

*This Fall, you are invited to walk the most dangerous corner of the Flanaess.*

Carved from the untamed wilds of the Rift Canyon, nestled beneath the shadow of White Plume Mountain, is a place warlords call home. Seventeen domains hide here and prey upon themselves and their neighbors in a drive for power, wealth and independence. Those who fight against them call the place the Bandit Lands. Those who call it home know it as the Combination of Free Lords. It is a place seldom spoken of, save by criminals, highwaymen, and other rogues.

Iuz's armies of orcs and horrors from the blackest nightmares of men, swept across these lands, crushing old masters and enslaving all others. However, a flame has begun to smolder and in the hidden wilds of the Tangles, the uncharted depths of the Rift Canyon, behind the solemn walls of Dimre, men who once were scoundrels and thieves, become heroes.

welcome to



the **Bandit Kingdoms**

In the Fall of 2000, you have the opportunity to take up arms against great evils, and discover the makings of a hero inside you. The bandit lands of old are no more. Now there is a new face to oppose, a new tyranny darker than any mortal could devise. Old enemies become brothers and new alliances are forged. You are the instrument of rebirth in these motherless domains.

Iuz is only one menace facing these petty nations. Ancient horrors emerge, kingdoms lost for eternity are rediscovered, and wars are fought in the back alleys of hollow cities. These forces are a small sampling of what faces the populace as the people of the Bandit Kingdoms exercise their own demons.

In the Bandit Kingdoms, it is a rare man who stands alone. You discover you are only as powerful as your friends. You may choose to ally yourself with those who retain the strength to fight. Will you side with the **Tangles**, where desperate groups of freeman fight from the hidden depths of this forest to reclaim their homes? Or the **Defenders of Greenkeep**, where the followers of the Laughing Rogue marshal their forces to combat the minions of Iuz and other, more eldritch dangers which threaten to consume them? Will you stand with the **Men of the Rift**, where one warlord seeks the impossible? Or will you can stand alone, a rogue mercenary in a land where loyalty can be bought at a price?

### *The Bandit Kingdoms at a Glance...*

**Proper Name:** Combination of Free Lords

**Ruler:** Various petty warlords and tyrants

**Provinces:** 17 independent fiefdoms

**Major Towns:** Alhaster, Balmund, Groucester, Hallorn, Kinemeet, Marsakeer, Narleon, Riftcrag, Rookroost, Sarresh, Senningford, Stoink

**Alignments:** CN, CE, NE, N, LE, CG

**Allies:** Other "Free Lords"

**Enemies:** Other "Free Lords," Shield Lands, Rovers of the Barrens, Tenh, County of Urnst, Theocracy of the Pale, Nyronnd, Knights of Holy Shielding, Knights of the Hart

# Factions

Many allegiances are possible in the Bandit Kingdoms, and countless organizations wait in the shadows for an opportunity to rise and claim power. Consider your choices carefully as old grudges die hard. Your alliances will affect your hero. They will buy favor and hospitality in one town, only to leave you marked for death in another.

Factions you may join at character creation, if you so choose, include:

- **Defenders of the Greenkeep**
- **Earl of the Tangles**
- **Men of the Rift**

And it doesn't end with the adventure, through **Living Greyhawk's Meta-Campaign** opportunities, you can manipulate your hero's successes beyond the dungeon delve or the burnt crust of the city streets.

# HERO

The bandit lands are home to men and woman of all races. All have the glimmer of heroism within, but not all are welcome. While you have the option of playing nearly any class or race available to Living Greyhawk players, Paladins will find acceptance very unlikely in most corners of the Bandit Kingdoms. In contrast, these lands offer opportunities for half-orcs away from the misconceptions and persecutions of neighboring kingdoms. These are not the realms of chivalry and honor, but rather a place where the lawless and the hard-hearted rise to heroic ends despite their past. It is a place of shadow, where a sly word and a dagger will win you far more than a command and a holy sword.

Beginning characters in the Bandit Kingdoms may select any of the following for their homeland:

- **Bluff Hills:** This ridge of rugged hills has become shelter for bandits and rovers from Tenh who still claim this region as their own.
- **Fellreev Forest:** Ruled by a clan of reclusive Sylvan Elves, who have allied with refugees from Rehyu.
- **Greenkeep:** Shattered by the massacre of Steelbone Meadow, the people of Greenkeep fight on from hiding places in the western Fellreev.

- **Grand Clans of Grosskopf:** Allied with Iuz, these wild raiders strike against their traditional enemies, the Rovers of the Barrens, at the demi-god's whim.
- **Kingdom of Johrase:** Dominated by a Flannish warrior culture, it is one of the few provinces to remain unconquered.
- **Phostwood:** Refugees of this wood walk a fine line between the fanatics of Dimre and the savage elven tribes of the forest's heart.

- **Principality of Redhand:** Old nobility chafes beneath the cold hand of Iuz. Defiance boils near the surface in this region and others watch with morbid curiosity for what the future may bring.

- **Great Lands of Rehyu:** One of the most famous provinces of the Bandit Lands, now lost to Iuz. Those who escaped have allied with the Elves of the Fellreev and hold the demi-god's forces at the forest's edge.

- **Rift Canyon:** A deep split in the earth, dotted with miles of caverns. Thousands of men lay in hiding, awaiting the moment to enact their revenge on the foes who pushed them to depths of the earth.

- **Free City of Rookroost:** The most influential city of the Bandit Lands, currently allied with Iuz. Humanoids have become unwelcome of late, though the current leader continues to support Iuz.

- **Tangles:** Their homeland overrun by undead and humanoids, a small cell of freedom fighters strike out from this wild forest with the aid of Trithereon's priests.

Alternately, a character may elect to be an outsider, from anywhere they please, within reason. Such a character will find the Bandit Kingdoms a convenient place to find a new beginning.



it all begins in  
**August**

...at **Armadillocon 22** in Austin, Texas. Be there as the Bandit Kingdoms are unveiled, and the path to rebirth, even redemption, is laid before you. Check [www.bandit-kingdoms.com](http://www.bandit-kingdoms.com) for up-to-date information.

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