



## Outlaw Attack

**Outlaw Attack** is a 5th Edition side quest for **3-7 characters of 2nd-level** and is optimized for **four characters with an average party level (APL) of 2**. This supplement provides a short quest to slot into an ongoing adventure.

The region's trading guild have made it impossible for local hunters to make any profit from selling their kills. In desperation, a group of hunters have formed themselves into an outlaw band. They have been waylaying traders that use the road through the forest. The group is under the leadership of the half-rc, Maran Dorsk. The band have allied with the awakened tree, Plorsk, who they use to distract traders, while they rob them.

A local fur trader, Borik Flish (LN male halfling **noble**) needs a party to guard him and his wares through the forest. He's offering 50 gp as payment.

### Ogre Ambush

**Encounter: Plorsk the Mighty.** The outlaws have been using a simple, yet effective tactic. A felled tree blocks the road and forces the cart to stop. Once it does, the tree stands up, this is Plorsk the **awakened tree**. The tree threatens to smash the party. A DC 13 Wisdom (Insight) check is required to recognise that Plorsk is bluffing. If the party attacks with fire or Plorsk loses half his hit points he attempts to escape.

Borik will shriek and jump down from the wagon to hide behind it and, while the party is distracted with Plorsk, the outlaws snatch the trader and his lockbox and sneak off into the forest.

Borik leaves a trail that is easy to follow, requiring no check. This trail leads to a small cave, the outlaw's hideout.

### General Features

Unless otherwise stated the areas within the outlaw hideout have the following features.

**Light.** Areas within the cavern are dark. Any read aloud text assumes that the characters have their own sources of light or darkvision.

**Walls and Floors.** The passages are natural caverns and are roughly 10-feet tall. The chambers are domed and reach up to 20-feet high.

**Stream.** Passing through the cave is an ice cool stream that widens to a pool in the cavern's centre where it reaches a depth of 3 feet.





## 1 - Lookout Guard

Wrapped in a thick grey cloak and huddled against the rocky wall, is the outlaw's lookout, Chek (CN female human **scout**). With her cloak blending into the cavern wall, Chek has a passive Dexterity (Stealth) score of 16.

If she is alerted to danger, Chek will attempt to sneak back to area 2 and warn the other outlaws. If she is attacked, she will yell for aid. One round later, one of the outlaws in area 2 will come to investigate.

## 2 - Outlaw Camp

Resting here are three more outlaws; Des, Brody and Maggie (each uses the **scout** stat block). Unless they have been drawn elsewhere, they are around the campfire. The campfire provides ten-foot of dim light. The first one to act will call for their "boss" on their first turn.

**Development.** If Maran is drawn into the encounter, she calls a halt in the fighting and attempts to persuade the party that it is the traders and not her band who are in the wrong. If they agree to leave, she promises to return Borik, but not his gold.

## 3 - Maran's Perch

Unless she has been drawn elsewhere the outlaw leader, Maran Dosk (CN female half-orc **spy**), is here interrogating Borik Flish, hoping he can tell her about other rich trade routes.

**Animal Pen.** Borik Flish is being held inside a stout, wooden animal pen. The pen is locked and requires a successful DC 15 Dexterity check made with proficiency in thieves tools or can be forced open with a successful DC 15 Strength (Athletics check). Borik will be furious if his gold is not returned. Once reaching a town he will contact the local guards and demand they arrest the party.

**Treasure.** Borik's strongbox and another chest are stored beneath Maran's hammock. The strongbox contains 150 gp, this includes the 50 gp he has promised to pay the party. The chest contains a further 58 sp and 12 gp, and one potion of healing.



## 4 - Stolen Goods

Most of what the outlaws have stolen has been goods, foodstuffs and tools. Returning these goods to town earns the party a 50 gp reward.

**Concealed Tunnel.** When the outlaws first arrived in the cave they found it already occupied. Rather than deal with the threat, the outlaws blocked off the cave with a makeshift wall and boxes. No check is required to break through.

## 5 - Tomb of the Lost Prince

Centuries ago the remains of a prince who had been corrupted by dark magic was laid to rest here. His evil spirit lingered however, and when the outlaws arrived, he rose once more as a **mummy**. The sound of the barricade being removed will alert this monstrous creature and it will attack the first creature it sees.

**Treasure.** Despite the conditions that the king laid his son to rest, he still left the prince with a family heirloom, a *pearl of power* set in a gold chain is worn around the prince's neck.

## Credits

**Story and Mechanics:** Ninetoes82

**Shutterstock Illustrations:** Noreefy and Patrick Pullen

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