



The Bandit Ogre's Hideaway

A Dungeon for Players Level 3-5

Introduction

This dungeon can be placed anywhere within your campaign, including urban settings (especially if the city isn't too strict about who or what they allow inside).

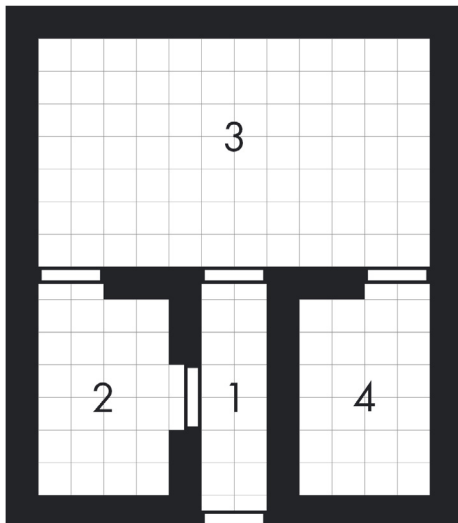
Boserg is a menacing ogre who has joined forces with a small group of bandits. Together, they raid small caravans, travelers, and even small adventuring parties, taking all of their hard-earned coin and sometimes even their lives. A local baron has placed a 1,000gp reward for the head of Boserg, and an additional 50gp each for the bodies of his bandit friends.

Boserg's Lair

The players come across a small grey stone building that could have been used as a storehouse at one point in its history. The windows have all been boarded up and the solid oak door that marks the entrance of the building has a small slidable peep-hole on it.

1: Entrance

The stench of rot hits the players before they can see fully inside the main door. This short corridor is littered with humanoid and animal bones, along with pits of cloth that could have been clothing at some point. There is a portrait of the region's King and Queen hanging on the eastern wall of this corridor that has been defaced and used as a dart board. There are currently 1d4 darts sticking in it. There is a doorway at the north-end of the corridor, and a doorway on the western wall.



2: Western Room

This room is the quarters for Boserg's two Orc henchmen, Ladgok and Rodrud. Roll on the table below to see what the two henchmen are doing when the players approach:

| | |
|---|--|
| 1 | Ladgok and Rodrud are arguing over which one of them should get to keep the glimmering sword they found on their latest excursion of debauchery. The 'glimmering sword' is a +1 Sentient longsword named Last Rites who is sending telepathic insults to each of the orcs to keep them fighting. |
| 2 | Ladgok and Rodrud are both fast asleep in their beds on opposite sides of the room. The players may hear a 'growling' as they approach the door, but it is actually the loud snores of Ladgok. |
| 3 | Ladgok and Rodrud are playing a game of Liar's Dice, which will quickly become heated if the players wait around for a few minutes. Eventually, they will begin to brawl. |
| 4 | Ladgok and Rodrud are trying their best to read from a book of human poetry, but neither of them are fluent in Common. They are taking turns doing their best mocking impressions of humans, and they are laughing until they can barely breathe. |

Ladgok and Rodrud are always dressed in their studded leather armor, even when they are sleeping. They know to be ready for action no matter what. Ladgok and Rodrud's stat blocks can be found at the end of this document. There are two broken down beds in this room that are both covered in filth. A thorough search of the room turns up 1d20 gold pieces, 1d4 random gemstones, and a ruined book of human poetry.

3: Main Barracks

This room is used as a makeshift barracks for the rest of Boserg's gang. At any given time, there are 1d6+4 bandits lounging in this room. Scattered around this room are crates of food goods, silks, expensive wines, and weapons/armor that have been taken from caravans and adventurers. The bandits are evenly spread around the room, awaiting the orders of Boserg.

The bandit's stat blocks can be found at the end of this document.

There is about 300gp worth of supplies and consumables scattered throughout this room.

4: The Lair of Boserg

This room houses Boserg, the Bandit Ogre. No matter what time the players enter this room, Boserg will be in here eating. There is a pile of animal skins in the corner of the room that Boserg uses as a bed. In the southwest corner of this room is a large iron chest with an iron padlock. Boserg carries the key around his neck on a leather string.

Boserg's stat block can be found at the end of this document.

Inside the chest is 3000 silver pieces, 110 gold pieces, an enchanted silver necklace that grants +1 to AC when worn, and a map of the surrounding area with a list of times that caravans usually travel through.

Bandit

Medium humanoid, chaotic evil

HP 11; **AC** 12; **Speed** 30'; **CR** 1/8; **XP** 25
Str 0, **Dex** +1, **Con** +1, **Int** 0, **Wis** 0, **Cha** 0
Senses Pass. Perception 10

Actions

Scimitar. Melee attack. 5' reach. +5 to hit. 1d6+3 slashing damage.

Ladgok and Rodrud

Medium humanoid, chaotic evil

HP 65; **AC** 15; **Speed** 30'; **CR** 2; **XP** 450
Str +2, **Dex** +3, **Con** +2, **Int** +2, **Wis** 0, **Cha** +2
Senses Pass. Perception 10

Traits

Parry. Ladgok/Rodrud add 2 to their AC against one melee attack that would hit them. Reaction.

Actions

Multiattack. Ladgok and Rodrud can attack with their scimitars twice.

Scimitar. Melee attack. 5' reach. +5 to hit. 1d6+3 slashing damage.

Boserg, The Bandit Ogre

Large giant, chaotic evil

HP 85; **AC** 11; **Speed** 40'; **CR** 2; **XP** 450
Str +4, **Dex** -1, **Con** +3, **Int** -3, **Wis** -2, **Cha** -2
Senses Darkvision 60', Pass. Perception 8

Actions

Greatclub. Melee attack. 5' reach. +6 to hit. 2d8+4 bludgeoning damage.

Javelin. Melee or Ranged attack. 5' reach or 30/120 ft. range. +6 to hit. 2d6+4 piercing damage.