

# Bale's Outfitting Outpost

*Adventure + 20 New Magic Items*



Jeff C. Stevens

# Bale's Outfitting Outpost & 20+ New Magic Items

**Introduction:** This module includes a description of Bale the gnome, his shop, an adventure and twenty new magical items that include armor, weapons, fun bard scrolls, musical instruments, and other items.

The included 2+ hour adventure includes customization for character levels 1<sup>st</sup>-3<sup>rd</sup>, 4<sup>th</sup>-5<sup>th</sup>, 6<sup>th</sup>-8<sup>th</sup>, and 9<sup>th</sup>-10<sup>th</sup>. Bale requests that the party accompany him on a three-day journey. He wishes to sell some of his valuables at a nearby auction, but recent bandit attacks have him looking for added security. During the journey, the adventuring party rescues a woman, encounters bandits, finds a saddled camel, and more.

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# DM's NOTES:

First off, I know that there are a lot of magic item compendiums that have been published on the DM's Guild. I apologize if any of these items are similar to other items in published compendiums. I have not reviewed all of the compendiums, so I do not know what has been created by others.

Bale's Outfitting Outpost can be inserted into any campaign setting and used as a waypoint where adventurers can replenish supplies and buy/sell/trade magical items. Or, perhaps Bale has a quest to send them on?

## Bale Farnsworth Havensack Udeer

*Small humanoid (rock gnome), neutral good*

**Armor Class:** 15 (leather apron/Evermore Mace)  
**Hit Points:** 30 (6D8+6)  
**Speed:** 25 ft.

STR	DEX	CON	INT	WIS	CHA
12(+1)	13(+2)	11	16(+3)	14(+2)	14(+2)

**Senses:** Darkvision 60 ft.

**Skills:** Perception +6, Arcana +8, History +8, Insight +5

**Languages:** Gnomish, Common, Dwarf, Elvish

**Gnome Cunning:** Bale has advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

**Professional Bartering:** Bale has advantage on all saving throws vs. Intimidation, Persuasion, and Deception.

**Artificer's Lore:** already added to skills.

**Tinker:** See the 5<sup>th</sup> Edition Players Handbook page 37.

**Spellcasting:** Bale wears a magical gold ring that holds a large blue topaz. This ring allows him to cast the **Identify** spell three times per day.

## Actions

**Multiattack.** If Bale is wielding his Evermore Mace he makes two melee attacks.

### Evermore Mace

Mace, legendary (requires attunement)

While wielding this weapon, Bale gains a +2 to AC and a +3 bonus to hit and damage rolls. In addition, on a successful hit, the weapon deals an extra 1d10 necrotic damage. As a bonus action, the wielder can cast blindness that affects all creatures within a 30 ft. radius of the caster. Any creatures in this radius, except for the wielder, must make a **DC15 Constitution** save or be blinded for 1d6+1 rounds. This ability may be used twice per long rest.

**Melee:** Evermore Mace, +6 to hit, one target, 5ft. 1d8+4 bludgeoning damage and +1d10 necrotic damage.

Bale, a middle-aged male gnome with a stout and sturdy frame, is the owner of the outpost. Not only is he a shop keep, he is also a skilled blacksmith and tanner. His frame is well muscled for a gnome as the forging of metal into fine creations has also forged his body.



Bale has a full head of auburn hair and a well-maintained tight beard that ends in a sharp point just below his chin. He will always be wearing his well-used, tan leather apron that covers his entire torso and just barely rubs the floor as he walks (+1 bonus to AC).

Bale enjoys what he does; speaking with customers and bartering items. Bale has a keen eye for magical items and can provide the **Identify** service for adventurers. Intrigued by magic, he is always excited to view new items with rare properties. He will be fair when bartering, but will not be easily fooled into a bad deal.

Many years ago, Bale took a stab at the adventuring life. He enjoyed it for a time, but lost his desire when his cousin, Manks, a member of his adventuring party, came face to face with an owlbear. Manks became separated from the rest of the group during their exploration of a ruined tower. Unfortunately, by the time the rest of the party caught up with Manks, it was too late. The owlbear had torn Bale's poor cousin apart. There was no saving him.

Still, a small spark of that life burns in Bale's soul. He's always been fascinated with adventuring stories, maps, and magic items. This led him to take what gold he had earned during his adventuring career and open this shop. Adventurers, as well as common folk, always need the staples and other gear that he carries.

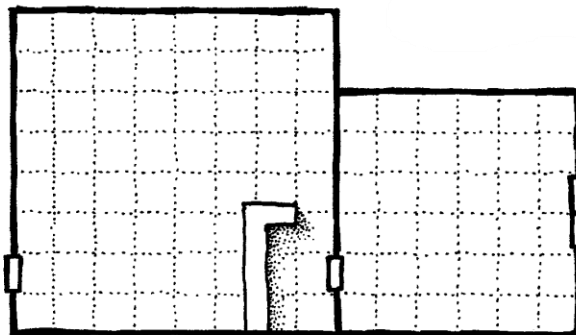
For protection, Bale carries the Evermore Mace. The mace is nearly half his size and dangles from the right side of his torso. If he must, he will use its special ability to blind his attackers. Bale makes two attacks with the Evermore Mace.

## Bale's Outfitting Outpost

Well-crafted brass letters tacked to a plank of finished cedar hangs from a scrolling metal bracket. It reads *Bale's Outfitting Outpost*. The beautifully constructed timber building may just hold the gear and supplies for your upcoming adventure.

The store area of the timber built outpost is 40' X 40' and includes riding tack, equipment, weapons

and armor that are found in the *5<sup>th</sup> Edition Players Handbook (PHB 149 – 157)*. Adjust the inventory as you wish to fit your campaign.



Bale's tanning and blacksmithing occurs in a 30' X 30' section located behind the storefront. There is a 10' wide door on the rear of this section that allows Bale to pull in carts and supplies. This area is not viewable from the storefront, although the entryway is located behind the counter and is easily noticed.

The first time the party enters the Outpost, Bale will be at the store counter reviewing his ledger. If they ever return to the Outpost, the adventurers might hear the tings of a hammer striking metal as Bale works on a new creation in his work area.

Understanding that not everyone in this realm is 3' 9" tall, Bale has built a riser behind his counter that allows him to look eye to eye with the majority of his clientele. For shorter adventurers, Bale leaves a few step stools on the other side of the counter that can be used if the character wishes, or Bale will come around the counter to complete the transaction.

When negotiating with a customer on the sales floor, Bale might drag one of the step stools over to the customer and stand on it so that he is eye to eye with the customer.

The top of the outpost door brushes a small bell (ding, ding, ding) as it opens inward.

The store is well stocked and looks like it should have useful gear for your upcoming adventures. (DM insert as needed if the party is looking for any specific, general items).

Directly across from the door, you see a petite figure standing behind the store counter. The ring of the bell takes his attention away from the ledger that he had been reviewing. He looks up, tucks his pencil into the pocket of his leather apron, and forms a wide grin between his well-maintained beard. "Good day! Welcome to my outpost," he says as he gestures with his hand. "Please look around. I'll be out momentarily."

The shopkeeper turns from the counter and suddenly disappears. Soon after, the same figure walks from behind the counter, only he is less than four feet tall and a gnome. He grabs a stool that is sitting by the counter, drags it over to you, hops up on to stool, and offers his hand.

"Marvelous day! I'm Bale, is there anything in particular that you are looking for?"

Possible dialogue examples:

"I've not seen any of you before. Adventurers?"

"Please, look around and let me know if you have any questions or specific needs. I'll see what I can do to help!"

"Magic items? Oh, yes!" he exclaims. He gives the point of his beard a little tug and says, "I have a few of those. Some very nice ones at that!"

"Why...what's that?" Bale asks pointing to your \_\_\_\_\_, his eyes filled with intrigue. "Could I look at that item? I'm fascinated by magic items!"

## Services

**Identify:** Bale is able to identify magical items of the Common, Uncommon, and Rare variety on a successful **DC 12 Intelligence (Arcana)** check.

For Very Rare or Legendary items, and for items that Bale was not able to identify with his ability check, he will need to cast Identify. The fee for the casting of the spell is 15 GP.

**Mending:** Bale's fee for basic mending is 5 GP per item.

**Blacksmithing:** basic armor and weapon repair is 25% of the items value with a turnaround time of two days.

**Tanning:** 25% of the items market value with a completion time of fourteen days.

### **Optional:**

**Riding/Draft Horse Rental** – horses and tack can be rented for 3 GP per day but require a 20 GP deposit for each horse rented. A three day minimum fee (9 GP) is also required at the time of rental.

**Donkey/Mule Rental** – these may be used as pack animals or as mounts. Rental is 2 GP/week with a 3 GP deposit for each animal rented.

## Magic Item Pricing

Magic item pricing is discussed on page 130 of the *Dungeon Masters Guide*. Below is the base pricing mentioned in the DMG and can be used as a reference when the players are negotiating with Bale. Keep in mind that you as the DM have the final say on pricing of items. Price the items as you like to make them fit your campaign.

### **Salable Magic Items**

<b>Rarity</b>	<b>Base Price</b>
Common	100 GP
Uncommon	500 GP
Rare	5,000 GP
Very Rare	50,000 GP

You may use the below magic items as you wish in your own campaign. Perhaps a villain wields the Firetooth, or an evil bard plays the Black Lute, or the Misty Armor is found in a treasure horde. Bale's Outfitting Outpost does not necessarily have all of the mentioned items and will most definitely have lesser items in stock. Adjust the inventory of the outpost with whatever you wish.

## Magical Weapons

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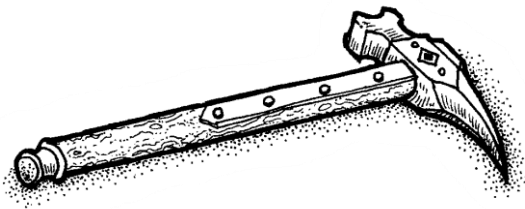
### **The Guardian**

Silvered sword (any), rare (requires attunement)

When this sword is drawn, it grants the wielder a +1 bonus to AC, a +1 bonus to attack and damage rolls, and 15 temporary hit points. The temporary hit points are reduced before the wielder's and are restored after a long rest.

### **Firetooth**

Warpick, very rare (requires attunement)



You gain a +2 bonus to attack and damage rolls made with this magic weapon and you gain resistance to fire damage.

You can use a bonus action to speak Firetooth's command word, causing flames to erupt from the head of the pick. The flames shed bright light in a 20-foot radius and dim light for an additional 20 feet. While Firetooth is aflame, it deals an additional 1d6 fire damage to any target it hits. Firetooth is aflame until you use a bonus action to speak the command word again or until you drop or let go of the weapon.

Once per day, another command word can be spoken that will cause a sphere of fire to erupt from Firetooth. All creatures within a 15-foot radius sphere of Firetooth must make a DC 15 Dexterity saving throw. A creature takes 6d6 fire damage on a failed save, or half damage on a successful save. The wielder takes half damage due to the resistance to fire provided by the pick. No other save is allowed for the wielder.

The command words are chosen when you attune to Firetooth.

### **The Spark**

Sword (any), very rare (requires attunement)



You gain a +2 bonus to attack and damage rolls made with this magic weapon, and resistance to lightning damage.

When you hit a target with this weapon, the target takes an additional 2d6 lightning damage. You may use a bonus action to speak Spark's command word, causing a line of lightning to erupt from the blade that is 60 feet long and 5 feet wide. Each creature in the line must make a DC 12 Dexterity saving throw. A creature takes 3d6 lightning damage on a failed save, or half damage on a successful save. This ability may be used once per long rest.

### **The Prismatic Axe**

Axe (any), very rare (requires attunement)

The blade of this axe changes color as it is moved, appearing almost opalescent or prismatic.

You gain a +2 bonus to attack and damage rolls with this weapon. In addition, on a successful hit, roll a d8 and consult the below table, adding the modifier to the damage roll. The blade of the axe glows with the color of the damage.

1. WHITE - 3 added points COLD damage
2. RED - 3 added points of FIRE damage
3. BLUE - 3 added points of LIGHTNING damage
4. YELLOW - 4 added points of RADIANT damage
5. GREEN - 4 added points of ACID damage
6. PURPLE - 5 added points of SONIC damage
7. BLACK - 5 added points of NECROTIC damage
8. ROLL AGAIN and double the damage of the selection. Another 8 results in another doubling of the damage (i.e. roll of 1 = 3X2=6 X2=12).

### **The Thunder Sword**

Sword (any), rare (requires attunement)

You gain a +1 bonus to attack and damage rolls made with this magic weapon.

Once per long rest, on a successful melee attack, you may speak the sword's command word and cast the Thunderwave spell (PHB pg. 283) as a bonus action.

You chose the command word when you attune to the sword.

### **The Tanglewood Bow**

Bow (any), very rare (requires attunement)

While attuned, you gain a +2 bonus to attack and damage rolls made with this magic weapon. In addition, this weapon has two charges. You may use a bonus action to expend one charge to cast either the Entangle spell or the Ensnaring Strike spell (spell save DC 15). The bow recovers all expended charges after you complete a long rest.

### **Darts of the Hive**

Dart, uncommon

You gain a +2 bonus to attack and damage rolls made with this magic weapon. In addition, when the dart hits with a ranged attack it causes the effects of the Hail of Thorns spell (PHB Page 249).

### **The Duskwood Crossbow**

Heavy crossbow, very rare (requires attunement)

*Made from black Duskwood, this exquisitely crafted heavy crossbow is imbued with magic that reduces the loading time of the weapon.*

You gain a +1 bonus to attack and damage rolls with this weapon. In addition, this crossbow does not have the **loading** feature of other heavy crossbows.

## **Magical Armor**

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### **Misty Armor**

Armor (any), rare (requires attunement)

While wearing this magical armor, you gain a +1 bonus to AC. In addition, once per long rest you may cast the Misty Step spell.

This armor is covered in faint, smoky looking tendrils.

### **Thief's Leather**

Leather armor, very rare (requires attunement)

While wearing this magical armor, you gain a +2 bonus to AC. In addition, once per long rest you may cast either the Leap, Jump, Levitate, or Spider Climb spell.

### **Assassin's Leather**

Leather armor, rare (requires attunement)

While wearing this magical armor, you gain a +2 bonus to AC. In addition, the armor has 2 charges. As an action, you may use a charge to cast the Pass Without Trace spell (PHB 264) (self only). The spells duration is 10 minutes. The charges are replenished after a long rest.

### **Divine Armor**

Armor (any), very rare (requires attunement)

While wearing this magical armor, you gain a +2 bonus to AC. In addition, once per long rest you may chose a type of damage to which you become resistant. This effect ends when you take a long rest.

### **Swamp Armor**

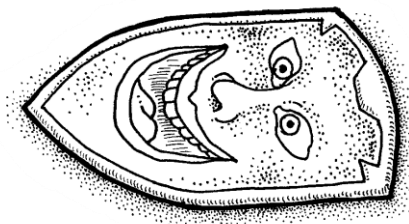
Armor (hide), rare (requires attunement)

*The green/black alligator hide of this armor is embedded with bony plates.*

While wearing this magical armor, you gain a +2 bonus to AC. In addition, you have Advantage when attempting to hide in swamps.

### **Happy Shield**

Shield (any), uncommon (requires attunement)  
*(introduced in **The Throne of Bone** module)*



A smiling face of any race is engraved into the front of this shield.

While holding this shield, you gain a +3 bonus to AC. This bonus is in addition to the shield's normal bonus to AC.

**Curse:** This shield is cursed. Attuning to it curses you until you are targeted by the remove curse spell or similar magic. Whenever the holder makes an attack roll with any weapon, they must speak a witty or sarcastic comment or suffer 1D6 necrotic damage – no save.

## Magical Instruments

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### **The Brass Lyre**

Wondrous item, very rare (requires attunement by a bard)

When using this instrument to cast spells, you gain a +1 bonus to spellcasting and spell save DC and a +1 bonus to AC and saving throws. In addition, you may cast the shatter spell at 1<sup>st</sup> level twice per long rest.

This highly polished brass lyre produces high, crisp notes when played.

### **The Black Lute**

Wondrous item, uncommon (requires attunement by a bard)

When attuned to the Black Lute you have advantage with performance rolls. In addition, once per long rest you may cast the Thunderwave spell at 1<sup>st</sup> level.

This black lute produces a deep, rich tone when played.

### **The War Drum**

Wondrous item, very rare (requires attunement by a bard)

While playing this instrument, friendly creatures in a 30-foot radius are under the effect of the Bless spell, gain a +1 bonus to AC, and have advantage against being frightened. You may not make attacks or cast other spells while playing this instrument. When you stop playing this instrument the above effects end.

Although you may play this instrument at any time, the above effects only occur once per day. You may choose when the effects occur.

This drum is made from an ogre skull. The top of the skull has been removed and is now covered by a tightly fitted leather hide. The drum creates a deep bass sound when played.

## Magical Items

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### **Helm of Horrors**

Wondrous item, uncommon (requires attunement)



This helm grants the wearer a +1 bonus to AC and Advantage to Intimidation roles. In addition, the wearer may cast the Fear spell once per long rest. The spell save DC is 12.

The helm is engraved with various humanoid faces that appear to be in severe pain.

### **Dwarven Goblet**

Wondrous item, rare

When this goblet touches the holder's lips, the goblet fills with consumable water. If the holder is a dwarf, then the goblet will fill with whatever consumable liquid the dwarf desires. The goblet empties when it is removed from the holder's lip.

This finely crafted wooden goblet is engraved with an image of cheerful looking dwarves enjoying a huge feast. Some of the dwarves have their goblets raised while others can be seen drinking from their goblets. The image wraps around the entire body of the goblet.



### **Fancy Boots**

Wondrous item, uncommon  
(introduced in **The Throne of Bone** module)



These boots grant the wearer a +2 to Performance. In addition, these boots are always clean and will often be the start of a conversation in a tavern or inn (Hey, I like your boots).

These mid-calf boots are navy blue with yellow piping. Three polished brass buckles run down the exterior of each boot.

### **Necklace of Friendly Fiends**

Wondrous item, rare (requires attunement)

This gold necklace has five masterfully crafted animal charms dangling from it. Each charm may be removed and thrown to the ground to summon the below creature. The creature is friendly to the wearer of the necklace and will obey basic commands. The summoned creature exists for 1 hour and then dissipates. That charm is then expended and cannot be reused.

Riding Horse  
Giant Eagle  
Panther  
Pseudodragon  
Boar

### **The Dark Lantern**

Wondrous item, very rare

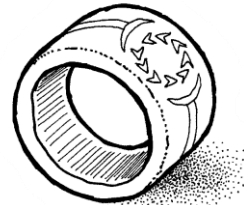
*A black, silk hood covers the glass globe of this rusty, metal lantern.*

When the silk hood is lifted and the glass globe is exposed, a 15-foot-radius sphere of magical

darkness (per the Darkness spell PHB page 230) spreads from it. The darkness remains until the silk hood is replaced and the globe is covered.

### **The StepBack Ring**

Ring, very rare (requires attunement)  
(introduced in the module **The House of the Midnight Violet**)

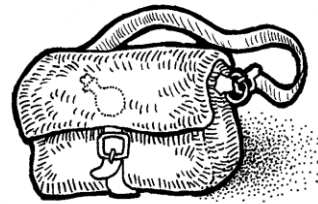


*Arrows, pointing counter clockwise, are engraved into the band of this gold ring.*

Once per long rest, the wearer may teleport to any place within 300 ft. that the wearer has been within the past 24 hours.

### **Potion Purse**

Wondrous item, uncommon



This small purse is 8 inches long, 5 inches tall, and 4 inches deep. The purse has a shoulder strap, or the strap can be removed and the purse can be fastened to a belt. When you place a potion in this purse, the potion decreases in size and remains that way until removed from the purse. In addition, the potion is protected from all damage types. Up to twelve potions may be stored in the purse. The purse has the same effects as the bag of holding (DMG Page 154) if it is placed inside an extradimensional space.

### ***Bardic scrolls of Evocation***

Scroll, uncommon (usable only by a bard)

Lasater the Bard created scrolls of evocation magic that are usable by a bard. But, to use the scrolls, the Bard must sing the lyrics as they are written below. Certain bardic notation is written on the scrolls to cue the bard in how to sing the melodies.

### ***Fireball***

*(Sing loudly and with aggression)*

I say BOOM – BOOM – SHAKE IT UP –  
BOOM!

### ***Magic Missile (3<sup>rd</sup> level)***

*(Sing with a hip-hop feel)*

Hibby Dibby Dibby  
Hop Jump and Skippy

### ***Lightning Bolt***

*(Sing with a love ballad feel)*

Can you feel it?  
Can you feel it in the air?  
This thing we have....  
Oh...screw it...

## Bale's Quest

### **Accompany Bale to the magic item auction.**

A magic item auction will be held in a few days in the nearby city \_\_\_\_\_ (DM's choice). Bale requests that the party accompany him on this journey as protection. There have been reports that a group of bandits has been ambushing travelers recently on the road to the city. His cargo is very valuable so he has decided to seek out additional muscle to travel with him.

As payment, Bale offers the party 10% of the proceeds of his sales. Bale's items are quite nice and should fetch  $(1d6+6) \times 1,000$  GP. Bale will suggest that, to promote sales and a higher return, the party 'talk up' his items and advertise his name when they reach the city of \_\_\_\_\_. For each character mentioning Bale's Outfitting Outpost or Bale and his items, add a +1 to the die roll. With the above formula, the party will earn a minimum of 700 GP. You may adjust this formula to fit your own campaign.

"I may have an employment opportunity if you are looking to earn a little gold," Bale says as he tugs at the tip of his beard. "By the looks of you, it may be right up your alley!"

"There is an auction in a few days in \_\_\_\_\_. There have been reports of bandits ambushing travelers on the road to \_\_\_\_\_ and I'm looking for some muscle for my journey."

"Oh, it's not just any auction. It's the quarterly magic item auction and I plan to transport many of my items and sell them." Suddenly, a forlorn look fills his face and his voice lowers. "Being a collector of magic items, it is often difficult selling some of my pieces. I often have to remind myself that I am also running a business and the best place to make the most gold from my pieces is the auction." His eyes open wider and a smile appears. "Who knows? Maybe I'll find something new and mysterious to buy!"

"The journey typically only takes about a day and a half. I'll be transporting the items in my wagon so I estimate it will actually take us about three days. I bet this sounds like an easy job and not much gold to you, yes?"

Bale tucks his hands into the pockets of his leather apron. The gnome begins to rock back and forth and says, "How does this sound? I'll pay you 10% of the proceeds from the auction. You've seen what I have so you know it could end up being a nice reward." He cocks his head to the side, thinks for a moment and says, "At least 700 gold."

Bale will be transporting his wares in his battle wagon.

"Oh," Bale interrupts, "I mentioned my wagon, didn't I? Come, let me show you."

The gnome gives a 'follow me' gesture and heads to the door behind the counter. You pass through the doorway and see several animal hides stretched and drying on metal racks. In the back left corner, you see an anvil, several metal working hammers, a furnace and bellows. Several pieces of armor and weaponry lay on tables in various degrees of completion.

In the center of the room is a large wagon like no other you have seen before. The tall sides are covered in metal and the entire body of the wagon is enclosed. A ladder leading to the roof runs up the left side of the wagon. The roof appears to have a three-foot-high wall added to it and some type of weapon, similar to a crossbow, is mounted on a pedestal and attached to the roof.

Bale walks over to the wagon, raps his knuckles on the metal covered walls, and says, "This is her. Isn't she something!"

### **Bale's Battle Wagon**

AC: 21

HP: 220

Speed: 40 feet

Repeating Heavy Crossbow:

3 shots per turn

+3 to hit (add gunner's Dexterity modifier)

Range: 100/400

Damage: 1d10 piercing

Rolling a one results in a jam and the crossbow cannot be fired until the next turn. Two consecutive rolls of a one results in the crossbow being unusable.

Sweeping Shot: The gunner may target a single target or multiple targets that are within 5 feet of the main target.

The cabin of the wagon is 10 feet wide X 14 feet long X 6 feet tall. The wagon rides on four large wheels which makes the top of the wagon 8 feet from the ground.

Along the top of the wagon is a gunner's platform that holds a repeating crossbow that can be manned by one of the party members. A 3-foot wooden rail extends from the top of the wagon and provides the gunner with partial cover.

The sides of the wagon are covered in thin plates of metal and fire resistant.

The wagon is pulled by two large and sturdy draft horses – Bella & Bess. Bale sits on the outside of the wagon and is considered partially covered.

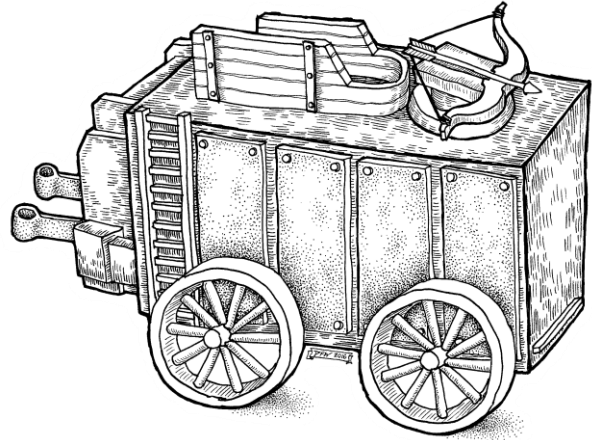
### **Draft Horse:**

AC 17 (splint mail barding)

HP 19

STR	DEX	CON	INT	WIS	CHA
18(+4)	10	12(+1)	2(-4)	11	7(-2)

Hooves: +6 to hit, reach 5ft., one target. Hit: 9(2d4+4) bludgeoning



Bale's inventory is non-specific and may or may not include any of the new items this module introduces. It might be fun to place an item in the inventory that one of the character's desires but can't afford. The prospect of losing the item to a higher bidder at the auction might add an intriguing element to the scenario.

Bale will explain to the party that the journey to the city will take approximately three days. Typically, only a day and a half journey, the weight of the wagon and its contents will slow the trip.

## **Day 1**

### **Encounter: The Elk**

**Elk:** Surprised by something in the forest, a gang of elk (1d8+2 MM page 322) bolt out of the tree line and run across the road, nearly missing the party.

### **Encounter: Marva & Billy Johnson**

**Early evening** – just before the party begins to find a campsite - the party will ride up on an overturned wagon. The wagon is off to the side of the road and looks like it had been at camp as there is a fire pit smoldering. A body lies next to the wagon and a woman dressed in a light blue dress, now smeared with blood and smudged with dirt, sits sobbing next to the body.

As you continue down the road, you start to make out something up ahead and off to the right.

Continuing on you can make out an overturned wagon, a small smoldering campfire, and you hear what you think is the sound of someone sobbing.

Now closer, you see the source of the sobbing. A young woman, dressed in a blue summer dress that is now smeared with blood and smudged with dirt, is sitting next to the overturned wagon. A body of a man lies next to her with his head on her lap. She continues sobbing as she runs her thin, blood-covered hands through his thick black hair.

She appears to be completely unaware that you are near her.

Marva and Billy Johnson (humans) were on their way to the city to start a new life. Billy had recently inherited his great aunt's jewelry collection and the two were going to sell the items in the city, find jobs, and start a family. Marva, a skilled seamstress, and Billy, a master brass craftsman, both had high hopes of living a new, grand life.

Billy, a slightly overweight man in his early 30's with a thick head of black hair that just touches his shoulders, is covered in blood. A gaping wound at the base of his throat caused Billy to bleed out quickly. He has been dead for 20 hours and will have the stats of a **Commoner** if the party attempts to resurrect him. If they do, Marva will be extremely grateful.

If needed, Marva's stats are that of a Commoner (**5<sup>th</sup> Edition Monster Manual page 345**). Marva is a lovely young woman, with brunette hair and a trim frame. Her **Charisma is 14**.

When approached by the party, Marva will think that the bandits are returning. She'll be very despondent and has resigned herself to whatever may occur.

"So, you've come back? Do what you must. I'm done," says the woman as she turns her head to you and spits at your feet.

If the party convinces Marva that they are friendly she will explain the events of the past evening.

"My husband, Billy," she says as she looks at the body and continues stroking his hair, "and I were on our way to \_\_\_\_\_. You see, Billy recently inherited his aunt's jewelry collection and we were going to sell some of the items. We had plans to open two shops located in the same building. I'm a seamstress and Billy is a," she stops abruptly and pauses, stifling a cry. She takes a deep breath, exhales slowly, and continues, "Billy was a master craftsman of brass. One side of the shop was going to be dedicated to my seamstress business and other to Billy's brass work." "We had planned to travel to the city two months ago, but we heard talk of bandits on the road. So we waited." Marva looks up at you, tears in her eyes, and says, "There haven't been any bandit reports in weeks. We thought it was safe!"

"It was a beautiful night with a clear sky and brilliant stars. Billy and I were sitting by the fire and enjoying a cup of coffee when..." Marva stops and pauses to collect herself. "I heard a noise, something coming up the road, like footsteps. I became frightened, very frightened. Billy told me to go hide in the woods. He was going to grab the jewelry from the cart and then find me. I told him not to worry about the jewelry. I told him to just come with me! But Billy knew that our future was in the jewelry box. He couldn't leave it behind."

"So, I ran and found a place to hide," she lifts her bloodied hand and points toward the tree line and continues, "and I waited for Billy. From where I hid, I could see the camp. Billy jumped out of the cart clutching the jewelry box just as three bandits came around the corner of the cart."

"The bandits pushed Billy to the ground, kicked him a few times, and snatched the box from him. I guess there was another one who took the horses, but I never saw him."

“The bandits kicked Billy once more and then they turned to leave. I watched Billy get up. He tried to dust himself off but he doubled over in pain. They must have hurt him pretty good,” she says while caressing Billy’s cheek.

“Billy,” a faint smile appears on her face as she says his name. “He’s always had a little bit of a temper, see.” The faint smile disappears and her face becomes tight, her teeth clench, and she continues with a sterner tone, “He must have said something to them. They...they were walking away, leaving. And he must have said something to them!” Tears well in her eyes as she continues, louder, “I saw the bandits stop and turn around. The biggest one, he jerked a dagger from his waist and threw it at Billy. His aim was true and the dagger struck Billy at the base of his throat!” She turns her attention back to Billy, lays her hand over the wound, and continues in a softer voice. “It took everything I had to not cry out. I can still see him fighting to breathe.”

“I should have done something!” she yells out. “I just hid in the woods.”

Marva offers a description of the largest of the bandits.

“The big one...I’ll never forget him. It’s burned into my mind like the light of the campfire flames that flickered across his grotesque face.”

“He was a brutish orc. One side of his head was shaved and the other side had thick, black, matted hair growing long and past his shoulder. “

“I’ve never seen a demon before...until last night.”

Marva wants to continue to the city and will ask if she and Billy’s body (and Billy if he has been resurrected) can travel with the adventuring party. Bale will suggest that she can ride either in the back of the wagon or up front with him. Marva will ride up front with Bale.

Marva wears a couple of pieces of the jewelry that they inherited from Billy’s aunt. When she reaches

the city she plans to quickly sell these pieces, bury Billy, and then hire someone to hunt down the bandits that killed her husband.

Later, Bale retrieves a basket of rolls and a large pot from the wagon that holds an elk meat, carrot and potato stew that he had been simmering over a few hot coals during the day. His wagon is rather nifty and built with intriguing enhancements; and the stew is very tasty.

The evening is uneventful unless you wish to add a random encounter. The safest place to rest is either in the wagon or on the roof of the wagon.

## Day 2

Marva wakes before the other party members, rummages through Bale’s food rations, and begins to make breakfast. She needs something to do to ease her mind. Whenever she closes her eyes she sees the events unfold again.

Any one standing guard that night will note that Marva slept well for a few hours and they may even interact with her as she prepares breakfast (cured bacon, eggs, sliced potatoes fried in the bacon grease, and a pot of coffee). Marva is not only a skilled seamstress, but she is also a fine cook. The food tastes excellent and she seems to find a little joy in cooking for the party.

After breakfast, Bale will excuse himself and pull a mirror and a small pair of scissors from the wagon. He will spend several minutes tending to his beard, trimming it and making sure that the tip comes to a precise point.

### **Encounter: Bandor the Druid (100 XP)**

**Bandor the Druid:** Bandor is a very forgetful, old, rotund human druid who lives in a ramshackle abode deeper in the forest. His hair is ash grey and scraggly.

Bandor has come out of the forest to check on the status of the local wildlife and to see if any creatures are injured along the road. He is dressed in a very dirty, once white, robe that is festooned with debris of all sorts. Leaves, feathers, and twigs are all matted into the fabric of the robe.

The fauna have told Bandor about the bandits that have been ambushing travelers. He knows that

there are more than six bandits but cannot give any other information.

Up ahead, you see a slightly hunched figure meandering about the road. His attention is focused on the ground as he walks and he appears to be looking at something in the road.

“Oh, hello,” says the old man. He brings his hands together as if clutching a ball and you begin to hear a humming noise. “You aren’t bandits are you?” he asks, raising one eyebrow inquisitively.

While out surveying the area, Bandor has misplaced his favorite red feather writing quill. He is now retracing his steps to try to find it. The quill is actually attached to his robe, near his rump. Bandor took a brief nap by a tree and accidentally sat on the feather. If Bandor, turns around, or if any of the party members are behind Bandor, have the party roll a **DC10 Wisdom (Perception)** check. On a success, the character notices a red feather attached to Bandor’s rump. Bandor, having lost his flexibility, will not be able to reach the feather. A party member must remove the red feather quill from the robe for Bandor.

“I was out on my weekly survey of the area – talking with the wildlife and looking for any animals that may be injured on the road. Can you believe that travelers can be so cruel to the woodland animals?”

“I’ve not seen the gang of elk in a few days. I hope that they are alright.”

“Oh, I often take notes during my walks. You’d be surprised at the stories some of the wildlife can tell!” says Bandor with a laugh. “But, I seem to have lost my favorite quill. I had it with me earlier, but I must have dropped it. I’m just retracing my steps.”

### **Encounter: The Bandit Ambush**

Toward the end of the afternoon, the party will encounter the bandits that attacked Marva and Billy. Two bandits will be acting as bait and lying in the middle of the road with various items scattered on the ground. The bait is dressed in blood smeared noble clothing. The men are lying over holes in the road that conceal their weapons. When the other bandits attack the bait will quickly move for their weapons and take aim.

When Bale senses danger (DM’s decision) Bale will open a wagon hatch behind him and suggest that Marva hide in the wagon. If no one is manning the roof mounted crossbow, Marva will attempt to climb to the roof of the wagon and man the crossbow.

Consult **Appendix A** and choose the level of difficulty suitable for your players.

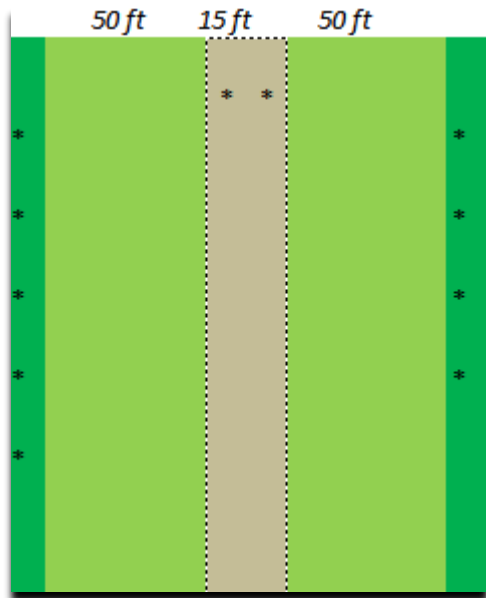
The late afternoon sun may be playing tricks on you, but it looks like there is debris lying in the middle of the road further up ahead.

As you get closer you begin to make out two bodies dressed in noble clothing. Garments, pots, and pans are scattered around the bodies.

Now you can see smears of blood covering the clothing.

If the adventurers attempt to perceive anything about their surroundings, a **successful DC 20 Wisdom (Perception)** check will reveal other footprints/horse tracks leading into the tree lines.

Several bandits (**Appendix A**) are hiding on **each side of the road**, just past the tree line. The bandits are able to see the actions taking place on the road. When any party member comes within **15 feet of the bait, or if the bait is attacked, the bandits will dash out of the tree line. Spell casters and ranged weapons** will stay near the tree line and use their ranged attacks.



**Gam'ish**, the orc bandit captain, leads this group and is the bandit that murdered Billy.

**Treasure:**

The Johnson's jewelry box is stashed in Gam'ish's saddle bag. If he successfully flees the battle, then the jewelry is lost unless the party pursues.

Aside from the weapons and armor found on the bandits, the party will find 3 GP on each of the bandits and 3 gold rings worth 10 GP each. The saddle bags of the other bandit captain hold 300 GP, 100 SP, 200 CP, a ruby ring worth 50 GP, three gold bracelets worth a combined 40 GP, and a medium sized cut garnet worth 90 GP. *(The above is based on the 1<sup>st</sup>-3<sup>rd</sup> level encounter. Adjust as you wish for higher level encounters.)*

That evening, Bale will offer to prepare dinner. He has a cured, bone-in ham, pickled spicy corn, and green beans that he can quickly prepare.

**Encounter: The Wolves (50 x ? XP)**

**Wolves:** Smelling the remnants of the party's dinner, a pack of Wolves (1d6+3 MM page 341 CR 1/4) attempt to sneak into the camp.

**Day 3**

*The party will successfully reach the city by early afternoon on Day 3.*

**Morning Encounter: The Camel**

About an hour before the party reaches the city, a lone, female camel is standing in the grass just off of the road. The camel may be foreign to your region/campaign, so play that accordingly. Your party may not know what a camel is.



The camel, Iggy, wears a saddle that is covered in a very fine purple cloth. She has wandered off from her owner, Natasha, and is enjoying the dew covered grass. She will be loud and spit at the approaching members, but she will allow them to walk up to her. Iggy will not be very cooperative if the party attempts to move her. A successful **DC12 Wisdom (Animal Handling)** check is required to move Iggy. On a failed attempt, she will quickly jerk away or push whoever is attempting to handle her, resulting in the target rolling a successful **DC12 Strength** check or be knocked prone.

**Camel:**

AC 11  
 HP 13  
 Speed: 50 ft.

STR DEX CON INT WIS CHA  
 15(+2) 10 12(+1) 2(-4) 11 7(-2)

Hooves: +2 to hit, reach 5ft., one target. Hit: 7(2d4+2) bludgeoning



Upon inspection, the party will find that the fabric is very unique and beautiful. They will also note that the name IGGY is embroidered into the fabric.

Natasha is currently at a tavern, drowning her sorrows in a few mugs of ale. Natasha has owned Iggy since she was a calf and she misses her dearly. She fears that she will never see her again. Should the party enter a tavern in the city, have the party roll a **DC 12 Wisdom (Perception)** check. On a success, they recognize that the garments Natasha is wearing are made from the same material that covers Iggy's saddle.

## Natasha

*Human, neutral good*

**Armor Class:** 11  
**Hit Points:** 9 (2d8)  
**Speed:** 30 ft.

STR	DEX	CON	INT	WIS	CHA
11	12(+1)	11	12(+1)	14(+2)	17(+3)

**Skills:** Animal Handling +6, Deception +5, Insight +5, Persuasion +5

**Languages:** Common, Elvish

## Actions

**Whip.** *Melee Weapon Attack:* +3 to hit, reach 10 ft., one target. 4 (1d4+1) slashing.

Natasha is a lovely twenty-eight-year-old woman with tan colored skin and beautiful long, black hair. She wears a luxurious purple blouse, white leather pants, and knee high brown boots. She is not afraid to speak her mind and loves her camel very much.

If the party successfully finds Natasha and reunites her with Iggy, reward them with 200 XP. If they do not, then the party now owns a camel.

**OPTION:** You could have Natasha find Iggy with the party. **Roll percentile dice:**

**1-49:** Natasha does not find Iggy or the party.

**50-79:** Natasha finds the party with Iggy and confronts them, asking why they have her camel.

**80-100:** Natasha finds the party with Iggy and makes a scene, claiming that the party has stolen her camel. The local constable will quickly appear and question the party.

### Early Afternoon Encounter: The City

#### **Experience:**

Successfully arriving with Bale – 500 XP  
Successfully arriving with Marva – 500 XP  
Successfully resurrecting Billy – 500 XP  
Successfully arriving with Billy's body or Billy – 250 XP

The auction is the next day. Bale will quickly head to the auction house to prepare for tomorrow's event. Before leaving, he will remind the party to promote his items; it's in the best interest of everyone if they do.

The city is bustling as people from all over the region have come to the auction to see the marvelous items and witness the bidding wars. Most of the bidders are high level magicians, mercenaries, esteemed fighters, and nobles. The inn, taverns and markets are filled with people.

At this point, you could let the auction occur in the background and then have Bale meet the party later to divide the earnings.

Below are some of the items that are included in the auction if the adventurers wish to attend. The 'value' of each item has been assigned relevant to its rarity.

ITEM	VALUE
+2 Long Sword	5,000 GP
+2 Light Crossbow	5,000 GP
+1 Battle Axe	500 GP
+2 Jewel Encrusted Battle Axe	10,000 GP
+1 Plate Mail	5,000 GP
+1 Leather Armor	5,000 GP
+1 Shield	500 GP
Eversmoking Bottle	500 GP
Dust of Dryness	500 GP

**The End**

**If you would like another adventure based out of Bale's Outfitting Outpost, check out *Blood on the Trail*.**

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## Appendix A (1<sup>st</sup> thru 3<sup>rd</sup> Level party)

Human Bandit Party led by an Orc

	AC	HP	Speed	Reach	# of Attacks	To Hit	Damage	Weapon	Type	Ability
<b>Bait:</b>										
<b>Bandit (crossbow)</b>	12	11	30	80/320	1	+3	5 (1d8+1)	Crossbow	Piercing	
<b>Bandit (crossbow)</b>	12	11	30	80/320	1	+3	5 (1d8+1)	Crossbow	Piercing	
<b>Right Side:</b>										
<b>Bandit Captain (Orc with one side of head shaved)</b>	13	18	30	5 ft.	1	+5	9 (1d12+3)	Scimitar	Slashing	
<b>Bandit</b>	12	11	30	5 ft.	1	+3	4 (1d6+1)	Scimitar	Slashing	
<b>Bandit</b>	12	11	30	5 ft.	1	+3	4 (1d6+1)	Scimitar	Slashing	
<b>Bandit</b>	12	11	30	5 ft.	1	+3	4 (1d6+1)	Scimitar	Slashing	
<b>Bandit (crossbow)</b>	12	11	30	80/320	1	+3	5 (1d8+1)	Crossbow	Piercing	
<b>Left Side:</b>										
<b>Bandit</b>	12	11	30	5 ft.	1	+3	4 (1d6+1)	Scimitar	Slashing	
<b>Bandit</b>	12	11	30	5 ft.	1	+3	4 (1d6+1)	Scimitar	Slashing	
<b>Bandit</b>	12	11	30	5 ft.	1	+3	4 (1d6+1)	Scimitar	Slashing	
<b>Bandit (crossbow)</b>	12	11	30	80/320	1	+3	5 (1d8+1)	Crossbow	Piercing	

Experience:

25 XP / Bandit (CR 1/8)

100 XP for the Orc (CR 1/2)

250

100

350

**Appendix A (4<sup>st</sup> thru 5<sup>rd</sup> Level party)**  
*Mostly Orc party with two human bandits*

	AC	HP	Speed	Reach	# of Attacks	To Hit	Damage	Weapon	Type	Ability
<b>Bait:</b>										
<b>Human Bandit (crossbow)</b>	12	11	30	80/320	1	+3	5 (1d8+1)	Crossbow	Piercing	
<b>Human Bandit (crossbow)</b>	12	11	30	80/320	1	+3	5 (1d8+1)	Crossbow	Piercing	
<b>Right Side:</b>										
<b>Orc War Chief (Orc with one side of head shaved)</b>	16	93	30/60	5 ft.	2	+6	12 (1d12+4 plus 1d8)	Great axe	Slashing	Battle Cry (MM Page 246)
<b>Orc</b>	13	15	30	5 ft.	1	+5	9 (1d12+3)	Great axe	Slashing	
<b>Orc</b>	13	15	30	5 ft.	1	+5	9 (1d12+3)	Great axe	Slashing	
<b>Orc</b>	13	15	30	5 ft.	1	+5	9 (1d12+3)	Great axe	Slashing	
<b>Orc (javelin)</b>	13	15	30	30/120	1	+5	6 (1d6+3)	Javelin	Piercing	
<b>Left Side:</b>										
<b>Orc</b>	13	15	30	5 ft.	1	+5	9 (1d12+3)	Great axe	Slashing	
<b>Orc</b>	13	15	30	5 ft.	1	+5	9 (1d12+3)	Great axe	Slashing	
<b>Orc</b>	13	15	30	5 ft.	1	+5	9 (1d12+3)	Great axe	Slashing	
<b>Orc (javelin)</b>	13	15	30	30/120	1	+5	6 (1d6+3)	Javelin	Piercing	

Experience:

25 XP / Bandit (CR 1/8)

100 XP / Orc (CR 1/2)

1,100 XP for the Orc War Chief (CR 4)

50

800

1,100

1,950

## Appendix A (6<sup>st</sup> thru 8<sup>rd</sup> Level party)

Mostly Orc party with two humans

	AC	HP	Speed	Reach	# of Attacks	To Hit	Damage	Weapon	Type	Ability
<b>Bait:</b>										
<b>Human Veteran</b>	17	58	30	5 ft.	2	+5	8 (1d10+3)	Longsword two handed	Slashing	
<b>Human Bandit (crossbow)</b>	12	11	30	80/320	1	+3	5 (1d8+1)	Crossbow	Piercing	
<b>Right Side:</b>										
<b>Orc War Chief (Orc with one side of head shaved)</b>	16	93	30/60	5 ft.	2	+6	12 (1d12+4 plus 1d8)	Great axe	Slashing	Battle Cry (MM Page 246)
<b>Orc</b>	13	15	30	5 ft.	1	+5	9 (1d12+3)	Great axe	Slashing	
<b>Orc</b>	13	15	30	5 ft.	1	+5	9 (1d12+3)	Great axe	Slashing	
<b>Orc</b>	13	15	30	5 ft.	1	+5	9 (1d12+3)	Great axe	Slashing	
<b>Orc (javelin)</b>	13	15	30	30/120	1	+5	6 (1d6+3)	Javelin	Piercing	
<b>Left Side:</b>										
<b>Orc War Chief</b>	16	93	30/60	5 ft.	2	+6	12 (1d12+4 plus 1d8)	Great axe	Slashing	Battle Cry (MM Page 246)
<b>Orc Eye of Gruumsh</b>	16	45	30	5 ft.	1	+5	9 (1d6+3 plus 1d8)	Javelin	Piercing	Spellcasting (MM Page 247)
<b>Orc</b>	13	15	30	5 ft.	1	+5	9 (1d12+3)	Great axe	Slashing	
<b>Orc (javelin)</b>	13	15	30	30/120	1	+5	6 (1d6+3)	Javelin	Piercing	

Experience:

25 XP for the Human Bandit (CR 1/8)

700 XP for the Human Veteran (CR 3)

100 XP / Orc (CR 1/2)

1,100 XP / Orc War Chief (CR 4)

450 XP got the Orc Eye of Gruumsh (CR 2)

25

700

600

2,200

450

3,975

## Appendix A (9<sup>th</sup> thru 10<sup>th</sup> Level party)

Mostly Orc party with two humans

	AC	HP	Speed	Reach	# of Attacks	To Hit	Damage	Weapon	Type	Ability
<b>Bait:</b>										
<b>Human Veteran</b>	17	58	30	5 ft.	2	+5	8 (1d10+3)	Longsword two handed	Slashing	
<b>Human Bandit (crossbow)</b>	12	11	30	80/320	1	+3	5 (1d8+1)	Crossbow	Piercing	
<b>Right Side:</b>										
<b>Orc War Chief (Orc with one side of head shaved)</b>	16	93	30/60	5 ft.	2	+6	12 (1d12+4 plus 1d8)	Great axe	Slashing	Battle Cry (MM Page 246)
<b>Ogre</b>	11	59	40	5 ft.	1	+6	13 (2d8+4)	Great Club	Bludgeoning	
<b>Orc</b>	13	15	30	5 ft.	1	+5	9 (1d12+3)	Great axe	Slashing	
<b>Orc</b>	13	15	30	5 ft.	1	+5	9 (1d12+3)	Great axe	Slashing	
<b>Orc Cult Fanatic</b>	13	33	30	5ft	2	+4	4 (1d4+2)	Dagger	Piercing	Spellcasting (MM Page 345)
<b>Left Side:</b>										
<b>Orc War Chief</b>	16	93	30/60	5 ft.	2	+6	12 (1d12+4 plus 1d8)	Great axe	Slashing	Battle Cry
<b>Orc Eye of Gruumsh</b>	16	45	30	5 ft.	1	+5	9 (1d6+3 plus 1d8)	Javelin	Piercing	Spellcasting (MM Page 247)
<b>Orc Knight</b>	18	52	30	5 ft.	2	+5	10 (2d6+3)	Greatsword	Slashing	Leadership (MM Page 347)
<b>Orc (javelin)</b>	13	15	30	30/120	1	+5	6 (1d6+3)	Javelin	Piercing	

### Experience:

25 XP for the Human Bandit (CR 1/8)	25
700 XP for the Human Veteran (CR 3)	700
100 XP / Orc (CR 1/2)	200
1,100 XP / Orc War Chief (CR 4)	2,200
450 XP for the Orc Eye of Gruumsh (CR 2)	450
450 XP per Ogre (CR 2)	450
700 XP Orc Knight (CR 3)	700
450 XP for the Orc Cult Fanatic (CR 2)	450
	<u>5,175</u>