Background
The following adventure takes place in the vicinity of Orbless. Orbless is a small town whose population makes a living by farming the land. There is also a minor portion of the population that lives off trade and craftsmanship. Orbless lies two days ride from a slightly larger town – Underry.

Speaking with the commoners
Successful communications check: The curfew subjected to the locals by the clergy is most unpopular. No one anyone has heard of is planning to leave the village for fear of the god's wrath. –But how come young master Gideon left the village in spite of the curfew?
Failed communications check: These are horrible times.

Speaking with the merchants
Successful communications check: Ahlanna, the carpenter's daughter has gone missing. The merchants fear that the bandits have kidnapped her. The merchants know the carpenter is willing to pay handsomely for her safe return to the village.
Failed communications check: The merchants are happy to do business with just about anyone. They don't answer questions because they have better things to do. If pressed they mutter something about it would be better to go searching for missing people than stand around loitering in shops.

Speaking with the guards
Successful communications check: The guards can tell the story of young master Gideon who left the village on a quest to liberate the prisoners. Gideon is now missing himself and has left no clues as to where the bandits might be hole up. Gideon brought with him two squires: Anne and Belfry.
Failed communications check: Members of the guards won't divulge anything to outsiders unless ordered to by the Mayor.

Speaking with the clergy
Successful communications check: The clergy are worried that the recent kidnappings, if handled carelessly, might attract folks of ill repute to the area. Steps must be taken to ascertain that no one outside the village knows about the current state of affairs. The bandits responsible for the kidnappings must be confronted and made to seize and desist. The church will pay a ransom for each kidnapper, dead or alive.
Failed communications check: Portents show that anyone leaving the village until the next full moon will suffer horrible misfortune. Accidents will strike, animals will come down with disease, and crops will fail.

Speaking with the nobles
Successful communications check: The nobles exclaim that young master Gideon is the most courageous man alive. The ransom will be paid in full as soon as the kidnappers and the mayor have agreed upon a meeting place. Now, someone that can be trusted must deliver the ransom. Preferably someone from the nobility that isn't afraid to get his hands dirty.
Failed communications check: The nobles might offer to pay adventurers to deliver a package sometime in the next couple of days. The mayor will call on adventurers if no nobles are available.

Dungeon

0-1 Entrance

Pit trap: 2d6 damage, half damage on Phys+DEX save.

0 Corridor

1 Guard
Weston and Green and stationed here. They sleep in bunk beds. Sometimes one of them slips out to hunt or goes to the mess hall. One of them is always present and there is a 25% chance the other is too. They can alert the Lieutenant by throwing a pot down the hallway. The system is not foolproof as the Lieutenant is only in his quarters 30% of the time. The jailor on the other hand will notice but will not care to investigate.

Weston/Green, Human Fighter-1
STR 12 (+1), DEX 14 (+2), MIND 14 (+2)
hp 15/14, AC 12, Shortsword, +4, d6+1 or Shortbow, +4, 1d6
Physical +5, all others @ +2
Treasure: shortsword, dagger, shortbow, quiver and arrows, pot, 26 gp each.

2 Jailor
The Jailor keeps a pet prisoner. The cell in the jailor's quarters is supposed to house prisoners on whom the jailor needs to keep a close eye lest the prisoner escapes. However, the current jailor keeps a young woman here for his viewing pleasure. The jailor will beg for mercy from anyone who intimidates him.

Jailor, Human Rogue-3
STR 11(+0), DEX 17(+3), MIND 12 (+1)
hp 22, AC 15 (leather), Red Hot Poker, +3, d6
Subterfuge +7, all others @ +4
Treasure: poker, leather armor, 12 gp, and 3 amethysts hidden in the pillow.

Ahlanna, Human Merchant-1
STR 11(+0), DEX 11(+0), MIND 17 (+3)
hp 14, AC 10, Unarmed, +1, d3
Subterfuge +5, all others @ +2
Treasure: shackles.

3 Lieutenant
The lieutenant is a barrel-chested, middle-aged man prone to fits of rage, which his subordinates must suffer. The lieutenant is here 30% of the time resting.

Lieutenant, Human Fighter-3
STR 14(+2), DEX 13(+1), MIND 8 (-1)
hp 25, AC 14 (studded), Bastard Sword, +3, 1d10+4
Physical +7, all others @ +4
Treasure: bastard sword, studded leather, and healers' kit stored in cupboard.

4-8 Mayhem Ensues
Some of the bandits are in the mess hall having a meal. The Lieutenant might be in the Officer's Mess. If combat ensues anywhere in these rooms all bandits in the area will be alerted. Any bandits previously encountered might not be encountered here, depending of the outcome of that meeting.

4 Dry Storage
A dog guards the dry storage. The dog is tied to a leash and cannot escape this room. It is able to cover the entire space of this room however.
Dog, HD 1d8+2 (6 hp) AC 15 Claw +4, 1d2-1
Treasure: 13 iron rations.

5 Mess Hall
Leonard and Grunt are here 40% of the time. See area 11.
Wolf and Starling are here 40% of the time. See area 13.
Hanse and Sleif are here 40% of the time. See area 15.

6 Kitchen

7 Officer's Mess
The lieutenant is here 40% of the time. See area 3.

8 Cold Storage
Weston or Green is here or in Dry Storage 10% of the time.

9 Great Hall
The Chief with a select retinue of guards reside here: Farouk, Gant and, Birk. The Chief is secretly a captain of the Leng Knights.

The Chief, Human Fighter-4
Title: Captain of the Leng Knights. Commands up to 40 Leng Knights in business and combat.
STR 15(+2), DEX 14(+2), MIND 16 (+3)
hp 29, AC 19 (Halfplate), Longsword, +7, 1d8+2 or Hand Crossbow +7, 1d4
Physical +8, all others @ +5
Treasure: Longsword, Hand Crossbow with quiver and arrows plus see area 22.

Farouk/Gant/Birk, Human Fighter-1
STR 11(+0), DEX 17(+0), MIND 8 (-1)
hp 14/15/14, AC 13 (leather+buckler), Longsword, +2, d8, or Short bow +2, 1d6
Physical +5, all others @ +2
Treasure: longsword (2), leather armor (2), buckler (2).

10 Library
The Chief goes here to write ransom notes. Now that all ransom notes are already delivered and no new prisoners have been taken in the library is mostly unoccupied. Notes on the prisoners can be found here, penned by the Chief. The notes address the prisoners' names, how the Chief feels about the prisoners, his ransom demands if any, and what belongings they each have contributed to the Chief's cause (read treasure).

11-15 The Great Melee
In this area all men-at-arms are stationed when not on guard duty, in the mess, or patrols. If there is a ruckus anywhere in this area all guards nearby will come to investigate – and join the fray if there is combat. There is one guard, Slocum, stationed outside the storage at all times. The guard is surprised if he fails a listening check.

Slocum, Human Fighter-1
STR 11(+0), DEX 11(+0), MIND 8 (-1)
hp 14, AC 12 (leather), Longsword, +2, d8
Physical +5, all others @ +2
Treasure: longsword, leather armor.

11 Quarters
Leonard and Grunt. They sleep in bunk beds when not on guard duty, in the mess, or patrols. There is 40% chance that they are both here. Any bandits previously encountered might not be encountered here, depending of the outcome of that meeting.

Leonard/Grunt, Human Fighter-1
STR 11(+0), DEX 11(+0), MIND 8 (-1)
hp 14/15, AC 12 (leather), Longsword, +2, d8
Physical +5, all others @ +2
Treasure: longsword (2), leather armor (2).

12 Storage
The storage contains various weapons, armor, and farm implements that are not currently carried and used by the guards. Slocum guards the storage at 95% of the time on posted just outside in the corridor.

13 Quarters
Wolf and Starling. They sleep in bunk beds when not on guard duty, in the mess, or patrols. There is 40% chance that they are both here. Any bandits previously encountered might not be encountered here, depending of the outcome of that meeting.

Wolf/Starling, Human Fighter-1
STR 11(+0), DEX 11(+0), MIND 8 (-1)
hp 14/15, AC 12 (leather), Longsword, +2, d8
Physical +5, all others @ +2

14 Quarters
Dern and Slocum. Dern is bedridden. Slocum is on perpetual duty to guard the storage.

Dern, Human Fighter-1
STR 11(+0), DEX 11(+0), MIND 8 (-1)
hp 14, AC 10, Longsword, +2, d8
Physical +5, all others @ +2
Treasure: longsword, leather armor.

15 Quarters
Hanse and Sleif. They sleep in bunk beds when not on guard duty, in the mess, or patrols. There is 40% chance that they are both here. Any bandits previously encountered might not be encountered here, depending of the outcome of that meeting.

Hanse/Sleif, Human Fighter-1
STR 11(+0), DEX 11(+0), MIND 8 (-1)
hp 14/15, AC 12 (leather), Longsword, +2, d8
Physical +5, all others @ +2
Treasure: longsword (2), leather armor (2).

16 Secret Exit

17 Cells
Young master Gideon is in a cell in this block. In the other two cells there are a travelling merchant, Koon, and a cleric, Barton, from the nearby town of Underry. Both were travelling together when the bandits attacked them. They lost three companions in the battle.

Gideon, Human Paladin-2
STR 14(+2), DEX 15(+2), MIND 12(+1)
hp 21, AC 12, Unarmed, +4, d3+2
Communication +6, all others @ +3

Koon, Human Rogue-1
STR 10(+0), DEX 13(+1), MIND 12(+1)
hp 13, AC 11, Unarmed, +1, d3
Subterfuge +5, all others @ +2

Barton, Human Cleric-1
STR 8(-1), DEX 14(+2), MIND 13(+1)
hp 12, AC 12, Unarmed, +0, d3
Communication +5, all others @ +2

18-19 Jail

18 Cells
Both Gideon's squires are here. The last cell is empty but the Chief believes Ahlanna occupies it. The squires are busy making plans to escape. They have yet to figure out whether to try and stage a rescue attempt for Gideon right away or head for the village and come back later with more men.

Anne/Belfry, Human Fighter-1
STR 13(+1), DEX 11(+0), MIND 15(+2)
hp 17/18, AC 10, Unarmed, +3, d3+1
Physical +5, all others @ +2

19 Interrogation
Currently the Chief's brother is chained to the wall. The brother tried to instigate the men to rebel against the Chief and make the banter Chief instead. The attempt was thwarted. The Chief has yet to decide what to do with his brother.

Brother, Rogue 4
STR 14 (+2), DEX 16 (+3), MIND 15 (+2)
hp 28, AC 15 (Combat Coat), +5 Shortsword, 1d6+2 and +5 dagger 1d4+2
Subterfuge +8, all others @ +5
Treasure: Shortsword, combat coat, dagger in a locked chest.

20 Secret Passage
The secret door can be found in the interrogation room behind an iron maiden. If the iron maiden is pushed it slides *away* revealing the passage. The passage is hidden from sight in the corridor by a revolving section on wall. By pushing the section it can be forced to turn and reveal the passage.

21-22 Treasure chamber

21 Secret tunnel
The lizards are free to roam the tunnel and can do so without discomfort. The ceiling here is lower than normal and filled to the brim with water. Only stabbing and piercing weapons can be used.

22 The Prize
The Chief keeps his treasure here as well as a couple of vicious monitor lizards here. The lizards will attack anyone except the Chief. The lizards prefer to fight in the water filled tunnel.

2 Monitor Lizards, HD 4d8+2 (18 hp) AC 15 Claw +7 (1d6-1)

Treasure: The Chief's collected treasure is here.
Among other things:
3 Longswords (Gideon's, Anne's and Belfry's)
Battle axe (Koon's)
Heavy mace (Barton's)
Padded armor (Anne's)
Leather armor (Belfry's)
Studded leather (Koon's)
Steel shoulders (Gideon's)
Chain shirt (Barton's)
Bucker (Gideon's)

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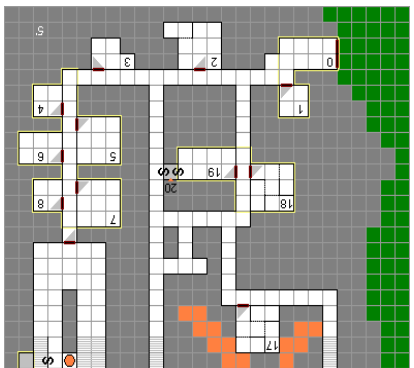
The Bandits of Orbless

a Microlio20 adventure for levels 1-3.

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