

The Lost Catacombs/Lair of the Red Bandanna Bandits

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The Lost Catacombs lie beneath the rubble of a ruined temple, only the foundations and some walls still standing. A cleared stairway leads inside, to where a group of bandits have taken up residence, calling themselves the Red Bandanna Bandits, after the red cloth that they wear on their heads. They have stored up a sizeable hoard after several months of raids. Recently, after some misjudged exploration, they disturbed some undead and have been on their guard ever since. They are considering leaving, if the undead problem gets any worse.

The bandit occupied rooms are lit with lanterns. The others are dark.

Wandering Monsters

1d8	Monster(s)
1-2	d4 bandits
3	d4 giant spiders
4	d2 zombies
5	Moaning (wind)
6	Moaning (undead)
7	d4 skeletons
8	Bandit Leader

1 in 6 chance, check every turn.

Room # 3

The bandits use this room as a vault for their most valuable treasure. Several locked chests hold the bandit's gold, jewels and other such items, waiting to be sold off. A former crypt, there are six sarcophagi still here, intact, and undisturbed. All hold the skeletons of priests laid to rest; none have any treasure.

Room # 5

A crypt holding niches in which skeletons are interned.

Room # 6

Another crypt, with niches along the walls holding rotten coffins of old skeletons, clergy members buried with their prayer books. Webs coat the ceiling, holding several spiders (large spiders). The bandits avoid this room.

Room # 2

An older crypt, dusty and not disturbed for decades. The portcullis is shut, the winch broken. The crypt has niches in the walls, each holding the remains of servants, while a large sarcophagus rests in the centre, carved with pictures of trees and mountains, lakes and a cloudy sky. Inside is an undead priest, resting until disturbed, hostile to any that defile the crypts. The corpse lies on a small amount of treasure.

Trapped Door

A poison-needle trap, which causes a paralysis for 1d6 turns (10 minutes).

Trapped Door

A poison-needle trap, save or suffer hallucinations for 1d4 hours.

Room # 4

This large room is decorated in stolen furs, tapestries, and furniture that lies scattered across the room. The bandits occupy this former hall, eating, drinking, sleeping and enjoying the fruits of their labour.

At any time, 2d4 bandits can be found here; 25% asleep, the rest relaxing. A couple are generally on guard, keeping an eye on the two visible doors leading out.

Room # 1

The leader of the bandits, O'Connor, uses this former crypt as his home. The sarcophagus has been converted into a bed, lined with furs and blankets, the former inhabitant thrown into room #5. The leader is often found here, counting his gold, unless (25%) he is sleeping after their latest raids. The portcullis is activated by a winch on the outside, and is currently wedged open with a rusted short sword.

