

## **Bandits in Billige**

An introductory scenario for **Merry Outlaws**

*Bandits lurk in Castle Drumclog  
Fair Blodwin did they seize  
None dare challenge such knaves so bold  
The folk of Billige grieve*

### **Introduction**

It's market day (Saturday) and **the Green** is crowded with people, animals and stalls.

You overhear a conversation between a large blacksmith and a priest in travelling clothes who are in front of a wagon where the blacksmith is displaying his wares.

### **Dai**



### **Dai the Blacksmith:**

*“Of course I’ll escort you Father, it’s my Christian duty. But, I tell you, that wench is no witch, despite what that addled fool Mereck claims. The disappearances are the work of the same brigands who have my Blodwin in the castle.”*

### **Father Hayden from Hexham Priory:**

*“We shall see tomorrow, my son, we will do the Lord’s work on the Lord’s day. And I shall pray for the safe return of your daughter.”*

There are clearly wrongs to be righted here.

## **Billige**

A small village. The nearby mill stream powers a water mill. The proximity of the forest allows for deer poaching.

Farmers travel north to the Green on market days (every other Saturday)

**Drumclog castle** is a ruin. There is no through traffic so no inn.

Geese live on the village pond

## **Tybalt**



## **Characters**

**Mereck the Miller** is being robbed, **Thatch his son** is unwillingly helping *Tom* and *Hubert*

**Alice the Herbalist** is being held on charges of witchcraft

**Rival Outlaws** led by **Giles the Ghastly** are holding *Blodwin* in the ruined *Drumclog Castle*

**Tom** and **Hubert** farmers' sons are robbing the townsfolk to pay *Otto the Hermit* for his silence.

**Poachers Tybalt, Godric, Cliff, Shawn**, (*Roland* is missing) have seen ghost.

**Dai the Blacksmith**, *Blodwin* his daughter is a captive of the *Rival Outlaws*

**Otto the hermit** is blackmailing *Tom* and *Hubert*

**Father Hayden** is coming from *Hexham* to investigate *Alice*

**Nicholas** a travelling friar has been set to guard *Alice*

**Rumour:**

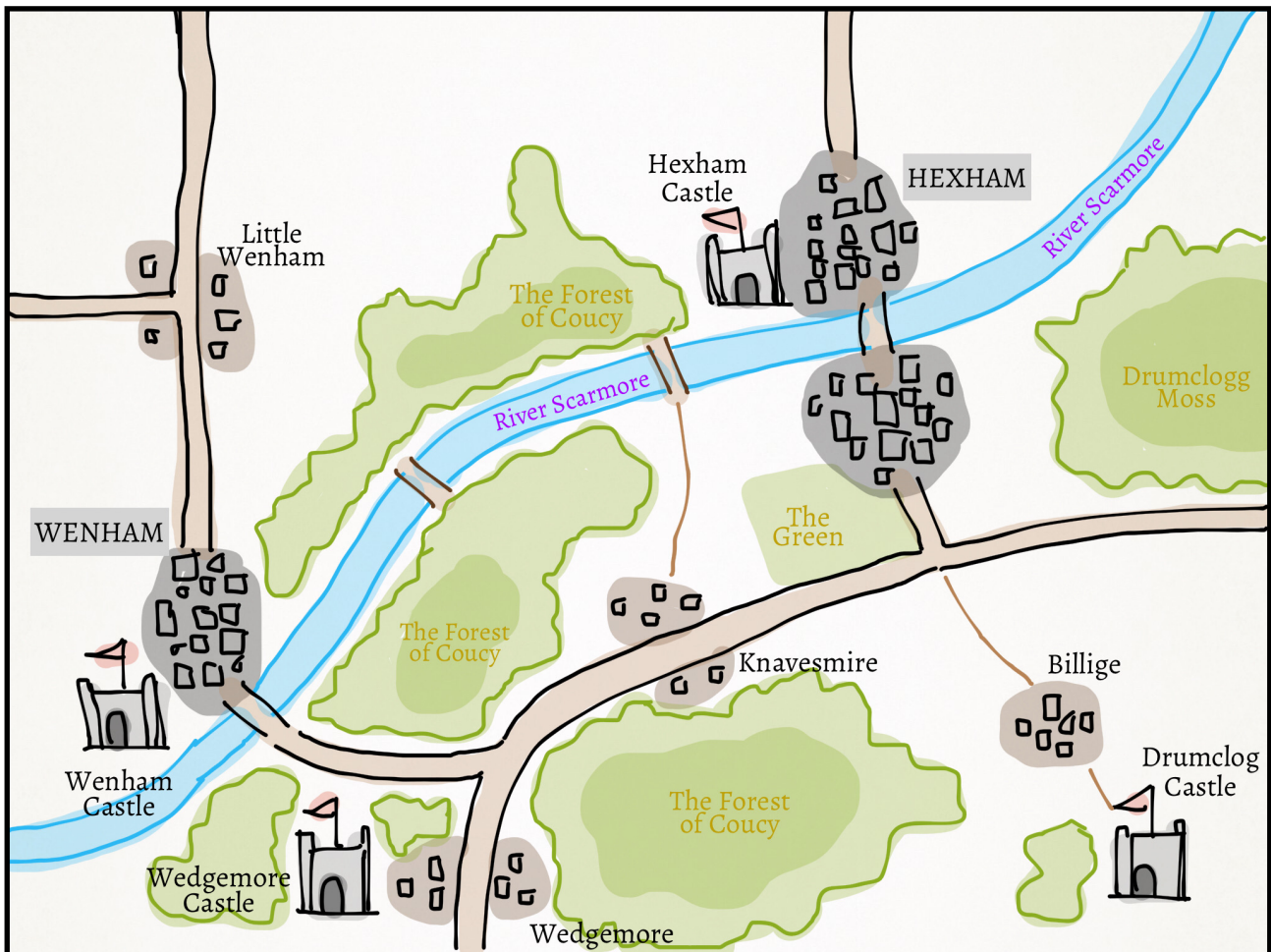
The *Rival Outlaws* are responsible for a spate of recent thefts from the village. (Not true, it's *Tom* and *Hubert* the farmers).

**Rumour:**

The *Poachers* have seen ghosts in the Forest. Shapes resembling deathly white men carrying sacks flitting through the moonlight. Only last week one of their number, *Roland*, disappeared in the same area.

This apparition was *Tom* and *Hubert*, covered in flour delivering stolen flour and other goods to *Otto the hermit*.

## Hexhamshire



**Event:**

**Blodwin** has been taken, the *Rival Outlaws* have her in **Drumclog Castle**.

They are demanding ransom of a fine sword swords and 300 coins.

*Dai* is having trouble raising the ransom and asks for help. He will give the *fine sword* as a reward.

***Fine sword: attacks with a 6 deal 4 damage.***

*The Rival Outlaws* are passing through.

The ruins of **Drumclog Castle** are not suitable for a long term hideout but works as a place for the ransom to be delivered to.

They are treating *Blodwin* well enough, dead or deflowered she is worthless.

They keep a lookout in case troops from Hexham have been dispatched to capture them.

**There are seven bandits**, their leader is **Giles the Ghastly**, a hideously scarred ruffian with only one eye.

The brigands have fallen on hard times, this is their best hope to strike it rich again and they will fight stubbornly.

**Bandits** Stamina 3

**Giles the Ghastly** Stamina 5

All armed with swords and bows.

**The Bandits**

Giles the Ghastly

Owen

Dylan

Aylwin

Gwyn

Idris

Myrlin

*Giles* has a horse. The band have a total of **56 coins** amongst them. There is a reward of **300 coins** offered for killing or capturing *Giles*.

**Event:**

**Merreck the Miller** has been robbed. Flour is going missing from his stores which are in a locked room.

He suspects a witch. He is too frightened to try and apprehend the culprits himself. If it's not a witch it's probably goblins, which are worse.

*Tom* and *Hubert* two farmers' sons are taking the flour and delivering it to *Otto the Hermit* who lives in the Forest.

*Thatch*, **Dai's** son unlocks the store room for them then re-locks it.

They are paying *Otto* to keep quiet about the Poacher *Roland* they killed.

*Thatch* is their friend but is becoming reluctant to help them further.

*Tom* and *Hubert* have threatened to say *Thatch* helped kill *Roland the poacher* (which is untrue).

**Otto the Hermit** lives in a cave in the Forest. He saw *Tom* and *Hubert* trying to rob *Roland* who was killed in the scuffle.

Both boys fear *Otto*, he has a magic staff that can kill you if he points it at you.

They are paying for **Otto's** silence with flour and other stolen village goods.

Most people blame the *Rival Outlaws* for the thefts.

**Otto** is an opportunist. He is hoarding his loot in the forest and it can be returned if found.

*Alice* the Herbalist has seen **Otto** going to his stash but doesn't know what he's doing.

**Otto** is a foul tempered old man who wants to be left alone.



**Event:**

**Alice the Herbalist** is accused of witchcraft and will be hanged when the priest, *Father Hayden* arrives from **Hexham Priory** in a few days.

Everyone is looking forward to the event and a gallows has been constructed on the common by the pond.

**Alice the Herbalist** collects fungi and plants from the forest. She makes effective remedies but, because of the current worries about witchcraft started by *Merreck the Miller* she is being targeted as a scapegoat.

She is young and beautiful.

**Alice** is being held in a barn awaiting sentence.

*Nicholas*, a travelling friar has been co-opted into guarding her and delivering her food.

*Nicholas* is a young man of reason and doesn't believe **Alice** is a witch, she's too beautiful and kindly. However, *Father Hayden* is on his

way and the matter is out of his hands.

**Alice** has seen *Otto the Hermit* going to his secret stash of blackmailed goods but doesn't know what he's doing.

**Alice**

