

BLOOD ON THE TRAIL



5E
Adventure



Jeff C. Stevens



Blood on the Trail

A Bale's Outfitting Outpost Adventure

The ***Bale's Outfitting Outpost*** module is not required to run this adventure.

Introduction: Bale, the kind gnome and owner of Bale's Outfitting Outpost, has a request for the adventuring party. He recently rented four horses to a group of young adventurers and they are late returning the steeds. What Bale doesn't know is that the young adventurers have met a dark fate in the forest. Will the adventures accept Bale's request to investigate and, unknowingly, save the youngsters?

A short adventure for 1st to 3rd level characters

by Jeff C. Stevens



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ARTIST: DANIEL F. WALTHALL (@AXEBANE)

DM's NOTE:

This adventure is set in a non-specific location and should be playable in any campaign setting. It is designed for a party of four characters ranging from level 1 to 3 and assumes that all characters are of the same level. The final battle may be a challenge for the adventurers. Three different challenge levels have been built for the final battle.

Text in textboxes is to be read to the players. If you wish, you may summarize this information.

Text in grey boxes is for your information and should not be read to the players.

To assist the DM in running this adventure, a Battle Stat Tracker for most of the encounters is located at the end of this module.

Bale is originally introduced in [Bale's Outfitting Outpost & 20 New Magic Items](#), a separate module available for purchase on the DMs Guild. It is not necessary to have that module to run this adventure.

The below information was originally published in the Bale's Outfitting Outpost module. I restate it here so that you have the history of Bale and the Outpost if you have not purchased the original module.

If your players have already been introduced to Bale, you make skip to Meeting Bale Again.

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 5th 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.

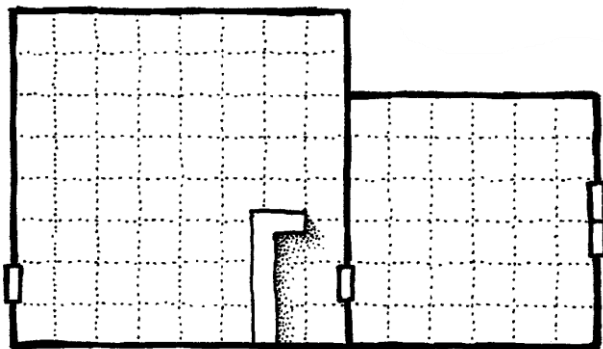
Many years ago, Bale took a stab at the adventuring life. He enjoyed it for a time, but lost his desire when his cousin, Manks, a member of his adventuring party, came face to face with an owlbear. Manks became separated from the rest of the group during their exploration of a ruined tower. Unfortunately, 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 *5th 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.

Meeting Bale for the first time

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.

Meeting Bale Again

The below text box is a tie-in if the adventurers have already met Bale. If they haven't, you may use the below or you may use Bale's introduction from page 3.

The little bell above the door rings a few times as it opens. You walk in and find Bale standing on a stool and feather dusting a few leather satchels that rest high on the shelves of the left wall.

Hearing the bell, Bale turns his attention to you. "Well, hello ag...", he begins but then suddenly sneezes so forcefully that he nearly loses his balance. He teeters and sways a couple of times and then finally finds his purchase.

"Excuse me," he says as he pulls a handkerchief from his back pocket. He gives a hearty blow, wipes the handkerchief to-and-fro, and then stuffs it back in the pocket. He looks at you and smiles. "Darn dust!"

"So, how have you been? Had any grand adventures lately?"

The Quest

"Hey," says Bale as he strokes the point of his well-kept beard, "you haven't seen a group of young adventurers have you? They came in here about five days ago and rented four of my horses. They are late returning them and I'm beginning to think I've been swindled."

"Would you have a couple of days to go and try to hunt them down? If you don't find them by then I'd say they ran off with my horses and you can come back. I'll pay you 15 gold each and give you a 10% discount on your next purchase."

"I'll even throw in a bag of these delicious groundnuts that I recently acquired in a trade."

Bale has the names of the adventurers in his ledger. He also recalls a brief description of each youngsters. The group carried all basic and used items.

Janine – A young, red-haired half-elf Ranger type. She wore leather armor and carried a bow.

Mikal – A pimply faced teenage human boy with short brown hair. He wore rusty chain mail armor and carried a short sword. He looked to be a fighter of some sort.

Jova – A handsome and athletic teenage human boy with long black hair. He wore leather armor and carried a rapier. He also purchased two bags of the tasty groundnuts.

Nina – A human girl in her early twenties. She had blonde hair, wore average looking leather armor and carried a mace. She wore Tymora's holy symbol around her neck so she might have been a cleric.

The youngsters didn't have a lot of coin to spare. Bale, remembering the excitement of adventuring, gave them a reduction in the deposit. He now wishes he hadn't. Replacing one horse wouldn't be too bad, but replacing four horses could take a while and could include many trips to local farmers and cities to find the replacements.

Bale did ask where the group was going so he can point the adventuring party in the right direction. They mentioned exploring deep into the nearby forest and Bale doesn't recall them mentioning a specific location.

The youngsters also purchased some rations, flint & steel, lantern oil, and two medium sacks of **groundnuts** (still in the shell).

DM's Note: **Groundnuts** are similar to peanuts and are known to come from the Forgotten Realms area of Vilhon Reach. The groundnuts are still in the shell and will be found throughout the journey. This will let the party know that they are on the correct trail.

The Journey – Day 1

Bale points the party in the direction that the young adventurers headed.

"As you know, the forest is pretty thick. If you travel along the edge you will eventually come to an opening." Bale takes a moment and pulls a groundnut from the pocket of his leather apron. He crushes the shell in his callused hand and then pops two small morsels into his mouth. "That's the trail that leads deeper into the forest," he says as he chews the groundnuts and drops the shells to the ground. "And it should be the way the youngsters ventured."

"You should find the opening in roughly an hour."

Traveling along the edge of the forest for one hour leads the party to the opening that Bale mentioned.

Have the party roll a **DC 10 Wisdom (Perception)** check when they reach the opening. On a success, they will notice several groundnut shells on the ground.

The Trail

The party will travel through the forest for several hours. They will easily notice groundnut shells and horse manure along the trail. If investigated, a successful **DC 10 Wisdom (Survival or Animal**

Handling) check will reveal that the manure is about five days old.

As it becomes evening, the trail will begin to thin and disappear. The party will notice several piles of manure in one area and a fire pit 30 feet from the manure. This is where the youngsters camped the first night. If this area is investigated, **DC 12 Intelligence (Investigation)** or **Wisdom (Perception)** check, the party will find two areas where it looks like tents were recently setup and more of the groundnut shells around the fire pit. A roll of **15 or higher** will reveal the smell of burnt food and spoiled meat.

DM's Note: The youngsters burned their dinner that night – a couple of venison steaks. They ate as much as they could stomach and then pitched the rest about 20 feet behind their tents. The meat is now rotting and covered in maggots. The party may roll a **DC 12 Wisdom (Perception)** check to try to locate the source of the smell.

Night Encounter

A pack of wolves will attack the party while they are resting.

Four **wolves** (CR ¼ MM page 341) will attempt to enter the camp and find something to eat. Any character standing guard must make a **DC12 Wisdom (Perception)** check. On a successful

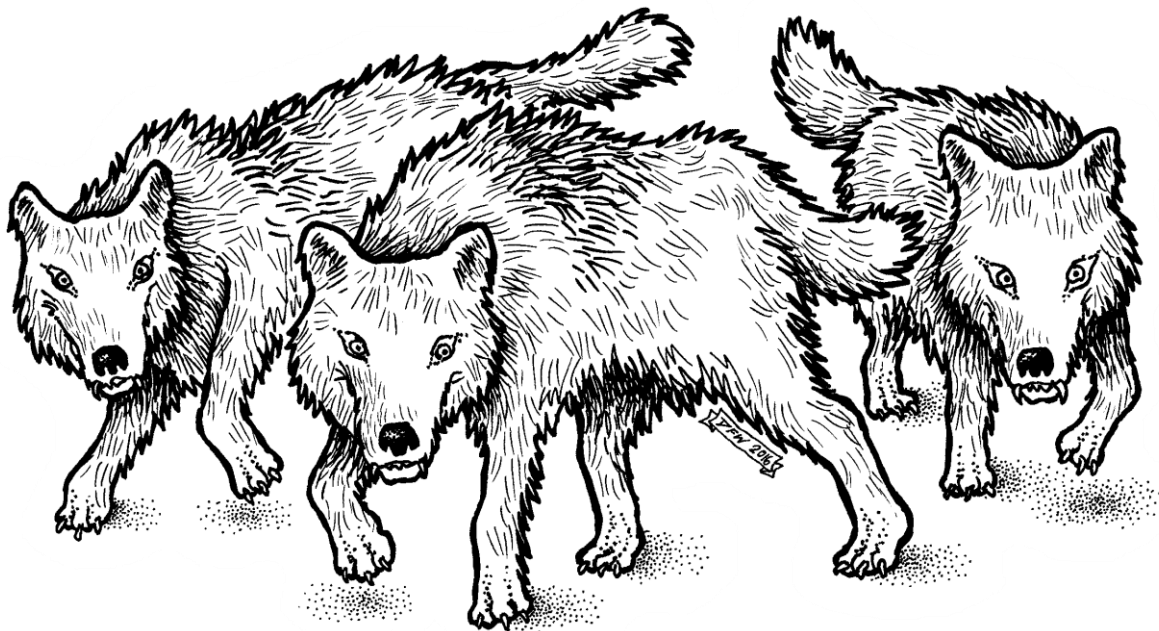
result, the character hears movement near the camp and catches the scent of wild animal in the air.

If the party has horses, the wolves may target them. Sensing the approaching danger, the horses may wake the party as they whinny and snort. Once they start snorting, have each player roll a **d20**. On a result of 10 or higher, the character is awakened by the sounds of the horses.

Add two more wolves if the party camped in the same area as the youngsters and did not bury the rotting meat, or if they did not tidy their own camp before they began resting.

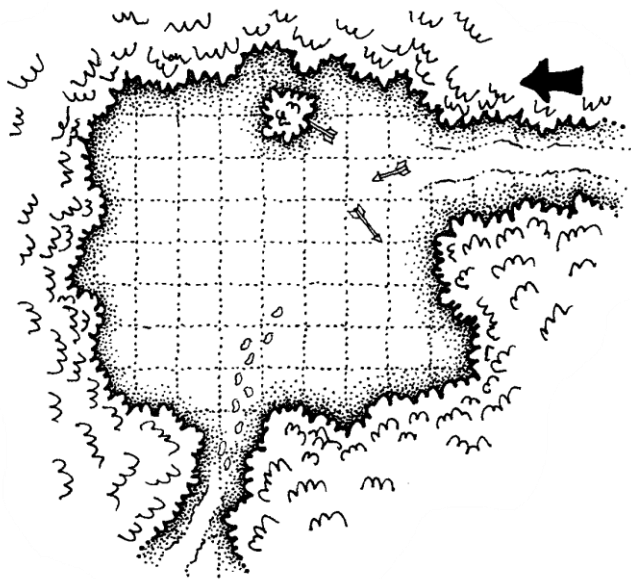
The Journey – Day 2

After their morning routine of eating breakfast and packing up the camp, the party will begin traveling again. A successful **DC 8 Intelligence (Investigation)** or **Wisdom (Survival)** check will reveal the path that the youngsters took through the forest. Along the way they will find more horse droppings, freshly snapped tree limbs, and empty groundnut shells that will keep them on course.



The Clearing

Roughly three hours of tracking leads the party to a 40' X 40' natural circular clearing in the forest that they enter from the east. It is obvious that something occurred in the clearing as the grass of the clearing is very stirred and trampled.



DM's Note: The youngsters were ambushed by goblins. A group of goblins were patrolling this area for easy prey and had hopes of catching some humanoids that they could sell as slaves.

Two goblin scouts (Toots and Gerk) had been hiding by the forest entrance while the rest of the goblin party waited deeper in the forest. The scouts tracked the youngsters for several hours. When the scouts realized that the youngsters were heading for this area, they ran back to the remainder of the goblin party and set up an ambush.

The youngsters were no match for the goblins. They were underequipped, inexperienced, and completely surprised by the goblin ambush.

Jova has been the youngster eating the groundnuts. He was in the act of pulling some nuts from the bag when the attack occurred. The bag slipped from his hand, fell to the ground, and spilled some nuts on the ground when it hit. The goblins now have the bags of groundnuts.

Mikal was hit by an arrow during the attack and is wounded. The arrow struck Mikal in the left arm. It is not a mortal wound, but it still bleeds.

If the party investigates the area (no roll required) they will find a couple of arrows on the ground, an arrow stuck in a tree on the north side on the clearing, and roughly a dozen groundnuts (still in the shell) scattered in a twelve-inch section on the ground.

A successful **DC 12 Intelligence (Investigation)** or **Wisdom (Survival)** check will reveal drops of blood in the clearing and additional footprints. It is difficult for a party member to ascertain how many sets of new footprints, but they could assume that at least four other humanoids were recently in the clearing. A successful **DC 15 Wisdom (Survival)** check will reveal that these are goblin footprints.

Small drops of blood and footprints lead south and out of the clearing.

DM's Note: (PHB page 91) A Ranger who has goblin as its favored enemy will have advantage on Wisdom (Survival) checks when tracking the goblins. In addition, they will have advantage on Intelligence checks when recalling information about goblins.

The Boars

After traveling for 30 minutes, the party will come upon a pack of wild [boar](#) (CR ¼ MM page 319).



The goblins dropped one of the bags of groundnuts. Half of the contents of the bag spilled and scattered on the ground when it landed and split open. **The four boars are snorting and rooting** along the trail and eating the delicious groundnuts.

The boars will attack the party if they get within 30 ft. of the creatures. The party may attempt to go around the boars by slipping into the forest and skirting the beasts.

Boar pack size:

1st level party: 1d4+2 boars

2nd level party: 1d4+4 boars

3rd level party: 1d6+4 boars

Wagon Tracks

After traveling one hour, the party will come upon another clearing. Investigation of this area (no roll required) reveals more sets of goblin footprints, horse tracks, and a set of wheel tracks. Mikal is still bleeding. A **DC 10 Intelligence (Investigation)** or **Wisdom (Survival)** will reveal blood on the ground.

The wheel tracks lead east and will be easy to follow.

DM's Note: Prepared for success, the goblins brought a caged wagon with them. They moved the youngsters to the wagon and are now preparing to transport them to another goblin village to sell them as slaves. The prisoners are bound at the wrist and have been gagged.

As the party follows the wheel tracks, they will begin to see more groundnut shells on the ground, as well as the occasional pile of horse manure.

Toots and Gerk

After two hours of travel, have the party roll a **DC 10 Wisdom (Perception)** check. On a success, they will hear yelling ahead of them. The yelling will be gibberish unless the party has a member that speaks goblin.

The two goblin scouts, Toots and Gerk ([Goblin](#) - CR ¼ MM page 166), are just ahead of the party. There is a slight bend in the trail and the scouts are currently taking a break on the other side of

the bend. They are fighting over the bag of groundnuts that they acquired during the ambush.

The other goblins do not care to be around Toots and Gerk, so the two have been put on scout duty.

Toots owns his name well and has a stomach issue that causes him to flatulate often and with grand noise. The smell is bothersome. Any creature within 10 ft. of Toots when he flatulates must succeed on a **DC 15 Constitution** saving throw or become mildly nauseated from the smell (disadvantage on ability checks and saving throws) for 2 rounds after which the creature is immune to the smell for 24 hours. A success results in the creature being immune to the smell for 24 hours.

Gerk is a one-eyed goblin that wears a black leather eyepatch with a large blue eye painted on it. He wields a shortbow and attacks with disadvantage due to his poor depth perception.

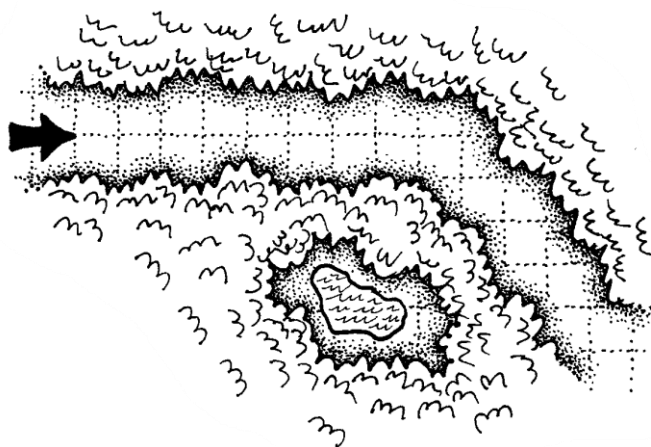
If none of the party members speak goblin, the remaining speech will be in common.

"Give me those back! Those are mine. I took them from the human!"

Soon after the first yell, the party will hear:

"Shut up, Toots! You can share them."

The goblins will continue to rest and bicker back and forth here for a few minutes. If the party takes too long to decide their next course of action, the



goblins will continue their walk along the path, come around the bend, and see the adventurers.

Any party member attempting to sneak up on the goblins must succeed on a **DC 9 Dexterity (Stealth)** check. A failure alerts the Toots and Gerk. The two goblins will come around the bend to investigate the noise. Toots with his scimitar drawn and Gerk with an arrow nocked in his shortbow.

"Toots, did you hear that? We'd better go check it out."

If attacked, Toots and Gerk will quickly surrender. They are not overly brave and will realize that they are outnumbered and overmatched.

If Toots and/or Gerk are captured, they will act tough and will refrain from talking to their captors. A successful **DC 8 Charisma (Intimidation)** check will scare Toots and Gerk into talking. Toots will flatulate often if he is captured, in battle, and as he speaks with the party. Below are some of the things that the goblins could tell the adventurers.

- We captured those green adventurers a few days ago.
- They are going to be sold as slaves.
- Big Boss won't like it if you try to save them.
- They are about a half day's journey further up.
- You'll never save them. It's too late. They are being transported tomorrow afternoon.
- (LIE) When you reach the gulley – you need to make a lot of noise and go as fast as you can. There are some bad monsters that you don't want to surprise.
 - *This is a lie. A successful DC 8 Intelligence (Insight) check will reveal that this statement is a lie. If the goblins are caught telling this lie, further Intimidation will coax them into telling the adventurers that the goblin party is actually on the other side of the gulley.*

Treasure:

Aside from their armor and weapons, Toots and Gerk each have 2 SP, 5 CP, and they share a sack that is ¼ full of groundnuts. And, of course, a cool eyepatch.

The Gulley

As they near the camp, the terrain starts to become hillier and the trail continues through a gulley. The sides of the gulley gradually become taller, to a height of 10 feet. The camp lies 50 ft. beyond.

You've been traveling for about three hours now and, although the trail of groundnut shells has stopped, the wagon trail and horse droppings confirm that you are on the correct path.

The terrain in this area is becoming hillier and the trail is leading you into a gulley. The sides of the gulley gradually increase to an estimated height of 10 feet. The trees continue along the ridge of the gulley, but it appears that a clearing may be up ahead.

In the air, you catch the tasty smell of fresh cooked meat.

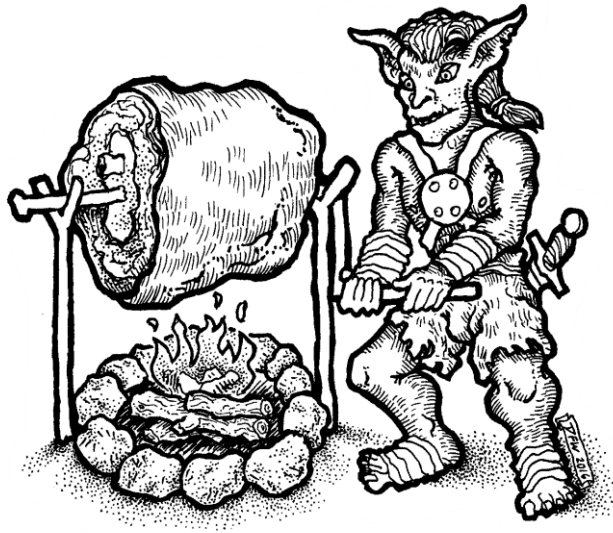
The Goblin Camp (for a 1st level party)

This part of the adventure is written with the assumption that the party arrives in the evening. Adjust as needed if the party rested during Day 2.

The [goblin camp \(Appendix A\)](#) is skirted by a 10 ft. high dirt ridge and lined by trees. Any creature attempting to scale the ridge must pass a **DC 12 Strength (Athletics)** check or fall while attempting to climb the ridge and suffer 1d6 falling damage.

A large **fire pit**, circled by stones, sits in the middle of the camp. The **prisoner wagon** rests 25 ft. to the east of the fire pit. A **large leather tent** stands 10ft. to the northeast of the fire pit and several smaller **leather tents** stand 10 ft. southeast of the fire pit.

The goblins have not eaten yet and are in the process of cooking their meal. A very large hunk of meat is skewered and rests on a spit above the fire. **One goblin** is tending to the spit, turning it slowly.



Out of sight, and behind the large leather tent, **two Worgs** (CR ½ MM page 341) are chained to a metal stake and feasting on a horse carcass.

The large leather tent is the current residence of the **goblin boss** (CR 1 MM Page 166). He is taking a nap while the other goblins tend to the

camp and prepare dinner. The goblin boss will wake up if there is any loud noise in the camp. **The archer** on the ridge is concealed. If the north ridge is investigated, he will be noticed on a **DC 18 Wisdom (Perception)** check. He is a new member to this goblin party and is keeping a sharp eye on the camp. He wants to impress his boss and move up in the ranks. He will notice the party on a **DC 5 Wisdom (Perception)** check if they enter the camp, and immediately fire an arrow and alert the other goblins by yelling "Intruders!"

Three goblins have just finished feeding the prisoners and worgs and are now playing a dice game in the second tent. Two rounds after the party enters the camp, one goblin will come out of the tent and go check on the goblin tending to the meat. If a fight breaks out, one goblin will run from the tent to release the worgs and the others will join in the fight.

If the goblin running to release the worgs falls, one of the other goblins will flee and attempt to release the worgs.

The worgs were becoming very hungry and the goblins found it difficult to find enough to feed the worgs. Fearing that the hungry beasts would turn on them, the goblin boss killed one of Bale's horses. He had a large piece of meat cut from the horse and placed on the fire to roast for the goblins. The remainder of the horse was given to the worgs.

The prisoners are still in the caged wagon. They are no longer bound or gagged and are eating moldy bread. Having not been let out of this cage for five days, they are filthy and smell. They are hungry and exhausted and will be of little or no help if they are freed and a battle ensues.

The remaining **three horses** are tied to the caged wagon.

The goblin boss carries the key to the cart. A successful **DC 12 Dexterity** check with **thieves' tools** will pick the lock. The lock is not very strong. A successful melee attack (AC 8) will destroy the lock and open the cage.

All of the youngsters will have disadvantage on attack rolls, ability checks, and saving throws. And their movement is halved.

Mikal's wound has closed but he will need attention soon or the wound will begin to fester.

Suggested adjustments for a 2nd level party.

Out of sight, and behind the large leather tent, **two Worgs** (CR ½ MM page 341) are chained to a metal stake and feasting on a horse carcass.

The large leather tent is the current residence of two **goblin bosses** (CR 1 MM Page 166). They are playing a game while the other goblins tend to the camp and prepare dinner. The goblin bosses will exit the tent if any noise is made outside.

The goblins have not eaten yet and are in the process of cooking their meal. A very large hunk of meat is skewered and rests on a spit above the fire. **One goblin** is tending to the spit, turning it slowly.

The archer on the ridge is concealed. If the north ridge is investigated, he will be noticed on a **DC 18 Wisdom (Perception)** check. He is a new member to this goblin party and is keeping a sharp eye on the camp. He wants to impress his boss and move up in the ranks. He will notice the party on a **DC 5 Wisdom (Perception)** check if they enter the camp, and immediately fire an arrow and alert the other goblins by yelling "Intruders!"

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If the goblin running to release the worgs falls, one of the other goblins will flee and attempt to release the worgs.

Suggested adjustments for a 3rd level party.

Out of sight, and behind the large leather tent, **two Worgs** (CR ½ MM page 341) are chained to a metal stake and feasting on a horse carcass.

One half-ogre (CR 1 MM Page 238) is behind the large tent, watching the worgs feast on the horse carcass. If the camp is invaded, the half ogre will run to join the fight.

The large leather tent is the current residence of two **goblin bosses** (CR 1 MM Page 166). They are playing a game while the other goblins tend to the camp and prepare dinner. The goblin bosses will exit the tent if any noise is made outside.

The goblins have not eaten yet and are in the process of cooking their meal. A very large hunk of meat is skewered and rests on a spit above the fire. **One goblin** is tending to the spit, turning it slowly.

The archer on the ridge is concealed. If the north ridge is investigated, he will be noticed on a **DC 18 Wisdom (Perception)** check. He is a new member to this goblin party and is keeping a sharp eye on the camp. He wants to impress his boss and move up in the ranks. He will notice the party on a **DC 5 Wisdom (Perception)** check if they

enter the camp, and immediately fire an arrow and alert the other goblins by yelling "Intruders!"

Four goblins have just finished feeding the prisoners and worgs and are now playing a dice game in the second tent. Two rounds after the party enters the camp, two goblins will come out of the tent and go check on the meat. If a fight breaks out, one goblin will run from the tent to release the worgs and the others will join in the fight.

If the goblin running to release the worgs falls, one of the other goblins will flee and attempt to release the worgs.

Treasure:

Aside from their armor and weapons:

Goblin Boss (each): 25 GP, 15 SP, 30 CP

Goblin (each): 2 GP, 2 SP, 5 CP

Half-Ogre: 8GP, 1 EP

After the fight

It is possible that a goblin is captured and interrogated. If this occurs, the goblin will tell the party that the prisoners were being transported to a goblin village that is located many days' travel from this location. The goblins will not provide directions to the village. This may lead to another adventure that the DM will need to create.

Returning to Bale

The return trip will take 2 days and the party will be able to track their way back through the forest. They may take the cart until they reach the clearing where the youngsters were ambushed, but the forest becomes too thick for them to take it any further.

If you wish, you may add the following encounter to the return trip.

The Brown Bear (100 XP)

A **brown bear** (CR ½ MM Page 318) is in the path and pawing at the ground. She found some stray groundnuts, no doubt. She will attack the party if she is confronted. She will be fierce, standing on her hind legs and roaring at the party.

With her keen smell, she will almost certainly notice the party when they are within 30 ft. of her.

Bale's

Bale will be very happy to see the youngsters and his horses returned safely. He will give Mikal a healing potion if he is still injured. Bale will, of course, be sad to learn that one of his horses was killed.

The youngsters will quickly state that they are never going adventuring again. They have had enough excitement to last them a lifetime. They will also be very grateful toward the adventuring party.

Experience:

See the battle tracker for the experience earned for the above battle.

50 party XP for each horse returned to Bale

50 party XP for each youngster rescued

The End

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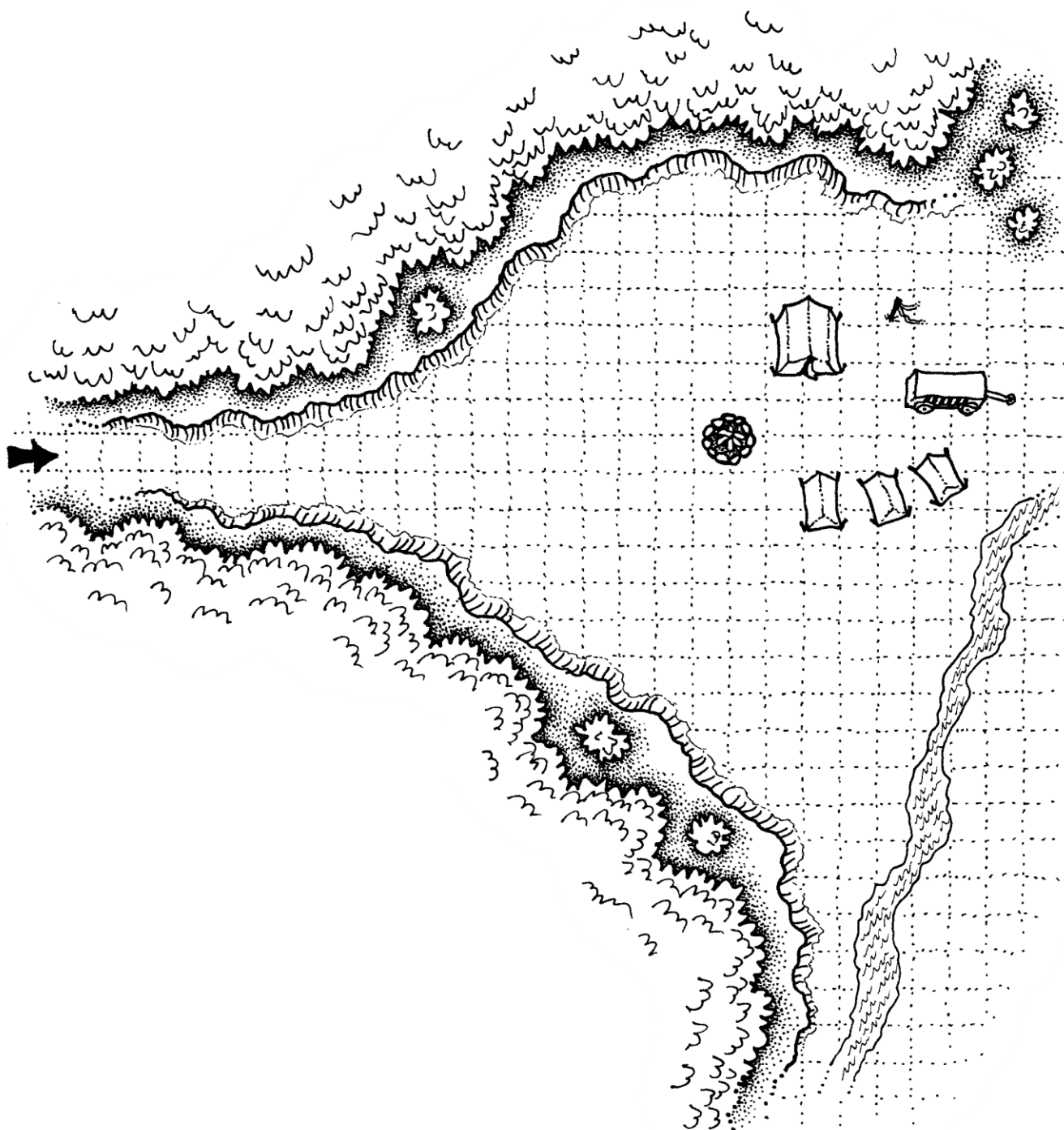
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Do you have a specific question, suggestion or comment? I'd love to hear from you! Please email me at jcorvinstevens@yahoo.com.

Appendix A – Goblin Camp



Appendix B - Creatures

Wolf

Medium beast, unaligned

Armor Class: 13 (natural armor)

Hit Points: 11 (2d8+2)

Speed: 40 ft.

STR	DEX	CON	INT	WIS	CHA
12(+1)	15(+2)	12(+1)	3(-4)	12(+1)	6(-2)

Skills: Perception +3, Stealth +4

Senses: passive Perception 13

Languages: -

Challenge: 1/4 (50 XP)

Keen Hearing and Smelling. The wolf has advantage on Wisdom (Perception) checks that rely on hearing or smelling.

Pack Tactics. The wolf has advantage on an attack roll against a creature if at least one of the wolf's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions:

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4+2) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

Boar

Medium beast, unaligned

Armor Class: 11 (natural armor)

Hit Points: 11 (2d8+1)

Speed: 40 ft.

STR	DEX	CON	INT	WIS	CHA
13(+1)	11(+0)	12(+1)	2(-4)	9(-1)	5(-3)

Senses: passive Perception 9

Languages: -

Challenge: 1/4 (50 XP)

Charge. If the boar moves at least 20 feet straight toward a target and then hits it with a tusk attack on the same turn, the target takes an extra 3 (1d6) slashing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

Relentless (Recharges after a Short or Long rest). If the boar takes 7 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

Actions:

Tusk. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6+1) slashing damage.

Goblin

Small humanoid (goblinoid), neutral evil

Armor Class: 13 (leather armor)

Hit Points: 7 (2d6)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
8(-1)	14(+2)	10(+0)	10(+0)	8(-1)	8(-1)

Skills: Stealth +6

Senses: darkvision 60 ft., passive Perception 9

Languages: Common, Goblin

Challenge: 1/4 (50 XP)

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

Actions:

Scimitar. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) slashing damage.

Shortbow. *Ranged Weapon Attack:* +4 to hit, reach 80/320 ft., one target. *Hit:* 5 (1d6+2) piercing damage.

Worg

Large Monstrosity, neutral evil

Armor Class: 13 (natural armor)

Hit Points: 26 (4d10+4)

Speed: 50 ft.

STR	DEX	CON	INT	WIS	CHA
16(+3)	13(+1)	13(+1)	7(-2)	11(+0)	8(-1)

Skills: Perception +4

Senses: darkvision 60 ft., passive Perception 14

Languages: Goblin, Worg

Challenge: 1/2 (100 XP)

Keen Hearing and Smelling. The worg has advantage on Wisdom (Perception) checks that rely on hearing or smelling.

Actions:

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6+3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Goblin Boss

Small humanoid (goblinoid), neutral evil

Armor Class: 17 (chain shirt, shield)

Hit Points: 21 (6d6)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
10	14(+2)	10(+0)	10(+0)	8(-1)	10

Skills: Stealth +6

Senses: darkvision 60 ft., passive Perception 9

Languages: Common, Goblin

Challenge: 1 (200 XP)

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

Actions:

Multiattack. The goblin boss makes two attacks with its scimitar. The second attack has disadvantage.

Scimitar. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) slashing damage.

Reactions:

Redirect attack. When a creature the goblin boss can see targets it with an attack, the goblin boss chooses another goblin within 5 feet of it. The two goblins swap places, and the chosen goblin becomes the target instead.

Battle Stat Trackers:

The Wolf attack

	CR	XP	AC	Speed	Attacks	to Hit	Range	Damage	Save DC	HP
Wolf*	1/4	50	13	40 ft.	1	+4	5 ft.	2D4+2**	11	11
Wolf*	1/4	50	13	40 ft.	1	+4	5 ft.	2D4+2**	11	11
Wolf*	1/4	50	13	40 ft.	1	+4	5 ft.	2D4+2**	11	11
Wolf*	1/4	50	13	40 ft.	1	+4	5 ft.	2D4+2**	11	11
Wolf*	1/4	50	13	40 ft.	1	+4	5 ft.	2D4+2**	11	11
Wolf*	1/4	50	13	40 ft.	1	+4	5 ft.	2D4+2**	11	11

*=pack tactics

** = Strength save or be knocked prone.

Boars

	CR	XP	AC	Speed	Attacks	to Hit	Range	Damage	Save DC	HP
Boar (tusk, natural armor)* <i>add as necessary</i>	1/4	50	11	40 ft.	1	+3	5 ft.	4 (1d6+1)	11	11

*Charge, Relentless

Experience 50*?

Toots & Gerk

	CR	XP	AC	Speed	Attacks	to Hit	Range	Damage	Save DC	HP
Goblin (scimitar, no shield, leather armor)	1/4	50	13	30 ft.	1	+4	5 ft.	5 (1d6+2)	NA	7
Goblin Archer (shortbow, no shield, leather armor)	1/4	50	13	30	1	+4	80/320 ft.	5 (1d6+2)	NA	7

The Goblin Camp 1st level

	CR	XP	AC	Speed	Attacks	to Hit	Range	Damage	Save DC	HP
Goblin Boss (scimitar, shield, chain mail)	1	200	17	30	2*	+4	5 ft.	5 (1d6+2)	NA	21
Goblin (scimitar, no shield, leather armor)	1/4	50	13	30 ft.	1	+4	5 ft.	5 (1d6+2)	NA	7
Goblin (scimitar, no shield, leather armor)	1/4	50	13	30 ft.	1	+4	5 ft.	5 (1d6+2)	NA	7
Goblin (scimitar, no shield, leather armor)	1/4	50	13	30 ft.	1	+4	5 ft.	5 (1d6+2)	NA	7
Goblin (scimitar, no shield, leather armor)	1/4	50	13	30 ft.	1	+4	5 ft.	5 (1d6+2)	NA	7
Goblin Archer (shortbow, no shield, leather armor)	1/4	50	13	30	1	+4	80/320 ft.	5 (1d6+2)	NA	7
Worg	1/2	100	13	50 ft.	1	+5	5 ft.	10 (2d6+3)**	13	26
Worg	1/2	100	13	50 ft.	1	+5	5 ft.	10 (2d6+3)**	13	26

*=the goblin boss has disadvantage on his second attack.

** = DC 13 Strength save or be knocked prone.

Experience

650

The Goblin Camp 2nd level

	CR	XP	AC	Speed	Attacks	to Hit	Range	Damage	Save DC	HP
Goblin Boss (scimitar, shield, chain mail)	1	200	17	30	2*	+4	5 ft.	5 (1d6+2)	NA	21
Goblin Boss (scimitar, shield, chain mail)	1	200	17	30	2*	+4	5 ft.	5 (1d6+2)	NA	21
Goblin (scimitar, no shield, leather armor)	1/4	50	13	30 ft.	1	+4	5 ft.	5 (1d6+2)	NA	7
Goblin (scimitar, no shield, leather armor)	1/4	50	13	30 ft.	1	+4	5 ft.	5 (1d6+2)	NA	7
Goblin (scimitar, no shield, leather armor)	1/4	50	13	30 ft.	1	+4	5 ft.	5 (1d6+2)	NA	7
Goblin (scimitar, no shield, leather armor)	1/4	50	13	30 ft.	1	+4	5 ft.	5 (1d6+2)	NA	7
Goblin (scimitar, no shield, leather armor)	1/4	50	13	30 ft.	1	+4	5 ft.	5 (1d6+2)	NA	7
Goblin Archer (shortbow, no shield, leather armor)	1/4	50	13	30	1	+4	80/320 ft.	5 (1d6+2)	NA	7
Worg	1/2	100	13	50 ft.	1	+5	5 ft.	10 (2d6+3)**	13	26
Worg	1/2	100	13	50 ft.	1	+5	5 ft.	10 (2d6+3)**	13	26

*=the goblin boss has disadvantage on his second attack.

** = DC 13 Strength save or be knocked prone.

Experience 900

The Goblin Camp 3rd level

	CR	XP	AC	Speed	Attacks	to Hit	Range	Damage	Save DC	HP
Goblin Boss (scimitar, shield, chain mail)	1	200	17	30	2*	+4	5 ft.	5 (1d6+2)	NA	21
Goblin Boss (scimitar, shield, chain mail)	1	200	17	30	2*	+4	5 ft.	5 (1d6+2)	NA	21
Goblin (scimitar, no shield, leather armor)	1/4	50	13	30 ft.	1	+4	5 ft.	5 (1d6+2)	NA	7
Goblin (scimitar, no shield, leather armor)	1/4	50	13	30 ft.	1	+4	5 ft.	5 (1d6+2)	NA	7
Goblin (scimitar, no shield, leather armor)	1/4	50	13	30 ft.	1	+4	5 ft.	5 (1d6+2)	NA	7
Goblin (scimitar, no shield, leather armor)	1/4	50	13	30 ft.	1	+4	5 ft.	5 (1d6+2)	NA	7
Goblin (scimitar, no shield, leather armor)	1/4	50	13	30 ft.	1	+4	5 ft.	5 (1d6+2)	NA	7
Half-Ogre (battleaxe, no shield, hide armor)	1	200	12	30	1	+5	5 ft.	12 (2d8+3)	NA	30
Goblin Archer (shortbow, no shield, leather armor)	1/4	50	13	30	1	+4	80/320 ft.	5 (1d6+2)	NA	7
Worg	1/2	100	13	50 ft.	1	+5	5 ft.	10 (2d6+3)**	13	26
Worg	1/2	100	13	50 ft.	1	+5	5 ft.	10 (2d6+3)**	13	26

*=the goblin boss has disadvantage on his second attack.

** = DC 13 Strength save or be knocked prone.

Experience: 1100