

# Turtle Shell Bandits

For 1st-2nd level characters  
By Mark Morrison

The local merchants have been under attack from a group of bandits. They will pay the party 200gp and whatever loot they get from the bandits, if they can solve their problem.

The bandits hide out is just one mile from the main road and a trail that leads to their hideout will not be hard to find. The bandits have set up their hide out underneath a giant turtle shell in a small wooded area. When the players approach their base, they will see two chimney's stacks coming from the top of the shell. A set of stairs lead down to a locked heavy wooden door.

**Room 1:** Hallway. The hallways are lit by torch's. All of the walls are made of wood and the floor is wooden as well. A 25% chance every turn that 2 Bandits from room 4 will be wondering in the hallways.

**Room 2:** Storage Room. The room is filled with boxes and barrels of their ill gotten gains. A drunk Bandit (2nd lvl fighter, HP 13 wearing studded leather armor, longsword, dagger) is inside the room. He will fight with a -2 to hit from being intoxicated. Treasure: 30sp,9gp,60 days of iron rations, 2 barrels of ale worth 50gp each and 12 bottles of wine worth 5 gp each.

**Room 3:** Kitchen. Inside this room is a bandit (1st lvl bandit, HP 4, wearing leather armor, and carries a **+1 Dagger**) who will attack whoever enters the room. Treasure: 7gp, 39cp and a set if silver dinner plates and bowls worth 50gp.

**Room 4:** Great Hall. Inside the room are two bunk beds, a fireplace, 6 foot lockers and a table with six chairs around it. Inside the room will be 4 Bandits ( or 2 if the party encountered two of them wondering the hallways from Room 1). The Bandits ( 1st lvl bandits, HP 4 each, all wear leather armor, small wooden shield, shortsword and dagger) will be here playing cards. There is a 25% chance that two of the bandits will be wondering the hallways. Treasure: 39gp, 102sp, 47cp, a **Potion of Healing**, and four **+1 Arrows**.

**Room 5:** Bandit leaders study. The leader of this group is here reading ( 4th lvl fighter, HP 20, he wears **+1 Chainmail** , large steel shield and a **+1 Footman's Pick**). He has a 20% chance of hearing any battle that breaks out in room 1, 3 or 4. Treasure: 68gp, 200sp, a large gem worth 100gp.

**Room 6:** Bedroom. This is the leaders bedroom. A large bed and a small chest under the bed are the only things in the room. Treasure: silk bed sheets worth 20gp, 300cp, 100sp, and a jar of **Keoghtom's Ointment**.

**Room 7:** Study. This room has wooden chest and a desk. Sitting at the desk is a half elf magic-user ( 3rd lvl, HP 8, he has a wooden staff, a silver dagger, a **Bracer of Defense AC7** and a **Wand of Color Spray** with 9 charges left ) He has the following spells: 1st lvl- magic missile and shield. 2nd lvl- web. If a battle breaks out in room 5, he will arrive in two rounds. Treasure: the half elf spell book with five 1st level spells: Detect Magic, Light, Magic Missile, Read Magic and Shield. 2nd level spells: Knock, Rope Trick and Web, 27gp and 2 pearls worth 100gp each.

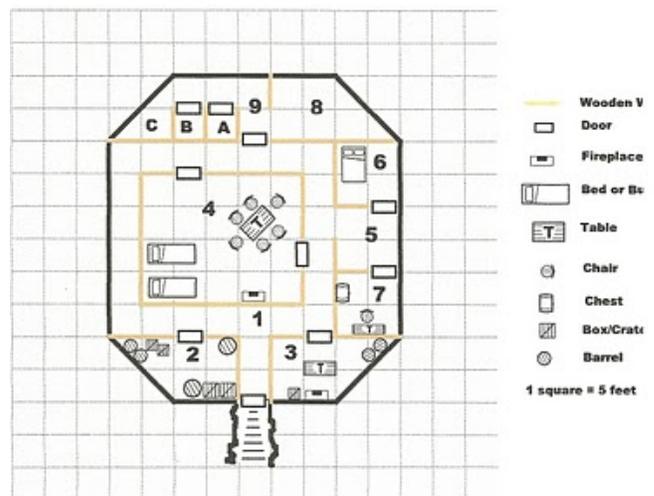
**Room 8:** Goblins Barracks. Six straw mats are in this room. Inside are 6 Goblins ( 3 HP each, all are armed with morning stars and spears). Treasure: 120cp and 30sp.

**Room 9:** Prisoner Cells. A set of keys hang on the far wall.

Room A: a wealthy merchant who will pay 100gp for his safe return home. 0-level.

Room B: a local farmer, 0-level.

Room C: this area has 3 gnomes chained to the wall. They are from a local clan. All are 0-level.



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