days until a gang-wide meeting will be held, with a 0 indicating it is to be held that day.

15. Mess Hall and Kitchens

Since the gang has grown, they have expanded beyond the capacity the Keep was originally built for and spilled out into temporary quarters outside. This ring of three buildings serves as the kitchens, mess hall, and butchers for the gang.

The whole complex is overseen by Chetan Ar, a squat, florid brigand with a peg leg and a bad attitude. Ar runs his crew, consisting of a half dozen youths too young or inexperienced to go on raids and another three brigands that have been crippled in fighting or accidents. All his staff fear the man for his foul temper, and rumors circulate amongst cooks and brigands alike that he has made a stew out of more than one scullion lad that disappointed him.

This rumor is, in fact, true. Ar is a cannibal, and given the chance he will dispatch a lone, drunk brigand and add them to the stewpot, if he thinks he can get away with it. Thus far his luck has held. Mendra is aware of his cook's preferences and, as long as the man doesn't overstep his bounds, is willing to tolerate it – mostly because no one else

in the gang has the ability or desire to take the position on.

The yard inside the enclosure is used chiefly to dress game that has been caught; there are typically 1d20 haunches of meat stretched out on frames curing in the sun. The hides are then given to Ricwig, the tanner (see Area 16). One of the three structures is the kitchen proper; it is the best-built outbuilding outside of the Keep and towers and features a massive laid-stone chimney for cooking. Another building is the smokehouse, and the third is a secondary kitchen/storehouse, boasting a smaller chimney, enough food to feed the brigands for 1d4 weeks (mostly grains, root vegetables, and meat), and tables for food prep.

Chetan Ar will be found in the: main kitchen (1-2), smokehouse (3), secondary kitchen (4), yard, dressing game (5), or elsewhere in the brigand redoubt (6).

Chetan Ar, cannibal cook/thief (1)

AC 8 [11] (leather apron), **HD** 1 (3 hp), **Att** 1 x cleaver (1d4), **THACO** 19 [0], **MV** 90' (30'), **SV** D13 W14 P13 B16 S15 (T1), **ML** 8, **AL** Chaotic, **XP** 10, **NA** 0 (1d4x10), **TT** A

➤ Ar is a 1st-level thief.

He usually brings down his victims with backstabs. Over the years he has collected a sizeable treasure from his victims, which he hides under the massive, blood-soaked butcher's block in the kitchen: 300 cp, 250 sp, 50 gp, a gem worth 100 gp, and a ring of platinum worth 950 gp.

The kitchen help are all 0-level NPCs, with morale scores of 7, although when Ar is present treat their morale as 8. They're all armed with standard kitchen implements, doing 1d3 points of damage each, and each has 2 hp.

16. Workshops

Some among the brigands are capable craftsmen, and they are situated in this area. The various outbuildings house tools and workshops, and there's another well in the yard. The yard is used mostly for storage of materials and the occasional project too large to fit inside a workshop.

One building is a smithy, another a carpentry shop, and the third a tannery and tailors' studio where the

clothing and armor is fashioned. All of those that work here are non-combatants. If a fight does erupt treat them as 0-level Men with makeshift melee weapons that do 1d4 damage per hit.

Smithy

Tabrand the Red is the smith. A large man with red hair and a greying, droopy mustache, Tabrand has no formal training but has learned the craft over fifteen years at the forge. Smithing keeps him relatively out of danger, which he appreciates. The tools and equipment in the forge are poorly maintained and all together worth 120 gp; it would take a wagon to remove all of the equipment. Hidden amongst a pile of iron ingots are a half dozen ingots of starmetal, iron smelted from a fallen star. A successful Profession (Blacksmithing) or similar roll will identify it and place the valuation at 450 gp.

Tabrand has three apprentices, all youths between the ages of 5 and 10, who he is teaching the trade as best he can.

Carpenter

Retrah Co is the lead carpenter. She is short and squat and missing an ear from a fight when she was younger. Co was abducted as a child and has spent her adult life as a brigand. Given a chance to turn against the Rawhide Gang she would do so at a moment's notice. Co occasionally leads her crew – accompanied by a brigand guard – out to harvest more timber for projects. Her apprentices are loyal to her to a man, with the exception of one, Aldfer the Addled, a gap-toothed brigand tasked by Mendra to keep an eye on the talented carpenter.

Retrah keeps her tools in the best condition possible. Her workshop and the tools within are worth 300 gp, and it contains some 1,000 gp worth of timber, much of which was cut for the planned expansions. Tucked under her workbench is a stick of aasarch, a rare and deadly poisonous tree that can be found in the mountains to the south. It must be handled with care, as the oils it contains are deadly upon entering the lungs or bloodstream of Men. Retrah is debating whether to add it to the campfire one night while Mendra is present. Thus far she has not had the courage, nor the opportunity, to do so. There is enough material here to make a single poisoned arrow (target hit by arrow must Save v. Poison or die in 3d4 minutes).



Tanner

The tannery is run by Ricwig Rat's-tail. In her youth she fell victim to a cursed magical item and grew a long rat's tail. After several years of trying to have it removed, both surgically and with magic, she has since given up on the task and wears it as a badge of honor. Ricwig is a nasty piece of work, sullen and quick to anger, and her apprentices fear her more than any other brigand. If an apprentice displeases her, she will lash the unfortunate individual with her tail.

At any time, there are 1d20 skins being tanned in the yard, stretched on frames or being soaked in vats of alkaline liquid. The workshop is a mess; Ricwig is in charge of all the sewing that needs to happen for the gangs, whether for clothing, armor, gear, or tents. Many of the brigands have realized that it will be faster – and they will not run the risk of a tongue lashing – if they look after their own gear, so there is quite the secretive trade in sinew and needles amongst the brigands. Ricwig knows this, and despite the fact that it saves her work the knowledge does nothing but infuriate her.

There's 75 gp worth of leather- and canvas-working tools in the shop, as well as fifteen bundles of tanned hides worth 15 gp apiece, and three bolts of fabric worth 25 gp apiece. There are also two bolts of fine Kesig silk, undyed, worth 300 gp a bolt. Ricwig knows the value of the silk, but she stubbornly refuses to do anything with it.

17. Gang #3

Led by Sosan Lebar, this gang consists of 32 brigands, half of whom are mounted, Lebar (3rd-level fighter) and his two 2nd-level lieutenants. Those with horses keep their mounts in the yard created by the perimeter of structures. Lebar's gang is one of the two that have been tasked with building new quarters, and the gang has mixed feelings about this job.

On the one hand it is safer than robbing heavily guarded caravans or venturing south into the mountains, but on the other hand they're watching the other gangs grow rich with spoils, plus digging foundations and quarrying stone stinks. Both Lebar and his counterpart in Gang #5 have been entertaining the notion of mutiny, although neither has spoken to the other about this. Were an opportunity to arise they may very well take it. As noted in the stat blocks their morale is one lower than normal.

Lebar and Anvor Thokfi, the boss of Gang #5, have a secret that goes beyond vague rumblings of mutiny: the quarry in Hex 15.41 contains more than sandstone. Diamonds are found with some regularity amongst the slabs of stone cut from the earth. Thus far the two of them, with bribes to their lieutenants, have managed to keep this a secret from both the rank and file and anyone else. It is surely just a matter of time before word gets out, though.

Brigands (32)

AC 6 [13] (16 have AC 4 [15]), **HD** 1 (5 hp), **Att** 1 x weapon (1d6), **THACO** 19 [0], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (F1), **ML** 7, **AL** Chaotic, **XP** 10, **NA** 0 (1d4x10), **TT** A

These brigands have 1d8 sp apiece.

Brigand Lieutenants (2)

AC 4 [15], **HD** 2 (15, 19 hp), **Att** 1 x weapon (1d8+1), **THACO** 18 [+1], **MV** 90 (30'), **SV** D11 W12 P13 B14 S15 (B2), **ML** 7, **AL** Chaotic, **XP** 20, **NA** special, **TT** A

➤ Lieutenant #2 has a *magical sword +1*.

Each lieutenant has 2d6 gp. Both lieutenants have the equivalent of a box of rough-cut diamonds, each worth approx. 300 gp.

Sosan Lebar, brigand gang-boss (1)

AC 1 [18], **HD** 3 (21 hp), **Att** 1 x weapon (1d8+2), **THACO** 17 [+2], **MV** 90' (30'), **SV** D10 W11 P12 B13 S14 (B3), **ML** 7, **AL** Chaotic, **XP** 35, **NA** special, **TT** A

Sosan has the following treasure:

- ❖ 2000 cp
- ❖ 3 boxes of precious gems, each worth approx. 3,000 gp.
- ❖ *Magical crossbow*. Bolts fired from it are touched with frost; they do not grant a bonus to hit, but they inflict an extra +1 point of cold damage. This damage may be increased against creatures vulnerable to cold.

18. New Quarters

The workers (Gangs 3 and 5, as noted above) are in the early stages of raising a new building. Thus far the footers have been dug and a foundation is in the process of being laid. When the adventurers first arrive in this hex, roll 1d6. On a roll of 1-3 Gang #3 will be working here, on a roll of 4-6 Gang #5 will be working. Regardless of who is working they will be overseen by one of Mendra's captains. The band does not have an engineer, so construction is both slow and of poor quality. The leaders of both gangs have been pressing Mendra to bring back captives from the trade road, but thus far they have not been able to take any alive.

If approaching from the hills beyond, the adventurers have a 1-3 in 6 chance of surprising the workers.

19. Gang #5

This gang is led by Anvor Thokfi, a gruff, bearded brigand of over five decades. He has served Mendra loyally for a decade, and has no intention of stopping now, despite what he might be leading Sosan Lebar to believe. Thokfi has, in fact, been feeding Mendra information about Lebar's discontentment, and the mutterings of mutiny from his gang. Thokfi does little to quell said feelings in

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his own gang, as it gives him convincing cover and helps convince Lebar of his own unhappiness.

In truth, though, Thokfi is waiting for Lebar to take one step too far in committing himself before making his move. When this occurs Anvor has no doubt that his own gang will be condemned with Lebar's, but that worries him none; he knows his position in the gang is secure.

Thokfi has not told Mendra about the diamond mine he and Lebar have going on the side, though. Some things the boss doesn't need to know.

Brigands (26)

AC 6 [13] (13 have AC 4 [15]), **HD** 1 (5 hp), **Att** 1 x weapon (1d6), **THACO** 19 [0], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (F1), **ML** 7, **AL** Chaotic, **XP** 10, **NA** 0 (1d4x10), **TT** A

These brigands have 1d8 sp apiece.

Brigand Lieutenants (2)

AC 4 [15], **HD** 2 (15, 16 hp), **Att** 1 x weapon (1d8+1), **THACO** 18 [+1], **MV** 90 (30'), **SV** D11 W12 P13 B14 S15 (B2), **ML** 7, **AL** Chaotic, **XP** 20, **NA** special, **TT** A

Each lieutenant has 2d6 gp. Both lieutenants have the equivalent of a box of rough-cut diamonds, each worth approx. 300 gp.

Anvor Thokfi, brigand gang-boss (1)

AC 1 [18], **HD** 3 (17 hp), **Att** 1 x weapon (1d8+2), **THACO** 17 [+2], **MV** 90' (30'), **SV** D10 W11 P12 B13 S14 (B3), **ML** 9, **AL** Chaotic, **XP** 35, **NA** special, **TT** A

Anvor possesses the following treasure:

- ❖ 3,000 sp.
- ❖ 5,000 gp.
- ❖ 2 boxes of precious gems, each worth 3,000 gp.
- ❖ *Shield belt* (see Chapter 4) with 4 charges.
- ❖ One extra *power pack* with three charges (see Chapter 4).

- ❖ Masterwork sword, inflicting an extra +1 non-magical damage per hit.

20. Gravestones

On the southeastern edge of the complex, obscured by a pillar of stone, can be found a small graveyard, containing the bodies of brigands that have died or been killed. There are perhaps twenty grave markers here, ranging from wooden boards thrust into the ground to stones carved with names and dates. The stones are tilted and listing; the graveyard appears neglected, and the ground is tossed as if erupting from below – which is, in fact, what has happened.

Several years prior, when the gang's only cleric was slain, the dead rose spontaneously on a night of the new moon, clawing up through the ground as zombies. There was no one in the gang to read the funeral rites over the buried, nor to maintain the rituals designed to keep unquiet spirits from animating the corpses, and eventually the rites and rituals of burial broke, or were forgotten, and the dead walked and slew the living before being slain again themselves. Since that night Mendra has decreed that all dead be burned in pyres, until the gang can obtain a new priest.

The graveyard is now considered unhallowed ground, even though none remain buried here. Any turning attempts are made as if the cleric were two levels lower, and the creation of undead (such as with the animate dead spell) is done as if the character were two levels higher. The area also radiates evil, which can be detected by a detect evil spell or similar ability.

Gangs #6 and #7 (Areas 21-26)

Gangs 6 and 7 occupy the second story of the keep. They were the two original gangs under Mendra's control, and as such have the premium quarters and the most lucrative (and dangerous) jobs: retrieving artifacts from the southern mountains. They have grown (relatively) rich doing so, however, and while they are few in number, they are the most seasoned fighters in the Rawhide Gang, as well as the most loyal to Mendra.

Rooms 23-26 house the rank and file of the gangs; they have by far the most personal space of any of the gangs and are looked upon with envy by the other gang members. All members of these two

gangs are cavalry, as described on p. 144 of *Old School Essentials Core*, and all carry 1d6 gp upon their person, gain +1 to attack and damage rolls, and have +1 to their morale score. These changes are already factored into their stat blocks. 50% of them have 6 hp, 25% have 7, and 25% have 8. Roughly 25% of the brigands possess usable *firelances* that they use in place of short bows. Each *firelance* has 1d6–1 charges. They have no extra *power packs*. (See Chapter 4 for more on these items.)

21. Hall

The two spiral staircases lead to a hall that runs the width of the Keep. Another hallway, running to the back of the structure, intersects in the center. The hall has been turned into a kind of common room; during the day there will be 1d8–1 brigands hanging out here and 1d12–1 at night. There are 1d6 items from the table in Area 4 at any given time.

22. Boss Chambers

Halwerd Slaug and Grimvara Mak are the bosses of gangs 6 and 7, respectively. They are also lovers and share this chamber jointly. It is lavishly appointed, for the pair have done well prospecting in the mountains, despite the danger, and Mendra has rewarded them well for their loyalty to him.

Halwerd Slaug, brigand gang-boss (1)

AC 2 [17], **HD** 4 (22 hp), **Att** 1 x weapon (1d8+2), **THACO** 17 [+2], **MV** 90' (30'), **SV** D9 W10 P11 B12 S13 (B4), **ML** 9, **AL** Chaotic, **XP** 75, **NA** special, **TT** A

- Halwerd wears a suit of *plate armor +1* and wields a *+1 battleaxe*.
- He has a *potion of fire resistance*, 15 gold in a velvet pouch, and a brass key.
- Halwerd also carries a *firelance*. It currently has 3 charges remaining.

Grimvara Mak brigand gang-boss (1)

AC 2 [17], **HD** 4 (30 hp), **Att** 1 x weapon (1d8+2), **THACO** 17 [+2], **MV** 90' (30'), **SV** D8 W9 P10 B11 S12 (B4), **ML** 9, **AL** Chaotic, **XP** 75, **NA** special, **TT** A

- Grimvara wears a *ring of protection +1* (bonuses reflected in saves), carries a *potion of giant strength*, has 35 gold in a

- leather pouch, and wears a brass key around their neck.
- Grimvara carries a *firelance* with 5 charges remaining.

Collectively the two have the following treasure, hidden under their bed in a locked chest. It requires two keys to unlock; each brigand holds one of the keys. If the chest is opened without using both keys a *fire trap* spell will be triggered, doing 1d4+9 points of damage to the opener. Inside are:

- ❖ Four *power packs*. Two are depleted, one has 3 charges, and the last has 4 charges.
- ❖ 1,200 gp.
- ❖ 450 pp.
- ❖ A pouch containing 14 cut stones, with a total value of 5,000 gp.



23. Brigand Quarters

Half of Gang 6 resides in this room. The quarters are richly appointed in once-fine goods; carpets, heirloom furniture, and an ornate copper candelabra grace the room. All was taken from a caravan from Kesig, and all has seen better days. The total furnishings in the room are worth 10,500 gp but weigh close to 1,000 pounds and, due to the size and awkwardness of some of the pieces, would require a wagon to transport. An additional 450 gp in loot (mostly gold coins) can be found in this room.

Brigands (9)

AC 4 [15], **HD** 1 (6, 6, 6, 6, 7, 7, 7, 8, 8 hp), **Att** 1 x weapon (1d6+1), **THACO** 18 [+1], **MV** 90' (30'), **SV** D12 W13 P14 B15 S16 (F1), **ML** 9, **AL** Chaotic, **XP** 10, **NA** 0 (1d4x10), **TT** A

These brigands have 1d6 gp apiece.

24. Brigand Quarters

Half of Gang 7 resides in this room. The furnishings in this room are worth 5,000 gp and weigh 1000 pounds.

Brigands (9)

AC 4 [15], **HD** 1 (6, 6, 6, 6, 7, 7, 7, 8, 8 hp), **Att** 1 x weapon (1d6+1), **THACO** 18 [+1], **MV** 90' (30'), **SV** D12 W13 P14 B15 S16 (F1), **ML** 9, **AL** Chaotic, **XP** 10, **NA** 0 (1d4x10), **TT** A

These brigands have 1d6 gp apiece.

Alwer Fu, fighter 2 (1)

AC 4 [15], **HD** 2 (13 hp), **Att** 1 x weapon (1d8+1), **THACO** 18 [+1], **MV** 90' (30'), **SV** D12 W13 P14 B15 S16 (F2), **ML** 9, **AL** Chaotic, **XP** 20, **NA** 0 (1d4x10), **TT** A

Alwer is one of the gang's lieutenants. He has the following treasure:

- ❖ 50 gp
- ❖ 35 pp

- ❖ A *firelance*, with no power packs remaining.
- ❖ A *phaseblade* with 3 charges remaining. He uses it only if faced with an enemy that looks to be overwhelming. Otherwise he wields his normal sword, worn upon his other hip.

25. Brigand Quarters

Half of Gang 6 resides in this room, as does Reyaval the Wicked, the gang's lieutenant. The room contains goods and furniture worth 6,000 gp and weighing 800 pounds. Reyaval is something of a clean freak and insists the brigands that share these chambers be as neat as possible. Thus, the furnishings are in better shape than in other rooms.

Brigands (8)

AC 4 [15], **HD** 1 (6, 6, 6, 6, 7, 7, 8, 8 hp), **Att** 1 x weapon (1d6+1), **THACO** 18 [+1], **MV** 90' (30'), **SV** D12 W13 P14 B15 S16 (F1), **ML** 9, **AL** Chaotic, **XP** 10, **NA** 0 (1d4x10), **TT** A

These brigands have 1d6 sp apiece.

Reyaval the Wicked, thief 3 (1)

AC 5 [14], **HD** 3 (12 hp), **Att** 1 x weapon (1d6+1), **THACO** 18 [+1], **MV** 90' (30'), **SV** D12 W13 P11 B14 S13 (T3), **ML** 9, **AL** Chaotic, **XP** 35, **NA** 0 (1d4x10), **TT** A

Reyaval has the following treasure, locked in a chest trapped with a poison dart (attacks as 4th-level fighter, target must Save v. Poison or die in 1d4+1 rounds).

- ❖ 1100 sp
- ❖ 320 gp
- ❖ A diamond, worth 2,000 gp

If using the Optional Rules presented in these products Reyaval has the Toughness and Rogue's Luck (improving all saves by +1) Knacks, the ranged weapon fighting style (gaining a +1 bonus to attack rolls and allowing missile fire into a melee with no penalty), and can disarm an opponent as per the Disarm combat maneuver.

26. Brigand Quarters

Half of Gang 7 resides in this room. The room contains furnishings worth 6,000 gp and weighing 900 pounds.

In addition, there is an abstract tapestry upon the wall, with lines and angles that catch the eye in an odd fashion. It was salvaged from the ruins to the south, and is, in fact, an abstract representation of the ruined city of Isendan far to the north, once the center of the civilization of the Ancient Ones. Someone with the proper training and magical aptitude could use the tapestry to scry upon the city. Learning how to do so would take at least a year of study and the creation of at least two unique spells.

Brigands (9)

AC 4 [15], **HD** 1 (6, 6, 6, 6, 7, 7, 7, 8, 8 hp), **Att** 1 x weapon (1d6+1), **THACO** 18 [+1], **MV** 90' (30'), **SV** D12 W13 P14 B15 S16 (F1), **ML** 10, **AL** Chaotic, **XP** 10, **NA** 0 (1d4x10), **TT** A

These brigands have 1d6 gp apiece.

Elfgor Ferth, fighter 2 (1)

AC 4 [15], **HD** 1 (16 hp), **Att** 1 x weapon (1d8+3), **THACO** 16 [+3], **MV** 90' (30'), **SV** D12 W13 P14 B15 S16 (F2), **ML** 12, **AL** Chaotic, **XP** 20, **NA** 0 (1d4x10), **TT** A

- When fighting he is unaffected by mind-affecting or fear spells, including *ESP* and *charm* spells.

Elfgor has been driven mad by too many nights spent staring at the tapestry. He is unusually strong and fights without care or fear. He wields an enormous axe in both hands and has appalling personal hygiene. All the brigands in this room are nearly as mad as he is, and have their morale increased to 10.

Mendra's Chambers (Areas 27-31)

The third floor of the tower is reserved for Mendra, his captains, and bodyguard. There are always two of his guards stationed at the top of the stairs, two guards resting in room #30, and two with Mendra himself.

27. Guard Post

Two of Mendra's bodyguards are posted at the top of the stairs at all times.

Bodyguards (2)

AC 3 [15], **HD** 2 (12 hp), **Att** 1 x weapon (1d8+1), **THACO** 19 [+0], **MV** 90' (30'), **SV** D12 W13 P14 B15 S16 (F2), **ML** 9, **AL** Chaotic, **XP** 20, **NA** 0 (1d4x10), **TT** A

- They each carry silver daggers, crossbows, and short hunting horns.

Each bodyguard carries 1d10 gp.

All of Mendra's bodyguards carry silver daggers, crossbows, and short hunting horns they will blow at the first sign of danger (blowing a horn counts as either the guard's move or attack action).

28. Stairs to the Roof

A set of stairs leads up to the roof. A door at the top of the stairs is kept closed at all times. The door is of heavy oak, banded with iron, and can be barred from the inside if needed.

29. Mendra's Quarters

By far the most opulent and luxurious of the brigands' quarters, as well as the most spacious. Mendra's chamber is appointed with thick carpets, the walls draped with tapestries. There are no windows, and the brigand chief relies on candles and oil lamps for illumination.

His is the only door that locks. When Mendra sleeps, the two bodyguards assigned to him sleep in room #30. There's a 1-3 in 6 chance that Mendra will be in his quarters at night, and a further 1-4 in 6 chance that, if he is, there will be 1d2 other individuals there, engaged in vigorous sexual activity. These individuals have an equal chance of being male and female, as the brigand chief does not discriminate when it comes to sharing his affections. If encountered in his chambers at night it is just as likely that he is awake as he is asleep, for he is a notorious insomniac.

Mendra is rarely in his quarters during the day and will only be encountered there on a 1 in 10 chance. If he is encountered there during the day, there is the same likelihood as above that he and some guests are...otherwise engaged. If Mendra is not present the door to his chambers will be locked. He

holds the only key, worn around his neck on a silver chain.

The furnishings in the room are of the finest kind and are relatively well maintained, but somewhat stained. They are worth a total of 15,600 gp and weigh a total of 2,500 pounds. There are always six or seven bottles of fine wines, ales, and whiskeys in the room, each worth 1d12 gp, selections of the choicest meats and fruits the brigands can obtain, and other luxuries.

Mendra Sado, brigand 9 (1)

AC 0 [19], **HD** 9 (70 hp), **Att** 1 x weapon (2d8+6 sword/1d6+4 bow), **THACO** 9 [+10] sword/11[+8] bow, **MV** 90' (30'), **SV** D6 W7 P8 B8 S10 (B9), **ML** 9, **AL** Chaotic, **XP** 900, **NA** Unique, **TT** see below

- Mendra is armed and armored with a *flaming sword +1*, suit of *platemail +2*, and a *shortbow +1*.
- He is equipped with the following items at all times: *potion of ESP*, *potion of flying*, *potion of speed*, *ring of animal control*, and a *girdle of giant strength*.

If using the Optional Rules from this document Mendra has the following Knacks: Toughness, Alertness, and Back against the Wall. He can Climb, Hear Noise, and Sneak on a result of 9 or higher on 1d20. Mendra speaks Common, Bestial, and Swampspeak.

Mendra carries the following treasure:

- Key around his neck
- 36 gp

A secret room is concealed in the space under the stairs to the roof. It can only be opened by the key that opens the door to Mendra's room; any other means of opening triggers a spear trap that attacks the opener as a level 6 fighter and does 3d6 points of damage. It contains three chests:

- ❖ The first chest holds 900 silver, 1500 ep, and a ruby worth 500 gp. This chest is made of pine.
- ❖ The second chest holds 2,000 gp, 500 pp, and a diamond worth 1500 gp. This chest is made of oak.
- ❖ The third chest is trapped to go off when opened, regardless of the means used. A

cloud of poisonous gas is released. All within 15' of the chest must Save v. Poison or die in 1d4 rounds. This chest is made of finely crafted walnut.

In addition to the other furnishings within the room is a desk carved from mesquite. It contains Mendra's notes and diary, describing raids, loot obtained, and goods salvaged from the ruins to the south. A map can be found, showing the route through the mountains to several of the ruins the brigands have discovered. There is a letter from one Sanke One-eye, establishing terms of the transport and sale of salvaged goods to the lands to the north. There are also notes that, if studied carefully, will reveal the names of spies in both Deepwater and Kesig that feed the brigands information about caravans that travel the trade roads.

30. Bodyguard Quarters

Mendra's six bodyguards bunk in this room, which is almost as well appointed as Mendra's, although the bodyguards take less care of their furnishings than their chief does. Still, Mendra likes to treat his bodyguards well to further ensure their loyalty to him.

The room contains 3,000 gp worth of carpets, tapestries, and furniture, weighing 1,200 pounds. There are 6 beds in here, one for each bodyguard. There will typically be at least six brigands in here, sleeping, while the others are on duty, although if Mendra is sleeping there will likely be four sleeping in here.

Brigand Bodyguards (6)

AC 3 [16], **HD** 2 (11 hp), **Att** 1 x weapon (1d8+1 sword or 2d6 firelance), **THACO** 18 [+1], **MV** 90' (30'), **SV** D12 W13 P14 B15 S16 (F2), **ML** 8, **AL** Chaotic, **XP** 20, **NA** 0 (1d4x10), **TT** A

- Each is armed with a *firelance* containing a *power pack* with 1d4+1 charges in addition to their sword.

Each bodyguard has 2d4 gp in their belt pouch. One of the bodyguards (roll to determine which) has been charmed by Hu, the magic-user, and is feeding him information about Mendra's activities. Hu is not plotting anything but likes having an ally close at hand in case Mendra turns on him, as those of a Chaotic bent are wont to do.

31. Captain's Quarters

Mendra is served by three captains responsible for the day-to-day running of the Gang: Tybur Ceol, Co Ranthok, and Freytak Veydal. They are given authority to do as needed, and often make surprise inspections, accompanied by 2d4 brigands from whichever gang is on watch duty.

It is rare for all three captains to be in camp at the same time; most of the time at least one is away, either leading a salvage party to the southern ruins or a raiding party to the north (in instances when an especially valuable cargo is being transported). There is always one captain in camp, regardless.

Their shared room is almost as luxurious as Mendra's; it is filled with furnishings worth 12,000 gp and weighing nearly 1,500 pounds.

Each captain keeps their treasure in a locked chest stowed under their bed, and each has the only key. Tybur's is trapped with a poison dart that attacks as a 5th-level fighter and will kill a hit target in 6 rounds if a Save v. Poison is failed; Co Ranthok's is trapped with a powerful acid that sprays out in a 10' arc if triggered, hitting everyone within range and doing 6d6 damage (Save v. Breath for half); and Freytak's is home to her pet spitting cobra, Razor.

Razor, spitting cobra (1)

AC 7 [12], **HD** 1 [5 hp], **Att** 1 x spit (blindness) or 1 x bite (1d3 + poison), **THACO** 19 [+0], **MV** 90' (30'), **SV** D12 W13 P14 B15 S16 (F1), **ML** 7, **AL** Neutral, **XP** 13, **NA** 1d6 (1d6), **TT** None

Tybur Ceol, brigand 5 (1)

AC 0 [19], **HD** 5 (35 hp), **Att** 1 x weapon (1d8+3 sword/2d6+2 firelance), **THACO** 15 [+4] sword/16 [+3] firelance, **MV** 90' (30'), **SV** D9 W10 P11 B11 S13 (B5), **ML** 9, **AL** Chaotic, **XP** 175, **NA** Unique, **TT** see below

- *Firelance* and *power pack* with 3 charges.
- 2 additional *power packs*, one with 1 and one with 4 charges.
- *Potion of red dragon control*

Tybur is a large man, with sparse yet unruly facial hair and a permanent scowl. He serves Mendra without question or reservation and is not especially intelligent.

If using the Optional Rules presented in this book Tybur has the Toughness and Alertness Knacks. He has the following treasure; treasure carried on his person is marked with an asterisk.

- ❖ 1200 gp (45 gp carried)
- ❖ 2300 sp
- ❖ 12 gems, worth a total of 1400 gp
- ❖ He wears a platinum hoop earring, worth 300 gold*

Co Ranthok, brigand 5 (1)

AC 0 [19], **HD** 5 (44 hp), **Att** 1 x weapon (1d8+4 sword/1d6+2 crossbow), **THACO** 13 [+6] sword/16 [+3] crossbow, **MV** 90' (30'), **SV** D9 W10 P11 B11 S13 (B5), **ML** 9, **AL** Chaotic, **XP** 175, **NA** Unique, **TT** see below

- He is armed with *Whisperwind*, a magical blade (see Chapter 4).

Ranthok is a slight man, with a strength that belies his appearance. Of all three captains he is most likely to betray Mendra, assuming he were presented with the opportunity to do so. Ranthok is the most woodswise of all the brigands, and as such often leads patrols into the mountains in search of treasure. It is there that he found his prized possession, the blade *Whisperwind*, an intelligent sword of Chaotic alignment that urges Ranthok to slay Mendra and take on leadership of the gang. (It is detailed in Chapter 4.)

If using the Optional Rules presented in this book Ranthok has the Toughness and Wilderness Survival Knacks. He has the following treasure; treasure carried on his person is marked with an asterisk.

- ❖ 4,740 sp
- ❖ 1,005 gp (75 carried)
- ❖ A silver torc set with amethyst*, worth 975 gp

Freytak Veydal, fighter 5 (1)

AC 0 [19], **HD** 5 (32 hp), **Att** 1 x weapon (1d6+4 spear/1d6+3 longbow), **THACO** 14 [+5] spear/16 [+3] longbow, **MV** 90' (30'), **SV** D10 W11 P12 B12 S14 (F5), **ML** 9, **AL** Neutral, **XP** 175, **NA** Unique, **TT** see below

- Freytak wears a suit of *plate armor +1* and wields a *magical spear +1*.

Freytak is a younger woman with a sullen demeanor. Despite her dour appearance she is relatively lighthearted and humorous and does much to temper Mendra's more base and violent instincts.

If using the Optional Rules presented in this book, Freytak has the Toughness and Lucky Knacks (allowing two rerolls per day on saves, attacks, or damage rolls). She gains a +1 bonus to her AC when fighting with a shield (which she always does), knows the Disarm and Grapple combat maneuvers, and once per day can negate a single successful attack that hits her. She has the following treasure; treasure carried on her person is marked with an asterisk.

- ❖ 1800 sp
- ❖ 1600 gp (15 gp carried)
- ❖ 8 gems*, worth a total of 4,500 gp

Lookout

32. Lookout

The top of the brigands' keep is open on four sides and is kept continually manned by 1d2 lookouts from whichever gang is on guard duty. These guards are no more alert than many of the other brigands, however, and there is a 1-2 in 6 chance during the day and a 1-5 in 6 chance at night that a party of adventurers can approach without being spotted. Make this roll when the party first enters an adjacent subhex and again when they enter the subhex containing the redoubt.

The brigand on watch carries a horn which can be blown to alert the brigands of those approaching.

Brigands (1-2)

AC 4 [15], **HD** 1 (5 hp), **Att** 1 x weapon (1d6), **THACO** 19 [0], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (F1), **ML** 8, **AL** Chaotic, **XP** 10, **NA** 0 (1d4x10), **TT** A

Each brigand on watch has 1d4 sp in their belt pouch.



Random Encounter Tables

Hex 15.42

1d8 Encounter

1	Brigand Patrol (Gang 1, 2, or 4)
2	Brigand Patrol (Gang 1, 2, or 4, with one of Mendra's captains)
3	Griffons (1d8)
4	Grizzly Bear
5	Deserting brigands (1d4). They've decided a life of crime is not for them and sneaked away from camp in the night. On a roll of 1-2 in 6 they're being pursued by 2d4 brigands on horses.
6	Wyvern (1d2) from Hex 16.43
7	Hippogriff (1d3) from Hex 16.43
8	Hill giant (1d2) from Hex 15.43

Brigand Camp

1d8 Encounter

1	Brigand patrol (squad from Gang 1, 2, or 4)
2	Brigand patrol (squad from Gang 1, 2, or 4, plus one of Mendra's captains)
3	Mendra, two bodyguards. On a roll of 1 Hu will be present, 2 one of his captains, and 3-6 no one else.
4	Heworah Hu
5	Gangboss from one of the gangs in camp, with a 1-3 in 6 chance of being accompanied by 1d8 other brigands.
6	1d4 workers from Area 16 (1-3) or one of the masters from the same area (4-6).
7	Chetan Ar, the cannibal cook, alert for any potential victims.
8	A passel of pigs (1-2), chickens (3-4), goats (5), or dogs (6) that constantly roam the camp. There's a 1-3 in 6 chance the animals actively interfere with the adventurers in a non-lethal but annoying fashion.

The Keep Proper

1d6 Encounter

1	Heworah Hu, coming to (1-3) or from (4-6) a meeting with Mendra.
2	A guard captain
3	1d4 brigands from the Gang that have watch.
4	1d3 brigands looking to steal supplies from the storerooms.
5	Mendra and two bodyguards. There's a 1-2 in 6 chance he's accompanied by 1d2 of his lovers.
6	Angus, the stableboy from Area 9, bored.

Treasures & Artifacts

Whisperwind

A Chaotic, intelligent +2 sword, *Whisperwind* has an Intelligence of 9 and an Ego of 10, communicating via empathy. She speaks the Common tongue, Bestial, and the language of the Ancient Ones, which has all but disappeared from Absalom and is spoken only in a few isolated places.

She possesses three abilities, as follows:

- ❖ *Detect good/evil* at will within 20'
- ❖ *Detect magic* three times per day within 20'
- ❖ *Detect invisibility* at will within 20'

Whisperwind is slender for a sword, forged from folded steel that possesses an almost iridescent gleam. She was crafted by the Ancient Ones in their forge factories several days' journey south of the brigand camp, in a hidden redoubt that has yet to be discovered. She knows the location of the forges, cold and abandoned these many centuries, but is waiting for the right moment before showing the path to Ranthok.

The Treasure of Heworah Hu

Hu possesses a wide array of goods, both arcane and mundane. The following is carried on his person (in addition to the magical items described in Chapter 2): 20 sp, 30 gp, two gems, each worth 50 gp, a brass key to the chest under his bed, and a non-magical gold ring set with ruby chips worth 950 gp.

The following treasure is found within the locked and trapped chest under his bed: 1200 sp, 400 gp, 35 pp, *staff of withering* (which he cannot use), and a clerical scroll containing *remove curse*, which he also cannot use.

The bulk of the artifacts scavenged to the south are in Hu's possession for study and cataloging. He takes notes on everything the brigands bring in;

items that are potentially useful are doled out to the various gangbosses and captains, otherwise items are studied, repaired if possible, and then sent northwards to be sold or traded. The items currently in his workshop are to be found in the list below. The remainder of his valuables are found on his workbench and the adjacent bookshelves.

- ❖ Alchemist's lab, worth 1500 gp, and 250 gp worth of reagents.
- ❖ Wizard's workshop. He has a setup worth 4,000 gp.
- ❖ Curios from the south. These are small, broken, or otherwise useless artifacts with no discernable purpose, relics of a bygone age. Worth 950 gp, and numbering roughly two dozen.
- ❖ Ten *power packs* for the energy weapons. Seven are without charge, one has two charges, two have three charges each. Hu has just discovered how to charge the packs. Two of the seven uncharged packs are broken beyond repair and cannot be recharged.
- ❖ A broken *firelance*. Hu has been charged with fixing it, but thus far has met with no success.
- ❖ Three working *firelances*.
- ❖ A *glamourbox*.
- ❖ A broken *phaseblade*.
- ❖ Two broken *shield belts*. One is damaged beyond repair.
- ❖ Seven books, detailed below.

Heworah Hu's Books

The books that Hu possesses are as follows. Spells marked with an asterisk are from *LL AEC*.

Spellbook (personal)

Contains the spells: *charm person*, *detect magic*, *enlarge**, *floating disc*, *shocking grasp**, *sleep*, *strength**, *shatter**, *invisibility*, *web*, *haste*, *hold person*, *infravision*, *lightning bolt*, *fear**, *charm monster*, *firetrap**.

Spellbook

Contains the spells: *floating disc*, *manipulate fire**, *scribe**, *unseen servant**, *continual light*, *ray of enfeeblement**, *wizard lock*, *phantasmal force*, *locate object**, *haste*, *summon monster I**, *gust of wind**, *explosive runes**, *fire trap**, *fumble**, *remove curse*, *cone of cold**, *feeblemind*.

Spellbook

Contains the spells: *enlarge**, *message**, *identify**, *continual light*, *pyrotechnics**, *false gold**, *dispel magic*, *tiny hut**.

Diary of Heworah Hu

This is Hu's day-to-day journal, written in a cipher of his own devising. It cannot be understood by a *comprehend languages* spell. For each month a person studies it they have a cumulative 10% chance per point of Intelligence bonus of breaking the code, to a maximum of 90%. It contains many interesting facts and observations about Hu's life, his activities and those of the brigands. The Referee is free to tie in other NPCs or events in the south of Absalom to this journal.

A History of the Ancient Ones

This is the work of one Gifulaf the Gregarious, a sage who lived in the previous Cycle, and made his life's work studying the Ancient Ones. This book is a general overview of their civilization and culture, and has some general maps showing their previous cities and outposts.

Research Notes

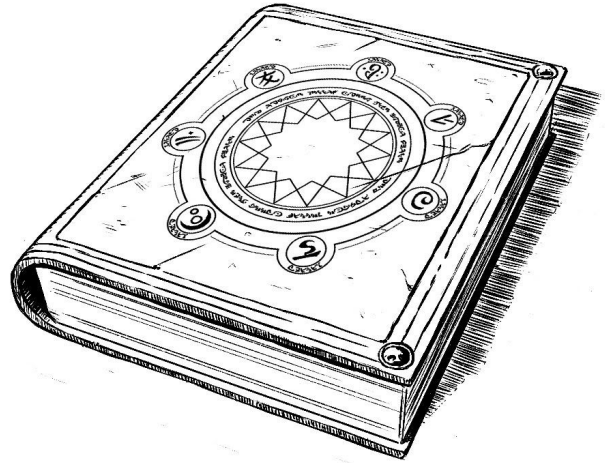
Research notes on Ancient One artifacts. Using these increases the chance of success of repairing broken artifacts/recharging power packs by 5% if studied for one month.

Recipe Book

Alchemical recipe and notes for producing a *potion of polymorph self*.

Spellstealer

A dagger belonging to Heworah Hu, found during an expedition to the southern mountains. It is of curious construction, seemingly made from a single piece of a ceramic-like substance. It is made of leir, a material once worked by the ancients but the secret of which has been lost to modern Man. *Spellstealer* functions as a dagger +1.



Arcane casters that suffer damage at its edge lose one random prepared spell for each hit. Every level of spell siphoned off deals an extra +1 point of damage on the next attack made; Spellstealer may store no more than 9 such extra points of damage. The damage remains stored until discharged, which happens automatically on the subsequent hit.

Artifacts of the Ancient Ones

The Ancient Ones who once dwelled in the southern mountains mastered the art of storing magical energy in specially prepared devices (*power packs*) and using them to power various arcane implements.

The technology used to create these artifacts has been lost to time and the depredations of Chaos. It is, however, possible to recharge power packs and, on occasion, to repair broken items.

Doing either requires a magical item creation roll as if creating a weapon with a +1 bonus. It takes one day per charge to refill a power-pack.

Power Packs

About the size of a man's thumb, these items are sheathed in a material called leir, a grey-black ceramic with a flat sheen. Encased within the



sheath is a large quartz crystal used to store the magical energy.

Each *power pack* can contain up to five “charges”. They can be recharged by magic-users of 7th level or higher, using a process similar to magical item creation, except that it takes one day and 50 gp per charge, and on a roll of 1-15 the process goes horribly wrong, exploding for 4d6 points of damage to all within 15’.

An uncharged *power pack* is worth 500 gp. For each charge currently held the value increases by 100 gp. A successful Magical Engineering roll in conjunction with *detect magic* reveals how many charges are contained.

Firelance

A weapon made of leir and resembling a tube two feet long and two inches in diameter. A *power pack* is inserted in the back end, and the wielder can depress a stud to cause energy to shoot out of the front. The bolt of energy has a range of 90’ with no range increments and does 2d6 points of damage on a successful hit. The energy is hot enough to melt metal or stone, and if aimed at a structure will do 1d6 points of structural damage and set flammable materials alight. Each shot uses one charge. It takes either an attack or move action to switch *power packs*.

Firelances sell for no less than 2,000 gold and are among the most common of the artifacts of the Ancient Ones. They are still incredibly rare, though.

Glamourbox

A small, lantern-sized and shaped device fashioned from brass and copper. There’s a hollow at the bottom to receive a *power pack*, and two levers on one of the six sides. Depressing the lever on the right activates the box’s recording function, which uses one charge. Depressing the lever on the left activates the playback function.

Activating the *glamourbox*’s recording function records up to one minute of events occurring within 30’ of the box. Activating the playback feature creates an illusion, as per *improved phantasmal force*, and projects it to one location within 30’. This costs one charge per use, plus one for every ten minutes the illusion is activated. If the original recording was static it does not change; if the recording is of action it loops itself while activated.

A functioning *glamourbox* would sell for a minimum of 3,000 gold coins.

Phaseblade

A long, rapier-like sword. The *power pack* is inserted into the hilt and makes the weapon awkward to wield, imposing a –1 penalty to attack rolls. When activated, the blade flickers in and out of reality. A successful hit deals double damage but drains one charge from the *power pack*. It also allows the wielder to damage targets only affected by magical weapons or those that are ethereal or otherwise incorporeal, although doing so also requires expending a charge.

Functioning *phaseblades* sell for 2,000 gold.

Shield Belt

A leather and brass belt, there is a stud on the buckle that when depressed creates a shimmering field of energy that improves the wearer’s AC by 2 and gives a +2 bonus on saves against poison gas. The effect drains one charge for every round its activated.

Functioning *shield belts* sell for 3,500 gold.

Brigands & Brigandry

The Brigand					Saving Throws†				
Level	XP	HD	Attack	Damage	D	W	P	B	S
1	0	1d8	19 [+0]	+1	11	12	13	14	15
2	2,300	2d8	19 [+0]	+1	11	12	13	14	15
3	4,600	3d8	18 [+1]	+1	10	11	12	13	14
4	9,200	4d8	17 [+2]	+1	9	10	11	12	13
5	18,400	5d8	16 [+3]	+2	9	10	11	11	13
6	37,000	6d8	15 [+4]	+2	8	9	10	10	12
7	74,000	7d8	14 [+5]	+2	7	8	9	9	11
8	150,000	8d8	14 [+5]	+2	7	8	9	9	11
9	270,000	9d8	13 [+6]	+3	6	7	8	8	10
10	390,000	+2*	12 [+7]	+3	5	6	7	7	9
11	510,000	+4*	12 [+7]	+3	5	6	7	6	9
12	630,000	+6*	11 [+8]	+3	4	5	6	5	8
13	750,000	+8*	10 [+9]	+4	3	4	5	4	7
14	870,000	+10*	9 [+10]	+4	3	4	5	4	7

Notes:

- ❖ *Do not include Con modifier for levels 10-14.
- ❖ †**D**: Death/poison; **W**: Wands; **P**: Paralysis/petrify; **B**: Breath attacks; **S**: Spells/rods/staves.

Brigand

Requirements: Strength 9, Con 11

Prime Requisite: STR

Hit Dice: 1d8

Maximum Level: 14

Allowed Armor: Any, including shields

Allowed Weapons: Any

The brigand is an optional fighter subclass. They will either be Chaotic (1-4) or Neutral (5-6) in alignment.

Brigands are conditioned to a life of hardship and scarcity. They gain a +1 bonus to all saves (reflected above).

At 1st level they can fight with any weapons and use any armor. They deal an extra +1 point of damage with any physical attack they make. This

damage increases to +2 at 5th level, +3 at 9th level, and +4 at 13th level.

If the brigand slays a target they may make an immediate additional attack against another target within 5'. They may do this a maximum number of times per round equal to their hit dice, provided each attack kills the opponent.

Brigands can attract humanoids as retainers with no penalty to reaction rolls, provided the creature's alignment is the same as the brigand's and the creature does not have more HD than the brigand. Brigands cannot attract retainers of a Lawful persuasion.

Brigands have some knowledge of a few thief skills. At first level they may successfully use the following abilities on a roll of 15 or higher. At each level thereafter they gain two points that they can spend to improve their chances of success. Each

point lowers one target number by one, and only one point can be applied per level per ability.

Example

Magrat has reached 2nd level. She decides to allocate one point to Climb and one point to Hear Noise. Both of these will now succeed on a roll of 14+. Sneak still requires a roll of 15+ for success.

- ❖ **Climb.** The character can automatically scale easy surfaces; trees with an abundance of branches, rough rock walls, etc. A roll should only be made when climbing difficult surfaces. The character climbs at a speed of 10' per round.
- ❖ **Hear Noise.** The character is able to hear and discern sounds, whether trying to pick up a conversation in a crowded room or listening at a dungeon door to determine what is on the other side.
- ❖ **Sneak.** This ability combines Move Silently and Hide in Shadows. When using it the character can move no faster than 1/3 their normal speed.

Starting at 2nd level, if a target is surprised the brigand adds +1d6 to their damage rolls until the start of their next turn. This damage increases to +2d6 at 8th level and +3d6 at 14th.

Gangs

At 4th level a brigand can found a gang and attract 1d4x5 followers. 1 in 4 of these followers will be 1st-level fighters (1-3) or brigands (4-6) while the rest will be 0-level Men. The NPCs attracted will be poor – the life of the brigand is one that attracts those who see they have no other choices – each having 1d4x10 gp worth of gear. The brigand gang-leader must spend their own money to equip their followers.

Gangs can only be founded in Borderland or Wilderness territories. More often than not (1-4 in 6 chance) the brigand gang lairs in an existing structure, usually one that they have found and claimed as their own. This is typically a crude structure lacking any sort of comforts: a cave, abandoned hunting lodge, crumbling keep, etc.

Brigand Camps

At 9th level the brigand can bring together multiple gangs of brigands to form a combined camp. The brigand must defeat in single combat the leader of the other gang, after which point the losing gang joins the camp. A combined camp can be made up of a maximum number of gangs equal to 6 plus the brigand leader's Charisma modifier.

There's a 1-3 in 6 chance that the combined camp attracts a Chaotic magic-user of level 1d6+5 and a 1-2 in 6 chance it attracts a Chaotic cleric of level 1d6+2.

The combined camp exists only for as long as the brigand chief remains strong and in control. They are prone to fracturing if any weaknesses are exposed.

Brigandry Guilds

Brigands can also form a thieves' Guild as described in the supplement *A Guide to Thieves' Guilds*. Rules for a Brigandry Guild follow the class description; see Brigandry, below. A brigand founding any other type of Guild does so with three quarters efficiency.

Optional Rules

The following optional rules can be used for the brigand class.

Skills

At first level the character knows two skills (see *Hex 17.23 – The Lake of Abominations*), plus any bonus skills from a high Intelligence. They gain a new skill at levels 3, 5, 7, 9, 11, and 13.

Knacks

At first level the character has one Knack, selected from the list below. They gain a new Knack at levels 4, 7, 10, and 13.

Unless otherwise stated, Knacks can be selected at any level and multiple times.

Alertness

The character gains a +1 bonus to initiative and is only surprised on a roll of 1 in 6.

Back Against the Wall

Brigands who surrender most often end up swinging from the gallows. Once per day the brigand chief can rally their underlings within 60', urging them to fight with extra ferocity. Those within range gain a +1 bonus to hit and damage, but at the end of one minute must make an automatic morale check to avoid fleeing.

Brigand Chief

All brigands under the character's command gain a +1 bonus to their morale score.

Get Back Up

The brigand's tough lifestyle has made them difficult to kill. Once per day, when reduced to 0 hp, they immediately regain a number of hit points equal to their level.

Improved Critical

The character inflicts a critical hit on a roll of natural 19 or 20. It is recommended that a critical hit a) automatically hit the target, regardless of AC and b) inflict maximum damage. This Knack can only be selected once.

Infamous

The brigand's name is known far and wide. NPCs that engage the brigand must make a morale check to avoid fleeing in terror. The Referee is the arbiter of the range of notoriety this Knack provides; a brigand preying on traffic between two kingdoms may very well be known in both, while one harrying the outskirts of a small barony may only be known within the borders of that land.

Lucky

Twice per day, the character can reroll any attack, damage, or saving throw they make. This may only be selected once.

Porter

The character can carry an additional two readied items and four stowed items. This Knack can only

be selected once. The character may also exert themselves for twice as long as normal before risking exhaustion.

Self-improvement, Primary

The brigand can increase their Strength, Constitution, or Dexterity score by 2, or two of the above scores by 1 each. This may only be selected at 4th, 7th, 10th and 13th level. An improved score cannot exceed 18.

Self-improvement, Secondary

The brigand may increase their Intelligence, Wisdom, or Charisma by 2, or two of the above scores by 1 each. This may only be selected at 7th, 10th, and 13th level. An improved score cannot exceed 18.

Skillful

The character gains two additional skills.

Toughness

The brigand rolls 1d10 for their HD, rather than 1d8. This Knack can only be selected once, but it can be selected at any level, provided the character rerolls their hit points at each level.

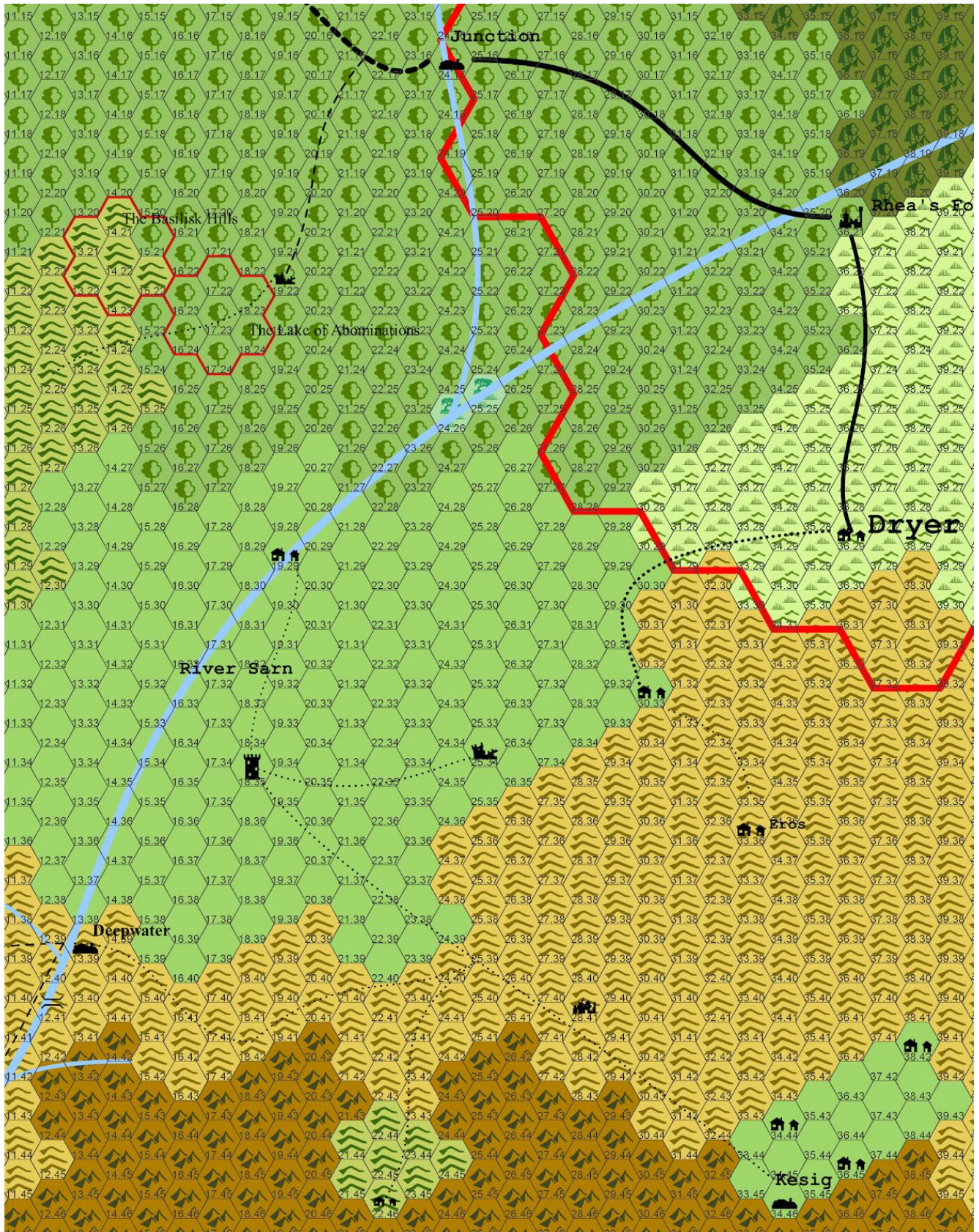
Weapon Specialization

Pick one kind of weapon (longsword, short bow, etc.). The character gains a +1 bonus to hit and damage when using this weapon.

Wilderness Scout

The character is at home in the wilderness. They become Proficient in Tracking, have half the normal chance of getting lost in the wilderness, and have a 1-3 in 6 chance per day of foraging enough food for 1d6 individuals while on the move. If they spend the entire day foraging for food without traveling, they have a 1-5 in 6 chance of finding enough food for 2d6 individuals.

Chapter 5: Brigands & Brigandry





Brigandry

In addition to the eight thieves' Guild specialties presented in the document *A Guide to Thieves' Guilds*, a ninth can be used: Brigandry. Unlike the other eight, which are headquartered in urban areas, brigands' gangs are located outside of urban centers, typically in lawless areas (in hexes that are defined as Borderlands or Wilderness, as per the *Hexcrawl Basics* document). Brigandry gangs are detailed below. Unless otherwise stated, they follow the same rules presented in the *Guide to Thieves' Guilds* supplement.

A brigand gang must meet the following conditions:

- ❖ It must be Neutral or Chaotic in alignment.
- ❖ A brigand camp must be no more than half a day's travel from a trade route for every gang in the camp: a camp comprising four gangs can be within two days travel of a trade route. This is measured using a

movement of 60', regardless of the actual movement rate of the members.

Trade Routes

A trade route can support a number of gangs no greater than the average Market Class of the route (see below).

Examples

For the purposes of the examples throughout this section, refer to the map on the previous page.

A trade route is a land or river route (not by ocean or sea) that connects two urban centers. The trade route has a Market Class equal to the average of the two largest settlements on the route. In order to qualify as being on a trade route, the two settlements must be within two day's travel of one another for every rank of Market Class.

Therefore, the range of the trade route is determined by the smallest of the two largest Market Classes. Urban centers that are located on navigable rivers have their overland market ranges increased by 50%, from 12 miles to 18 miles per day. This is because they are natural hubs for trading and are open to more markets.

Deepwater is a Class 4 market and Kesig a Class 5. Deepwater has a range of 8 days of travel by land and Kesig a range of 10; the route between the two would normally be limited to 8 days, but since Deepwater is located on a navigable river it has a range of 12 days. The limiting factor here is Kesig which has a range of 10 days. Given that a cart can travel on a road 18 miles per day, it puts the two within range.

Kesig is out of range of Hob, the settlement located in Hex 19.29. Any trade that flows north must do so from Deepwater, along the Sarn. In this case Hob, with a Market Class of 3, falls easily within the range of Deepwater by boat.

A trade route can normally support a number of brigand gangs no greater than the average Market Class of the two largest settlements on the route, rounding up when applicable. The trade route between Kesig and Deepwater can, therefore, support 5 brigand gangs. Brigand gangs may

engage in other activities, though, in which case they do not count toward the overall total of gangs on a trade route. They may dabble in: assassination, smuggling, spying, or thuggery. In all cases they do so at 75% efficiency.

Therefore, even though the Rawhide Gang is a camp consisting of seven gangs, only five of those gangs engage in brigandry, while two engage in smuggling (artifacts of the Ancient Ones to buyers in the north). The necessary conditions must exist in order for brigands to be able to engage in such extracurricular activities, however. The range of these activities is limited to ½ day's travel per gang involved in the activity. Therefore, the two Rawhide gangs involved in artifact smuggling have a maximum range of one day's travel to find goods.

Brigandry requires a minimum average Market Class of 2. Trade routes are also cumulative; a brigand camp located within range of both the Deepwater-Kesig and Deepwater-Junction trade routes uses the cumulative total MC of those two routes.

Like other Guilds, strife increases if there are more brigand gangs preying on a trade route than the route can support. This holds true if a single camp has excess gangs, or if there are multiple camps vying for the spoils of trade.

Brigands' Guild Revenue (gp/month)

Level	Thief	Cleric	Fighter	Magic-user
0	-	-	-	-
1	24	20	38	30
2	48	40	75	60
3	100	80	150	120
4	200	160	300	240
5	400	320	600	480
6	800	600	1,200	1,000
7	1,600	1,200	2,400	2,000
8	3,200	2,400	4,800	4,000
9	7,000	4,800	10,000	8,000
10	12,000	9,800	15,000	13,000
11	17,000	15,000	20,000	18,000
12	22,000	20,000	25,000	23,000
13	27,000	25,000	30,000	28,000
14	32,000	30,000	35,000	29,000

Brigand Hideouts

Brigand hideouts take a variety of forms, from rude huts in the woods, to cavern systems, abandoned keeps, or burnt-out villages.

- ❖ The Guild hideout only costs 5,000 gp to build, and every member past five requires 250 gp in improvements, rather than 500. Life in a brigand camp is hard, and if only the minimum above is spent a -1 penalty is applied to brigand morale.
- ❖ If at least 7,500 gp is spent on the camp, and 350 gp per member over five, the morale penalty is erased.
- ❖ If at least 10,000 gp is spent on the camp, and improvements made equal to 650 gp per additional member, subtract 10 from the result every time an External Conflict roll is made and add 1 to the morale score of each gang belonging to the camp.
- ❖ Upkeep costs (p. 7 of the *Thieves' Guilds* document) are reduced by 10%.



Membership

Each brigand gang can have a maximum of 40 members. A brigand camp can consist of a maximum of 10 gangs. An Internal Conflict occurs each month that these numbers are exceeded. Note that this effect is cumulative: if a brigand camp consists of 11 gangs, two of which have more than 40 members, those two gangs would both suffer an Internal Conflict each month, as would the combined camp.

Brigand gangs grow in two ways: by absorbing other gangs into a larger camp, and “naturally”, as local peasants become tired of living off the land or wealthier (read: leveled) individuals are exiled from society and forced into a life of crime.

When two unaffiliated gangs interact, there is a chance for one gang to force the other to join their camp. This is either accomplished through a general melee between both gangs or, more often, as a result of one-on-one combat between gang leaders or their champions. Rules for absorbing another Guild are covered in the *Guide to Thieves' Guilds*.

A brigand gang also tends to attract ruffians, miscreants, and those who have fallen on hard times. Every month that a gang earns positive revenue they attract 1d6 new members, the levels and classes of which are rolled for as if they were recruited (see *GtTG*, p. 3). These new members appear at the beginning of the following month. If the revenue for the month is 0 or negative, 1d6–3 members are attracted (or, potentially, lost).

Boons & Banes

The life of a brigand is tough, however, even compared to that of the average city-dwelling thief. They live in often rough conditions, far from civilization, healers, and warm meals. Therefore, while Boons have the same 1 in 6 chance of occurring each month, Banes occur with a chance of 1-2 in 10.

Brigandry Guild Boons

1d20	Result
1-8	When rolling for revenue add 2 to the roll.
9-11	When rolling for revenue add 1d4+1 to the roll.
12-13	Each gang grows by an additional 1 brigand, in addition to those normally attracted.
14-15	Each gang grows by 1d6 in addition to those normally attracted.
16-17	Morale checks gain a +1 bonus for 1d6 months.
18	Increase the chances of all members leveling by +2 during the month.*
19-20	Subtract 10 the next time a Conflict occurs.

*This applies to all members that have the chance to level rolled for during the current month.

Brigandry Guild Banes

1d20	Result
1-8	Revenue rolls for the month are reduced by 2.
9-11	Revenue rolls for the month are reduced by 1d4+1.
12-13	Morale checks suffer a –1 penalty for 1d4 months.
14	1d6 members in each gang are killed.
15	1d8 members in each gang are crippled.
16	1d12 members in each gang are injured.
17-19	Roll an External (1-2) or Internal (3-6) Conflict.
20	Local domains send forces out on heightened patrols. Revenue modifier rolls have a –2 penalty for 1d6 months, and each gang loses 1d6 members for 1d6 months.

Conflicts

Brigands also roll on their own Conflict tables, below.

External Conflicts

External conflicts typically occur as a result of clashes either with the law of a nearby settlement or with other brigand gangs. If a result is not applicable – maybe there are no other gangs in the area – roll until an acceptable result is generated.

They are triggered mechanically by a number of occurrences:

- ❖ A new brigand gang that begins to prey on the same trade route as an established gang has a 1-2 in 6 chance per month of triggering an External Conflict. This applies to all of the camps on the same trade route and lasts for 1d4 months. Ex.: a trade route already has two brigand camps (one with two gangs and one with three) active. A third gang comes into the area. The two extant camps and the new Guild each have a 1-2 in 6 chance of suffering an External Conflict each month.
- ❖ If the trade route is already at maximum brigand capacity External Conflicts are automatically triggered once per month for the new gang. This lasts a number of months equal to the average Market Class of the trade route, rounding up. After this point, assuming there are still more than the maximum number of Guilds, one random Guild per month suffers an External Conflict.
- ❖ As the result of a boon or bane.
- ❖ Every time a new leader is appointed to the nearest domains or the settlements at the ends of the trade route (Mayor, Baron, etc.).

External conflicts are described below. The higher the roll the worse the result.

1-10. Gang Warfare

1d12 brigands get in a fight with a rival gang. Each will be Injured on a roll of 1-3, Crippled on a roll of 4, killed on a roll of 5, or escape unharmed on a roll of 6.

11-20. Increased Patrols

The local domains mount more frequent patrols in the area of the gang's hideout, reducing income by 10% for one month. There's a 1-2 in 6 chance that 1d8 gang members are arrested and hung within 1d8 days. If the Guild is able to make a number of successful Move Silently checks equal to the trade route's Market Class this Conflict is avoided for the month.

21-30. Tough on Brigandry

The leaders of the nearby domains begin a crackdown on crime that lasts for one month. Caravans are sent out with increased guards, reducing revenue by 1d4x10% for that period.

31-40. Curses!

1d6 random Guild members fall victim to a curse while carrying out shenanigans. They're removed from play for the month unless they visit a cleric that can cast *remove curse*.

41-50. Slow Month

Revenue for the month is reduced by 25%. If the Guild makes a number of successful Climb Wall checks equal to the Market Class of the trade route this Conflict can be avoided.

51-60. Wandering Monster

Brigands live in uncivilized areas, and wandering monsters are a constant threat. Roll randomly to determine the wandering monster and adjudicate results accordingly.

61-65. Robbed the Wrong Target

The gang targets someone who can seek revenge, which they proceed to do. Treat the wronged target as a classed character of a level equal to the Market Class of the trade route plus 1d4, along with whatever entourage would be expected of a character of that level. Refer to the rules on p. 212 of *OSE Core* for generating NPC encounters. This Conflict should be played out.

66-70. Exposed

A rival gang tracks down the gang's hideout. A bribe of one month's revenue is needed to avoid exposure to the authorities.

71-75. Setup

The Guild is set up by a rival gang and find the authorities waiting for them during a job. The gangs involved in the robbery suffer 1d6x10% Injured, 1d3x10% Crippled, and 1d2x10% slain.

76-80. Gang Warfare

Armed conflict with another gang becomes unavoidable. Refer to mass conflict resolution rules in *GtTG*. Revenue drops by 25% for the month, and the Conflict lasts for one month, regardless of outcome.

81-85. Slow Month

Revenue is reduced by 50% for the month.

86-90. Cutting off the Head

High-level gangbosses are targeted for assassination. It is recommended that the Referee and PCs play this out, with the thief or brigand character taking the role of the target if needed. The Referee rolls 1d6: the total level of assassins is 1d6 lower than the target (1-2), equal to the target (3-4), or 1d6 higher than the target (5-6). If the assassination is successful it triggers an Internal Conflict.

91-95. Increased Patrols

The trade route is subjected to increased patrols lasting 1d6 months. Revenue is lowered by 25% per month, unless the Guild is able to make Move Silently rolls as described above.

96-99. Trade Ceases

The trade route is declared unsafe for travelers. Revenue is reduced by 1d4+5 x 10% for 1d8 months, as all trade along the route grinds to a halt.

100. Cutting off the Head

All of the high-level officers in the Guild are targeted by a coordinated assassination attempt. The attempts target members of Captain rank or higher, as well as any magic-users and clerics in the Guild. The total level of assassins is 1d6 lower than the target (1-2), equal to the target (3-4), or 1d6 higher than the target (5-6). If the assassination is successful it triggers an Internal Conflict.

Internal Conflicts

Internal Conflicts are those that occur within the structure of a gang. They can manifest as conflict between members, damage or sabotage to the hideout, destruction or theft of property or profits,

etc. Internal Conflicts are triggered by the following occurrences:

- ❖ The gang membership exceeds 40 members per gang or 10 gangs per camp.
- ❖ The result of gang morale.
- ❖ The result of a randomly rolled bane.
- ❖ Higher-level individuals are overseen by lower-level individuals.

Internal conflicts are described below.

1-15. Internal Dissension

There is trouble brewing in the gang. The next morale check suffers a penalty of -1d4 to the roll. If a Captain or Lieutenant makes a successful Remove Traps roll this penalty can be eliminated.

16-25. Skimming off the Top

Someone is stealing from the till. Revenue for the month is reduced by 1d10%. This will continue until a successful Hear Noise check is made, which uncovers the guilty party.

26-40. Vandalism

Someone vandalizes the hideout, doing 1d4x1000 gp in damage. The damage must be repaired in one month's time. For every month it is not another Internal Conflict has a 1-4 in 6 chance of occurring. A Remove Traps roll made by an officer of Lieutenant rank or higher will remove this Conflict.

41-50. Sabotage

A disgruntled gang member attempts to sabotage a mission, triggering an External Conflict. A successful Hear Noise made by an officer of Lieutenant rank or higher negates this Conflict.

51-60. Treachery

A gang member turns double agent, feeding information to a rival gang (1-4) or nearby domain ruler (5-6). A successful Hear Noise check made by an officer of Captain rank or higher negates this Conflict.

61-65. Assassination

1d4 flunkies attempt to take out their Lieutenant. The outcome should be determined by the usual combat rolls. The total level of assassins is 1d6 lower than the target (1-2), equal to the target (3-4), or 1d6 higher than the target (5-6).

66-70. Internal Dissension

There is trouble brewing at the Guild. The next 1d4 morale checks suffers a penalty of $-1d4+1$ to the roll. If a Captain or Lieutenant makes a successful Remove Traps roll this penalty can be eliminated.

71-80. Skimming off the Top

Someone is stealing from the till. Revenue for the month is reduced by 2d10%. This will continue until a successful Hear Noise check is made, which uncovers the guilty party.

81-85. Vandalism

Someone vandalizes the hideout, doing 3d6x1000 gp in damage. The damage must be repaired in one month's time. For every month it is not another Internal Conflict has a 1-4 in 6 chance of occurring. A Remove Traps roll made by an officer of Lieutenant rank or higher will remove this Conflict.

86-90. Treachery

1d4 gang members turn double agent. Refer to entry 51-60. A successful Hear Noise check made

by an officer of Captain rank or higher negates this Conflict.

91-95. Curses!

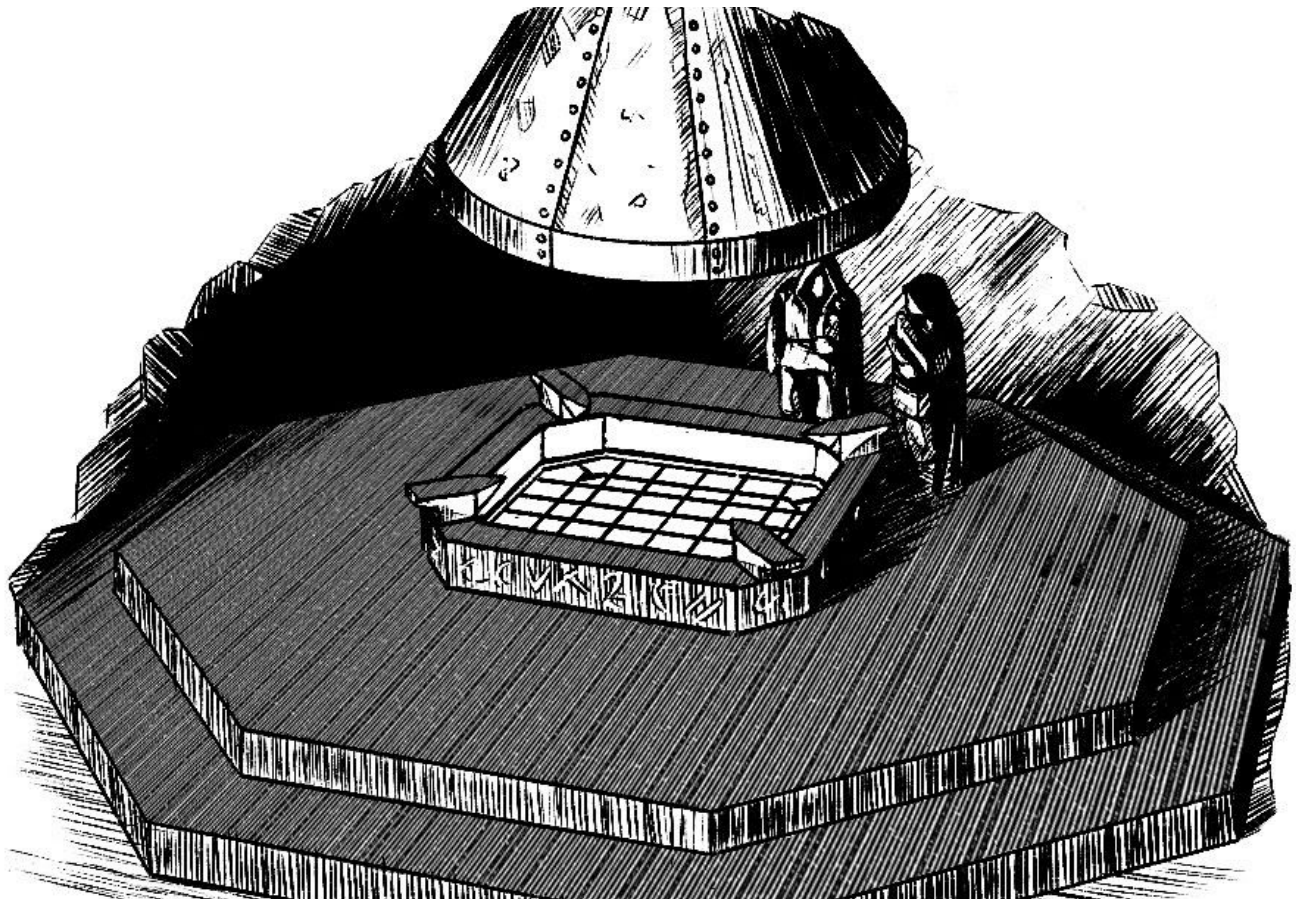
1d4x10% of the Guild falls victim to a curse, either from a stolen item or a vengeful target. These members are removed from play until their curses can be lifted, which must occur individually.

96-99. Assassination

1d6 flunkies attempt to take out their Captain. The outcome should be determined by the usual combat rolls. The total level of assassins is 1d6 lower than the target (1-2), equal to the target (3-4), or 1d6 higher than the target (5-6).

100. Assassination

2d6 flunkies attempt to take out their Guildmaster. The outcome should be determined by the usual combat rolls. The total level of assassins is 1d6 lower than the target (1-2), equal to the target (3-4), or 1d6 higher than the target (5-6).



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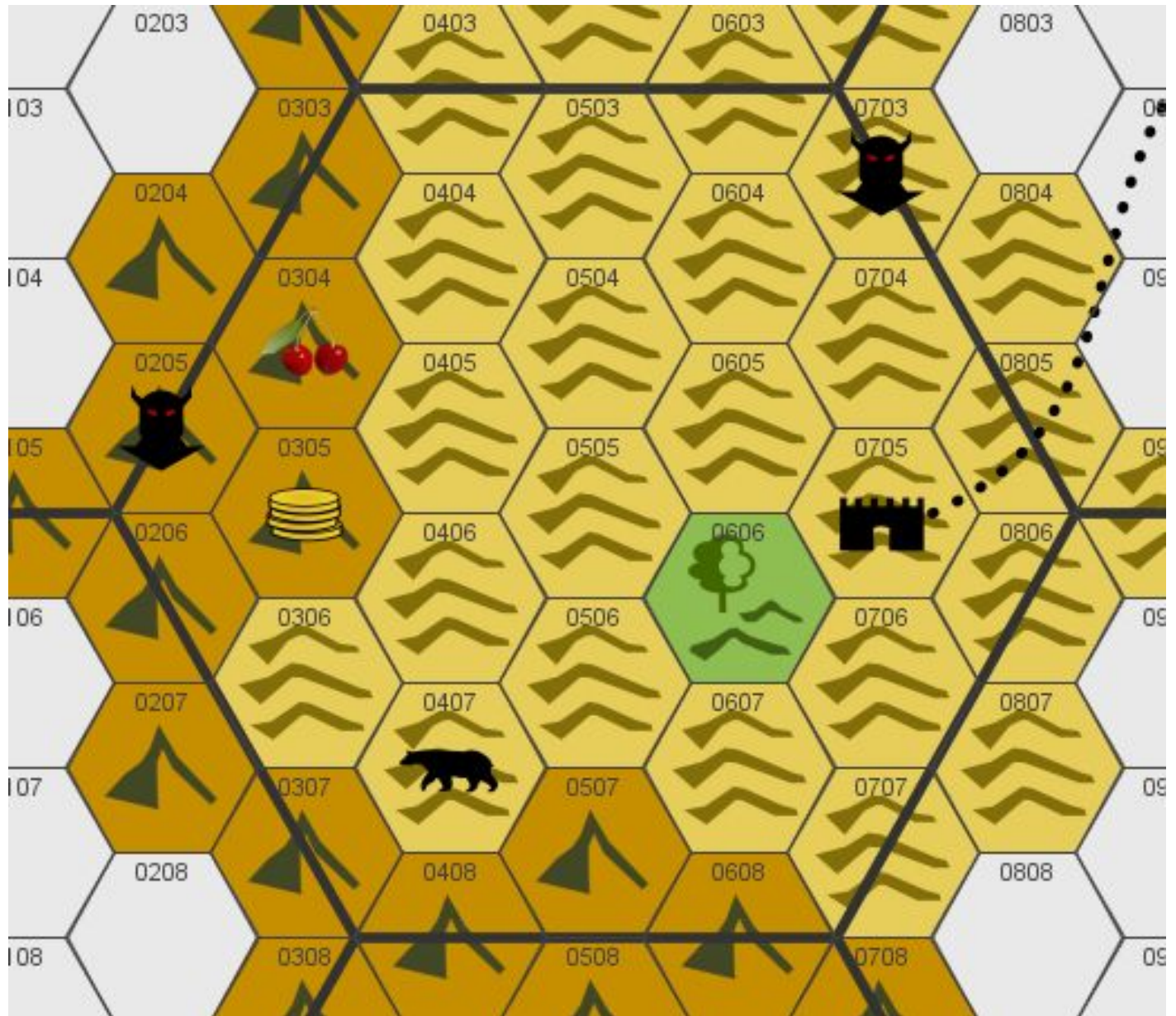
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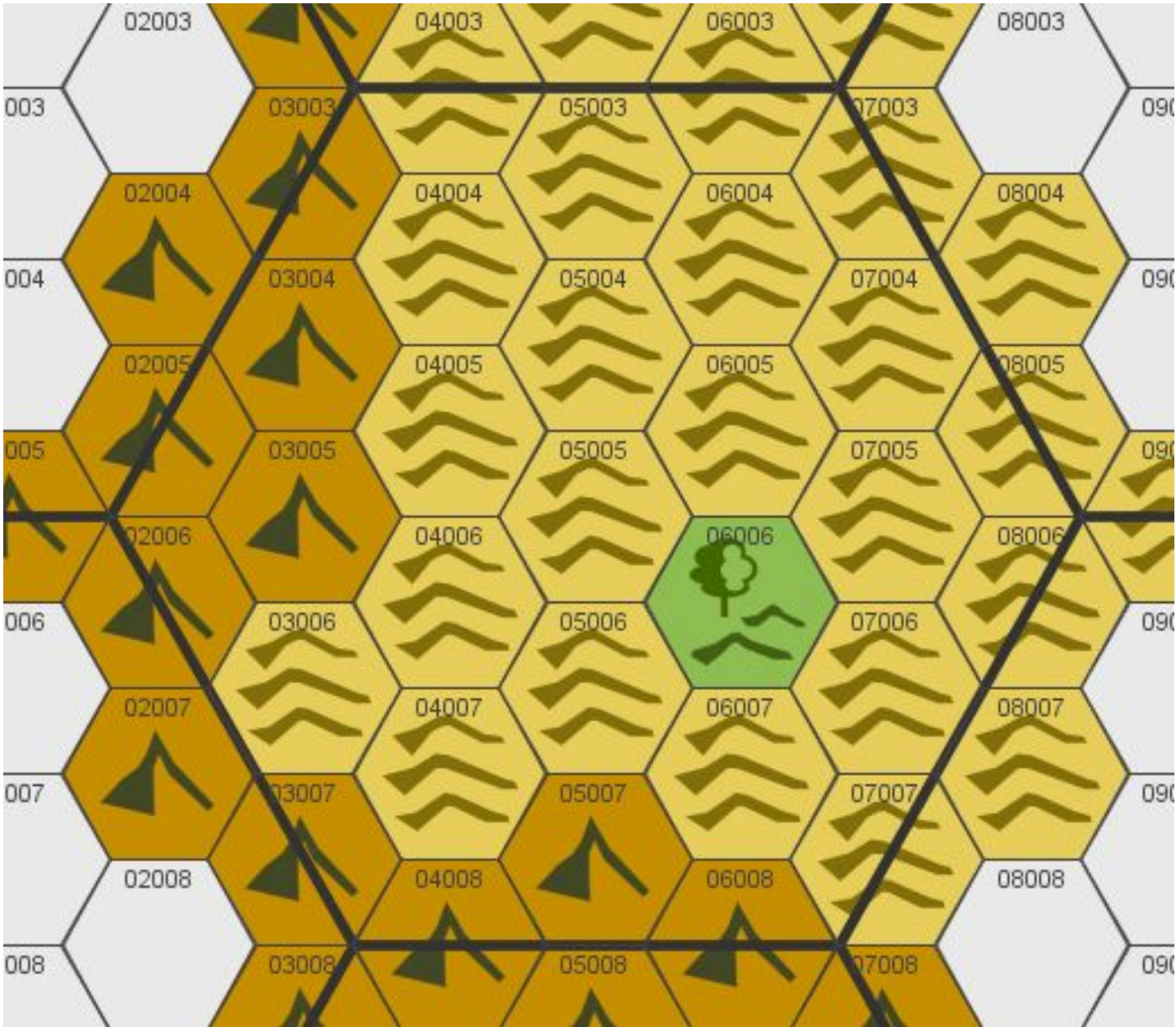
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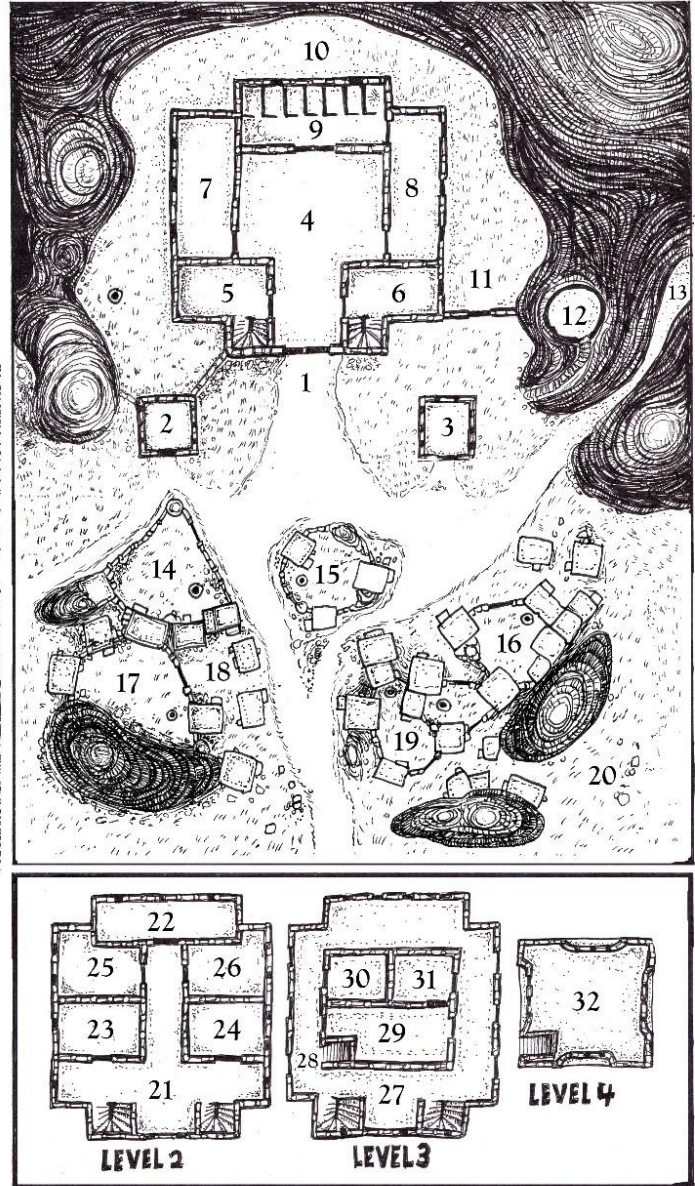
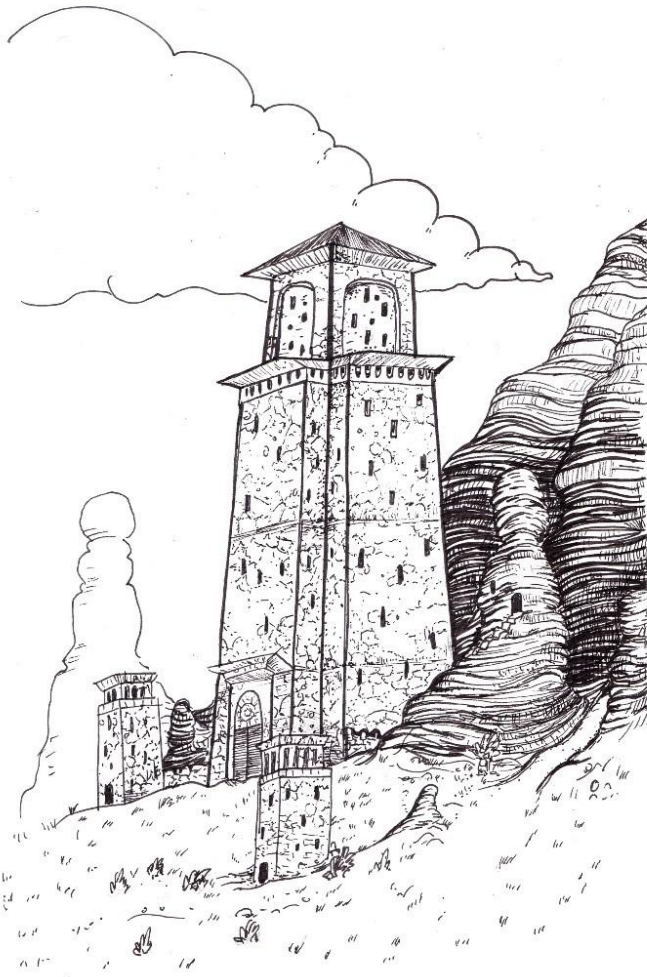
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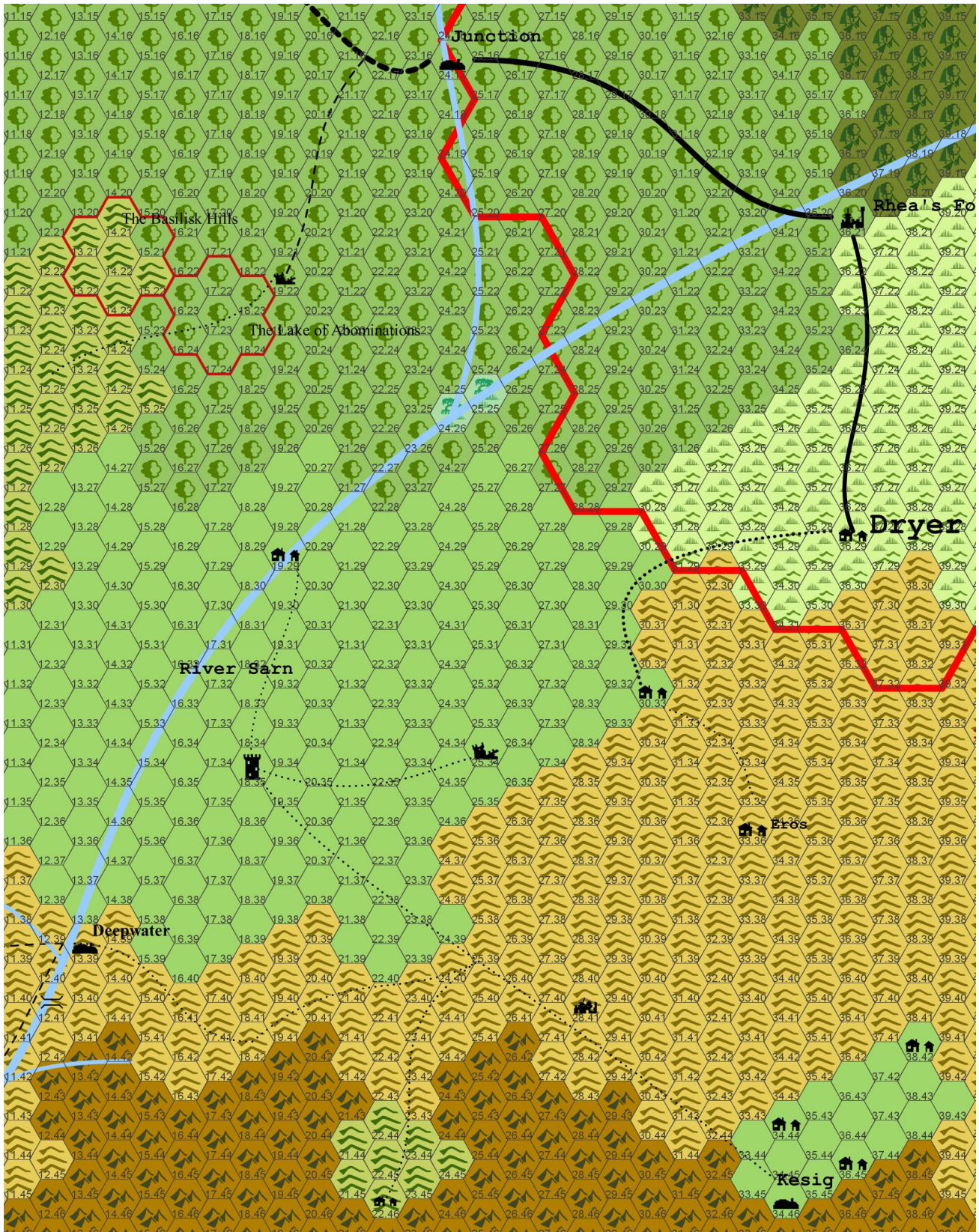
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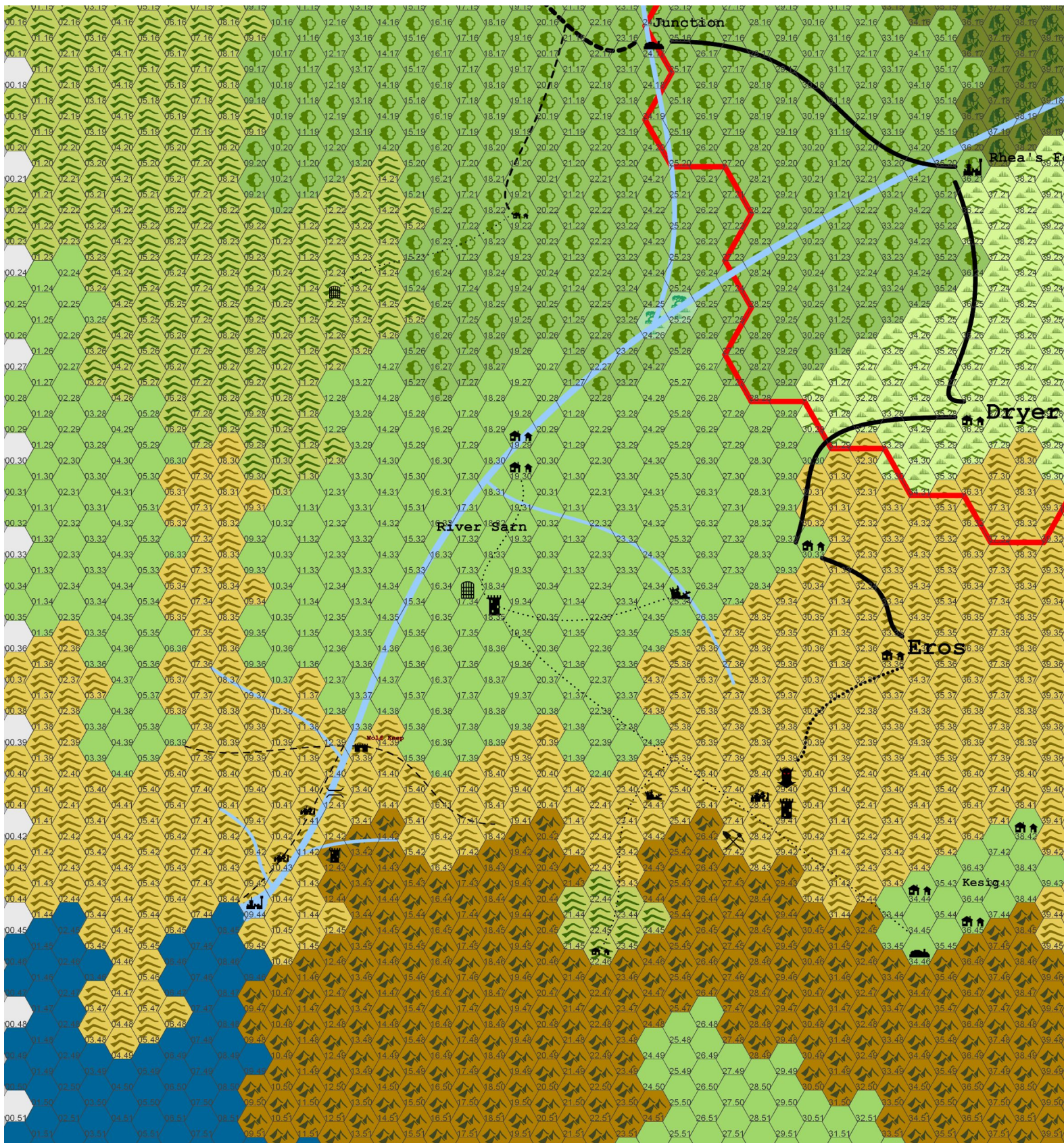
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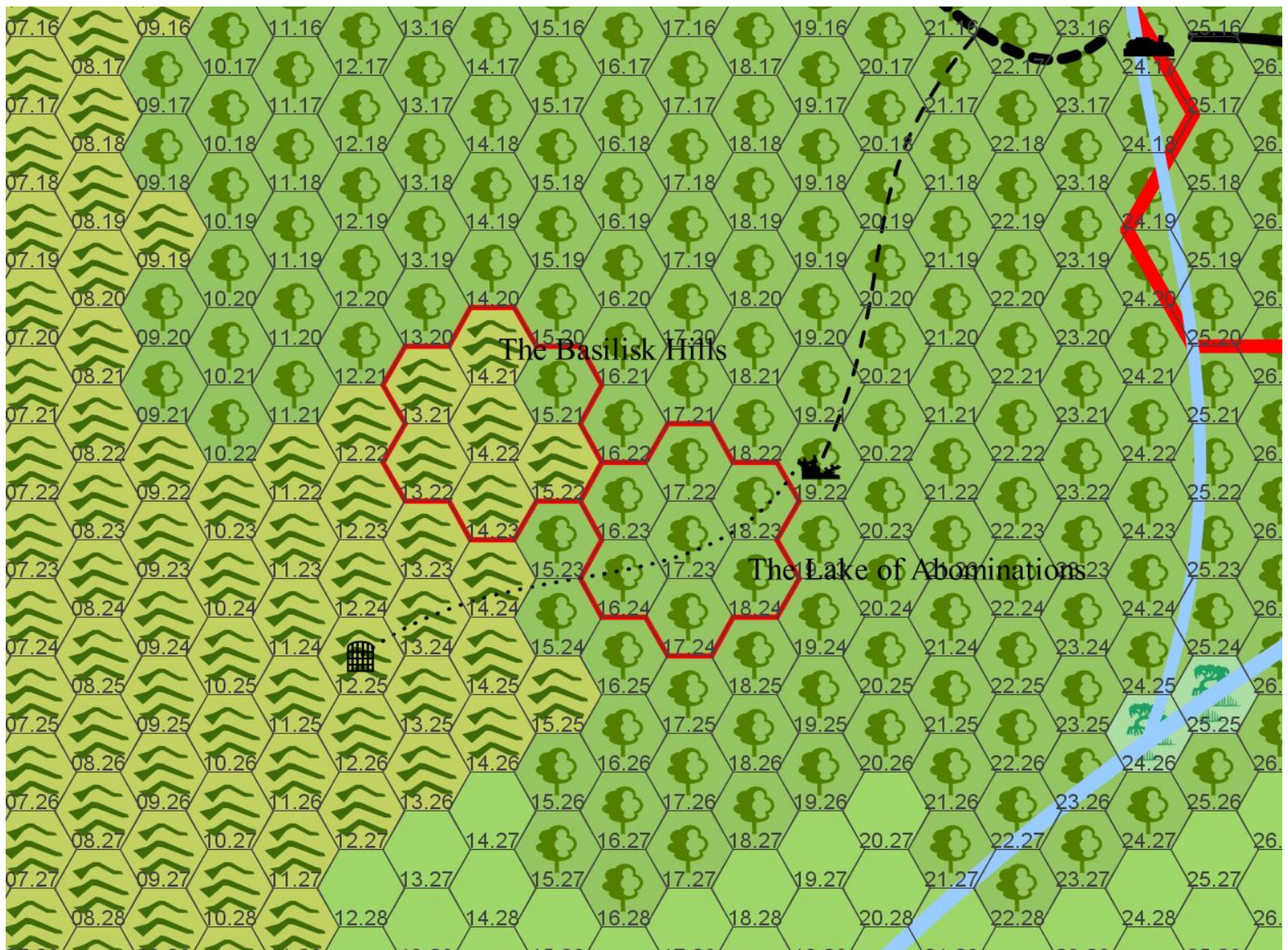
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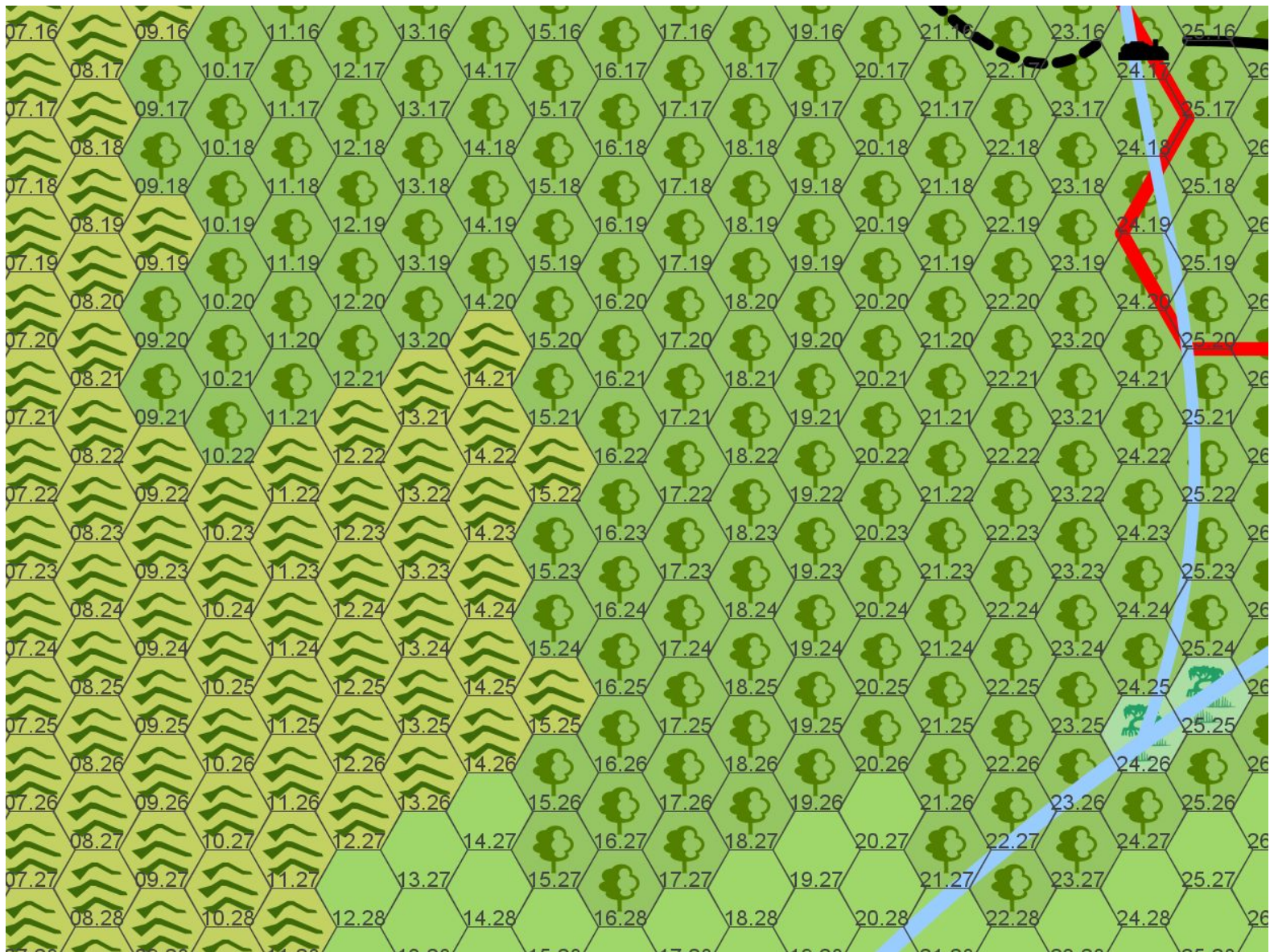
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Absalom Overview



Regional Referee Map



Regional Player Map