



*Patreon Adventure Supplement
February 2023*

Fort Lionclaw

*Maps: Fort Lionclaw
Fort Lionclaw - Ruined*

Fort Lionclaw

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Patreon *Map of the Month* GM's supplement

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STORY 1

Story Starter – Fort Lionclaw Map

A Helping Sand

The Sand Cats, a gang of bandits, operate out of the former state outpost Fort Lionclaw. As the fort maintains its military appearance, unsuspecting travellers may be caught unawares by the wily bandits. Unfortunately, today's victims are the party. Taken captive, they are marched into the fort by the bandits, who are strangely at pains to stay on good terms with their prisoners while maintaining an intimidating toughness.

The reason is revealed by the bandit boss, who offers the party a deal. The Sand Cats need someone who is skilled in magic to help them in a heist they are planning - they will be fair and split some of the profits of the theft if the party do help them.

Once a year, a Royal trade caravan travels through the pass, bringing many incredible and valuable treasures to the Court. While there are a number of tough human soldiers, the caravan is mostly guarded by warriors magically constructed of sand. The bandits can find no way to defeat them, but are sure a magic user will be able to work out how to overcome the sand constructs and help them take the caravan.

Some of the bandits in the gang at the Fort

- Claw Taqjar**, the stout boss of the Sand Cats gang, who was thrilled to be able to take Fort Lionclaw and has kept it in good order. He is a man with much charm but is known to be deadly if crossed. Plaiting his excellent beard to keep it safe in combat, he fights with long metal claws. His bandits are devoted to him with a fierce love and respect.
- Etronia, Daughter of the Monk**, a bloodthirsty fighter who uses two swords. She is intensely religious and ritualistic and makes offerings to the memory of her father before and after any combat. Orphaned, she joined the gang as a child.
- Georgi the Cutlass**, an extravagant and handsome bandit who joined the gang when he was thrown out of his home town for ruining seven local marriages. He is cheerful and naïve. Whilst not very quick-witted in other areas of life, in combat he is intelligent and skilled. He fights barefoot and wears only camel leather trousers and a bear-fur waistcoat.
- Marshaf**, a gangly bandit who is the nominated cook for the gang thanks to his delectable stews. He loves to take a hostage and enjoys dealing with them. A very chatty man.
- Foxhead Salm**, the gang's best rogue, whose stealth is unmatched. She joined the Sand Cats when she busted Marshaf out of prison in order to ransom him to the boss, who was impressed with her skills and asked her to stay. Fights with throwing knives and a stubby, wide sword.
- Jabiro the Perfumer**, a young man who became skilled at concocting a variety of potions and poisons when he worked in the Court apothecary. He attacks with small bombs that he has made and is known for his great speed in action. While he has no magic, he does have great hair.

Treasures said to be in the Royal Caravan

- Dozens of baskets that carry 10,000 scales of a silver dragon. They are destined to be used to make fine armour.
- A cage filled with enamelled mechanical butterflies. Their movement is bewitching to the eye.
- A talking macaque named Macadamia, who wears a golden crown and a necklace of pink seed pearls. He is eloquent and well-spoken.
- A princess made of solid gold with striking emerald eyes. She is life-size, wears a dress of blue silk and is bedecked with turquoise jewellery.
- A tiny mermaid swimming around in a green bottle that is strung on a silver necklace.
- A basket containing a real, live, coiled golden snake with a rattle made of black glass.
- A locked metal box bearing the still-moving, mummified hand of the evil sorcerer An-Bak-Torr.
- A music box, finely inlaid with nacre and ivory. It sings and every time it is opened it performs a different song.
- A large silver pitcher decorated with scenes from a forgotten myth that recounts how a warrior survived death. The story is hard to understand.
- A small book, bound in a worn, green velvet, that tells the life story of whomever is holding it. It does not tell the future, only the past. The pages are sumptuously illustrated.

Other missions with the Sand Cats bandit gang

- Suggested Map: Town Guard Desert Barracks**
Gang member Marshaf was taken prisoner during a recent job and is due to be executed in a few days. The Sand Cats really cannot do without his wonderful cooking and want to bust him out.
- Suggested Map: Cave of Wonders**
Whin-Sitanli, a sorcerer, has asked the gang to fetch a small golden hand from a treasure cave. He believes the place to be guarded by powerful magic, but says if the bandits can retrieve the hand, they can take any other treasure they like.
- Suggested Map: Desert Trading Post**
Mihran of the Uppfari, a rich merchant from a family of wealthy slavers, is reportedly stopping overnight at a nearby trading post in a few days. The bandits want to take him hostage and ransom him back to his family.
- Suggested Map: Rooftop Chase**
The Sand Cats have long used a fence in the local town to shift goods for them. A rival gang, the Night Vultures, has strong-armed Kaysi the Fence into ceasing trade with the Sand Cats. The bandits want to ambush their rivals and teach them a lesson.



STORY 1



STORY 2

Story Starter – Fort Lionclaw Map

I Fort the Law

Garrisoning the fort that guards the quiet border at Lionclaw Pass is a boring posting. Nothing ever happens here and the only visitors are a slow but constant trickle of travellers to the Pass. The bored, complacent soldiers have little to do and, while not corrupt as such, it is common local knowledge that they give many travellers a hard time, just to give themselves something to do.

Indeed, the party will fail to traverse the Pass without getting pulled aside by the guards and hassled for transporting 'contraband'. If they make a fuss over the confiscation of their innocuous items, they are liable to end up spending time in the cells. And if everyone is occupied with this trumped up nonsense, no one is going to be ready when a skeletal colossus comes stomping down the pass, smashing things with a huge club and trailing his pack of frenzied skeleton hounds.

Some of the soldiers stationed at the Fort

- Captain Tarf Jahlmann**, a lax and disinterested commander who is bored of being stationed at this quiet border post. He has lost the discipline of his troops and largely stays in his office. Aging and tired, he cares more about his dinner than about whatever is happening outside the fort.
- Quartermaster Wenn 'One-Eye' Waide**, who has one piercing blue eye and one that is an obsidian ball. He is huge, handsome, and bad tempered and he controls the stores with a rod of iron (an actual one). A fair man, but a fearsome one.
- Swordsman Mariss Uthur**, an experienced guard who has a self-poked tattoo marking each year of her service. Her ink-black hair is shaved on one side of her head and worn in long, thin braids on the other. She has an eye for anything worth money and she searches at length those travellers who bother her, but she can also be fairly easily bribed.
- Swordsman Sazir Akkit**, a skinny, sniggering, snot-nosed man with wild hair yet pristine leather armour. He enjoys picking through travellers' things, testing or tasting items. He has a book of love poetry he confiscated that he enjoys leeringly reciting to annoy people.
- Spearguard Neodarin Kermes**, an immensely boring know-all. Bald, with a thick grey beard, he is a very serious man and constantly performs training moves, even when on duty. He is very observant, particularly regarding people.
- Spearguard Panzih Lorhou**, newly posted at the fort, who is shorn-headed and impressionable to the point of gullibility. She is trying hard to be honourable and cares greatly about the rules, carrying a notebook in her pocket.

Contraband stored in the Fort lockup

- A crate of Ghoresian plum wine, in large bulbous bottles, confiscated from a Ghoresian wine merchant who subsequently went out of business and became a bandit.
- A leather pouch filled with counterfeit coins. It had been destined to pay off a ransom and save a young nobleman who sadly was later sold into slavery.
- Four lidded baskets of dried tobacco leaves.
- A wooden box containing 12 bottles of coloured inks, taken from an artist who had been commissioned to copy and illustrate a holy book. His failure to produce the copy caused a neighbouring state to fall to the influence of a heretical sect that oppresses the people.
- Six large jars of cherries steeped in an alcohol syrup.
- A bag of hats of all different kinds, materials and colours. One of them was confiscated from a wizard who was so humiliated to show his head thereafter that he turned to dark sorcery and terrorises a country to the north.
- Various coloured glass bottles and jars containing solid perfumes.
- Taxidermized animals, including two parrots, an armadillo, a family of mice and an owlbear.
- A selection of longswords, including one with intricate filigree on the blade that belonged to a young swordsman who subsequently swore a vendetta against the fort and has camped in the pass ever since, waiting for his moment for revenge.
- A big box of fine silk dresses. One had been set to be the wedding dress of a princess. The failure of the dress to arrive caused a delay in the official proceedings that led to two advisors losing their heads and a government to fall.

Other travellers in the Pass

- Berpjard Storrindawn**, a shamed dwarven warrior who is travelling the world as a war-axe for hire until he has worked off his disgrace.
- Two mysterious women dressed in black silks and sporting dark eye makeup. They whisper constantly to each other.
- Lithria and Enfennrawil**, humourless twin Elf herbalists seeking unusual ingredients. Sister and brother, they regularly switch identity to confuse people.
- Dommath**, a gooseherd who is trying to take a gaggle of geese to sell to a farmer on the northside of the Pass.
- Thahdia**, a royal messenger, who is running long distance with a package for the King's Third Son, but has been held up by the guards. She won't let them inspect the package.
- Captain Butterbean**, a travelling jester, who only asks for a couple of coin for his troubles entertaining folk.

STORY 3

Story Starter – Fort Lionclaw - Ruined Map

A Garrison of Ghosts

Travellers in the region complain of the impassable Lionclaw Pass, which used to be a useful route through the desert mountains. The fort that once guarded the pass was lost to attack many years ago and a band of gnolls that descend from those attackers now merrily occupy the ruined fort - the perfect spot from which to launch raids on parties of travellers.

Those who manage to avoid the gnolls are forced back by a greater threat, a number of angry ghosts that haunt the pass. People with a little knowledge tell that these ghosts were once the soldiers of the fort. Sad that they failed to defend the fort, the ghost soldiers are trapped in the pass, wishing to return to their duties. They do not remember their former names or lives, only that their purpose was to defend the fort and they failed. In anger they attack travellers, sometimes even begging to be returned to the fort.

If the players can clear out the gnolls, the ghosts will be able to return to their fort. But beware, the gnoll leader will escape and return the following day with more gnolls. Organising the ghost garrison and helping them fend off the attack might just give these ghosts the opportunity to find their rest.

Names of the ghost soldiers haunting the Pass

- The Black-eyed Wanderer**, who has terrifying hollow eyes. The ghost can cast black negative-energy balls and has a smoky, shifting, dark form. If engaged in conversation, they are quite chatty, but very, very miserable.
- Spear of Rage**, whose fire-flashing eyes show a longing to return to the fort and defend it. An angry, violent poltergeist, they manoeuvre a real spear.
- Swordsman Bloodwailer**, whose sad cries of defeat echo around the pass and send fear through travellers. They are brave when they think of the fort and have a spirit sword they use on enemies.
- Broken Scornguard**, who wanders the pass wondering always where their post is and rebuking themselves for having abandoned it. They are expert at haunting individuals, having possessed many while looking for their post.
- The Weeping Watchman**, who is a fearful ghost, scarred by their humiliating defeat. Their sobbing tears cause sadness in all who hear them. They are aware that they made some terrible mistake that they wish to atone for. An excellent watchman even now, they see everything in the pass.
- Heavenshunned**, who is desperate for redemption and the chance to prove themselves a worthy soldier. They have a horrifying, nebulous form.

Gnoll fighters

- Skandak**, the leader of the band, who has a blond mane plaited with black rags. He is loud and yells strings of curses. He wields a gold-inlaid scimitar, encrusted with jewels that are dulled with dried blood.
- Kilk**, who shaves all the fur from her head and who fights with dozens of small stolen knives stashed around her body.
- Orrint**, who has a thick scar on his face that obscures one of his eyes. He fights with a broken-hafted spear that has been hammered into a longsword hilt.
- Yihra**, whose fur is filthy with mud. She uses a club studded with eagle claws.
- Tohmudk**, who wears a skeleton hand to replace his own lost in a fight. He holds in it a flaming torch and spits fire using a bottle of strong spirits.
- Gnorrik**, who wears a long coat made of stitched wolf pelts. She wields two broken bottles with some skill.
- Shmyn**, a shaman with a necklace of human vertebrae. They use a stolen wizard's staff.
- Lighgyd**, who ululates whilst fighting and has a tongue pierced with bone studs. He artfully uses a rapier with a slightly bent tip.

Trophies the gnolls have taken from conquests

- A satchel emblazoned with a military logo and containing a rolled missive sent from a watchtower to a barracks. The gnolls have filled the bag with chicken bones.
- A large pouch containing a varied collection of tarnished medals stripped from defeated foes. The gnolls award these to each other at random.
- A handsome shield bearing a royal crest. The gnolls have hammered the metal into a rough bowl shape and have filled it with a cheap, sour wine that they enjoy.
- A bundle of five dried hands, bound at the wrist. They appear to be orcish.
- The hilts of 8 broken swords, each bearing a semi-precious stone. They have been arranged into a sunburst on the wall.
- Dozens of brass and pewter rings stripped from dead fingers. They have been strung on leather cords and are suspended from the ceiling as a chandelier-style decoration. A few still circle their severed finger.
- Beards snipped from approximately 20 dwarfs' chins and pinned to the walls haphazardly. Some have interesting and personalised beads still plaited into them.
- A set of fine jewellery-making tools that the gnolls don't know how to use. Instead they have been using them to clean ears and toenails.