

THE BANDITS OF CHYLE 1

THE BANDITS OF CHYLE

SETTING: Fethael Hundred, Kaldor

REQUIREMENTS: a party of young knights

SUGGESTED READING: Getha, HârnMaster 3.01 (CGI), Ghosts (CGI), Knights of Kaldor campaign outline

A noble's life is centered on the pursuit of wealth, reputation, and land. This article contains a loose sequence of events that is intended to start a group of young, ambitious noblemen on the road to fame and glory. While appearing mundane, the conflict in this adventure is challenging, without being too lethal; leading, without being too linear.

The Hook

The group of PCs has entered the service of the Sheriff of Neph, Sir Chimin Indama. As the Sheriff is also the Baron of Getha, the group is tested near the Baron's home in the rural Fethael Hundred. Bandit hunting should not be much more challenging than wolf hunting – should it?

The Task

The PCs pursue and engage the bandit groups that inhabit the Chyle Forest, along the southern edge of the hundred. Bringing these miscreants to Getha and justice will add considerably to the reputations (and purses) of the PCs. The trick is to come back alive.

The Truth

Hunting bandits is a very open-ended affair. The trouble is that outlaws are not usually the only things in the forest. In the steep wooded mountains of the Chyle Forest, the PCs will find a series of increasingly powerful challenges.

The bandit hunt starts the adventure. This pursuit leads to an encounter with a wise woman, who introduces the supernatural aspects of Hârn. Whether they or not they enlist her help, the PCs progress to deal with a hidden terror that inhabits a forgotten manor.

The Objective

The object of the adventure is to introduce the players to Fethael Hundred and Hârn. Along the way, they will fight bandits, become acquainted with the nobility, and observe the problems of the church. If they are successful, the players will disperse the bandits and capture their leader. More importantly, they will return sacred relics to the Abbey of Lethyl. These results yield glory and, perhaps, a little cash but their main effect is to establish the PCs' reputation in the Hundred.

The Opposition

Bandits, although mundane, can be lethal but they are only the first of the PCs' challenges.. Next, the Lady of the Wood is a mage of some power, even if she has never crossed the threshold of a Shek Pvar chantry. Finally, the thing that inhabits Saint Freden's manor is powerful. If the PCs are unwary, they will become its prey.

How the adventure is structured.

Each stage of this adventure poses greater challenges for the players. The bandits of Chyle have real, if limited, combat ability. Finding and defeating them is a matter of luck and some cunning. The Lady of the Wood has a different form of weapon and dealing with her is more a matter of tact. These two stages are meant to prepare the PCs for the third stage, the forgotten manor and its paranormal guardian.

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GENERAL TIMELINE

The following table provides a rough timeline for events leading up to the first act of this adventure. Tordai will burn the mill the day before the PCs start the adventure (see next column). After that, the GM is free to adjust the timing of events to the flow of play.

Throughout the first act, the bandits will continue to raid the settlements in Fethael and Chyle Hundred. Their pursuers may cross paths in the forest as each group tries to be the one to capture the bandits and claim the rewards.

| Day | Event | Note |
|-----|--|--|
| -1 | Tordai burns Drilen's Mill | Tordai escapes into the forest at dawn. Sir Eadwin follows with a posse but loses the boy in the woods. |
| 2 | Tordai meets Galdyk's band | Sir Eadwin is ambushed in the forest and recognizes Galdyk before retreating to Drilen. |
| 5 | The bandits raid Glasen | Sir Eadwin speaks with the Baron in Getha. |
| 7 | | Sir Haradoc sends a patrol of wardens into the forest. |
| 8 | The bandits raid Ominstru | Sir Taerq Haunty leads a militia patrol into the woods with no result. |
| | | The Sheriff's Foresters arrive in Drilen |
| 9 | The bandits raid Emerule | Galdyk makes his first attempt to kidnap Lady Lysella and injures Lady Erlyn. Sir Marby and his huntsman chase the bandits away. |
| 11 | | A group of the Onaret clan arrive in Fethael Hundred |
| 14 | The bandits raid Drilen | Sir Worgan leads the militia into the forest. |
| 25 | Sir Yebrin Lournay arrives in Hundholt | Sir Yebrin presents his credentials to Sir Haradoc and begins recruiting mercenaries. |

BRINGING IN THE PLAYERS

There are several ways to bring a group of player characters into this adventure. Because a GM might use one option for PCs and another for Allies (see page 6), generic HarnMaster statistics are provided to allow a group to be detailed and put to use quickly. These stats start on page 20.

The Sheriff's Foresters – The PCs are foresters of the Sheriff of Neph. The Sheriff has charged this group of junior knights and mercenaries to assist the special bailiff. They must capture the bandits and return them to Getha for trial.

The PCs live on Ranwyn's Farm in Hundholt and are described in detail in that article on pages 13 – 16. Although they are knights, the shine is still on the spur, as they say. These PCs are inexperienced and it is Oldial's responsibility to help train them.

All of the knights are young and taking their oaths as the Sheriff's Foresters is the first commission they have had since being knighted. They are eager to prove themselves and rise in the Sheriff's service. While campaigning in the forest, they are able to request assistance from Sir Haradoc Indama, the Bailiff of the Hundred.

Oldial Urdel is a more experienced and cautious man. He comes from a clan of yeomen and has served the Indama clan all his life, as many of his family do.

| Name | Stats |
|-----------------------|--------|
| Sir Ervaen Banadar | Knight |
| Sir Kevan Losteriel | Knight |
| Sir Arlin Cybrela | Knight |
| Sir Shendal Karlirien | Knight |
| Sir Milis Arlain | Knight |
| Oldial Urdel | Yeoman |

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Drilen Posse – The PCs are militia members of Drilen. Sir Eadwin Lournay has sent them into the forest to apprehend Tordai the arsonist and bring him back to Drilen for a proper hanging. While not their specific duty, Sir Eadwin will be pleased if the posse drives the other bandits away or at least stops them from raiding Fethael Hundred.

The posse is led by Sir Worgan Lournay, Sir Eadwin's heir. He is an experienced knight but is squired by his 12-year-old son, Habar. The family's huntsman, Sir Ketta Charlierien, leads the two men-at-arms and the groom.

This group is lightly armored and mounted on hunters. They expect to pursue the bandits in the forest, much as they run down other creatures that live in the woods. At the GM's discretion, Tycho Oralis could have a pair of stag hounds on a leash.

Both Sir Worgan and Sir Ketta have years of experience as mercenaries and caravan guards. The yeomen are proficient with their weapons but are more accustomed to guarding the manor house than chasing bandits through the steeply wooded forests. Young Habar is not sure whether he will enjoy being a knight or not. He is quite happy to spend time with his father, as long as the weather is nice and he does not have to walk too much.

Tycho's father is Sir Eadwin's kennel master and the lad has a lifetime of experience handling the beasts. The young man is 16 and will only fight if cornered.

| Name | Stats |
|-----------------------|---------|
| Sir Worgan Lournay | Knight |
| Sir Ketta Charlierien | Knight |
| Habar Lournay | Squire |
| Meren Berma | Yeoman |
| Burevis Haral | Yeoman |
| Tycho Oralis | Servant |

Family Honor – The PCs are members of the Onaret clan, vassals of the Baron of Getha from Lynnfana Hundred. They have made the long journey to the Chyle Forest to capture their outcast kinsman and return him to their home manor in distant Vemionshire for justice. The head of the clan, Sir Hallarn Onaret, is livid and wants his errant son's body in a crow's cage.

The group is led by Sir Pritius Onaret, Sir Hallarn's brother. Sir Pritius has spent many years as a mercenary on the Fur Road. His squire is Galdyk's younger brother, Beomart. Although he is only 15, Beomart is angry at his elder brother for squandering the opportunity to make the family look good in front of the Baron.

Gaelen is an expert with his short bow and has been the lord's huntsman for ten years. Six-finger Will's only qualification (other than having only six fingers) is that he is very handy with his staff.

Sir Larium Onaret is Sir Pritius' son. He was knighted last year and is enjoying visiting new places. He never liked his cousin Galdyk and worries that the family's prospects are tarnished because of "the squirt's" lack of judgement. Sir Larium has been charged with completing the training of Rordel Larchaen, the heir of another of the Baron's vassals.

The Onarets only care about capturing Galdyk. Once he is in their custody, they may kill (not capture) the others for the bounty. They are prepared for a long chase through the forest and are not likely to show any mercy when they corner their prey.

| Name | Stats |
|--------------------|---------|
| Sir Pritius Onaret | Knight |
| Sir Larium Onaret | Knight |
| Rordel Larchaen | Squire |
| Beomart Onaret | Squire |
| Gaelen of Kerdon | Yeoman |
| Six-finger Will | Servant |

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GM NOTES

The following section is intended for the use of the GM only. Information presented here is the result of play-testing sessions and can be used to enhance the players' experience with Bandits of Chyle adventure. None of this information is mandatory and the GM should feel free to use or modify it to suit his own campaign and style.

Robin Hood meets Hâr

As the GM reads through this article, he or she might note the similarities between the bandit characters and parts of the Robin Hood folk stories. Much of this resemblance is intentional, especially Squire Galdyk's struggle against oppression. The challenge for the GM is that the players are Galdyk's opposition and the servants of the powerful Sheriff.

Galdyk Onaret has been modeled on Robin Hood, as portrayed in the stories rather than the movies. He is intimately acquainted with the Sheriff's family and vassals. He is now a bandit in the Forest of Chyle because of a betrayal that drove him away from his true love as well as stripped him of his noble office and ruined his prospects for the future.

An underlying plot point is that Galdyk should be captured at the Lady of the Wood's cave. He can tell his side of the story to the PCs but later escape. This encounter enables the PCs to know him when he appears in a recurring role, popping out of the woods to hamper the PCs, lead them on a merry chase, and otherwise fill in the campaign's gaps with short adventures.

Crial Sonalin's story parallels that of Little John – a solid and hard working yeoman who has been outlawed because of his refusal to "know his place." Unflaggingly loyal to Galdyk, Crial is the group's central force. GMs should take his hatred of Laranians into consideration when facing members of the Order of the Lady of Paladins.

Crial's role is to save Galdyk by foiling the PCs attempts to return him to Getha for trial. Many of the Robin Hood stories involve the bandits

infiltrating the Nottingham to save their friends or steal from the Sheriff. In the Hârnic milieu, this theme translates to Crial helping sneak Galdyk and the other bandits into Getha to beard the Sheriff in his own manor.

Likewise, Father Garis Asana's character is similar to Friar Tuck. Tired of life in the cloister, Garis has no desire to return to the rigid structure of an abbey. While his faith in the Goddess has not wavered, his trust in her Church has been destroyed through years of exposure to selfish or politically motivated priests.

The other members of the band are less whimsical than usually portrayed in Robin Hood stories but have been developed to provide more typical bandit characters for the GM. Tordai Etine (Much the Miller's son), Borin the Red (Will Scarlett), and the Soiled Doves are not written to be heroic. They have ingrained character flaws that prevent them from returning to society. These are the hardcore outlaws in the group, resisting Galdyk's calls for a noble struggle.

The Bandits at Work

Bandits in Fethael Hundred are not stealing much material wealth. Their targets are granaries, barnyards, and storehouses – any place that food, salt, or manufactured goods can be stolen. They will only steal what they can carry away quickly but they are not averse to stealing from the same manor over and over again. Bandits change their activities with the seasons:

- ❑ Raids are most frequent after harvest in autumn. Full storehouses offer easy targets and bandits, like farmers, fill their larders before winter. Fresh food and preserved rations are at a premium.
- ❑ In winter, most outlaws try to stay warm. Travel in the forests is hard and tracking them would be too easy, so they find it best to lay low and survive.
- ❑ In spring, times are tough all over. Bandits, however, take advantage of the spring caravans that start to move along the kingdom's muddy roads. Aside from the

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spoils of highway robbery, outlaws raid pastures for livestock that can be driven off and slaughtered. Outlaws are likely to be desperate in spring as winter usually leaves them pinched and near starvation. Various small bandit bands have done just this to the western pastures of Hyzevel and Metald.

- ❑ By summer, those that will survive have moved to the kingdom's highways and are trying to earn some hard coin or steal some saleable goods. Good weather lets them range far and wide.

The outlaw band was operating in the Chyle Forest for several months before Galdyk joined them. Ominstru was the most frequently raided settlement, mostly because Emerule's stores were too small and Drilen too well protected. Once Galdyk joined the band and Lysella was moved to Emerule, he convinced the outlaws to shift their attention to Emerule. His attacks on the small manor disguise his reconnaissance of Lady Lysella's movements. Through this observation, he has determined that Lysella is escorted between Getha and Emerule by the Sheriff's knights-forester. Other escorts include, a group of 4 – 6 guardsmen led by Squire Dreen Pawade, Sir Eadwin, or one of his sons.

Galdyk's plan to abduct Lysella is a bit complicated. He needs to kidnap Lysella and get away but he would rather do this without the rest of his group. He wants Crial to lead a diversionary raid on Emerule while Lysella and Sir Marby are out hunting. When Sir Marby leaves the group to rush to his manor's defense, Galdyk plans to knock Lady Erlyn unconscious (or worse) and escape southward with Lysella. Galdyk holds a grudge against Lady Erlyn but he is unlikely to compromise his escape with any long, drawn out revenge. By the time Sir Marby realizes that his charge has failed to return, Galdyk plans to be halfway to Kiban, on the way to Chybisa and freedom.

Sir Taerq Haunty [q.v., Ominstru] has been a highwayman for the last eight months. His first foray was an assault against a wealthy pilgrim on the road south of Hyzevel. While successful, he

realized that he could not hope to succeed against any kind of group. He recruited the Nelt cousins [Ominstru #21 and #23] and, with their assistance, has made several more attacks against pilgrims and looted the cart of Varybis the Peddler along the Hyzevel Road. He has no grand plans, being content to rob solitary merchants and wealthy pilgrims for spending money.

In addition to these organized groups, there are many other disreputable individuals roaming the forests around Fethael Hundred. Several of them have been helping themselves to the Kobarny clan's cattle. Other brigands pick away at solitary merchants along the Silver Way, although Lady of Paladin patrols make this pursuit very risky.

Meeting the Bandits

Although the adventure article focuses on three main acts where the PCs encounter the bandits, the GM should construct opportunities for players to become aware of the outlaws before pursuing them into the forest. These scenes should be small skirmishes that occur before the PCs attempt to assault the bandit hideout.

Some examples might be:

- While raiding Ominstru, the bandits discover a hidden weapons cache. The weapons belong to a secret peasant militia. The Arsarls have been arming themselves and their exposure could mean many hangings or floggings in the clan [Ominstru #14].
- A member of the Indama Clan's annual hunt [q.v., Emerule] falls into the hands of the bandits. Do they rob him and let him walk home or ransom him back to the Sheriff?
- Loran the Southron [Ominstru #10] likes to live well. Galdyk realizes that intercepting one of the little scholar's shipments could feed his band for quite a while.
- A group of wealthy Laranian pilgrims is stopped and robbed by Galdyk's band. They usually leave pilgrims alone but this group has a wealthy Laranian priest (perhaps a Serolan) and Crial insisted on the raid.

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Giving the PCs the help they need.

This adventure was created as the first act of the Knights of Kaldor campaign and was designed to present a series of increasingly difficult challenges for beginning players. As such, this adventure focuses heavily on different forms of combat between small forces. A recurring comment during play-testing concerned the lethality of this adventure.

Although losses in combat are always a possibility, the GM has been given resources that he or she can provide the PCs that should prevent their wholesale slaughter. There is no requirement for the PCs to use these resources, of course, but the GM should have them on hand for the moment when the PCs finally realize they are in over their heads.

Allies

Assuming that the PCs are knights-bachelor in the service of the Sheriff, there are several other groups in the area that can come to their aid. The most obvious ally is the Bailiff of the Hundred and his wardens. These troops, while not under the direct command of the PCs, are also pursuing the bandits. Astute PCs might gain their cooperation by speaking directly to Sir Haradoc Indama (q.v., Hundholt) or by requesting assistance from the Sheriff himself.

Another powerful ally is the Order of the Lady of Paladins. Matakea, melana and meken from any of the area's abbeys and chapter houses would work with the PCs readily. The Serolan of Astelure has a patrol combing the forests south of the Chyle River for the bandits. His Meloran (Master of the Fighting Order), a melana from Glasen, and four mounted paladins have been placed on Crial's trail. The paladins would be especially helpful because they can provide cavalry for the pursuit. The presence of a cleric could be crucial at Saint Freden's crypt.

Laranian Vengeance – The Serolan of Astelure has selected the PCs to form a patrol to hunt Crial and the bandits. They would be happy to bring Crial's body back to Glasen and are less concerned about the other miscreants. These paladins are dressed for hard riding and are heavily armed.

| Name | Stats |
|----------------------|---------|
| Sir Boredin Cybren | Melana |
| Father Norand Torien | Matakea |
| Sterin Orandel | Ataken |
| Bren Angen | Meken |
| Ulwis Obris | Meken |
| Munin Elen | Meken |

Wardens of Fethael – The wardens of Fethael patrol the byways and forests of the Hundred for the Bailiff of the Hundred, Sir Haradoc Indama. These soldiers are primarily concerned with safety along the Silver Way but Sir Haradoc insists that they ride a circuit around the Hundred to inspect the local roads and bridges as well.

A patrol is led by a Provost (Arkalin) and consists of four or five wardens, all armed as Light Foot and mounted on mules. Although they are mounted, they are not armed or trained to fight as cavalry.

The provost is an experienced man and should be assigned the same statistics as a squire (see pg. 26). The wardens are yeomen (see pg. 26) and are armed with short bows. All have RIDING/40.

| Name | Stats |
|---------------|-------------|
| Harvis Urdel | Provost |
| Henkel Dyren | Warden (LF) |
| Losril Urdel | Warden (LF) |
| Tas Darion | Warden (LF) |
| Herin Loyril | Warden (LF) |
| Berra Charion | Warden (LF) |

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THE CHYLE FOREST

The Chyle Forest is an area of steeply wooded hills and mountains along the border between Neph and Balimshires. The peaks of Omin, Logura, and Sogura dominate the region. The Gura Run bisects the area, separating the Fethael manors from those in Chyle Hundred.

The Gura is fordable along most of its length, flooding only during the rainy period of Agrazhar, Azura, and Halane. The Nolan Marsh, located in the valley northwest of Omin Peak, is a soggy bug infested area. This area is too muddy for carts or heavily laden beasts and its watercourses are too shallow for all but the lightest flat bottomed craft.

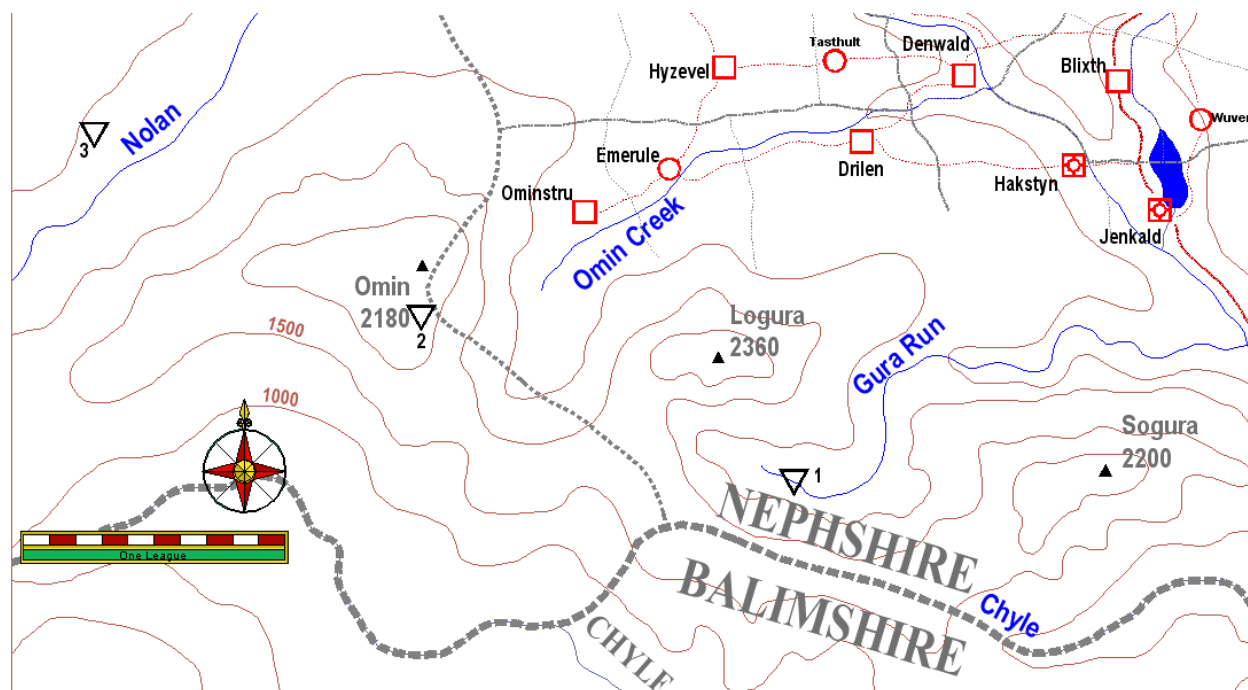
While the area is crisscrossed with hunter's trails, a good tracker might find the bandits' trail by looking for certain signs. The bandits' main trail runs from the headwaters of the Chyle River to the small meadow on the south slope of Logura Mountain. Smaller trails follow the Gura to the camp or lead from Glasen to a hidden crossing of the Chyle.

During their search through the forest, the PCs might encounter a variety of people that are not likely to appreciate meeting strangers. If these people inform the bandits, the PCs might be ambushed as they sleep or cross water courses.

Encounters

The forests and marshes of Chyle Forest are not empty. Travelers frequently meet hunters and trappers in the depths of the forest.

| 1d20 | Encounter |
|---------|---------------|
| 1 – 2 | Boar |
| 3 – 6 | Bear |
| 7 – 9 | Hunter |
| 10 – 14 | Deer |
| 15 – 16 | Trapper |
| 17 | Herb-gatherer |
| 18 – 19 | Bandit |
| 20 | Bounty hunter |



KEY: 1. The Bandit Hideout

2. The Lady of the Wood's Cave

3. Vorsten

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ACT 1: THE PRODIGAL SQUIRE

RESOURCES: Getha & Emerule articles,
HårnMaster 3.01 (CGI), Bandit Hideout map

The southern border of Fethael Hundred is thick forest on steep hills. A group of bandits has taken up residence in the dark glades, surviving on wild game and the roots and berries of the forest. Always a presence in the rugged wooded area, the bandit attacks have increased in ferocity of late.

The outlaws prefer to steal from outlying farmsteads, offering violence only if cornered. Last summer, this particular band had concentrated their energies against the Laranian Church, particularly the chapter house at Glasen and the abbey at Astelure. The brothers of the manor chapter of Glasen reported that a substantial amount of their harvest and preserved foods had been stolen last Halane.

Despite their successes, however, the bandits changed their habits over the winter and began raiding the small hamlets in the southern edge of Fethael Hundred, taking food and supplies from Drilen and Ominstru. In these attacks a large man, his face hidden by a black hood, led the bandits. Some peasants have repeated rumors of a Dark Knight, a powerful warrior that appeared in the woods to lead the bandits.

The peasants were scared to go into the fields and woods. The reeves were powerless to force them to work as the lords chased ghosts through the forests. At his wits' end, Sir Eadwin Lournay appealed to his liege for assistance.

The Sheriff of Neph, Sir Chimin Indama, used his influence in the Royal Court and arranged for a special bailiff, Sir Yebrin Lournay, to be appointed to deal with the bandits. A special bailiff is a royally appointed court officer who has very specific judicial powers to resolve this case. The special bailiff's mandate allows him to pursue the bandits across Shire boundaries. Sir Yebrin is currently in Hundholt hiring mercenaries to hunt the bandits.

The Truth

Throughout the year 719, a small group of bandits lived on the southern slope of Logura Mountain. Led by the outlaw Crial the Yeoman, this band had kept itself supplied by raiding the lands of the Laranian abbey of Astelure and the chapter house at Glasen. Crial, being from Glasen, was familiar with the area and used his knowledge to steal items without having to confront the brothers or the knights of the chapter house.

This somewhat annoying pattern of raids changed suddenly in Savor 719. It was in that month that Galdyk Onaret, a disowned squire of the Baron of Getha, met up with the bandits. He had been wandering in the woods trying to avoid a small posse from Hundholt. He encountered several of the bandits while crossing a creek. Crial challenged him to a duel – if Galdyk won, he could walk away. If the young squire lost, he would forfeit everything, especially the fine sword he wore. Galdyk accepted the challenge and, after trouncing both Crial and Borin, became the group's leader.

The band received its latest recruit only a few days ago. The miller's son, Tordai Etine, escaped from Sir Eadwin's gaol, burned the mill, and struck out into the forest. The weasely lad has worked to ingratiate himself with the bandits, telling them about stores of food hidden in crofts and barns around Drilen manor.

The Bandits' Plan

Before Galdyk's arrival the bandits were content as petty criminals, harassing those Crial felt a grudge against. This course of action involved little threat to the small band, as the Laranian brothers of Glasen were happy to chase them away without any real pursuit.

Galdyk has a grander plan, however. He wants vengeance against the Indamas, specifically the Baron and Baroness. He also wants to be reunited with Lysella Indama, his true love. Galdyk carefully stockpiled supplies over the last few weeks. He plans to attack Emerule on 2 Peonu 720, catching Lysella as she

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travels to Lethyl abbey for Saint Valamin's Day services. He has no particular rancor against Sir Marby but would not mind getting a bit of revenge on Lady Erlyn Immen, the lady who exposed his affair with Lysella to the Baroness.

The Group's Objectives

The group's main objective is to capture the bandit leader and return him – alive if possible – for trial in Getha. Capturing the lesser bandits is desirable, as each will bring a bounty, but these are important only if the leader is in custody.

If the group captures or kills Tordai Etine, they can deliver him to Sir Eadwin Lournay for a small reward. If the group captures Father Garis, he should be returned to the Church for his punishment. He can be returned to Astelure or brought to Lethyl. The Laranians will not pay a bounty for a renegade priest but the group will earn a good reputation, which will be helpful in dealing with the Laranian church hierarchy in the future.

PLOT

This scene begins with the PCs entering Chyle Forest in search of the bandits. Throughout the scene, they will learn about the mysterious Black Knight. Unknown to the group, the Black Knight intends to kidnap the Baron's daughter. The PCs' aim is to capture the bandit leader before anything untoward happens to the Lady Lysella. This scene ends with the knights attacking Galdyk's camp (see Bandit Hideout map).

Scene 1:

PCs entering the scenario from Fethael Hundred, especially Drilen, will be hunting Tordai. PCs from Glasen or Astelure will be searching for Crial. They find a trail that seems more worn than it should be.

The PCs' guide should foster the notion that the path leads toward the bandit camp. The PCs are ambushed along the way. If the PCs do poorly, they will be captured and ransomed back to Sir Eadwin.

Scene 2:

Recovering from the ambush, the PCs will:

- ❑ Go back to Drilen for more information before going into the woods. This course of action may lead them to go to Emerule to talk with Lysella about her former boyfriend's personality and motivation.
- ❑ Regroup and try to track the bandits.
- ❑ Or give up and go home.

No matter what they pick, they will wander around in the forest for a while before going back to civilization.

Scene 3

Depending on where the group is lodging, they will either hear of an attack on Emerule or will be witness to Lady Lysella's kidnapping. Either way, they must get to the hunting lodge, interview Sir Marby, and start after the bandits.

At Emerule House, they will meet Lady Erlyn Immen. Galdyk assaulted her during the attack but Sir Marby saved her life. During the interview they will learn the back story.

Scene 4

The group casts about for the bandits' trail. They find tracks that lead toward the headwaters of Gura Run. Following the faint trail, the PCs will discover the bandit lair.

1. Entry way: The cave's entrance is a small hole in the brush. Entering the low opening, the rough limestone and clay walls have been worked to make more space but the area stays damp and cool year round. A curtain of old sacking covers the mouth of the tunnel and hides the glare of the faint rushlights from the outside.
2. The Lookout. After passing through a narrow (2' wide) entry tunnel, the cave widens into a small room. The bandits have placed a short ladder against the wall here that leads to a narrow crawlspace where a lookout is able to observe the ford and the cave entrance covertly.

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3. Crial bored a smoke hole through the rock for a chimney and this room is now used as a kitchen and common area. Father Garis sleeps in the cot against the north wall and has built a small shrine to Larani over his bed. Stella and Nella cook and share a cot.
4. The Boys' Room. Tordai, the newest recruit, sleeps on a straw pile at the top of the ladder while the men sleep in the open area. Galdyk's cot is closest to the ladder. Crial bunks farthest from the ladder and shares his cot with Penele. He has buried his share of treasure under his cot but Borin knows where it is.

5. Galdyk had started an escape tunnel before hitting the tangled roots of an oak tree. If the bandits are besieged, this tunnel could be completed so that an adult male could crawl out and escape in only d6-3 hours.

Scene 5

The battle over, the surviving PCs will return to Drilen, the bodies of their comrades and dead bandits draped over their saddles of the pack animals. If the group is able to capture Galdyk, they will be immediately escorted to Getha. If not, arrangements will be made for the next assault. If Lady Lysella is still missing, the PCs might be wise to stay in the forest.

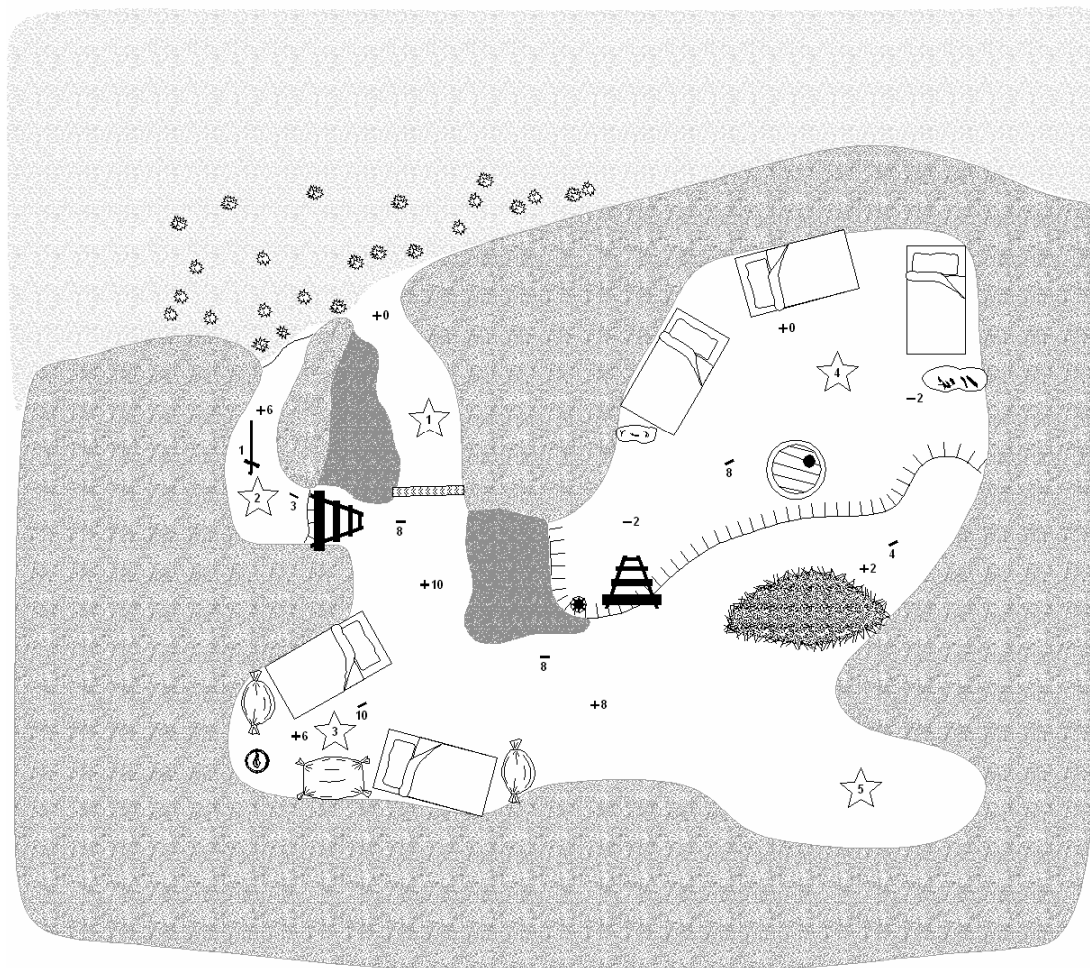
BANDIT HIDEOUT

COMMON MAP



FEET
0 5 10 20

INTERIOR SCALE



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Alternate Paths

The objective of the first act is to flush the bandits from their lair and lead the PCs westward toward the Lady of the Wood and the crypt. If the PCs have been weakened, are especially paranoid, or overly timid, they may not assault the cave. In this case, the GM should prepare alternate climaxes for the pursuit of the bandits.

An example of an alternate approach involves the PCs using their allies or smoke to flush the bandits from the cave. The bandits might rush a smaller group directly from the cave's mouth but will try to complete the Galdyk's tunnel and escape if threatened by a large or well-led force.

Smaller or less experienced groups might resort to guile to lure the bandits from their cave. Having the warders or the paladins attack the cave and then withdraw might lull the bandits into a sense of security. When the bandits emerge, the PCs attack and fight them in the open.

If the PCs fail to think of these or other innovative methods for getting the bandits out of their cave, the GM might provide an advisor, in the form of the Special Bailiff or an experienced paladin, to suggest these courses of action.

RUMORS

PCs looking for information about the bandits in Drilen, Emerule, or Ominstru will hear:

1. The bandit leader is a dark knight, an outcast of one of the fighting orders. (False)
2. Tordai escaped from Sir Eadwin and burned down the mill. No one really liked the boy except for Koron Oralis [Drilen 17].
3. Ithar Dryen, a half-villain from Drilen [Drilen 22], is a poacher or, as his neighbors like to say, "He finds things in the woods." He found a faint trail around Gura Stream one day and wonders where it might lead.

4. A peasant from Ominstru, Lirana Panda [Ominstru #3], saw the bandits as they were withdrawing from the village with their loot late last winter. Since it was a full moon, she can give a good description of the bandit leader.
5. Katrin Astal, the hideworker from Ominstru [Ominstru #24], knows a lot about the forest near Chyle Marsh. He works his traps all along the border of Neph and Balimshires and has seen more than he lets on.
6. The bandits are actually nobles from Hyzevel, stealing from the Lournays as part of some ancient and half-forgotten blood feud. Their doughty leader is none other than Sir Shorka Kobarny himself. (False)

PCs looking for information about the bandits in Glasen or Astelure will hear:

- 1) The bandit leader is a dark knight, an outcast of one of the fighting orders. (False)
- 2) Crial Sonalin, a murderer from Glasen, leads the bandits. (almost true)
- 3) Garis Asana, a defrocked priest from Astelure, leads the bandits. (False – repeating this to anyone from Astelure Abbey will draw a big laugh.)
- 4) The bandit hideout is in Nolan Marsh. Kordin Artusiel, the huntsman from Emerule, found trails leading from the headwaters of the Gura toward the Marsh. (True)
- 5) The bandits are well armed and armored. (True – though the brothers will be loathe to admit that the bandits got their arms and armor from ambushed Laranian knights.)
- 6) The Baron of Getha is behind all of this bandit nonsense. One of his household is the leader of the bandits. (False, sort of)

THE BANDITS OF CHYLE 12

ACT 2: VISITING THE LADY OF THE WOOD

RESOURCES: Drilen article, HårnMaster 3.01 (CGI), Myriam character sheet

This scene follows directly from the actions and results of Act 1. In this scene, either the PCs have attacked Galdyk's camp or Galdyk has attempted to kidnap Lady Lysella. In either case, Galdyk and his band retreat south from their normal haunts, attempting to evade their pursuers by crossing the Chyle into Balimshire as they have done in the past. This time, however, the pressure from the authorities has grown and other bandit groups are on the move as well. The bandits stumble into a small mountain meadow and meet an unexpected inhabitant.

When the PCs finally catch up to the bandits, they too will find themselves ensnared by the Lady of the Wood. The knights and their retainers should find a escaping from the hermit a bit challenging but not impossible. What they desire, however, is to claim the bandits as their prisoners and to do that they will have negotiate with the slip of a woman that captured them all with her magic.

The Truth

The Lady of the Wood is a mystical hermit. She is a Fyvrian Satia-Mavari (Shek Pvar). She does not want any visitors - bandits or knights, so the PCs may find themselves rescuing the bandits from her magical snares. The PCs should be informed that direct combat is probably not their best option. Indeed, if the Lady of the Wood can be talked into helping catch the last of the bandits, she will be a great source of information about what they will face at Saint Freden's manor.

The knights will also observe that they are not the only ones hunting bandits in the forest. Galdyk's presence has changed the attitude in the halls of power. Previously, the bandit attacks were small in scale and impact. The greater lords viewed the small groups of outlaws as a local problem best handled by the lords and

bailiffs of the affected manors. Now that Sheriff Indama has pressured the crown to appoint a special bailiff, the landowners and bailiffs have stepped up their own efforts to capture the bandits. The result is that bandits are being pushed deeper into the forests, away from their source of supplies and loot.

The Group's Objectives

If she has been captured in the previous scene, the group's main objective is to "rescue" Lady Lysella from the bandits. Whether she will willingly accompany her rescuers is another story.

The PCs also want to capture Galdyk and return him – alive – for trial in Getha. Capturing the lesser bandits is also desired, as each will bring a bounty, but these are important only after the leader is in custody. If the group captures or kills Tordai Etine, they can deliver him to Sir Eadwin Lournay for a small reward.

Most importantly, although perhaps not immediately apparent to the PCs, is that Myriam is the only person who can tell them how to defeat the shade at Saint Freden's manor. If the PCs abuse her, she will tell them nothing and they will likely die.

The Bandits' Plan

If Galdyk has kidnapped Lysella, the bandits will be trying to escape westward toward Tashal. There, they hope to disappear in the crowds before making their way beyond Kaldor's borders.

If Galdyk has been driven from his camp but has not kidnapped Lysella, the bandits will head south before striking out to the west. Galdyk will lobby his outlaw group to help him intercept Lysella on the road. His success at the course of action is left up to the GM.

THE BANDITS OF CHYLE 13

Myriam, the Lady of the Wood

Myriam is a hermit. She lives alone in a cave on the slopes of a mountain in the Chyle Forest as she has for the last 14 years. Originally from Emerule, she came to the mountain while collecting herbs. She met a wounded man in the forest and, without knowing why, she bandaged his wounds. In fact, the man was a mage who charmed the young girl. Far from being malicious, he became her teacher and later her lover.

Over the next eight years, the man (Halstus) taught Myriam everything he knew about Fyvrian magic. They lived together happily in a cave but Halstus was slowly dying of the wounds he had sustained before meeting Myriam. He would never tell the girl where he had contracted the horrible affliction that caused his insides to waste away but he warned her to never go to the ruined manor of Vorsten.

Myriam's family believes that she died over 14 years ago, the victim of an accident or wild animals. Now she is 30, in full health, and comfortable with her magical powers.

Encountering Myriam

Although she is a hermit, there are things that Myriam finds easier to buy than make or do without. She makes small healing draughts and curatives, trading them to Father Carond in Drilen [Drilen #23] for cloth and the few metal implements she uses.

If the PCs see her, the peasants will be hesitant to talk about her. They whisper rumors of her amazing magical abilities and especially of her wish to be left alone. Father Carond, although kinder in his words, will reinforce the rumors and caution the PCs about angering the woman he calls "the Lady of the Wood."

If the PCs meet her in the forest, they should be very polite; Myriam is used to defending herself in the forest and will not assume that strangers are without malice. If she is encountered in Drilen, Father Carond will try to divert attention while she slips away.

What she can show them

Halstus left a journal that tells of his travels. He had been investigating the manor of Vorsten when he encountered the shade of Saint Freden. He made the mistake of entering the manor's crypt in search of M'ngoi and was wounded by the ghost before he could escape.

In the six years since Halstus died, Myriam has pieced together fragments of information to help her understand and cope with his death. His journal, a volume he kept until he became too sick to write, tells what happened to him while investigating Vorsten. His entries seem more descriptive of a nightmare than reality.

Before setting out on his final journey, Halstus wrote about finding the account of a ruined village. A heroic man ruled this village, which turned out to be Vorsten, but he slowly changed into a demon. The village's lord seemed to live forever, the accounts reported, and villagers started disappearing.

According to legend, Freden's life was extended by a demon that possessed him through the mace. In return for immortality, the demon demanded the life energies of other humans, so Freden waylaid people he found in the wood and sacrificed them to his mace.

When the villagers finally figured out that their lord was sacrificing their neighbors, they attacked the manor house but the Sir Freden was too strong, so the peasants tried to run away. The manor's Peonian priest and Freden's squire fought as the rear guard. Freden was mortally wounded and the priest was able to seal the crypt and imprison the lord, who would soon turn into a ghost in the darkness of the crypt's hall.

The villagers had taken refuge in the cave that is now inhabited by Myriam. The priest made it back to the cave but only lived long enough to dictate what he had seen. He is entombed in an unused corner of the cave under a small stone marker. The record of what happened is engraved around the image of the priest in Hârníc.

THE BANDITS OF CHYLE 14

PLOT

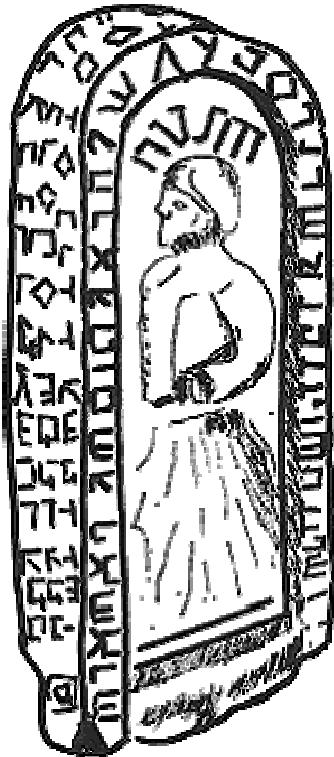
Scene 1:

The PCs are in hot pursuit of the bandits, following their obvious path through the forest. The knights get a nasty welcome as they cross a dry creek bed. The bandits are reinforced and providing more fight than they had previously.

Scene 2:

Recovering from the ambush, the PCs will either:

- ❑ Retreat to the north, toward Drilen. On the retreat they find a faint path, made by some of the bandits that broke away from the main group. The PCs follow this and find the Lady of the Wood's cave.
- ❑ Immediately regroup and try to track the bandits, who are heading east. This will lead to another meeting engagement, where the bandit force will split up and hide in the woods. Following the strongest trail will lead the PCs to the Lady of the Wood's cave.



The Priest's Marker

- ❑ Continue south. Once the knights reach the Chyle, they will find the Lady of the Wood's cave. She is alone and not at all pleased that she has visitors.

Scene 3

The PCs find the Lady of the Wood's cave while pursuing escaping bandits. When they arrive at the cave, Myriam will capture them with her Vine of Alguinas spell just as she did the bandits. She will tell the PCs that "one of your friends got away," because she thinks that they are part of the bandit gang. She will continue to think this until convinced otherwise. The PCs need to negotiate with Myriam to get out of the cave but would do well to cultivate her for information before continuing the pursuit.

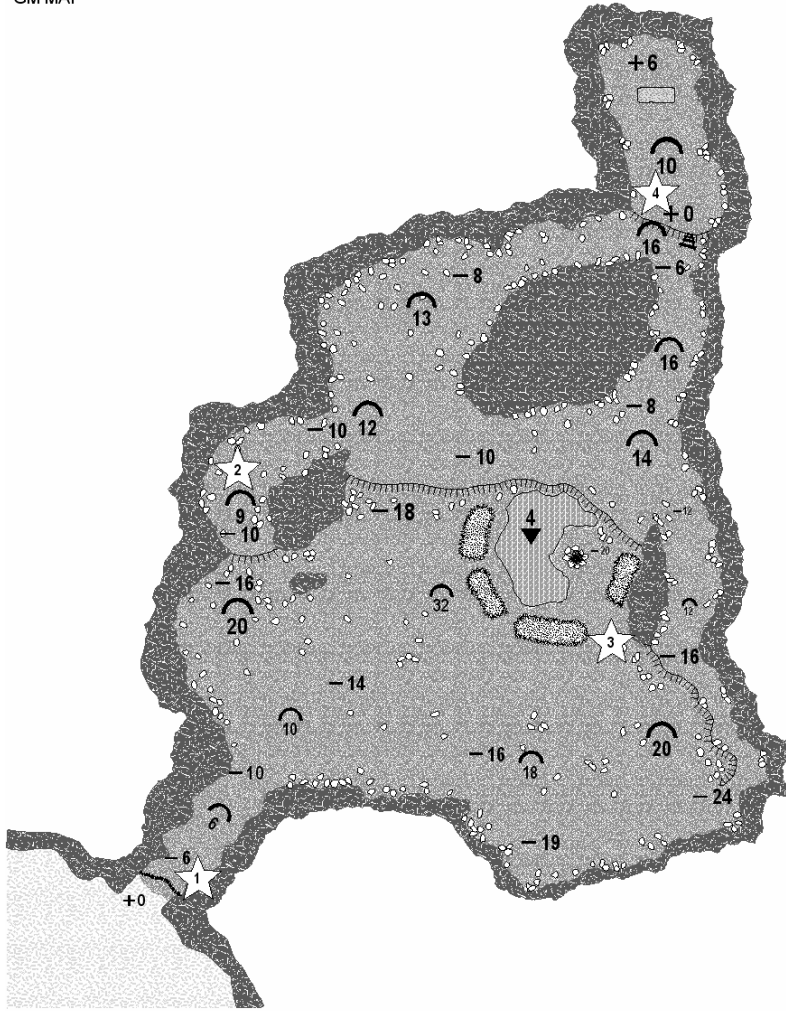
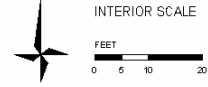
Location Key

1. Entrance. The entrance to Myriam's cave is narrow but clear of obstructions. Myriam does not feel the need to hide, so she takes no precautions to disguise the entry.
2. Prisoners – Wrapped in the ensorcelled vines, the prisoners are comfortable but immobile. Attempting to roll down the incline will result in a nasty bump and possible a fracture or two.
3. Myriam's camp – Myriam makes her home next to the cave's small natural well. This area is tidy and she hangs bunches of herbs to keep the musty smells at bay. The small table against the wall is Myriam's workbench. Her spell book, a small codex written on a single folded strip of bark fiber panels that have been sewn together, is on the table in plain sight.
4. Priest's Marker. Here at the farthest end of the cave is the marker of Vorsten's Ebasethe. Myriam has hidden Halstus' journal, spell book, and implements here as well. Her wards protect this area and anyone visiting without her approval will be stunned by the wards and captured by the vines.

THE BANDITS OF CHYLE 15

CAVE OF THE LADY OF THE WOOD

GM MAP



Scene 4

If the knights left Myriam peacefully, she directed them toward the Morgun Marsh. She told them that the “one they seek” has tried to hide in a “hole of stones” but disturbed a great evil and must be rescued.

If they fought Myriam, it takes several hours before they find a faint path. This track leads toward the Morgun Marsh.

The GM should roll for encounters, as usual for wilderness travel. Each person encountered will keep the PCs on the bandits' trail but will also serve to heighten the realization that they are being delayed and may lose their quarry.

Scene 5

Just as the PCs feel that they are closing in on the escaping bandits, they will be ambushed. While one of the escaping outlaws has continued on, the others have turned to try and surprise the PCs (see Act 3 for details).

***GM Note: If only one bandit got away, the PCs have run across another small group of miscreants and are attacked. This meeting is pure chance and should reinforce the fact that they forest is not empty.*

Once the PCs have defeated or fought through the ambush, they can continue on to Vorsten.

THE BANDITS OF CHYLE 16

ACT 3: HAUNTED REFUGE

RESOURCES: Ghost (CGI), Map of Vorsten

The PCs know that at least one of the bandits has escaped west toward the headwaters of the Omin and Morgun Marsh. The knights have to finish off the bandits and then put Saint Freden's ghost to rest. This act ends with the knights donating Saint Freden's relics to Lethyl Abbey.

The Bandits' Plan

The remnants of Galdyk's band are on the run. The results of the encounters with the Lady of the Wood's power and the PCs' persistence have made it clear to the outlaws that it is time to relocate. They plan to follow Omin Creek westward, cross the Morgun Marsh, and lose themselves in Semethshire and Tashal. The outlaws are running for their lives.

The Truth

The bandit will be encountered at Vorsten. He stumbled upon the ruined manor and took shelter. Finding the entrance, the bandit broke the seal and entered the crypt.

What happens next depends on two elements. First, the ghost will try to possess the bandit. The GM should determine how long this mental conflict will take before the playing session. Second, the GM needs to establish how quickly the PCs can get to Vorsten.

The ghost can only engage in mental conflict with its first victim. Once it can take on a corporeal form, however, the ghost will try to possess a physically stronger host, if one exists. It will use the mace to wear down subsequent victims and then use its mental bolt to breach the person's mind and possess him or her. Once in control of the victim, the ghost will try to escape the manor. See Scene 5 of this act for more details.

Defeating Saint Freden's Ghost

If the PCs reach Vorsten before the ghost can possess the bandit, they have the opportunity to dispel Saint Freden's shade. Any cleric with the Passage of the Soul invocation can perform the ritual and send Saint Freden's damned soul to its eternal rest.

If the PCs reach Vorsten after the ghost has acquired a host, it will regain the mace and challenge the PCs in its new form. Likely candidates for being possessed include Tordai Etine and Borin the Red. Tordai is a shifty little bugger who would run away from the PCs at first sight, helping to ensure that he would be the one to escape to Vorsten. Borin, on the other hand, is feral and cunning. He knows that running away from heavily armed knights will allow him to live another day.

Faced with a relic-wielding reborn saint, the PCs can kill the host and then dispel the ghost as above. If the group does not want to kill the host for moral or ethical reasons, they may subdue the person and attempt an exorcism.

This is perhaps the most challenging course of action. Attempting an Exorcism is only possible with a cleric that knows the fifth level invocation. There are three clerics in the vicinity with this ability. The Serolan of Lethyl can be found in his Abbey. The Pelnala of Getha's Peonian Temple [Getha #18] often wanders the Hundred and can be difficult to locate but the temple's Avasana is always in Getha. Getting the subdued saint to any of these clerics gives the ghost ample opportunity to attack his captors with psionics, possess another victim, and escape.

THE BANDITS OF CHYLE 17

PLOT

Scene 1:

The PCs leave the Lady of the Wood's cave and follow the outlaws' trail westward. Encounters are generated from the table on page 7.

Scene 2:

The trail leads the PCs to a ruined manor. Heaps of rubble and weeds mark where houses once stood. Above the stream, a pile of stones is all that is left of the manor house. Fresh human tracks lead toward the manor house on the hill.

- ❑ The PCs enter the manor from the east. The road is little more than a faint track in the forest.
- ❑ If the ghost has possessed one of the bandits (see above), it will attack the group with the mace as they approach the ruined mill. The ghost will attack from the manor house (downhill). The other bandits (if any survived the initial possession and the

ghost's subsequent attack) are hiding in the ruins of the bailey.

- ❑ If the group arrives before the ghost has been released or been able to possess one of the bandits, the scene moves to the ruined manor tower.

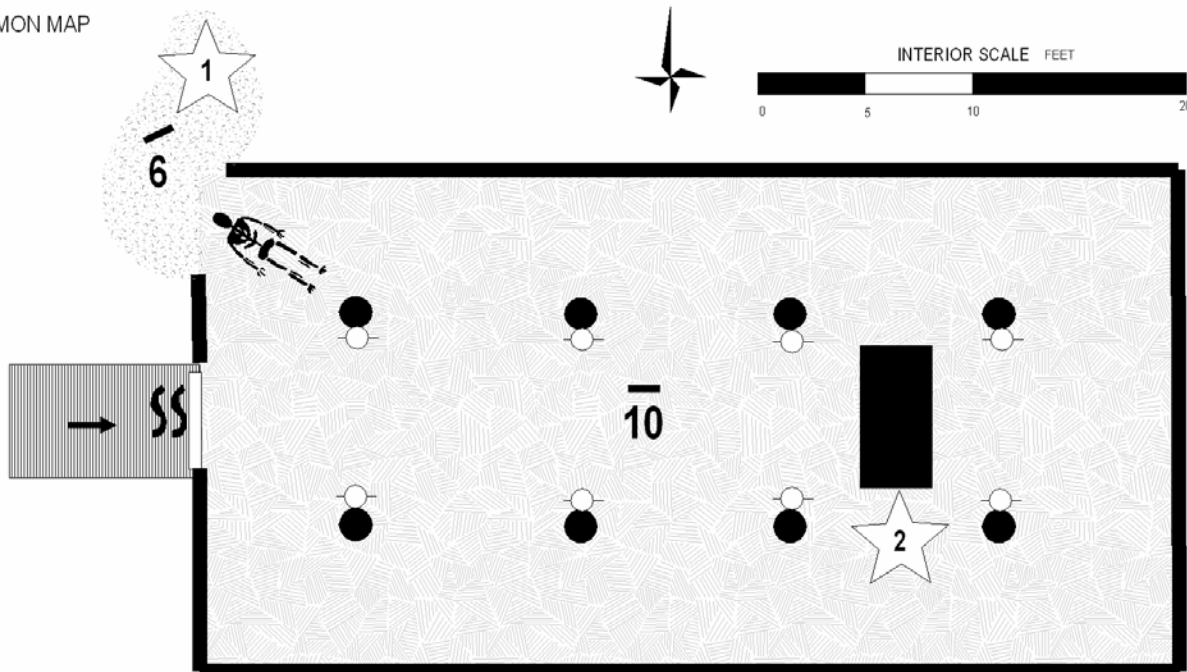
Scene 3

The tracks will lead the PCs to the crypt, which was dug as a sub-basement to the tower. Now that the tower has decayed, the entrance to the crypt is exposed to the surface. A short clamber down a small slide of loose rock will bring the PCs to the crypt's door.

The door has no visible seal, only a stout wooden bar across the portal. If the bandits have sought refuge in the crypt, the bar will have been removed and will be lying beside the portal. Entering the unlit crypt, the PCs will need a light source.

SAINT FREDEN'S CRYPT

COMMON MAP



THE BANDITS OF CHYLE 18

They see a large hall with evenly spaced pillars. At the end of the hall are a white stone plinth and a dark, bulky sarcophagus [2]. The room looks unfinished, as carvings on the pillars and the walls are crude and incomplete. Mounds of earth obscure an area to the left of the door [1].

The mace is on the sarcophagus. The ghost, if still without a host, will be in the small cave that Freden clawed from the rock with his bare hands after being sealed into the tomb. His ghost is there, guarding his bones and waiting for someone to enter the crypt and become its next host. The ghost will attack from the cave, hoping to catch an unwary thief from behind.

Scene 4

Defeating the ghost of Saint Freden is the climax of the entire adventure. This achievement is only possible if the PCs have a priest who can dispel the ghost. While there are several clerics in the area, the challenge for the GM is having one of them on hand when the PCs encounter the ghost.

Using the Peonian Ebasethe from Drilen is the easiest course of action – if the PCs have thought of this requirement before leaving the manor. They could only do this if they have spoken with the Lady of the Wood and heeded her advice.

If they have not met or have disregarded the Lady of the Wood, the GM could arrange for one of the chaplains of the Lady of Paladins or a Laranian priest to be on hand as part of the group of paladins pursuing the bandits. Finally, a rider on a fast horse might make the trip from the crypt to Hyzevel, get the chaplain, and return to dispel the ghost.

The ghost scenario also includes the possibility of Father Garis' redemption. If he is at the crypt, he could be in the right place at the right time to resolve the entire Act and dispel the ghost. Having saved the PCs' lives and helped them regain the relic of Saint Freden, however, he will return to the woods with Galdyk.

Scene 5

If the PCs are able to confine and defeat the ghost at Vorsten during the first meeting, they should proceed to Lethyl with the relic and their story. (See the next page for more details.) They could go to the abbey by way of the Lady of the Woods' cave and take the rest of the bandits into custody. Whether or not Myriam has kept them bound or released them is up to the GM.

If the PCs let the ghost escape or are unable to defeat the ghost, they will have to return to Drilen (for the Peonian priest) or Lethyl (for a Laranian priest) for reinforcements. Once they have a cleric, the trick will be finding the ghost.

One suggestion is to have the ghost go to the nearest settlement (Ominstru) and start wreaking havoc in order to establish itself as the new lord of the manor. The PCs' job will then be to disable the possessed body long enough for the priest to dispel the ghost.



Saint Freden Walks Again

THE BANDITS OF CHYLE 19

WHAT HAPPENS AFTER IT'S ALL DONE?

After their encounter at the crypt, the PCs will travel to Lethyl enroute to Getha. What happens at each of their stops, as well as any hope for reward, depends completely on their successes over the course of the adventure.

| Success | Captured Galdyk | Dispelled the Ghost |
|------------------|-----------------|---------------------|
| Critical Success | Yes | Yes |
| Marginal Success | No | Yes |
| Marginal Failure | Yes | No |
| Critical Failure | No | No |

Critical Success: If the PCs have captured Galdyk and dispelled the ghost, their names will be known throughout the Hundred. The group should travel to Lethyl directly from Vorsten and the Serolan will say a special Soratir in thanks for returning Saint Freden's mace. After their wounds are salved, the group continues on to Getha with Galdyk in tow.

The PCs sit at the high table in the Keep's Hall and share a meal with the Sheriff and his family. Speeches are made and wine is drunk. The Sheriff's treasurer, Clardil Baral (q.v., Getha) mentions that the PCs' expenses are to be covered. Several days pass before the PCs make their way back to Hundholt but they leave with heavier purses and a squire or two, perhaps.

After they have left Getha, Galdyk mysteriously escapes from his dungeon cell. Rumors swirl about the possible identity of the traitor in the Keep but the Sheriff does not immediately order the PCs to hunt down the outlawed squire.

Marginal Success: If the PCs failed to capture Galdyk but dispelled Saint Freden's ghost, the Serolan will welcome them to Lethyl and they will be heroes of the day. The Sheriff will talk about their success in recovering a lost relic and seems satisfied with the elimination of most of the bandits. The Sheriff will pay the PCs expenses and the Serolan might give them a gift.

Marginal Failure: If Galdyk is captured but the ghost was released from the crypt, the PCs should make their way immediately to Getha. There they will report to the Sheriff. He will dispatch his chaplain to Lethyl and an all out search for the ghost will ensue. Galdyk is sent to the dungeon but any satisfaction over his capture is squelched by the news of the supernatural thing that is now loose in the Hundred.

The PCs' equipment and rations will be replenished from the Keep's stores and the Sheriff will assign a mani of guardsmen to assist the PCs in their task. They are sent to Ominstru immediately to assist the Abbey's priests in eliminating the ghost. The Serolan is very disappointed with the PCs and the Sheriff's mood darkens when Galdyk escapes the dungeon after the PCs leave.

Critical Failure: Galdyk has eluded the PCs and they have freed the ghost. Not only is the Hundred worse off than before but the PCs have embarrassed the Sheriff in front of the other nobles. Sir Tommas Kobarnay (q.v., Hyzevel) will be especially scathing in his criticism. His son, Sir Lordan, will lead the search for the ghost. The PCs are sent back to Ominstru with strict instructions not to return to Getha without Galdyk "in the saddle or across it." Sir Tommas takes the opportunity to rub salt in the Sheriff's wounds by volunteering his heir, Sir Shorka, to find the bandit for the Sheriff.

Sir Shorisir Ewesar, the Constable of Getha, sends the PCs on their way with the barest amount of civility. They will have to fend for themselves, refilling their ration bags out of their own purses. While they have not been cast from the Sheriff's service, they have gained his attention in a most unflattering way.

With everyone chasing the ghost, Galdyk might take the opportunity to abduct Lysella. The kidnapping will be blamed on the PCs' failure and returning the Sheriff's daughter becomes their sole mission. At the same time, the ghost will not forget those that freed him and the PCs may be visited in the future.

THE BANDITS OF CHYLE 20

CHARACTERS

Sir Yebrin Lournay (Royal Bounty Hunter)

Sir Yebrin Lournay is a special bailiff. He was warranted by the Royal Court to capture the bandits that have been plaguing villages along the Hundred's southern border. Since the bandits have cleverly hidden themselves in an area that lies between four jurisdictions (the Forest of Lonemar, the Chyle Hundred, Fethael Hundred, and KIRSTA Forest), the Sheriffs of Balim and Nephshires agreed to place the matter in the hands of a special bailiff. This officer of the court is nominally answerable to the Inquisitor General but, in this case, follows the directives of the Sheriff of Neph as agreed with his counterpart in Balimshire and the forester of Lonemar, Sir Troda Dariune.

Sir Yebrin will be accompanied by 1d6 wardens mounted on mules. Statistics for the wardens are provided on page 6.

Myriam (The Lady of the Wood)

Myriam is an accomplished Satia-Mavari, even if her expertise is a bit narrow in scope. She wants to be left to her studies and will not be a very nice host to those that disturb her.

Although she is 30 year old, she looks and acts like a teenager. She is consumed by her studies and devoted to the memory of her master but smooth talk and chivalry might turn her head.

In addition to her magical talents, Myriam can catch glimpses of the future. She uses a small bag of fetishes to focus her talent, "casting the bones" when she wants to see what the future may hold.

SIR YEBRIN LOURNAY Special Bailiff

| | | | | |
|--------|--------|--------|--------|--------|
| Str 15 | Agl 14 | Sml 10 | Wil 11 | Cml 13 |
| Sta 16 | Eye 11 | Voi 10 | Aur 11 | End 14 |
| Dex 15 | Hrg 13 | Int 12 | Mor 11 | Mov 14 |

ENC: 8 **DODGE:** 75

Physical Skills: Climbing 73, Condition 76, Dancing 58, Jumping 69, Riding 91, Stealth 53, Throwing 66.

Communication Skills: Awareness 60, Intrigue 57, Mental Conflict 50, Oratory 81, Rhetoric 81, Singing 39;

Languages: Harnic 84 **Scripts:** Lakise 76

Religion: *Ritual:* Larani 25; *Piety:* 50

Combat Skills: Initiative 93, Unarmed 70,

Craft Skills: Foraging 89, Survival 74, Folklore 49, Heraldry 45, Law 54, Physician 52, Survival 51.

Armor: Mail cowl; Ring half-helm and gauntlets; quilt gambeson; scale hauberk; kurbul coudes, vambraces, and rerebraces; Leather knee boots and leggings; cloth tunic

Weapons (AML/DML):

Lance 114/94; Broadsword 104/99; Knightshield 109/94; Mace 104/94; Dagger 80/80

Steed

Initiative 65

MYRIAM The Lady of the Wood

| | | | | |
|--------|--------|--------|--------|--------|
| Str 11 | Agl 14 | Sml 10 | Wil 15 | Cml 15 |
| Sta 13 | Eye 13 | Voi 10 | Aur 17 | End 14 |
| Dex 12 | Hrg 13 | Int 16 | Mor 11 | Mov 11 |

ENC: 3 **DODGE:** 65

Physical Skills: Climbing 56, Condition 54, Jumping 569, Stealth 48, Throwing 52.

Communication Skills: Awareness 44, Intrigue 36, Mental Conflict 50, Oratory 62, Rhetoric 63, Singing 39;

Languages: Harnic 84 **Scripts:** Lakise 76

Religion: *Ritual:* --; *Piety:* --

Combat Skills: Initiative 60, Unarmed 40,

Craft Skills: Foraging 83, Survival 74, Folklore 29, Physician 52, Tracking 51, Hideworking 42

Psionic Skills: Prescience 65

Armor: Leather knee boots, hood and leggings; cloth tunic

Weapons (AML/DML):

Staff 80/60; Dagger 64/64

Spell Book

Dispell (Neutral I)

Attune (Neutral II)

Ward (Neutral II)

Figure of Aestras (Fyvria I)

Favrin's Bar (Fyvria III)

Vine of Alguinas (Fyvria IV)

Maintain (Neutral I)

Charge (Neutral II)

Balm of Gresan (Fyvria I)

Verdant Hand (Fyvria II)

Dream of Galefa (Fyvria III)

THE BANDITS OF CHYLE 21

Galdyk Onaret (Bandit Leader)

Galdyk Onaret (Robin Hood) was a squire of the Baron of Getha. His service came to an abrupt end when one of the ladies in waiting jealously informed the Baroness that he was carrying on a romance with the Lady Lysella. Galdyk was dismissed and sent back to his family's manor in Lynnfana. Galdyk's father was enraged that the boy had disgraced the family in the presence of the Baron and horsewhipped him from the manor, disowning him. Galdyk returned in the night and stole some armor, a sword (which is a family heirloom), and a horse. He rode back to Getha through the woods to carry his love away but now hides in the Chyle Forest, near where the Lady Lysella is confined at the manor of Emerule.

He carries his family's sword. He also wears stout ring and kurbul armor, loot from a Lady of Paladins knight.

The Sheriff will pay £ 1 (240d) for Galdyk alive but only 8 shillings (96d) for his corpse. Either must be delivered to Getha to claim the reward.

Crial Sonalin (Bandit Lieutenant)

Crial Sonalin (Little John) was a yeoman at Glasen when the Reblena thwarted his marriage to Penele Uril. The Reblena wanted the fair Penele to marry a loyal but old Remken. Crial loudly opposed the decision but was beaten in the market square by three of the soldier's fellow Meken. He crawled into the woods to lick his wounds. When he returned, he killed the three soldiers that beat him and then tried to kidnap Penele. The garrison came to arrest him and, in the ensuing scuffle, Crial killed the old Remken and escaped back into the forest. Now, Penele keeps house for him and acts as the band's healer.

In addition to being the best archer in the group, Crial is a fierce swordsman. Brother Garis claims that he is the group's best student. He wears leather armor and an iron skull cap.

The Sheriff of Balim has offered a 5 shilling (60d) bounty for Crial, dead or alive. The claimants need only present his head to the Sheriff to claim their reward.

(See page 23 for more information on Penele)

GALDYK ONARET

Dishonored Squire, Disowned Son, and Bandit Leader

| | | | | |
|--------|--------|--------|--------|--------|
| Str 16 | Agl 12 | Sml 10 | Wil 14 | Cml 15 |
| Sta 14 | Eye 14 | Voi 14 | Aur 09 | End 14 |
| Dex 13 | Hrg 13 | Int 16 | Mor 14 | Mov 13 |

ENC: 7 **DODGE:** 70

Physical Skills: Climbing 73, Condition 76, Dancing 58, Jumping 69, Riding 91, Stealth 53, Throwing 66.

Communication Skills: Awareness 50, Intrigue 47, Mental Conflict 40, Oratory 61, Rhetoric 61, Singing 59;

Languages: Harnic 76 **Scripts:** Lakise 70

Religion: *Ritual:* Larani 15; *Piety:* 30

Combat Skills: Initiative 83, Unarmed 60,

Craft Skills: Foraging 89, Survival 74, Folklore 49, Heraldry 45, Law 44, Physician 52, Musician 51.

Armor: Mail cowl; Plate half-helm; quilt gambeson; Ring hauberk; kurbul coudes, vambraces, and backplate; Leather knee boots and leggings; cloth tunic

Weapons (AML/DML): Lance 108/88; Broadsword 98/93; Roundshield 88/103; Mace 98/88; Dagger 75/75; Staff 80/60

Steed

Initiative 60

CRIAL SONALIN

Yeoman, Murdered, and Bandit Lieutenant

| | | | | |
|--------|--------|--------|--------|--------|
| Str 15 | Agl 14 | Sml 10 | Wil 11 | Cml 12 |
| Sta 16 | Eye 13 | Voi 08 | Aur 10 | End 13 |
| Dex 12 | Hrg 13 | Int 14 | Mor 10 | Mov 13 |

ENC: 5 **DODGE:** 65

Physical Skills: Climbing 73, Condition 68, Jumping 73, Stealth 55, Throwing 55.

Communication Skills: Awareness 43, Intrigue 47, Oratory 37, Rhetoric 44, Singing 46;

Languages: Harnic 72 **Scripts:**

Religion: *Ritual:* Larani 16; *Piety:* 30

Combat Skills: Initiative 78, Unarmed 62,

Craft Skills: Foraging 73, Survival 67, Folklore 67, Heraldry 43, Physician 57, Animalcraft 67.

Fletching 34, Weatherlore 50, Tracking 64

Armor: Leather cowl; Leather half helm; quilt gambeson; Ring byrnie, Leather knee boots and leggings; cloth tunic

Weapons (AML/DML):

Longbow 96/--; Falchion 87/82; Roundshield 87/97; Spear 102/92; Dagger 70/70; Staff 90/65

THE BANDITS OF CHYLE 22

Garis Asana (Defrocked Priest)

Garis Asana (Friar Tuck) is a defrocked Laranian priest. Drink and gluttony were his undoing, as he had the ill-grace to make some politically-insensitive statements about the Solari Crusade in front of a Melderyni Reblena.

This pudgy priest has become the bandits' instructor, teaching the outlaws how to use the swords and armor that they capture. His Laranian training helps him demonstrate the techniques but his girth often gets in his way. Since he knows that he cannot run very fast anyway, Garis wears heavy armor and wields a long axe. In an ambush, he is the one to step out of cover and stop the victims. His armor not only shocks the prey but also ensures that they will not be able to push past him.

The Serolan of Astelure will not pay a bounty for the return or demise of this wayward priest. He will afford the law-bringers a special status in his abbey, however.

Tordai Etine (Arsonist and Scout)

Tordai Etine (Much the Miller's son) was thrown out of his clan by his great-uncle, the clan head (the miller of Getha) for raping a goose girl. Old Elas felt that the boy had become a liability to the clan and, having bailed the boy out of enough scrapes with the law, ordered his father to disown the lad. Tordai fled to the forest after through burning the mill at Drilen. Although he is only 15, Tordai is an accomplished arsonist and a thoroughly unlikable person.

Sir Eadwin Lournay, lord of Drilen, has offered a 20d reward for young Tordai. Privately, Sir Eadwin would rather have the lad killed in the forest but, if he is returned to Drilen alive, the boy will swing in a crow's cage until he starves to death.

FATHER GARIS ASANA Defrocked Laranian Priest and Bandit Chaplain

| | | | | |
|--------|--------|--------|--------|--------|
| Str 12 | Agl 14 | Sml 10 | Wil 14 | Cml 09 |
| Sta 14 | Eye 13 | Voi 13 | Aur 14 | End 13 |
| Dex 12 | Hrg 13 | Int 16 | Mor 14 | Mov 10 |

ENC: 7 **DODGE:** 55

Physical Skills: Climbing 53, Condition 68, Jumping 48, Stealth 33, Throwing 55.

Communication Skills: Awareness 46, Intrigue 67, Oratory 37, Rhetoric 44, Singing 46; Mental Conflict 66

Languages: Harnic 72, Emela 56

Scripts: Lakise 83; Khruni 72

Religion: Ritual: Larani 36; **Piety:** 40

Combat Skills: Initiative 78, Unarmed 62.

Craft Skills: Foraging 63, Survival 57, Folklore 87, Heraldry 53, Physician 57, Law 67. Drawing 34, Weatherlore 50

Armor: Leather cowl; Ring half helm; quilt gambeson; Ring hauberik, Leather knee boots and leggings; cloth tunic

Weapons (AML/DML):

Broadsword 87/82; Kiteshield 87/97; Battleaxe 102/92; Dagger 70/70

Invocations:

| | |
|-------------------------------|------------------------|
| Banner of Mendiz II | Courage of Mendiz II |
| Fast of the Tirannon II | Passage to Tirithor II |
| Blessing II | Marriage II |
| Passage of the Soul II | |
| Bandage of Saint Perelyne III | |

TORDAI ETINE Arsonist, Rapist, and Bandit Scout

| | | | | |
|--------|--------|--------|--------|--------|
| Str 11 | Agl 11 | Sml 10 | Wil 14 | Cml 10 |
| Sta 11 | Eye 10 | Voi 08 | Aur 09 | End 10 |
| Dex 11 | Hrg 13 | Int 09 | Mor 14 | Mov 11 |

ENC: 4 **DODGE:** 60

Physical Skills: Climbing 46, Condition 63, Jumping 46, Stealth 38, Throwing 59.

Communication Skills: Awareness 48, Intrigue 45, Oratory 49, Rhetoric 56, Singing 55;

Languages: Harnic 60 **Scripts:**

Religion: Ritual: Peoni 26; **Piety:** 10

Combat Skills: Initiative 59, Unarmed 44,

Craft Skills: Foraging 69, Survival 36, Folklore 28, Agriculture 30, Cookery 34, Animalcraft 31, Weatherlore 40

Armor: Leather hood, shoes and cap; cloth tunic and leggings

Weapons (AML/DML):

Club 64/54; Staff 60/45; Dagger 54/54

THE BANDITS OF CHYLE 23

Nella and Stella Orabral (Soiled Doves)

Nella Orabral is a whore from Uldien. She ran away after she knifed a client who became violent and drifted up the Silver Way.

Stella is not really Nella's sister but the girls shared a smelly little room in the garret of the brothel, so they are closer than many siblings. When Nella ran away, Stella followed, afraid that Nella's pimp would take out his anger on her. The girls continue to ply their trade among their fellow outlaws, sharing her bed for some food or a trinket.

They have also acted as scouts for the gang, visiting villages on market days or for Peonian services to do reconnaissance before a raid. No one has associated the girls with the raids yet. As a result, neither girl has a price on her head. If caught in the company of the other outlaws, however, they will be hung as an example to others.

Penele Uril (Crial's Lover)

Penele, on the other hand, acts as the bandits' mother. She prefers to stay near the hideout and do the domestic chores.

Borin the Red (Bigamist & Despicable Character)

Borin the Red (Will Scarlet) undeniably deserves his outlaw status. A yeoman from Drilen, he lived next to the mill [Drilen #4] and had married young. He seemed to have a perfect life.

At age 20, after 5 years of wedded bliss, he disappeared during a hunting trip only to reappear with a new name in Kylelaw. He established himself in this new locale, married a beautiful young woman, and became a pillar of the community. Last year, his first wife came to claim him. He was humiliated.

While the village gossips were consumed with the story, he lured his first wife to a secluded place in the forest and killed her. His hope of returning to his second wife dissolved when hunters found his first wife's body and raised the hue and cry. Facing the noose, he fled to the forest.

Sir Eadwin will offer 5 shillings (60d) for Borin, dead or alive.

THE BANDIT CAMP FOLLOWERS Soiled Doves and Crial's Lover

| | | | | |
|--------|--------|--------|--------|--------|
| Str 10 | Agl 11 | Sml 10 | Wil 14 | Cml 14 |
| Sta 11 | Eye 12 | Voi 13 | Aur 09 | End 11 |
| Dex 11 | Hrg 10 | Int 10 | Mor 09 | Mov 11 |

ENC: 4 **DODGE:** 60

Physical Skills: Climbing 46, Condition 63, Jumping 46, Stealth 38, Throwing 59.

Communication Skills: Awareness 48, Intrigue 45, Oratory 29, Rhetoric 36, Singing 36;

Languages: Harnic 80 **Scripts:**

Religion: *Ritual:* Peoni 26; *Piety:* 10

Combat Skills: Initiative 59, Unarmed 44,

Craft Skills: Foraging 69, Survival 36, Folklore 28, Lovecraft 45, Cookery 54, Physician 32, Animalcraft 31, Weatherlore 20

Armor: Leather shoes and cap; cloth hood, tunic and leggings

Weapons (AML/DML):

Club 54/44; Staff 60/45; Cooking knife 64/64

BORIN THE RED Yeoman, Murderer, and Bigamist

| | | | | |
|--------|--------|--------|--------|--------|
| Str 19 | Agl 11 | Sml 10 | Wil 10 | Cml 12 |
| Sta 14 | Eye 13 | Voi 08 | Aur 09 | End 13 |
| Dex 12 | Hrg 13 | Int 16 | Mor 05 | Mov 12 |

ENC: 5 **DODGE:** 65

Physical Skills: Climbing 73, Condition 68, Jumping 73, Stealth 55, Throwing 55.

Communication Skills: Awareness 43, Intrigue 47, Oratory 17, Rhetoric 24, Singing 16;

Languages: Harnic 72 **Scripts:**

Religion: *Ritual:* Larani 06; *Piety:* 3

Combat Skills: Initiative 78, Unarmed 62,

Craft Skills: Foraging 73, Survival 67, Folklore 67, Heraldry 23, Physician 37, Animalcraft 67, Textilecraft 34, Weatherlore 50

Armor: Leather cowl; Kurbul half helm; quilt gambeson; Ring vest, Leather knee boots and leggings; cloth tunic

Weapons (AML/DML):

Longbow 76/--; Falchion 87/82; Roundshield 87/97; Spear 102/92; Dagger 70/70

THE BANDITS OF CHYLE 24

Lady Lysella Indama

Lady Lysella Indama is the young (16 year old) flirtatious daughter of the Baron of Getha. She looks like a younger version of her mother, Baroness Myrtis Indama. She is svelte but curvy with dark hair. Her eyes are striking. They are light brown; some might say golden, a family trait. Thoroughly imbued with tales of chivalric romance, she is in love with being in love. She dreams of being swept off her feet by a dashing, pure knight who will take her to a beautiful manor draped with roses and sweet alyssum.

She feels that Galdyk is her prince charming. He is a poet, a warrior, and has the strength to stand up to her father. She wants to run away with Galdyk and live her dream. The hard life of a bandit chieftain's woman has never entered her mind and she might have second thoughts if her dream house turns out to be a musty cave in the wilderness.

LADY LYSELLA INDAMA Daughter of the Baron of Getha

| | | | | |
|--------|--------|--------|--------|--------|
| Str 11 | Agl 14 | Sml 12 | Wil 14 | Cml 16 |
| Sta 11 | Eye 13 | Voi 15 | Aur 12 | End 10 |
| Dex 12 | Hrg 13 | Int 14 | Mor 12 | Mov 10 |

ENC: 4 **DODGE:** 60

Physical Skills: Climbing 56, Condition 60, Jumping 43, Stealth 45, Throwing 50. Dancing 70

Communication Skills: Awareness 53, Intrigue 57, Oratory 57, Rhetoric 64, Singing 66;

Languages: Harnic 72 **Scripts:** Lakise 84

Religion: *Ritual:* Larani 16; *Piety:* 30

Combat Skills: Initiative 58, Unarmed 42,

Craft Skills: Musician (lute) 63, Musician (harp) 57, Folklore 67, Heraldry 43, Needlework 57, Astrology 67. Textilecraft 34,

Armor: Leather hood; Cloth dress and shoes

Weapons (AML/DML):
Dagger 50/50

The Ghost of Saint Freden

Saint Freden was a famous knight of the Migration Wars. The reward for his service was a mace but the weapon was cursed and Freden became consumed by the evil he carried. He was imprisoned in his crypt a hundred and fifty years ago after his villagers discovered the secret to their master's longevity and almost eternal youth.

Thirty years ago a party of adventurers penetrated the crypt and almost freed the evil spirit before they were able to re-establish the seal on the portal and escape. Now the ghost waits for someone to enter his lair, someone who will give him form and let him wield his mace once again.

THE GHOST OF SAINT FREDEN Fallen Laranian Saint

| | | | | |
|--------|--------|--------|--------|--------|
| Str XX | Agl XX | Sml 08 | Wil 13 | Cml XX |
| Sta XX | Eye 06 | Voi 09 | Aur 12 | End XX |
| Dex XX | Hrg 13 | Int 12 | Mor 05 | Mov XX |

Communication Skills: Mental Conflict 72

Psionic Skills: Mental Bolt 72, Pyrokenesis 60

St. Freden's Mace

| | | | |
|------|------------|--------|---|
| Size | 3 ft. long | Weight | 4 |
|------|------------|--------|---|

Description

Weapon will not shatter in combat A/D 15/5. A long iron headed mace with an iron spike at the end of the haft. The wood of the haft looks burned where it is not wrapped in leather to improve the wielder's grip.

Power *Mental Bolt (F1) 25 – SI sec.*

The Mace enables the wielder to project a blast of mental energy at a spherical area three feet in radius (total volume = 113 cubic feet) centered on a point within SI x 15 feet and line of sight. If the invocation succeeds, a MS causes the victim to accrue two Fatigue Levels (F2) and make a Shock Roll (SKILLS 22) as if the mace had physically damaged them (B6). A CS inflicts four Fatigue Levels (F4) and make a Shock Roll (SKILLS 22) as if the mace had physically damaged them (B12).

THE BANDITS OF CHYLE 25

GENERIC KNIGHT

| | | | | |
|--------|--------|--------|--------|--------|
| Str 15 | Agl 14 | Sml 10 | Wil 14 | Cml 12 |
| Sta 14 | Eye 13 | Voi 08 | Aur 09 | End 11 |
| Dex 14 | Hrg 13 | Int 16 | Mor 14 | Mov 17 |

ENC: 8 **DODGE:** 75

Physical Skills: Climbing 73, Condition 76, Dancing 58, Jumping 69, Riding 91, Stealth 53, Throwing 66.

Communication Skills: Awareness 60, Intrigue 57, Mental Conflict 50, Oratory 81, Rhetoric 81, Singing 39;

Languages: Harnic 84 **Scripts:** Lakise 76

Religion: *Ritual:* Larani 25; *Piety:* 50

Combat Skills: Initiative 93, Unarmed 70,

Craft Skills: Foraging 89, Survival 74, Folklore 49, Heraldry 45, Law 54, Physician 52, Survival 51.

Armor: Mail cowl; Plate great helm; quilt gambeson; plate breastplate; kurbul coudes, vambraces, and backplate; Leather knee boots and leggings; cloth tunic

Weapons (AML/DML):

Lance 114/94; Broadsword 104/99; Knightshield 109/94; Mace 104/94; Dagger 80/80

Steed

Initiative 65

GENERIC SQUIRE

| | | | | |
|--------|--------|--------|--------|--------|
| Str 13 | Agl 13 | Sml 10 | Wil 14 | Cml 12 |
| Sta 14 | Eye 14 | Voi 08 | Aur 09 | End 14 |
| Dex 13 | Hrg 13 | Int 16 | Mor 14 | Mov 13 |

ENC: 7 **DODGE:** 70

Physical Skills: Climbing 73, Condition 76, Dancing 58, Jumping 69, Riding 91, Stealth 53, Throwing 66.

Communication Skills: Awareness 50, Intrigue 47, Mental Conflict 40, Oratory 61, Rhetoric 61, Singing 39;

Languages: Harnic 76 **Scripts:** Lakise 70

Religion: *Ritual:* Larani 15; *Piety:* 30

Combat Skills: Initiative 83, Unarmed 60,

Craft Skills: Foraging 89, Survival 74, Folklore 49, Heraldry 45, Law 54, Physician 52, Survival 51.

Armor: Mail cowl; Ring great helm; quilt gambeson; Ring breastplate; kurbul coudes, vambraces, and backplate; Leather knee boots and leggings; cloth tunic

Weapons (AML/DML): Lance 108/88; Broadsword 98/93; Knightshield 88/103; Mace 98/88; Dagger 75/75

Steed

Initiative 60

GENERIC YEOMAN

| | | | | |
|--------|--------|--------|--------|--------|
| Str 12 | Agl 14 | Sml 10 | Wil 14 | Cml 12 |
| Sta 14 | Eye 13 | Voi 08 | Aur 09 | End 13 |
| Dex 12 | Hrg 13 | Int 16 | Mor 14 | Mov 12 |

ENC: 5 **DODGE:** 65

Physical Skills: Climbing 73, Condition 68, Jumping 73, Stealth 55, Throwing 55.

Communication Skills: Awareness 43, Intrigue 47, Oratory 37, Rhetoric 44, Singing 46;

Languages: Harnic 72 **Scripts:** Lakise 56** if literate

Religion: *Ritual:* Larani 16; *Piety:* 30

Combat Skills: Initiative 78, Unarmed 62,

Craft Skills: Foraging 73, Survival 67, Folklore 67, Heraldry 43, Physician 57, Animalcraft 67. Textilecraft 34, Weatherlore 50

Armor: Leather cowl; Ring half helm; quilt gambeson; Ring hauberk, Leather knee boots and leggings; cloth tunic

Weapons (AML/DML):

Shortbow 66/-; Falchion 87/82; Roundshield 87/97; Spear 102/92; Dagger 70/70

GENERIC SERVANT

| | | | | |
|--------|--------|--------|--------|--------|
| Str 11 | Agl 11 | Sml 10 | Wil 14 | Cml 11 |
| Sta 11 | Eye 10 | Voi 08 | Aur 09 | End 12 |
| Dex 11 | Hrg 13 | Int 13 | Mor 14 | Mov 11 |

ENC: 4 **DODGE:** 60

Physical Skills: Climbing 46, Condition 63, Jumping 46, Stealth 38, Throwing 59.

Communication Skills: Awareness 48, Intrigue 45, Oratory 49, Rhetoric 56, Singing 55;

Languages: Harnic 80 **Scripts:**

Religion: *Ritual:* Peoni 26; *Piety:* 30

Combat Skills: Initiative 59, Unarmed 44,

Craft Skills: Foraging 79, Survival 36, Folklore 48, Agriculture 40, Cookery 54, Physician 52, Animalcraft 51, Weatherlore 40

Armor: Leather cowl; Leather shoes and cap; cloth tunic and leggings

Weapons (AML/DML):

Spear 69/59; Club 64/54; Roundshield 54/69; Staff 80/60; Dagger 64/64

THE BANDITS OF CHYLE 26

TREASURE

The bandit groups that inhabit the Chyle and Lonemar forests are not rich in terms of monetary wealth. Their camps will yield food, camp equipment and personal gear, most in well worn shape.

Package A represents the basic contents of a small (4 –6 individuals) bandit camp.

| Kitchen supplies: | Camp stuff | Personal gear |
|---|--|---|
| cooking pot copper, skillet iron, some wooden bowls, a pewter plate or two, wooden spoons, cutting knives, assorted tankards, oats and grains for gruel, dried fruit and vegetables preserved food stuff, smoked meats or fish, cheeses, lard, water barrel, 2 wooden buckets (3 gals), 1-2 baskets, small bag of salt (1 – 2 lbs) small cask of weak beer | Torches 5-10, Lantern, 2-3 tinderboxes, 3 cords of wood, Some lamp oil, 4-6 candles, 4-6 bedrolls, 4-6 tarpaulin, trunks and crates, 4 hatchets, wedge splitting, 4 fishing poles, fishing line and hooks, first aid bag, needle and thread, rope hemp, light, 2 shovels, 6 stolen animal traps | 3 rucksacks, 4 back packs framed, clothing for 6 individuals (various sizes)(worn, poor quality) 6-8 sets of boots (various sizes and conditions) 8 belt pouches leather, 2-4 flasks, various rough cloth sacks, 3-5 water skins, a book, 3 mules 1 riding saddle 2 pack frames |

Package B represents the contents of a larger or more well-established camp. This package includes the contents of Package A as well as:

| | | |
|--|---|---|
| 1 cow or 3 sheep or 5 goats 2 pounds of rabbit 20 pounds of venison 10 pounds of salt bacon 5 pounds of apples 4 pounds of cheese 5 gallons of cheap ale 6 pounds of peas bushel of oats | 3 wolf pelts pick crowbar spade 12 linen sack 2 water skin pound of tallow candles chest 5 cups and bowls | 5 horse blankets iron cauldron 3 tin plates 3 pewter flagons 2 palfreys 3 mules 3 riding saddles 2 pack frames |
|--|---|---|

Package C represents the contents of an emergency supply cache.

| | | |
|--|-----------------------------|--|
| cooking pot copper, skillet iron, dried fruit and vegetables smoked meats or fish | tinderbox empty hogshead | |
|--|-----------------------------|--|