

PROMISED TREASURES [D4]

The Black Market will pay well for those who can recover any of these stolen items. The brigands may have them still...

1. STOLEN ARTS [D6]

1. Gilded Shoes.
2. Topaz Tea Set.
3. Painting of Hellmouth.
4. Ivory Brushes.
5. Regency Music Box.
6. Wax Saint Head.

2. PILFERED RESOURCES [D6]

1. Box of flintlock munitions.
2. Glue bottle.
3. Box of iron nails.
4. Cutlery set.
5. Bag of horse feed.
6. Scrap iron bars.

3. "MISSING" GOODS [D6]

1. Salted kippers in tin.
2. Flask of rotgut.
3. Vial of acid.
4. Block of bear lard.
5. Satchel of radishes.
6. Fancy abacus.

4. ABSCONDED MINUTIA [D8]

1. Silvered monocle.
2. Lover's locket.
3. Signet ring.
4. Noble's letter opener.
5. Counterfeit gold coins.
6. Bottle of teeth.
7. Tome of diablerie.
8. Brass sun pendant.



"These MALEFACTORS! BRIGANDS! They've taken up roost in the manse upon yonder hill. They swoop from it like carrion birds, to bloat themselves on the misery of the Riftfolk and those exiled here. Put them to the knife, to the torch! You're a knave afterall, use your devilish ambition for the good of us all for once in your life!"

A short adventure for starting Knaves, taking place near the ruined border settlement of **Antévol**. It pits the knaves against the local brigands and their leader, who have taken up residence in a derelict mansion.

Deposing the brigands will see the black market expand its operations, as well as offering the ruined manse as a potential hub of operations for those blaggards with ambition enough for usurpation!

The Bandit's Manse is written to compliment the Rakehell zine and is included in the purchase of *Rakehell Issue. 1 The Rift of Mar-Milloir*. It is a generic enough site to explore and conquer that it can easily be made useful in other roleplaying games with an early modern flair.

Included Within:

- ... A nine room dungeon with map!
- ... Randomized activities for the briands to take part in!
- ... Statistics for a number of unpleasant enemies!
- ... Loot randomizers!

Why use this in tandem with Rakehell?

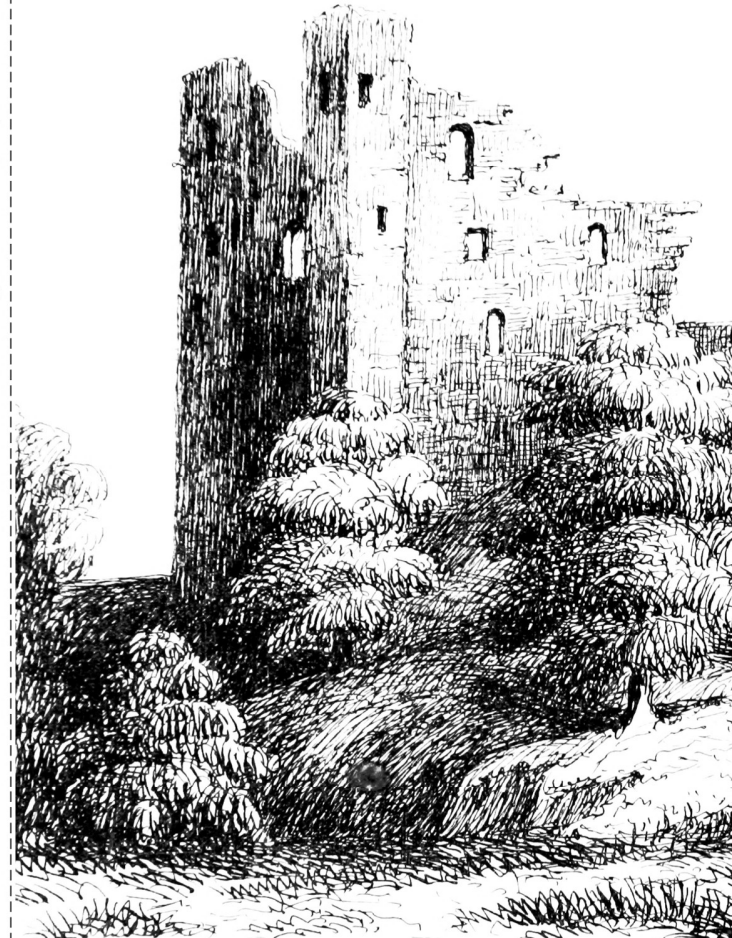
- ... Brigand randomizers can help flesh out this module!
- ... This module can help flesh out brigand encounters!
- ... Better specify unique items found within!
- ... Make use of it as a base for Rift-bound Knaves!
- ... To help fund the author's folish need for food!



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the BANDIT'S MANSE



A brigand-infested hall of antiquity.
for use with KNAVE & Rakehell
by Brian Richmond



EXTERIOR

15 foot tall stone walls. Reinforced wooden doors. Partially collapsed roof in back. Barricaded stable door to courtyard, rocks.

KITCHEN

Shelves stocked with old sacks of grain, pottaged meats. 3 fireplaces. Grease everywhere. Smells of fresh butchery. Good silver in cupboards.

DINING HALL

Crudely cobbled together table, with benches and inappropriate chairing. Ugly floral wallpaper. Statue of crowhound in the corner, by windows.

COURTYARD

Bonfire in the center, reinforced doors to exits, double-door to bunks. Half-collapsed timbers. 2D10 loot from recent raids in containers. Smells of pine smoke. Bad visibility at night.

BUNKS

Lumpy hen feather mattresses, stolen quilts. Footlockers contain minutia and dust. A table where cards are played. Bandits toss and turn.

STORAGE

A former wine pantry, barrels of the stuff sit here in rank fermentation. The vinting cells can still be locked if one had the keys.

STABLES

Collapsed partially during a fire, or a storm. The proud mare, Charlemangle, rots besides fallen timbers. Her shoes are gilded.

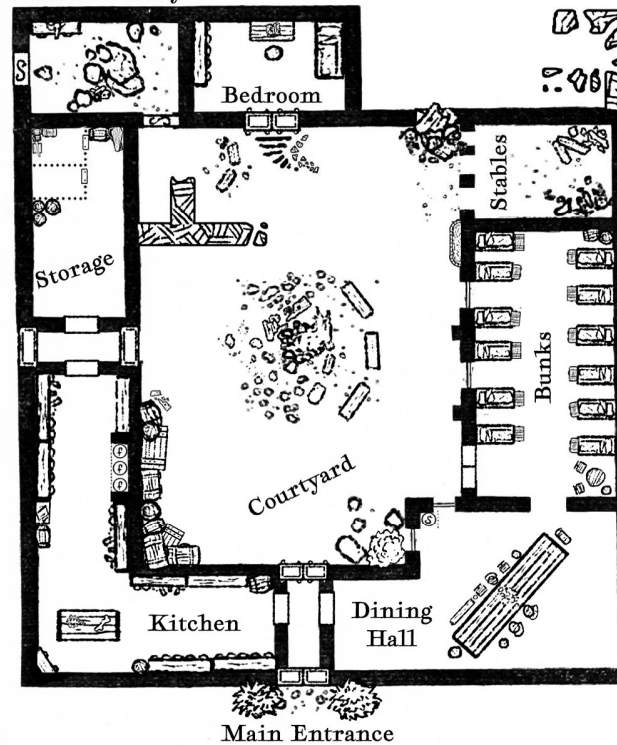
BEDROOM

A former office, its upper floor lost, now the master bedroom. A goose-down mattress, a fur blanket, shelves of 1d8 promised treasure. A journal of languished poetry and regrets.

BUTLER'S PANTRY

Collapsed and hidden behind servant doors meant to look like sealed chimney shafts. Hard to move through. Keys and lewd poetry can be found in a cupboard here. Smells of old pork and mildew.

Butler's Pantry



BANDIT, GENERIC

HD 1, AD 11, ATT 1D6 (Sword or Flintlock), MORALE 6, SPEED: 30'.

BRIGAND, INTIATE

HD 1, AD 9, ATT 1D6-1 (Improvised), MORALE 5, SPEED: 30'.

BRIGAND, LEADER

HD 3, AD 12, ATT 1D8 (Sword or Blunderbuss), MORALE 9, SPEED: 30'.

COOK

HD 1, AD 10, ATT 1D4 (Knife or Implement), MORALE 4, SPEED: 30'.

HOUND

HD 1, AD 9, ATT 1D4 (Vicious Bite), MORALE 5, SPEED: 45'.

GENERAL LOOTS [D8]

1. 2d20 pennies.
2. Dungeon gear.
3. Rations.
4. 1d4 jewelry.
5. metal file or lockpick.
6. General Gear 1.
7. General Gear 2.
8. Promised Treasures.

BANDITS PER ROOM [D8]

When entering a room for the first time, roll a d8 on the following list to determine how many bandits are in a single room or area.

1. 1d3 Bandits + 2d4 Intiates
2. 2d4 Hounds + 1d3 Bandits
3. 1d6 Cooks + 1d2 Hounds
4. 2d6 Bandits
5. 2d6 Intiates
6. Leader (Unique) + 1d8 Intiates
7. 1d3 Intiates + 1d2 Hounds
8. 1d2 Bandits

If Kitchen: +2d4 Cooks

If Bunks: +1d3 Intiates (50% chance, all sleeping)

If Dining Hall: 50% all Drunk.

If Courtyard: 50% Distracted.

BANDIT ACTIVITY [D6]

When encountering bandits outside of combat, roll a d6 followed by the noted die type on the following lists...

1. CHORES [D4]

1. Gathering burnable tinder.
2. Sweeping up.
3. Cleaning mess dishes.
4. Grooming self.

2. RECREATION [D4]

1. Playing cards.
2. Shooting dice.
3. Drinking wine.
4. Telling bawdy tales.

3. FOOLISHNESS [D4]

1. Nude hazing ritual.
2. Play fighting.
3. Boasting of sexual acts.
4. Slam poetry.

4. CRUELITIES [D4]

1. Whipping an initiative.
2. Kicking a hound.
3. Threatening a cook.
4. Howling obscenities.

5. MISERIES [D4]

1. Nursing a chest wound.
2. Sick with fever.
3. Morose over actions.
4. Mumbling prayers.

6. DUTIES [D6]

1. On patrol.
2. Taking inventory of loot.
3. Target practice.
4. Feeding hounds.
5. Explaining anatomy for murderous intents.
6. Combat drilling with partner.