

BANDITS ON THE FARM

A DUNGEONS & DRAGONS® *LIVING
FORGOTTEN REALMS* ADVENTURE

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A small farming community is being forced to give up their harvest to protect themselves from bandits. You can protect the people if you can convince them that they will be safe after your intervention. A *Living Forgotten Realms* adventure set in Impiltur for characters levels 4 - 7.

Based on the original DUNGEONS & DRAGONS® rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Andy Collins, Rob Heinsoo, and James Wyatt.

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Most likely you ordered this adventure as part of an RPGA event, or you received it from your organizer. To play this adventure and receive rewards for it, you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

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By sanctioning and reporting this adventure you accomplish a couple of things. First, it is an official game, tracked under your play history. Second, DMs gain rewards for sanctioned RPGA play if they are members of the DM REWARDS program. DMing this adventure is worth one (1) point.

This adventure retires from RPGA-sanctioned play on December 31, 2012.

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PREPARING FOR PLAY

In order to play this adventure, you'll need copies of the following D&D 4th Edition rulebooks: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*. Any other rules referenced in this adventure will be noted in the **New Rules Items** section at the end of the adventure.

Throughout this adventure, text in bold italics provides player information for you to paraphrase or read aloud when appropriate. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text.

Along with this adventure, you'll find a RPGA Session Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your organizer directly after play.

READING MONSTER STAT BLOCKS

Most of the information should be easy to understand, as it mirrors the information presented in the *Monster Manual*. Attacks may have a letter next to them designating the type: M for melee, R for ranged, C for close, and A for area. A lower-case letter (used only in some melee and ranged attacks) denotes that the attack can be used as a basic attack.

IMPORTANT DM INFORMATION

As the DM of the session, you have the most important role in facilitating the enjoyment of the game for the players. You take the words on these pages and make them come alive. The outcome of a fun game session often creates stories that live well beyond the play at the table. Always follow this golden rule when you DM for a group:

Make decisions and adjudications that enhance the fun of the adventure when possible.

To reinforce this golden rule, keep in mind the following:

- **You are empowered to make adjustments to the adventure and make decisions about how the group interacts with the world of this adventure.** This is especially important and applicable outside of combat encounters, but feel free to use the "scaling the encounter" advice (usually for adjusting to different-sized groups) to adjust combat encounters for groups that are having too easy or too hard of a time in an adventure.
- **Don't make the adventure too easy or too difficult for a group.** Never being challenged makes for a boring game, and being overwhelmed makes for a frustrating game. Gauge the experience of the players (not the characters) with the game, try to feel out (or ask) what they like in a game, and attempt to give each of them the experience they're after when they play D&D. Give everyone a "chance to shine."
- **Be mindful of pacing, and keep the game session moving along appropriately.** Watch for stalling, as play loses momentum when this happens. At the same time, make sure that the players don't finish the adventure too early; provide them with a full play experience. *Living Forgotten Realms* adventures are designed to be played within 3.5 - 4 hours; try to be very aware

of running long or short. Adjust the pacing accordingly.

- **Give the players appropriate hints so they can make informed choices about how to interact with their environment.** Players should always know when enemies are affected by conditions and are bloodied. They should be given clues about how to interact with their surroundings so they can tackle skill challenges, combats, and puzzles without getting too frustrated over lack of information. This helps to encourage immersion in the adventure and gives players “little victories” for figuring out a good choice from a clue.

In short, being the DM for a *Living Forgotten Realms* adventure isn't about following the adventure's text word-for-word; it's about creating a fun, challenging game environment for the players. Chapters 1 and 2 of the *Dungeon Master's Guide* are filled with good information about being a DM for a D&D game.

APPROPRIATE CHARACTER LEVELS

This adventure is designed for player characters (PCs) levels 1 - 4. Characters that fall outside of the level range may not participate in the adventure. Make certain to check the levels of the PCs before beginning play to ensure that they are the proper level.

Each adventure has a low-level version and a high-level version. The low level is meant for a group whose levels, on average, fall in the lower levels of the adventure's level spread. The high level is meant for a group whose levels, on average, fall in the higher levels of the adventure's level spread.

A group may decide to play the high level when their levels are more suited to the low level if everyone in the group agrees to do so; however, some of the rewards may not be available to them. Conversely, a group may decide to play the low level when their levels are more suited to the high level if everyone in the group agrees; however, some of the rewards may be less than what they'd ideally want from the adventure.

Reading the Numbers: Each encounter has a level and sometimes other values (such as XP or skill check DCs) listed with two numbers divided by a slash. The number before the slash is always the value for the low-level version of the adventure; the number after the slash is the value for the high-level version of the adventure.

FAILING TO DEFEAT AN ENCOUNTER

If a group fails to defeat an encounter - that is, if they have to flee from a combat because it's too tough or they reach the predetermined number of failures in a skill challenge before reaching success - they are only awarded half experience points (round down) for the encounter. If they manage to tackle the encounter later and defeat it, award them the other half of the experience points for the encounter.

CHARACTER DEATH

If a PC dies during the course of the adventure, the player of that character and the rest of the group have two options, provided that they have access to the Raise Dead ritual (either a PC has it and can use it or the characters return to civilization), they have access to the body, and it is possible to return the dead PC to life.

- **Pay the component cost for the ritual.** If the group chooses this option, the cost should be divided evenly among the group (500 gp for heroic tier, 5,000 gp for paragon tier, and 50,000 gp for epic tier). Using a source outside the group to cast the ritual costs 20% more than the component cost. Total cost when using an outside source is 600 gp for heroic tier, 6,000 gp for paragon tier, and 60,000 gp for epic tier. A PC that dies and chooses this method of return gains full (or half, if the party was defeated) experience points from the encounter in which the character died, but no experience points for any encounters that were missed while the character was dead. If there are encounters remaining, the PC continues to earn experience as normal, and receives a normal cut of the rewards at the end of the adventure.
- **Invoke the Death Charity clause.** If the group cannot afford to pay for the ritual (or doesn't desire to do so), the PC can choose to return to life at the end of the adventure. Doing so forfeits all rewards (including treasure and story rewards) earned for the adventure except experience points gained prior to the character's death (the character receives the experience point award for the encounter in which they died). The PC cannot participate in the same adventure a second time.

MILESTONES

No matter if the characters succeed or fail in an encounter, they reach a milestone if it is the second encounter they've had since the start of the adventure or their last extended rest. **Encounters that do not give**

out experience points do not count for purposes of reaching a milestone. Make certain to mention this information to the players when applicable, as it gives each PC another action point and affects how some magic item powers are used.

LASTING EFFECTS

Sometimes a PC suffers a lasting effect that isn't easily resolved before the end of the adventure. The two most common lasting effects are the death penalty and diseases.

Death Penalty: When a character dies and is brought back to life by the Raise Dead ritual, that character suffers a -1 penalty to all attack rolls, skill checks, saving throws, and ability checks until they have reached three milestones. The player should simply record the adventure where the character died on their adventure log, and then keep a running tally of milestones reached. Once the PC has reached the third milestone since coming back to life, they no longer suffer the penalty.

Diseases: Diseases take hold of a character and last until they are cured or they reach their final state. Normally, a PC makes an Endurance check after each extended rest to see if the disease improves, worsens, or maintains its current condition. At the end of the adventure, any character suffering from a disease must resolve the disease to either its cure or final state, using the necessary number of extended rests to do so. Other characters adventuring with the PC may decide to aid the afflicted character during this time. If a disease reaches its final state and the PC can get a Cure Disease ritual cast (and pay the appropriate costs), they may do so.

Other Lasting Effects: Other effects that last beyond the scope of the adventure should be resolved at the DM's discretion. Any effects that last for a specific period of time (that end after a certain number of days or a certain number of extended rests) should be resolved at the end of the adventure in which the effect was obtained (unless otherwise specified). Effects that use some sort of adventuring benchmark of unknown duration (such as milestones) should be recorded on the character's logsheet and tracked across adventures.

ADVENTURE BACKGROUND

In Impiltur, the official authorities are weak, only enforcing the law within sight. The further outside of the cities you get, the less impact it has. This is the case for the most outlying farms north of Lyrabar close to the southern foothills of the Earthfast Mountains. Recently a group of bandits has taken to threatening outlying farms

to the far north of Lyrabar. The outlaws demand payment from the farmers in the form of large portions of the farmers' harvests and any extra monies that the farmers make from the sell of their crops. The outlaws claim to have a demon under their control, which they threaten to release on the farmers if they do not pay for the "protection" the outlaws offer.

Six months ago, a gnoll by the name of Ka'zakren gave a scroll to an unscrupulous man named Rafe. Ka'zakren told the man that this scroll would summon a demon for him to use as he saw fit for as long as he lived. Rafe took the gnoll at his word, not reading into the implication of the statement and gathered a group of unscrupulous people around him to begin extorting money and valuable farm goods from farmers to the far north of Lyrabar.

In truth, Ka'zakren is an agent of a demon operating in the countryside around Lyrabar and New Sarshel. This demon had Ka'zakren give the scroll to Rafe as the scroll indeed releases a barlgura demon but not under anyone's control. The demon has been imprisoned for some time and seeks vengeance on everyone associated with the scroll that holds it imprisoned.

Rafe has decided to use the scroll as a threat to the farmers he is extorting from with a small association of tieflings being used to fuel the belief that he has demons under his control. Rafe is as afraid of the demon's release as the farmers though in truth and only uses the scroll as a last defense (as seen when the adventurers attack his encampment).

Rafe's extortion efforts have slowed the flow of farm goods to the markets in Lyrabar. This has caused Kelrek to want to find out what has happened as he has not heard of any recent crop blights or any other naturally occurring phenomenon that would have slowed the trade to the produce stalls of Lyrabar where he acts as a purchasing agent. Kelrek contacted Halдар in New Sarshel to try and hire any adventurers that Halдар might recommend to investigate the matter.

For Rafe's part, his extortion efforts have worked too well and at least one of the farmers, Kosef Shemov, can no longer support his family and Rafe's extortion costs and withheld a portion of his payment to Rafe. This has led to a small group of tieflings being sent to the Shemov farm to "teach" Kosef the error of his ways. This is where the adventure truly begins for the party.

PLAYER'S INTRODUCTION

This adventure takes place in the farmland to the north of Lyrabar. The adventure assumes that the PCs were hired by a merchant in Lyrabar named Kelrek and have already been traveling together for a couple of days to

the north of the city. You are free to adapt the section to better suit your game.

Now is a good time for the players to introduce themselves.

Read or paraphrase the following to the players:

Haldar of New Sarshel, a halfling merchant that has specialized in specializing mercenaries, arranged for an introduction for you and your allies to a merchant in Lyrabar. This merchant, Kelrek, is a friend of Haldar's father and has been looking for adventurers to look into the slow decline of farm goods into Lyrabar from the farms to the north of the city.

Kelrek told you that the farm goods from the north of Lyrabar had been growing smaller over the last few months and are almost non-existent now. He offered you a fair amount of gold to journey to the farms to the north and to determine what is going on.

You have spoken with many farmers over the last few days as you traveled further from the city. With each farm, rumors of bandits with enslaved demons terrorizing farmers became more and more prevalent.

Haldar is the halfling rescued by PCs in IMPI1-1 Alone. Since that time he joined his father's business, having given up the adventuring life. He still has a weak spot for adventurers, not only making sure they are properly supplied, but also trying to get them profitable jobs that are good for the country.

TREASURE

Kelrek is paying each PC 50 / 75 gp, half now, half on success.

DM'S INTRODUCTION

In this adventure, the PCs investigate why farm goods being sent to Lyrabar from the north of the city have slowed to the point of being almost non-existent.

In Encounter 1, the adventurers go from farm to farm trying to determine what is going on. They hear many rumors, which you can feel free to play out as they stop at multiple farms, until a young boy rides up to them looking for help. The adventurers see the cause of the slow down of farm goods and have a chance to question farmers about the bandits they ran across.

After Encounter 1, the PCs journey to the bandits' camp where they explore and try to determine the best way to infiltrate or attack the camp. Once the PCs have decided on a course of action for the camp, they launch their attack, probably in Encounter 4 but possibly in 5 or 6. Encounter 4 is a small outer camp where the PCs

fight the lookouts of the camp. Encounter 5 is the main camp and Encounter 6 is Rafe's lair.

ENCOUNTER 1: A FARM IN NEED

SETUP

Important NPCs:

Kosef Shemov, male human farmer

Miri Shemov, female human farmer's wife

Randal Shemov, 10 year old male human farmer's son

Kara Shemov, 6 year old female human farmer's daughter

This encounter starts with the party walking towards the next group of farms to try and gain more information about the demons terrorizing the farmers in the area. As they are walking, Randal Shemov comes riding towards them at a full gallop on an old draft horse. When he sees them he stops and asks them for help for his family.

The "demons" that Randal refers to are a small group of tieflings working for Rafe. The tieflings flee as soon as they notice the party. The party can chase them and if the players have a good plan the PCs should capture at least one tiefling. The tieflings do not put up a proper fight, so the combat can be hand waved. Capturing the tiefling allows the PCs to question him for information about the bandits.

Read or paraphrase the following:

You have been walking for a little over an hour this morning. Today may be the day that you finally find a farmer that has actually seen the demons terrorizing the area, since so far you have only heard second-hand stories of the fiends.

As you make your way through rolling hills, you see a horse and rider approach. The short rider stops as soon as he sees you. Mounted on a draft horse that looks like it has seen better day is a human boy of approximately 10 summers with auburn hair and freckles. He speaks rapidly in an almost incomprehensible stream, "Please, you gotta help me, the demons are gonna kill everyone...come on, quick, hurry, you just gotta save my ma and pa!!"

Any forceful character speaking to Randal can get him to calm down enough to speak more intelligibly and ask a few questions. He spends little time answering questions as he believes his family will die if he does not hurry back with help. He can tell the party the following before becoming too agitated to share any more knowledge:

- There are three "demons" about to kill his family (his mother, father, and sister).

- The "demons" were sent because his father could not afford to pay Master Rafe to protect them any more.

Once the party agrees to go back with Randal, they can approach the farmhouse that is on the other side of a couple of high hills from the party. When the party arrives, they hear the commotion at the farm before they see it. There is a man yelling threats at the Shemov family; the DM should feel free to play up what the party hears to make it seem like the Shemov family is in grave danger as that is the illusion the tieflings are trying to impart to the family to force the extortion payment from them. The lead tiefling knows Abyssal and intersperses words in this language to promote the illusion that he is a demon to the Shemovs.

Once the party moves to a position at the top of the last hill where they can see what is occurring, read or paraphrase the following:

Before you there is a man, woman, and young girl surrounded by three mounted individuals. The mounted individuals wield tridents and to the less traveled might be thought to be demons, but you easily recognize the tieflings for what they are.

The tieflings are threatening to take the girl as a sacrifice instead of slaughtering the entire family and the man is protesting and saying he will pay twice his payment next month if the fiends spare his family.

The tieflings flee as soon as they notice the party. They are here for theatrical appearances and are not prepared to face a fully armed adventuring party. The three ride off in different directions to try to avoid capture. Should the party choose to pursue any of the riders, the DM should use his best judgement for whether it is feasible or not remembering that the tieflings are mounted and the PCs may not have any mounts. Randal's mount is an older draft horse not capable of catching the tieflings' mounts. There is no reason to dissuade the PC's from trying to or to not allow them to capture one of the tieflings if they come up with a good plan to do so.

Once the party has returned to speak to the Shemov family, Kosef Shemov attempts to dissuade them from helping the family and farmers in the area as all of the farmers fear the wrath of the demons that Rafe will release against them. Miri Shemov and the children believe the help is necessary. Any party member can convince Kosef that those "demons" were actually only tieflings using any appropriate demonstration of such knowledge including being a tiefling and explaining the truth.

As the DM shares information that the Shemovs know, the DM should play this with Kosef as reluctant to give the information to the point of even arguing with his wife over this while his wife, Miri, is more than willing to share information with the party. Randal tries to convince the party that he can help them through the whole affair (he dreams of being a great hero one day) while his sister hides behind Miri more often than not (she is only six and is scared of the adventurers after the affair with the tieflings - the tieflings threatened to take her for sacrifice to perpetuate their ruse). The PC's might also choose to question other nearby farms on the events. The party can learn the following information from the Shemovs or other farmers and farm hands:

- A man named Rafe leads the bandits and demons.
- The only demons anyone has seen are the tieflings.
- The bandits are using an abandoned mine in the foothills of the Earthspur Mountains as a base (someone can give the party rough directions).
- The bandits demand payment of half of any harvest from the farmers to protect them from the demons under their control.
- The bandits show up whenever they feel like and demand the payment.
- When the bandits are not happy with the amount of produce or money offered, they take other property from the farmers and have threatened to take sons and daughters to give to the demon.
- Rafe's gang has been extorting payments from approximately 15 farms in the area.
- The farmers are afraid that the bandits will send a powerful demon to slaughter them if the adventurers do not do something to stop them now.
- Rafe keeps the greatest demon imprisoned in a cave and can release him if the camp is attacked, which is why the farmers have not just gathered together and attacked the bandits - demons are not to be trifled with in Impiltur.

The following is specific information the farmers can tell the party about Rafe and the other bandits:

- Rafe used to work at one of the mines in the Earthspur Mountains and as a farm hand at some of the farms.
- Rafe was always a troublemaker, often talking of how he would make everyone pay one day for how they treated him.

- Rafe was never mistreated; he was just lazy and was often fired by anyone who hired him within a few weeks.
- Most of the farmers knew Rafe's grandmother who had raised him; he was never a "good" child though. Most hire him out of loyalty to her memory.
- The others that Rafe has gathered are other tough-talking layabouts who were headed nowhere from the miners or former farm hands.
- It seems Rafe is looking for more muscle. He has offered some farmer sons the opportunity to join in return for a reduction in the protection money. Nobody has accepted the offer yet.

If a tiefling is captured, he can tell the party the following:

- Rafe has a scroll that a gnoll named Ka'zakren gave him that calls forth a demon from the Abyss.
- Rafe has looked at the ritual as have the tieflings and the ritual would take approximately ten minutes to complete.
- Rafe uses the ritual as soon as any one attacks the bandit camp; he fears arrest more than the demon.
- Rafe keeps his quarters in the small mine at the very back of the camp.
- The mine is only a single small cave, the mine barely started before the vein ran out.
- The tiefling can also draw a map of the camp - show the PCs Handout 1.
- The tiefling can provide names of a few bandits if asked. Some suggested names are Orel, Pavel, and Grim, but feel free to be creative if the PCs ask about names.
- The tiefling can also provide the password, "dark blood", if the PCs succeed at a DC 20 Intimidate check.
- Rafe is looking to extend his business.

ENDING THE ENCOUNTER

Once the party is done gathering information, they can proceed to the bandit camp if they choose to continue. Proceed to Encounter 2.

Note that these tieflings are simple minions. If captured, remove one minion in future encounter for each captured bandit.

TREASURE

None.

ENCOUNTER 2: THE BANDIT CAMP

SETUP

Important NPCs: The bandits

The party finds the bandit camp and can study it from a distance before approaching. This provides the opportunity for PCs to perform scouting to determine what they are up against or at least lay out a strategy before rushing headlong into the encounter.

From the hill you are on, you can see the bandits' camp below. They have set up a barricade of brambles at the entrance to a small dead-end canyon where the mine is located.

Just behind the thorny barrier, you can make out a forward camp with some guards walking around. Beyond that there is another larger camp where you can only surmise the bulk of the bandits must be. The whole camp is built against a mountain and there is clearly a cave opening onto the main camp. On a ledge above the cave, you can make out what look to be archers who can probably shoot at people in the forward camp from their positions.

This may be as difficult as the farmers suggested especially if Rafe can call forth a demon before you even get to him.

From here the party may follow several tactics to enter the camp or gather intelligence before entering the camp.

The party or some individual members of the party may try to pose as new recruits for the group or just use stealth to infiltrate the camp. The party does not have to attack the camp on the same day they locate it or gather intelligence. There is no reason they cannot use a small time period of 24 hours to try and gather intelligence. If they attempt to use more time for this, they should be reminded that the bandits may go out to seek vengeance on the Shemovs any time and too much delay allows this to happen. The goal here is to reward players for thinking tactically about attacking the bandit camp, and not to allow them to use a daily power over the course of several days to defeat the camp.

The following intelligence can be gathered from the camp depending on the actions of the party as listed.

Scouting the front of the camp from outside at a distance

- A single clear trail approximately 5-feet wide leads through the brambles.
- A person could go through the brambles forcibly with no penalty to movement or slowly to avoid any possible injury.
- The archers on the cliff probably have range to halfway into the forward camp.
- There are ropes leading up to the archers against the cliff wall.
- There may be a way to go around the back of the mountains and drop on the archers from above.

Scouting the rear approach

- There is an obscure path that can be found leading up to the top of the mountain above the archers with a DC 25 Perception check.
- The archers are 50-feet (10 squares) down from the top of the mountain, so a rope would still be required to drop down. (PCs can drop down the rope at normal speed with a DC 20 Acrobatics check to do a controlled fall to the ledges).

Scouting the interior

- The archers are actually constructs of some type.
- The area between the forward camp and the main camp has trees with a heavy canopy that would prevent the archers to fire or be fired at effectively as anyone moves through the area.
- PCs may be able to drop down from the sides of the canyon using stealth into this zone between the two camps.
- Conversation between the bandits suggest that in case of an attack they are to man their positions in an attempt to slow the attackers long enough for Rafe to summon the demon.
- Rafe begins the ritual as soon as any assault on the camp starts. The ritual only takes ten minutes, so the party could only take one short rest before the demon is summoned.
- The ritual casting is loud and it can be heard throughout the camp. A DC 20 Arcana or Religion check recognizes the ritual as real, and that it likely takes 10 minutes to cast.

DMs should utilize the map, in the appendix to adjudicate ideas the players have and other information they can learn. Good role-playing and well thought out plans or ideas should be rewarded. The map from Handout 1 can be shown to the players at this time even if they did not gain it earlier if the DM feels it will help the players to understand how the camp is laid out.

ENDING THE ENCOUNTER

This encounter ends when the PCs are done scouting the area around the camp and ready to stage their assault. If they try to infiltrate the camp, proceed with Encounter 4. If they open an attack, proceed with Encounter 5.

If the tieflings in Encounter 1 escaped, the bandits are holing themselves up in their camp. The next day they send out the three tieflings again to check whether the mercenaries are gone. These are not particularly alert, and the PCs can setup an ambush to capture and question them. See Encounter 1 for more details on what they know.

If the tieflings do not return (whether captured in Encounter 1 or later), the bandits panic and stay put for a few days, before sending out scouts. These scouts use the paths at the back and stay hidden. If they spot the PCs, they try to burn one of the unguarded farms as a warning before returning, demanding for the PCs to leave or else they will burn a farm each day the PCs stick around. If the PCs do not go, they summon the demon. Rafe is killed, and the demon takes over. It and the bandits rush out to attack en-masse, making life considerably harder for the PCs. It is the price for waiting too long.

TREASURE

None.

ENCOUNTER 3: SUBTERFUGE (OPTIONAL)

**SKILL CHALLENGE LEVEL 4 / 6,
COMPLEXITY 5 (800 / 1125 XP)**

SETUP

Number of Successes: 12

Number of Failures: 3

Primary Skills: Athletics, Bluff, Diplomacy, Insight, Intimidate, Perception, Stealth.

Important NPCs:

Orel, male tiefling, lieutenant Rafe and bandits' spokesman

This encounter is used in place of Encounter 4 should the PCs choose to try and use subterfuge to enter the Bandits' Camp.

PCs should not be allowed to assist each other during the skill challenge and each PC must attempt at least one skill check during the challenge and no more than two skill checks. This should appropriately simulate each of them trying to make their way through the camp successfully without drawing attention to themselves. You may wish to actually have the PCs move through the camp as individuals to simulate this and if at some point the party fails the skill challenge, initiate combat with their PCs at the locations they are at around the camp.

SKILL CHALLENGE

Athletics (DC 17 / 18): The PC attempts to scale the cliff face into the camp without being noticed. They would have to do this without a rope as a rope dropping to the ground someone would be noticed by the bandits. Failure indicates the PC falls and loses 2 healing surges.

Bluff/Diplomacy (DC 12 / 13): The PC attempts to convince the other bandits that he is a new recruit trying to earn membership into the group. The PC may outright be trying to "lie" his way in or may be trying to use flattery to convince the bandit guard to let him continue.

Insight (DC 12 / 13): The PC notices certain things about the attitude of the bandits and how best to avoid their attention as the party moves through the camp.

Intimidate (DC 17 / 18): If Intimidate is used to look tough, as a worthwhile addition to the gang, a successful check grants 1 success as normal. Intimidate cannot be used to try and browbeat the bandits in

accepting the PC as a member or to ignore the sneaking character. It is their "home turf" after all and there are more bandits than PCs.

Perception (DC 12 / 13): The PC notices an area with fewer or no bandits currently in the area where the PCs may easily move through without being noticed.

Stealth (DC 12 / 13): The PCs are able to sneak through the camp without being noticed. Failure indicates a Guard Mastiff noticed them and barked at their presence. The PCs are able to escape being caught, but the bandits are more cautious.

ENDING THE ENCOUNTER

If the first round of skill checks succeeds, the party makes it past Encounter 4 and enters the area for Encounter 5. If the PCs succeed at the second round, they start at Encounter 6 without fighting their way through the camp.

If only 1 or 2 failures have been scored, the bandits become suspicious and alert. They gain a +1 to initiative in any combat that results from the Skill Challenge failing.

Success: The PCs enter the cave for Encounter 6 without a fight. Go to Encounter 6. The bandits from Encounter 3 will flee before the PCs exit Rafe's Lair in Encounter 6 if the skill challenge is a success and Rafe is defeated.

Failure: The PCs' subterfuge has been detected by a significant number of bandits and combat ensues. Go to either Encounter 4 or 5 depending on how far the PCs' actions got them into the camp. If this is at Encounter 5, the bandits from Encounter 3 will enter the combat at the beginning of the 4th round, having heard the fight and making their way to the area stealthily to try and surprise the invaders.

EXPERIENCE POINTS

The characters receive 160 / 225 experience points each for successfully completing the skill challenge. If they fail, they get into a fight. If victorious, they get xp as normal, but a character cannot earn more experience points than the cap.

TREASURE

The PCs receive the treasure from Encounter 3 after defeating Rafe if they successfully complete the skill challenge.

ENCOUNTER 4: THE FORWARD CAMP

ENCOUNTER LEVEL 4 / 6 (800 / 1125 XP)

SETUP

This encounter includes the following creatures:

2 tiefling shadowblades (S)

2 guard mastiffs (dire wolves) (M)

3 human lackeys (L)

As the adventurers enter the area, read or paraphrase the following modifying the description as necessary for how the PCs are approaching:

Up ahead of you across the fields, you see the forward camp. There are two tents in the small camp and some watchdogs.

A single guard stands watch on a small mount in order to notice others approaching the camp. All of the guards are alert and ready for trouble.

The party may be approaching this small outer camp from the front or the rear depending on how they entered the camp or decided to assault the area. The guards are prepared for trouble and can only be surprised by persons attacking from the interior of the camp.

After the first round of combat, let the players know that they can hear a dull chant from somewhere towards the main camp. This should serve as a reminder to them that Rafe has begun to call forth the demon. A passive (or active as a standard action) DC 20 Arcana or Religion confirms the ritual sounds real, and is likely going to take about 10 minutes to finish. You should also have the bandits warning the PCs at various intervals that Rafe will soon unleash the demon on them. When bandits are captured and left alive, they warn the PCs with threats that their resting leaves Rafe with plenty of time to unleash the demon. Be creative and give the PCs hints that they have a limited amount of time to stop Rafe from unleashing the demon.

FEATURES OF THE AREA

This area has a few important features.

Briar: The briars on the map at the front of the entry area to the small valley hide a 3-feet deep ditch. The briars have been purposely cultivated to grow over

the ditch and hide it from view. The briars count as hindering terrain. Characters moving through it at normal speed, or placed in it through forced movement is the target of a +8 vs. Reflex attack that deals 1d10 + 4 damage. Characters unaware of the ditch also must make a DC 8 Acrobatic check or fall prone the first time they enter the area. These are located where the Ruined Wagon/Briar tiles are on the map. The briars provide total concealment for the purpose of being able to hide for anyone inside them.

Grab grass: The six squares on both sides of the bridge consist of grab grass. Creatures that fall prone in this area need a DC 12 Strength check to stand up. The guards are aware of this effect, and try to get the dogs to attack PCs in these areas. PCs spot the strangely moving grass with a DC 17 Perception check, and recognize it with a DC 15 Arcana or Nature check.

Bushes/Trees: The bushes and trees on the map are hindering terrain and require two squares of movement to move through.

Hill: The small sloping hill is five-feet tall and costs two squares of movement to move onto from the surrounding squares.

Rock Outcropping: The rock outcropping is difficult terrain and requires 3 squares to move 1 square. A character can jump on top of the rocks with a DC 20 (10 if the character has a running start) Athletics check.

Tents: The tents are blocking terrain. They can be entered and provide total concealment through the areas that look like the tent flaps on the maps. A PC can also take a standard action to cut an opening large enough to enter the tent through if he chooses. A PC can also rush through the tent with a DC 15 Athletics check to pull up the tent from its stakes as he runs through - any PC doing this is blinded and slowed until the end of his next turn from the mass of tent he drags with him.

Campfire: The small campfire between the two tents does not hamper movement. Anyone entering or starting their turn in the campfire takes 1d6 + 3 fire damage.

At night, this campfire is built up into a large bonfire and provides dim illumination throughout the camp along with torches placed at intervals along the inside of the briars and on the hill where the bandit lookout is located. The bonfire deals 1d10 + 3 damage.

TACTICS

The tiefling shadowblades are hiding in the ditches using the briars for concealment. They remain hidden until after the party has entered the camp and engaged

the other bandits. They try to stay close to the mastiffs or in some manner gain combat advantage on the PCs.

The guard mastiffs have been trained to work with the two shadowblades and treat them as if they are part of their “pack”. The two dogs are trained to try and make an opponent prone near a shadowblade whenever possible.

The human lackeys attempt to isolate and surround anyone wearing light armor or less. They have experience in knowing these are usually the more dangerous of opponents as far as being able to cause harm to the group, so they concentrate on disabling them first.

All of the creatures in this encounter know that if they move any of their enemies into the back half of the map the Gond lightening throwers from the next encounter are able to fire at the character with ranged attacks. They purposely try to force the party into these squares to use this to their advantage. (The stats for these adversaries are presented under this encounter as well as Encounter 4 for their combat statistics, but unless the party has a range of 20 or greater, they are unable to target these creatures during this encounter and must move to the next encounter to reach them). The point the Gond lightening throwers can reach is exactly halfway through the map, so 5 squares from the side where the PCs start if entering from the front of the camp.

In addition to the clubs, the bandits are armed with a sling. They focus on PCs engaged by the tieflings and dogs with ranged attacks, switching to melee only when engaged or after running out of stones. Add the following attack power to their stats:

r Sling (standard; at-will) ♦ Weapon
Ranged 10/20; +7 / + 9 vs. AC; 3 damage.

Side note: the tiefling shadowblade *cloak of shadows* is written down as an immediate interrupt when an enemy makes an opportunity attack. Opportunity attacks are only made on the tieflings turn, but immediate interrupt cannot be made on a creature’s own turn. Treat it as an interrupt free action usable 1/round.

SCALING THE ENCOUNTER

Make the following adjustments to the combat based on the number of PCs present.

Four PCs: Remove one tiefling shadowblade.

Six PCs: Add one tiefling shadowblade.

ENDING THE ENCOUNTER

The DM should note if the party takes more than one short rest between the start of this encounter (if this is the first encounter in the camp) and entering Rafe’s Cave (Encounter 5). If they do take more than one short rest between the time their assault begins on the camp and entering Rafe’s Cave, they have to fight the demon in that encounter instead of Rafe.

EXPERIENCE POINTS

The characters receive 160 / 225 experience points each for defeating these bandits.

TREASURE

There is a *sacrificial weapon* +2 in one of the tents wrapped in a piece of black silk cloth and a small bag of jewelry stolen by one of the bandits.

The cloth and jewelry can be sold for enough gold to give each PC 10 / 20 gp.

ENCOUNTER 4: ENTERING THE CAMP STATISTICS (LOW LEVEL)

Tiefling Shadowblade (level 4)	Level 4 Skirmisher
Medium natural humanoid	XP 175
Initiative +8	Senses Perception +3; low-light vision
HP 56; Bloodied 28	
AC 18; Fortitude 16, Reflex 16, Will 15	
Resist 9 fire	
Speed 6	
m Scimitar (standard; at-will) ♦ Weapon	
+9 vs. AC (+10 against a bloodied target); 1d8 + 3 damage (crit 1d8 + 10).	
Combat Advantage	
The shadowblade's melee attacks deal an extra 2d6 damage against any target it has combat advantage against.	
Cloak of Shadows (immediate interrupt; when an enemy makes an opportunity attack against the tiefling shadowblade; at-will)	
The triggering enemy is blinded (save ends).	
Infernal Wrath (minor; encounter)	
The tiefling shadowblade gains a +1 power bonus to its next attack roll against an enemy that hit it since the tiefling shadowblade's last turn. If the attack hits and deals damage, the tiefling shadowblade deals an extra 2 damage.	
Alignment Any	Languages Common
Skills Acrobatics +10, Bluff +11, Stealth +12	
Str 13 (+3)	Dex 17 (+5) Wis 12 (+3)
Con 16 (+5)	Int 10 (+2) Cha 14 (+4)
Equipment leather armor, scimitar	

Dire Wolf (level 3)	Level 3 Skirmisher
Large natural beast (mount)	XP 150
Initiative +6	Senses Perception +8; low-light vision
HP 51; Bloodied 25	
AC 17; Fortitude 16, Reflex 15, Will 14	
Speed 8	
m Bite (standard; at-will)	
+8 vs. AC; 1d8 + 3 damage, or 2d8 + 3 damage against a prone target.	
Combat Advantage	
The dire wolf gains combat advantage against a target that has one or more of the dire wolf's allies adjacent to it. If the dire wolf has combat advantage against the target, the target is also knocked prone on a hit.	
Pack Hunter (while mounted by a friendly rider of 5 th level or higher; at-will) ♦ Mount	
The dire wolf's rider gains combat advantage against an enemy if it has at least one ally other than its mount adjacent to the target.	
Alignment Unaligned	Languages --
Str 19 (+5)	Dex 16 (+4) Wis 14 (+3)
Con 19 (+5)	Int 5 (-2) Cha 11 (+1)

Human Lackey (level 5)	Level 5 Minion
Medium natural humanoid	XP 50
Initiative +2	Senses Perception +3
HP 1; a missed attack never damages a minion	
AC 17; Fortitude 15, Reflex 12, Will 13	
Speed 6	
m Club (standard; at-will) ♦ Weapon	
+10 vs. AC; 5 damage.	
Mob Rule	
The human lackey gains a +2 power bonus to all defenses while at least two other human lackeys are within 5 squares of it.	
Alignment Any	Languages Common
Str 16 (+5)	Dex 11 (+2) Wis 12 (+3)
Con 14 (+4)	Int 10 (+2) Cha 13 (+3)
Equipment leather armor, club	

Note: This creature is only targetable with range of 20 or better in this encounter:

Arcane Ballista (level 5)	Level 5 Artillery
Medium natural animate (construct)	XP 200
Initiative +7	Senses Perception +4; low-light vision
HP 51; Bloodied 25	
AC 17; Fortitude 16, Reflex 17, Will 14	
Immune charm, disease, fear, poison, sleep; Resist 5 to all damage	
Speed 6	
m Slam (standard; at-will)	
+12 vs. AC; 1d6 + 3 damage.	
R Lightning Shot (standard; at-will) ♦ Lightning	
Ranged 20; +10 vs. Reflex; 1d10 + 4 lightning damage.	
A Lightning Burst (standard; at-will) ♦ Lightning	
Area burst 2 within 20; +8 vs. Reflex; 1d10 + 4 lightning damage	
Alignment Unaligned	Languages --
Str 19 (+6)	Dex 20 (+7) Wis 14 (+4)
Con 15 (+4)	Int 3 (-2) Cha 6 (+0)

ENCOUNTER 4: ENTERING THE CAMP STATISTICS (HIGH LEVEL)

Tiefling Shadowblade		Level 6 Skirmisher
Medium natural humanoid		XP 250
Initiative +9 Senses Perception +4; low-light vision		
HP 72; Bloodied 36		
AC 20; Fortitude 18, Reflex 18, Will 17		
Resist 11 fire		
Speed 6		
m Scimitar (standard; at-will) ♦ Weapon		
+11 vs. AC (+12 against a bloodied target); 1d8 + 4 damage (crit 1d8 + 13).		
Combat Advantage		
The shadowblade's melee attacks deal an extra 2d6 damage against any target it has combat advantage against.		
Cloak of Shadows (immediate interrupt; when an enemy makes an opportunity attack against the tiefling shadowblade; at-will)		
The triggering enemy is blinded (save ends).		
Infernal Wrath (minor; encounter)		
The tiefling shadowblade gains a +1 power bonus to its next attack roll against an enemy that hit it since the tiefling shadowblade's last turn. If the attack hits and deals damage, the tiefling shadowblade deals an extra 2 damage..		
Alignment Any		Languages Common
Skills Acrobatics +11, Bluff +12, Stealth +13		
Str 13 (+4)	Dex 17 (+6)	Wis 12 (+4)
Con 16 (+6)	Int 10 (+3)	Cha 14 (+5)
Equipment leather armor, scimitar		

Dire Wolf		Level 5 Skirmisher
Large natural beast (mount)		XP 200
Initiative +7	Senses Perception +9; low-light vision	
HP 67; Bloodied 33		
AC 19; Fortitude 18, Reflex 17, Will 16		
Speed 8		
m Bite (standard; at-will)		
+10 vs. AC; 1d8 + 4 damage, or 2d8 + 4 damage against a prone target.		
Combat Advantage		
The dire wolf gains combat advantage against a target that has one or more of the dire wolf's allies adjacent to it. If the dire wolf has combat advantage against the target, the target is also knocked prone on a hit.		
Pack Hunter (while mounted by a friendly rider of 5 th level or higher; at-will) ♦ Mount		
The dire wolf's rider gains combat advantage against an enemy if it has at least one ally other than its mount adjacent to the target.		
Alignment Unaligned		Languages --
Str 19 (+6)	Dex 16 (+5)	Wis 14 (+4)
Con 19 (+6)	Int 5 (-1)	Cha 11 (+2)

Human Lackey		Level 7 Minion
Medium natural humanoid		XP 75
Initiative +3	Senses Perception +4	
HP 1; a missed attack never damages a minion		
AC 19; Fortitude 17, Reflex 14, Will 15		
Speed 6		
m Club (standard; at-will) ♦ Weapon		
+12 vs. AC; 6 damage.		
Mob Rule		
The human lackey gains a +2 power bonus to all defenses while at least two other human lackeys are within 5 squares of it.		
Alignment Any	Languages Common	
Str 16 (+6)	Dex 11 (+3)	Wis 12 (+4)
Con 14 (+5)	Int 10 (+3)	Cha 13 (+4)
Equipment leather armor, club		

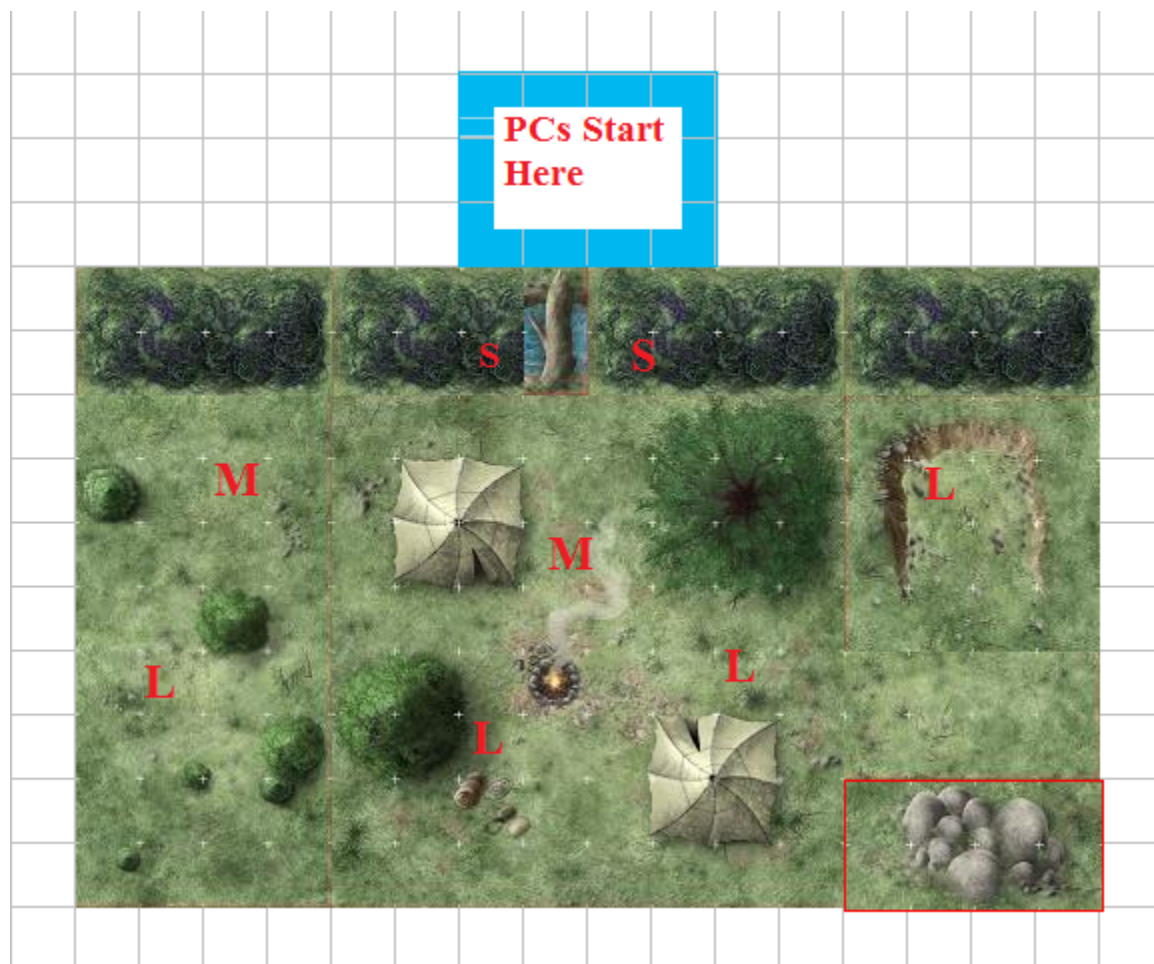
Note: This creature is only targetable with range of 20 or better in this encounter:

Arcane Ballista		Level 6 Artillery
Medium natural animate (construct)		XP 200
Initiative +8	Senses Perception +5	
HP 57; Bloodied 28		
AC 19; Fortitude 17, Reflex 18, Will 15		
Immune charm, disease, fear, poison, sleep; Resist 5 to all damage		
Speed 6		
m Slam (standard; at-will)		
+13 vs. AC; 1d6 + 4 damage.		
R Lightning Shot (standard; at-will) ♦ Lightning		
Ranged 20; +11 vs. Reflex; 1d10 + 5 lightning damage.		
A Lightning Burst (standard; at-will) ♦ Lightning		
Area burst 2 within 20; +9 vs. Reflex; 1d10 + 5 lightning damage		
Alignment Unaligned		Languages --
Str 19 (+7)	Dex 20 (+8)	Wis 14 (+5)
Con 15 (+5)	Int 3 (-1)	Cha 6 (+1)

ENCOUNTER 4: ENTERING THE CAMP MAP

Ruins of the Wild

Camp / Field	8x8	x1
Field / Skeleton	4x8	x1
Hill / Stairs Down	4x4	x1
Ruined Wagon / Briar	4x2	x4
Log Bridge / Treasure Chest	1x2	x1
Field / Rock Outcropping	4x2	x2



ENCOUNTER 5: THE MAIN CAMP

ENCOUNTER LEVEL 6 / 8 (1300 / 1825 XP)

SETUP

This encounter includes the following creatures and traps:

- 2 Gond lightning throwers (arcane ballista) (G)
- 3 human lackeys (L)
- 2 thuggish cultists (C)
- 2 pit traps (gray squares)

As previously stated there is an area of forest between the outer camp and the main camp. If PCs remain in the outer camp, the lackeys and cultists in this encounter move forward to attack them from the cover of the trees.

The Gond lightning throwers cannot effectively target people under the canopy of the trees as they would have total concealment from the constructs and the constructs would have total concealment from them.

As the adventurers enter the main camp, read or paraphrase the following (modify as necessary based on how the PCs actually enter the camp):

After making your way through the trees separating the outer camp from the main camp, you enter the main camp where five human warriors stand ready to stop you. The archers above begin raining lightning down on you once more as you break from the tree line.

There is a rope ladder leading up to the ledges where the Gond lightning throwers are located. It requires a DC 10 Athletics check to climb the rope ladder.

FEATURES OF THE AREA

This area has a few important features.

The Mound: The mound on which one of the four lackeys is standing is difficult terrain and requires three squares to move onto. It can be leaped off of with no movement penalty.

Muddy Pond: The muddy pond is hindering terrain and requires two squares of movement to move one square through this area.

Rocky Area: The areas with rocky outcroppings, including the Halfling Hole part of the map are all blocking terrain and cannot be moved through except for climbing up to the ledge where the Gond Lightning Thrower is, which is normal terrain once the ledge is reached. The ledge itself is actually two separate ledges

approximately 15-foot square each. If there are two ledges, the rope ladder comes up between the two ledges leaving a 5-foot wide gap between the two ledges.

TACTICS

The thuggish cultists use ranged attacks for as long as possible in an attempt to lure at least one of the characters to charge across the pit traps. They switch to their flails once any character is close enough for melee. Using *knock 'em flat* when the opportunity provides itself to push them into one of the pits.

The Gond lightning throwers continue to fire lightning as long as no one can threaten them in melee. They have been “programmed” to target individuals in light armor first and will select targets among those in light armor based on threats to them first (those who can reach it with ranged attacks) and then those who threaten other allies with ranged attacks before firing on those who demonstrate no ability to make ranged attacks.

The human lackeys follow similar tactics to those of the cultists and try to trick characters to cross the pit traps before closing for melee. They do this primarily by taunting the characters and readying to attack anyone charging them if possible.

All of the human bandits attempt to flee if they realize they cannot win against the PCs; they attempt to leave the camp and not flee towards Rafe as they know he is calling forth the demon by this time. They surrender if that is the only option left to them and the PCs offer fair treatment.

SCALING THE ENCOUNTER

Make the following adjustments to the combat based on the number of PCs present.

Four PCs: Remove one thuggish cultist.

Six PCs: Add one Gond lightning thrower.

ENDING THE ENCOUNTER

The encounter ends once all of the bandits in this part of the camp are defeated. The party may wish to take a short rest at this point - allow them to do so if they choose, make sure to remind them that the chanting is continuing inside the abandoned mine though. Hopefully, they were able to get the clue that they can take at least one short rest before time forces them to confront Rafe in the mine and stop his ritual.

The DM should note if the party takes more than one short rest between the start of this encounter (if this is the first encounter in the camp) and entering Rafe's Cave (Encounter 5). If they do take more than one short

rest between the time their assault begins on the camp and entering Rafe's Cave, they have to fight the demon in that encounter instead of Rafe.

EXPERIENCE POINTS

The characters receive 260 / 365 experience points each for defeating these bandits.

TREASURE

The party can find a small cache of magic items and gold in a chest in the muddy pond (DC 15 Perception check). It contains gold totaling 40 / 55 gp for each PC. It also contains a +2 *orb of impenetrable escape* and a +2 *rod of cursed honor*.

On the ledges with the Gond lightening throwers, there is a *ranged weapon* +2.

ENCOUNTER 5: THE MAIN CAMP STATISTICS (LOW LEVEL)

Arcane Ballista (level 5)		Level 5 Artillery
Medium natural animate (construct)		XP 200
Initiative +7	Senses Perception +4; low-light vision	
HP 51; Bloodied 25		
AC 17; Fortitude 16, Reflex 17, Will 14		
Immune charm, disease, fear, poison, sleep; Resist 5 to all damage		
Speed 6		
m Slam (standard; at-will)		
+12 vs. AC; 1d6 + 3 damage.		
R Lightning Shot (standard; at-will) ♦ Lightning		
Ranged 20; +10 vs. Reflex; 1d10 + 4 lightning damage.		
A Lightning Burst (standard; at-will) ♦ Lightning		
Area burst 2 within 20; +8 vs Reflex; 1d10 + 4 lightning damage		
Alignment Unaligned		Languages --
Str 19 (+6)	Dex 20 (+7)	Wis 14 (+4)
Con 15 (+4)	Int 3 (-2)	Cha 6 (+0)

Thuggish Cultist (level 5)		Level 5 Brute
Medium natural humanoid		XP 200
Initiative +6	Senses Perception +4	
HP 77; Bloodied 38		
AC 18; Fortitude 18, Reflex 17, Will 15		
Speed 6		
m Heavy Flail (standard; at-will) ♦ Weapon		
+8 vs. AC; 2d6 + 7 damage.		
r Crossbow (standard; at-will) ♦ Weapon		
Ranged 15/30; +8 vs. AC; 1d8 + 2 damage.		
M Knock 'em Flat (standard; encounter) ♦ Weapon		
+8 vs. AC; 2d6 + 7 damage, plus push 2 and knocked prone.		
Alignment Chaotic evil	Languages Common, Abyssal	
Skills Religion +8		
Str 22 (+9)	Dex 16 (+6)	Wis 13 (+4)
Con 17 (+6)	Int 10 (+3)	Cha 10 (+3)
Equipment Leather armor, heavy flail, crossbow		

Human Lackey (level 5)		Level 5 Minion
Medium natural humanoid		XP 50
Initiative +2	Senses Perception +3	
HP 1; a missed attack never damages a minion		
AC 17; Fortitude 15, Reflex 12, Will 13		
Speed 6		
m Club (standard; at-will) ♦ Weapon		
+10 vs. AC; 5 damage.		
Mob Rule		
The human lackey gains a +2 power bonus to all defenses while at least two other human lackeys are within 5 squares of it.		
Alignment Any	Languages Common	
Str 16 (+5)	Dex 11 (+2)	Wis 12 (+3)
Con 14 (+4)	Int 10 (+2)	Cha 13 (+3)
Equipment leather armor, club		

Poison Spike Pit		Level 4 Lurker
Trap		XP 175
Trap: A 2-by-2 section of the floor hides a 10-foot-deep pit.		
Perception		
♦DC 20: The character notices the ground in the main camp has been recently disturbed throughout the entire camp site.		
♦DC 25: The character notices the five squares have had covering branches carefully placed over them to hide the pits below.		
Trigger		
The trap attacks when a creature enters one of the trap's four squares.		
Attack		
Immediate Reaction		Melee
Target: The creature that triggered the trap.		
Attack: +7 vs. Reflex		
Hit: Target falls into pit, takes 1d10 damage and falls prone.		
<i>Secondary Attack</i> +7 vs. Fortitude; <i>Hit</i> ongoing 5 poison damage and immobilized (save ends both).		
Countermeasures		
♦ An adjacent character can trigger the trap with a DC 10 Thievery check (standard action). The floor falls into the pit.		
♦ A character who makes a successful Athletics check (DC 11, or DC 21 without a running start) can jump over the pit.		
♦ A character can climb out of the pit with a DC 15 Athletics check.		

ENCOUNTER 5: THE MAIN CAMP STATISTICS (HIGH LEVEL)

Arcane Ballista	Level 6 Artillery
Medium natural animate (construct)	XP 200
Initiative +8 Senses Perception +5	
HP 57; Bloodied 28	
AC 19; Fortitude 17, Reflex 18, Will 15	
Immune charm, disease, fear, poison, sleep; Resist 5 to all damage	
Speed 6	
m Slam (standard; at-will)	
+13 vs. AC; 1d6 + 4 damage.	
R Lightning Shot (standard; at-will) ♦ Lightning	
Ranged 20; +11 vs. Reflex; 1d10 + 5 lightning damage.	
A Lightning Burst (standard; at-will) ♦ Lightning	
Area burst 2 within 20; +9 vs. Reflex; 1d10 + 5 lightning damage	
Alignment Unaligned Languages --	
Str 19 (+7) Dex 20 (+8) Wis 14 (+5)	
Con 15 (+5) Int 3 (-1) Cha 6 (+1)	

Thuggish Cultist (level 7)	Level 7 Brute
Medium natural humanoid	XP 300
Initiative +7 Senses Perception +5	
HP 97; Bloodied 48	
AC 20; Fortitude 20, Reflex 19, Will 17	
Speed 6	
m Heavy Flail (standard; at-will) ♦ Weapon	
+10 vs. AC; 2d6 + 8 damage.	
r Crossbow (standard; at-will) ♦ Weapon	
Ranged 15/30; +10 vs. AC; 1d8 + 3 damage.	
M Knock 'em Flat (standard; encounter) ♦ Weapon	
+10 vs. AC; 2d6 + 8 damage, plus push 2 and knocked prone.	
Alignment Chaotic evil Languages Common, Abyssal	
Skills Religion +9	
Str 22 (+10) Dex 16 (+7) Wis 13 (+5)	
Con 17 (+7) Int 10 (+4) Cha 10 (+4)	
Equipment Leather armor, heavy flail, crossbow	

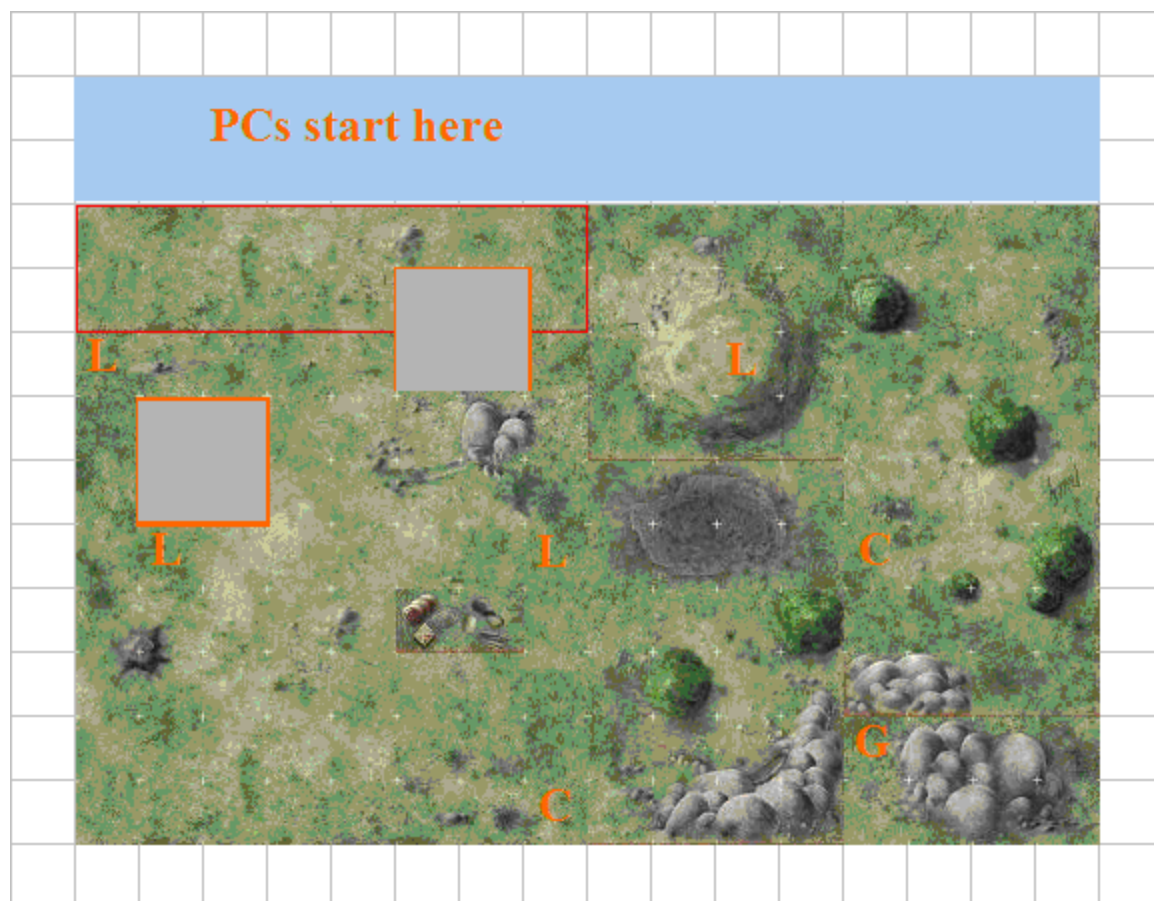
Human Lackey	Level 7 Minion
Medium natural humanoid	XP 75
Initiative +3 Senses Perception +4	
HP 1; a missed attack never damages a minion	
AC 19; Fortitude 17, Reflex 14, Will 15	
Speed 6	
m Club (standard; at-will) ♦ Weapon	
+12 vs. AC; 6 damage.	
Mob Rule	
The human lackey gains a +2 power bonus to all defenses while at least two other human lackeys are within 5 squares of it.	
Alignment Any Languages Common	
Str 16 (+6) Dex 11 (+3) Wis 12 (+4)	
Con 14 (+5) Int 10 (+3) Cha 13 (+4)	
Equipment leather armor, club	

Poison Spike Pit (level 6)	Level 4 Lurker
Trap	XP 175
Trap: A 2-by-2 section of the floor hides a 20-foot-deep pit.	
Perception	
♦DC 21: The character notices the ground in the main camp has been recently disturbed throughout the entire camp site.	
♦DC 26: The character notices the five squares have had covering branches carefully placed over them to hide the pits below.	
Trigger	
The trap attacks when a creature enters one of the trap's four squares.	
Attack	
Immediate Reaction Melee	
Target: The creature that triggered the trap.	
Attack: +9 vs. Reflex	
Hit: Target falls into pit, takes 2d10 damage and falls prone.	
<i>Secondary Attack</i> +9 vs. Fortitude; <i>Hit</i> ongoing 5 poison damage and immobilized (save ends both); <i>Aftereffect:</i> The target is immobilized (save ends).	
Countermeasures	
♦ An adjacent character can trigger the trap with a DC 10 Thievery check (standard action). The floor falls into the pit.	
♦ A character who makes a successful Athletics check (DC 11, or DC 21 without a running start) can jump over the pit.	
♦ A character can climb out of the pit with a DC 15 Athletics check.	

ENCOUNTER 5: THE MAIN CAMP MAP

Ruins of the Wild

Camp / Field	8x8	x1
Field / Skeleton	4x8	x1
Mound / Hobbit Hole	4x4	x2
Camping Gear / Hole in Ground	2x1	x1
Rock Outcropping / Skeleton	2x1	x1
Field w/Statue / Muddy Pond	4x2	x1
Field / Rock Outcropping	4x2	x1
Field / Road	8x2	x1



ENCOUNTER 6: RAFE'S CAVE

ENCOUNTER LEVEL 5 / 7 (1000 / 1600)

SETUP

This encounter includes the following creatures:

Low Level

1 Rafe (elite Orcus underpriest) (R)

3 thuggish cultists (T)

OR

1 tormented barlgura (Naarash, barlgura) (E)

2 thuggish cultists (T)

High Level

1 Rafe (elite Orcus underpriest) (R)

2 thuggish cultist (T)

OR

1 tormented barlgura (Naarash, barlgura) (E)

2 thuggish cultist (T)

The area that Rafe has claimed as his lair is an abandoned mine.

As the adventurers enter the area, read or paraphrase the following (Section A if the party has only taken one short rest since entering the camp and Section B if the party has taken two short rests since entering the camp):

Section A (Rafe Interrupted)

The deep chanting continues and seems to head towards a climax as you open the door to the mine and enter. The dim light from a nearby brazier allows you to see a man reading from a scroll inside of a summoning circle drawn on the floor in salt, even your knowledge of such things can tell it serves no real function.

The dark haired man stops as he notices you and says, "Well, it seems that my chance to summon a demon to slaughter you has passed, and I have to deal with you myself."

Section B (Rafe Succeeds)

The deep chanting ends in a final harsh syllable just as you reach for the door. Heated air rushes out of the mine and shatters the door before you can react. There is a sudden cry, "NOOO!!!" followed by the sound of rending flesh and breaking bones.

In the shadowy illumination beyond you see a fiendish figure throw a round object towards you, as the object lands and rolls to a stop in front of you, you realize it is a human head as it blinks once reflexively.

The fiend speaks a series of harsh, unknown noises that send a shiver down your spine. Two human bandits jump forward following the commands of the demon.

If Rafe is interrupted, the party faces Rafe and some of his followers rather than the tormented barlgura. Rafe surrenders if the option is presented to him once he is bloodied and if he thinks the party will accept it. The demon never surrenders no matter what the odds; he has been released from a centuries old imprisonment and vengeance on all of Faerun for his imprisonment is his only desire. The surviving cultists do the demon's bidding until the demon is dead, at which point they try to flee or surrender if that is impossible.

FEATURES OF THE AREA

Illumination: The cave is dimly illuminated by the light filtering in from the mouth of the mine and the lit brazier in one corner.

Light Brazier: The brazier fills 4 squares and is 3-feet tall. The brazier can be tipped over as a standard action to make a close blast 3 attack from its location using the Dexterity modifier of the individual tipping it over vs. the Reflex defense of anyone caught in the blast for 1d10 + 4 fire damage.

Stalactites: The cave ceiling has stalactites in several areas about it. Some of them are large enough to be harmful if knocked from the ceiling. The party and the NPC in the cave can spend a standard action to try to knock down a stalactite onto an unsuspecting enemy below the stalactite. This can be done by throwing a weapon or a rock at the stalactite. The stalactite has to be hit by the item (rocks are improvised thrown weapons) and has an AC 12, Fort 15, Ref 10, and is immune to attacks against Will; the stalactites also have Resist 5 all damage. If the attack against the stalactite succeeds, the attacker may make a secondary attack against the target of the stalactite's Reflex defense with a bonus equal to the damage above the resistance of the stalactite caused by the attack on it. If the stalactite hits, it causes 4d6 damage to the target. White dots indicate the position of the stalactites on the map.

Stalagmites: The cave also has stalagmites that the DM may place a few large sized ones of in the cave. There should be no more than four of them that are large enough for anyone to take cover behind. The DM should use/place these as he sees appropriate.

TACTICS

Rafe uses his *shadow curse* power first if no one has closed to melee distance with him. Once someone engages him in melee, he uses his cursed mace.

Throughout the combat, he does what he can to position himself near the opening with no one blocking his way in order to make a run for it if necessary. He has a pouch of large rocks that he uses when appropriate to try and drop a stalactite on a PC.

The thuggish cultists use tactics to try and keep the PCs away from Rafe as much as possible. If Rafe is threatened, one of these followers moves to defend Rafe from harm using the most appropriate attack they have. They will try to get the PCs out of the cave.

The tormented bargura uses his tormenting howl as soon as at least three members of the party can be caught in its area. After this he tries to place himself in a position near the brazier against the wall to keep his flanks protected as much as possible. He has Rafe's pouch of rocks to use to drop stalactites on people if he has the opportunity or it seems like this might be a more effective attack than his own powers.

If the other bandits from Encounter 4 are still alive and not captured, they enter the cave on round 2 of the combat with Rafe. If the PCs are fighting the demon, the bandits outside flee.

SCALING THE ENCOUNTER

Make the following adjustments to the combat based on the number of PCs present.

Four PCs: Remove one thuggish cultist OR decrease the bargura's defenses and attacks by 1 and his hit points by 32.

Six PCs: Add one thuggish cultist OR Increase the bargura's defenses and attacks by 1 and his hit points by 32.

ENDING THE ENCOUNTER

This encounter ends when the party has defeated Rafe and kept him from releasing the demon or when the party has defeated the demon.

EXPERIENCE POINTS

The characters receive 200 / 320 experience points each for defeating this encounter. The amount of experience points is based on the encounter with Rafe. Fighting the demon does not provide more experience points.

TREASURE

In a small pile in one corner of the cave are a few choice magic items that Rafe has kept for himself as follows: surefoot boots (low tier only), a +2 symbol of life, and a brooch of no regrets +2 (high tier only).

CONCLUSION A: RAFA DEFEATED

The characters should get this conclusion if they defeated Rafe before he could release the tormented bargura.

You defeat the bandits and discover they never had a demon to begin with. The leader of the bandits has a ritual that would release a demon from imprisonment, but after studying it, you determine that this would only allow the bandits to release the demon from a centuries old imprisonment and not control the fiend.

The Shemov family and the other farmers who were threatened by the bandits are grateful for your assistance and named you a hero of the people of Impiltur and promise that you can count on them any time you need assistance in the future.

CONCLUSION B: BARLGURA DEFEATED

The characters should get this conclusion if Rafe released the demon and the party defeated the fiend.

You defeat the bandits and the demon they released from a centuries long imprisonment. The demon slew the bandit leader before you ever got a chance to confront him. It seems the demon the bandits claimed to control serves only its own motives.

The Shemov family and the other farmers who were threatened by the bandits are extremely grateful for your assistance and name you a hero of the people of Impiltur and promise that you can count on them any time you need assistance in the future.

CONCLUSION C: FAILURE

The characters should get this conclusion if they failed to defeat Rafe or the demon.

You flee from the bandits' demonic ally. You return to the Shemov family and warn them and other families in the area to head for Lyrabar until the demon can be slain by experienced demon hunters.

Kosef Shemov feels vindication as he blames you for this worse fate that forces his family to have to flee their home. His words linger in your ears even now as you journey towards your next adventure, "You adventurers always make things worse, at least we know what to expect from the corruption of the Fraternity!"

ENCOUNTER 6: RAFE'S CAVE STATISTICS (LOW LEVEL)

Elite Orcus Underpriest	Level 5 Elite Controller
Medium natural humanoid (human)	XP 400
Initiative +4 Senses Perception +3	
Blessing of Orcus aura 10; allies in the aura can use death strike. HP 160; Bloodied 80	
AC 21; Fortitude 19, Reflex 14, Will 17	
Saving Throws +2	
Speed 6	
Action Points 1	
m Mace (standard; at-will) ♦ Weapon	
+11 vs. AC; 1d6 + 5 damage.	
R Shadow Curse (standard; at-will)	
Ranged 5; +8 vs. Fortitude; 2d8 + 8 necrotic damage, and the target has -2 AC until the end of Rafe's next turn.	
M Cursed Mace (standard; at-will) ♦ Weapon	
Rafe attacks with his mace and if it hits, he may make a secondary attack on the same target with his shadow curse as if it were a melee attack.	
Infuse with Shadow (standard; recharge 5-6) ♦ Healing	
Target ally within 5 squares gains a +5 bonus to attack rolls until the end of its next turn. In addition, the target heals 10 hp.	
Demons Empower Me (Immediate reaction when bloodied) ♦ Healing	
Rafe gains a +5 bonus to attack rolls until the end of his next turn and heals 10 hp.	
Death Strike (Free, when reduced to 0 hp)	
Before he dies, Rafe can make a basic melee or ranged attack against a target within reach.	
Demon's Blood	
While bloodied, Rafe gains a +2 bonus to melee attack rolls and a +3 bonus to melee damage rolls.	
Alignment Evil Languages Common, Abyssal	
Skills Religion +8	
Str 17 (+5) Dex 14 (+4) Wis 12 (+3)	
Con 16 (+5) Int 11 (+2) Cha 17 (+5)	
Equipment leather armor, mace	

Thugish Cultist (level 5)	Level 5 Brute
Medium natural humanoid	XP 200
Initiative +6 Senses Perception +4	
HP 77; Bloodied 38	
AC 18; Fortitude 18, Reflex 17, Will 15	
Speed 6	
m Heavy Flail (standard; at-will) ♦ Weapon	
+8 vs. AC; 2d6 + 7 damage.	
r Crossbow (standard; at-will) ♦ Weapon	
Ranged 15/30; +8 vs. AC; 1d8 + 2 damage.	
M Knock 'em Flat (standard; encounter) ♦ Weapon	
+8 vs. AC; 2d6 + 7 damage, plus push 2 and knocked prone.	
Alignment Chaotic evil Languages Common, Abyssal	
Skills Religion +8	
Str 22 (+9) Dex 16 (+6) Wis 13 (+4)	
Con 17 (+6) Int 10 (+3) Cha 10 (+3)	
Equipment Leather armor, heavy flail, crossbow	

Naarash, Barlgura (level 5)	Level 5 Solo Brute
Large elemental beast (demon)	XP 1000
Initiative +6 Senses Perception +11; low-light vision	
HP 264; Bloodied 132	
AC 20; Fortitude 21, Reflex 16, Will 16	
Resist 10 variable (1/encounter)	
Saving Throws +5	
Speed 8, climb 8	
Action Points 2	
m Slam (standard; at-will)	
Reach 2; +8 vs. AC; 1d8 + 5 damage, or 2d8 + 5 if the barlgura is bloodied.	
M Double Attack (standard; at-will)	
The barlgura makes two slam attacks.	
M Demonic Frenzy (Immediate Reaction, when attacked by an adjacent enemy while bloodied, at-will)	
Naarash makes a frenzied slam attack against the enemy; +11 vs. AC; 1d8 + 7 damage.	
C Death Burst (when reduced to 0 hit points) ♦ Fire	
Naarash explodes in a burst of flame; close burst 10; +7 vs. Reflex; 2d8 + 4 fire damage. Miss: Half damage.	
Tormenting Howl (minor; encounter) ♦ Weapon	
All enemies within 5 squares of Naarash take a -2 penalty to attack rolls until the end of its next turn.	
Bloodied Torment (immediate reaction; when first bloodied, encounter)	
Naarash recharges and uses tormenting howl	
Alignment Chaotic Evil Languages Abyssal	
Skills Athletics +14	
Str 22 (+9) Dex 16 (+6) Wis 16 (+6)	
Con 18 (+7) Int 6 (+1) Cha 12 (+4)	

ENCOUNTER 6: RAFE'S CAVE STATISTICS (HIGH LEVEL)

Elite Orcus Underpriest		Level 10 Elite Controller
Medium natural humanoid (human)		XP 1000
Initiative +4	Senses Perception +3	
Blessing of Orcus aura 10; allies in the aura can use death strike.		
HP 192; Bloodied 96		
AC 23; Fortitude 21, Reflex 16, Will 19		
Saving Throws +2		
Speed 6		
Action Points 1		
m Mace (standard; at-will) ♦ Weapon		
+13 vs. AC; 1d6 + 6 damage.		
R Shadow Curse (standard; at-will)		
Ranged 5; +10 vs. Fortitude; 2d8 + 9 necrotic damage, and the target has -2 AC until the end of Rafe's next turn.		
M Cursed Mace (standard; at-will) ♦ Weapon		
Rafe attacks with his mace and if it hits, he may make a secondary attack on the same target with his shadow curse as if it were a melee attack.		
Infuse with Shadow (standard; recharge 5-6) ♦ Healing		
Target ally within 5 squares gains a +5 bonus to attack rolls until the end of its next turn. In addition, the target heals 10 hp.		
Demons Empower Me (Immediate reaction when bloodied) ♦		
Healing		
Rafe gains a +5 bonus to attack rolls until the end of his next turn and heals 10 hp.		
Death Strike (Free, when reduced to 0 hp)		
Before he dies, Rafe can make a basic melee or ranged attack against a target within reach.		
Demon's Blood		
While bloodied, Rafe gains a +2 bonus to melee attack rolls and a +3 bonus to melee damage rolls.		
Alignment Evil		Languages Common, Abyssal
Skills Religion +8		
Str 17 (+5)	Dex 14 (+4)	Wis 12 (+3)
Con 16 (+5)	Int 11 (+2)	Cha 17 (+5)
Equipment leather armor, mace		

Thuggish Cultist (level 7)		Level 7 Brute
Medium natural humanoid		XP 300
Initiative +7	Senses Perception +5	
HP 97; Bloodied 48		
AC 20; Fortitude 20, Reflex 19, Will 17		
Speed 6		
m Heavy Flail (standard; at-will) ♦ Weapon		
+10 vs. AC; 2d6 + 8 damage.		
r Crossbow (standard; at-will) ♦ Weapon		
Ranged 15/30; +10 vs. AC; 1d8 + 3 damage.		
M Knock 'em Flat (standard; encounter) ♦ Weapon		
+10 vs. AC; 2d6 + 8 damage, plus push 2 and knocked prone.		
Alignment Chaotic evil		Languages Common, Abyssal
Skills Religion +9		
Str 22 (+10)	Dex 16 (+7)	Wis 13 (+5)
Con 17 (+7)	Int 10 (+4)	Cha 10 (+4)
Equipment Leather armor, heavy flail, crossbow		

Naarash, Barlgura (level 7)		Level 7 Solo Brute
Large elemental beast (demon)		XP 1500
Initiative +7	Senses Perception +12; low-light vision	
HP 328; Bloodied 164		
AC 22; Fortitude 23, Reflex 18, Will 18		
Resist 10 variable (1/encounter)		
Saving Throws +5		
Speed 8, climb 8		
Action Points 2		
m Slam (standard; at-will)		
Reach 2; +10 vs. AC; 1d8 + 6 damage, or 2d8 + 6 if the barlgura is bloodied.		
M Double Attack (standard; at-will)		
The barlgura makes two slam attacks.		
M Demonic Frenzy (Immediate Reaction, when attacked by an adjacent enemy while bloodied, at-will)		
Naarash makes a frenzied slam attack against the enemy; + 13 vs. AC; 1d8 + 8 damage.		
C Death Burst (when reduced to 0 hit points) ♦ Fire		
Naarash explodes in a burst of flame; close burst 10; +9 vs. Reflex; 2d8 + 5 fire damage. Miss: Half damage.		
Tormenting Howl (minor; encounter) ♦ Weapon		
All enemies within 5 squares of Naarash take a – 2 penalty to attack rolls until the end of its next turn.		
Bloodied Torment (immediate reaction; when first bloodied, encounter)		
Naarash recharges and uses tormenting howl		
Alignment Chaotic Evil		Languages Abyssal
Skills Athletics +15		
Str 22 (+10)	Dex 16 (+7)	Wis 16 (+7)
Con 18 (+8)	Int 6 (+2)	Cha 12 (+5)

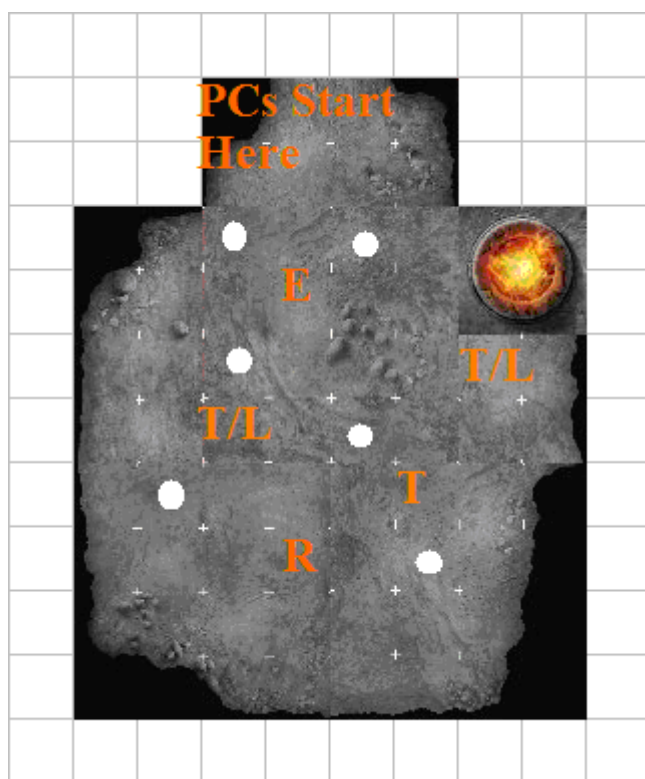
ENCOUNTER 6: RAFE'S CAVE MAP

Arcane Corridors

Fire Bowl / Floor	2x2	x1
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Lost Caverns of the Underdark

Tunnel / Tunnel	4x2	x1
Floor / Tunnel	4x4	x1
Cave Corner / Tunnel Corner	4x4	x1
Cave Corner / Tunnel Bend	4x4	x1
Cave Corner / Lava Pit	4x2	x1
Cave Corner / Gorge	4x2	x1



REWARDS SUMMARY

At the conclusion of the adventure, the PCs earn experience points, treasure, and possibly story awards. All totals listed here are per PC. A number before the slash is the low-level value; after the slash is the high-level value.

IMPORTANT DM INFORMATION

It is critical that you enter the PC rewards accurately on the tracking form, and ensure that the information is reported and entered online in a timely manner. While players will be able to track their character's information on paper, the online information serves as an important backup and verification of play. Ask the players for their RPGA numbers and character numbers (usually a single digit) when you begin to fill out the tracking form.

EXPERIENCE POINTS

Give PCs a full award for each encounter they successfully completed, and a half award if they were unsuccessful. Give no award if the characters did not play the encounter at all.

Encounter 3 or 4: Outer Camp

160 / 225 XP

Encounter 5: Main Camp

260 / 365 XP

Encounter 6: Rafe's Cave

200 / 320 XP

Minor Quest: Solving the problem with farm goods arriving in Lyrabar

20 / 50 XP

Total Possible Experience

640 / 960 XP

TREASURE

Each PC receives treasure in the form of gold pieces as well as one share from a treasure bundle. The treasure bundle may give the PC more gold, a magic item, or some other item of value. Each player makes one selection for their character; players may choose the same treasure bundle. Mark the one-letter bundle ID on the tracking form next to any character that selects a bundle; note that it is possible (and likely) that some characters will not select a bundle for each session of play.

If characters buy or sell magic items or other gear during the adventure (or pay for services) add or subtract that amount from the total gold the PC receives at the end of the adventure. If a player selects an option that gives their character more gold, add that to the gold all characters receive, and ensure you enter the total amount of gold gained (minus any expenditures) online. You can have a negative number and enter that negative online. PCs receive 20% of a magic item's purchase price for any item they sell. If a player selects a magic weapon or suit of armor for their PC that is not specific on the type of item listed, they must select the exact item at the time they choose that bundle. For example, if a *duelist's weapon +1* is listed as a choice in a bundle, a player selects the form of the weapon amongst the choices possible for that magic item (light blades). If the player selects the item as a *+1 duelist's dagger*, the player writes that information down on the PC's adventure log and the item is forever after that specific weapon.

An asterisk next to a magic item means that it is an item that appears in the **New Rules** section.

Gold Per PC

100 / 150 gp

(Introduction: 50 / 75 gp, Encounter 4: 10 / 20 gp, Encounter 5: 40 / 55 gp)

EACH PC SELECTS ONE OF THE FOLLOWING

Bundle A: *surefoot boots** (level 5) (low-level version only)

Found in Encounter 6

Bundle B: *sacrificial weapon +2** (level 6)

Found in Encounter 4

Bundle C: *+2 orb of impenetrable escape** (level 6)

Found in Encounter 5

Bundle D: *+2 rod of cursed honor** (level 7)

Found in Encounter 5

Bundle E: *distance weapon +2** (level 6)

Found in Encounter 5

Bundle F: *+2 symbol of life* (level 7)

Found in Encounter 6

Bundle G: *+2 brooch of no regrets** (level 8) (high-level version only)

Found in Encounter 6

Consumable Plus Gold: If a player doesn't want to select one of the bundles listed above for their character,

they can choose to add an *augmenting whetstone** (level 6) plus 50 / 175 gp to their rewards from this adventure. The player should write the consumable gained on their adventure log. That character (and only that character) then receives the consumable plus the listed amount of gold (if any) instead of any other treasure bundle. Consumable items obtained in this fashion do not take up found magic item slots.

More Gold: If a player doesn't want to select one of the bundles listed above for their character, they can choose to add 125 / 250 gp to their rewards from this adventure. That character (and only that character) receives more gold instead of any other treasure bundle.

STORY AWARDS

There are no story awards for this adventure.

ADVENTURE QUESTIONS

Mark the answers to the following adventure questions on the tracking form.

1. Did the PCs defeat the bandits and their demon?

- a. Yes
- b. No

2. What was the final fate of Rafe?

- a. Killed by the demon
- b. Killed by the PCs
- c. Captured by the PCs and sent to face justice in Lyrabar.
- d. He was undefeated, or, by some unforeseen luck, managed to flee.

3. What was the fate of the demon?

- a. Released and it defeated the PCs.
- b. Released but the PCs defeated it.
- c. Never released. The PCs destroyed the scroll or kept it.
- d. Never released. The PCs gave the scroll to their employer.
- e. Never released, because the PCs did not get this far.

NEW RULES

Augmenting Whetstone

Level 6+

This rough sharpening stone temporarily grants your weapon a magical enhancement.

Lvl 675 gp	Lvl 11	350 gp
Lvl 16 1,800 gp	Lvl 21	9,000 gp
Lvl 26 45,000 gp		

Item Slot: None

Power (Consumable): Minor Action. Touch this whetstone to a melee or ranged weapon you hold. The weapon gains a +2 enhancement bonus on attack rolls and damage rolls until the end of the encounter. This has no effect on the extra damage dice or other special effect applied when the weapon scores a critical hit.

Level 17: +3 enhancement bonus.

Level 16: +4 enhancement bonus.

Level 27: +5 enhancement bonus.

Level 26: +6 enhancement bonus.

Reference: *Adventurer's Vault*, page 190.

Brooch of No Regrets

Level 3+

This ornate golden shield pin bolsters your allies even in dire circumstances.

Lvl 3680 gp	Lvl 8	3,400 gp
Lvl 13 17,000 gp	Lvl 18	85,000 gp
Lvl 23 425,000 gp	Lvl 28	2,125,000 gp

Item Slot: Neck

Enhancement: Fortitude, Reflex, and Will

Power (Daily): Free Action. Use this power when an ally within 10 squares of you fails a saving throw. That ally rerolls that saving throw with a +2 power bonus and must use the second result, even if it's lower.

Level 13 or 18: An ally within 20 squares.

Level 23 or 28: An ally within line of sight.

Reference: *Adventurer's Vault*, page 149.

Distance Weapon

Level 1+

This weapon flashes brightly as it hurtles forth, moving with enough force to carry it much farther than normal.

Lvl 1360 gp	Lvl 6	1,800 gp
Lvl 11 9,000 gp	Lvl 16	45,000 gp
Lvl 21 225,000 gp	Lvl 26	1,125,000 gp

Price: 1800 gp

Weapon: Any ranged

Enhancement: Attack rolls and damage rolls

Critical: None

Property: Increase the weapon's normal range by 5 squares and the long range by 10 squares.

Reference: *Adventurer's Vault*, page 68.

Orb of Impenetrable Escape

Level 6+

This murky orb reflects the visage of your enemy suffering from an ongoing barrage of conditions and afflictions.

Lvl 61,800 gp	Lvl 11	9,000 gp
Lvl 16 45,000 gp	Lvl 21	225,000 gp
Lvl 26 1,125,000 gp		

Implement (Orb)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Power (Daily): Free Action. Use this power when a creature makes a save against one of your powers. It rerolls its saving throw and must take the new result.

Reference: *Adventurer's Vault*, page 94.

Rod of Cursed Honor

Level 2+

You can channel the power of your curse when you use this rod, increasing your defenses.

Lvl 2520 gp	Lvl 7	2,600 gp
Lvl 12 13,000 gp	Lvl 17	65,000 gp
Lvl 22 325,000 gp	Lvl 27	1,625,000 gp

Implement (Rod)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Property: Whenever you place a Warlock's Curse on a target, you gain a +1 power bonus to your Fortitude, Reflex, and Will defenses until the end of your next turn.

Reference: *Adventurer's Vault*, page 99.

Sacrificial Weapon

Level 6+

The true severity of this weapon comes at a cost to the wielder's own vitality.

Lvl 61,800 gp	Lvl 11	9,000 gp
Lvl 16 45,000 gp	Lvl 21	225,000 gp
Lvl 26 1,125,000 gp		

Weapon: Any melee

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus.

Power (Daily): Free Action. Use this power when you hit with the weapon. Spend a healing surge, and instead of regaining hit points, you cause the target to become weakened until the end of your next turn.

Reference: *Adventurer's Vault*, page 77.

Surefoot Boots

Level 5

Attached snugly by rows of shiny buckles, these boots help keep your footing.

Lvl 5	1,000 gp
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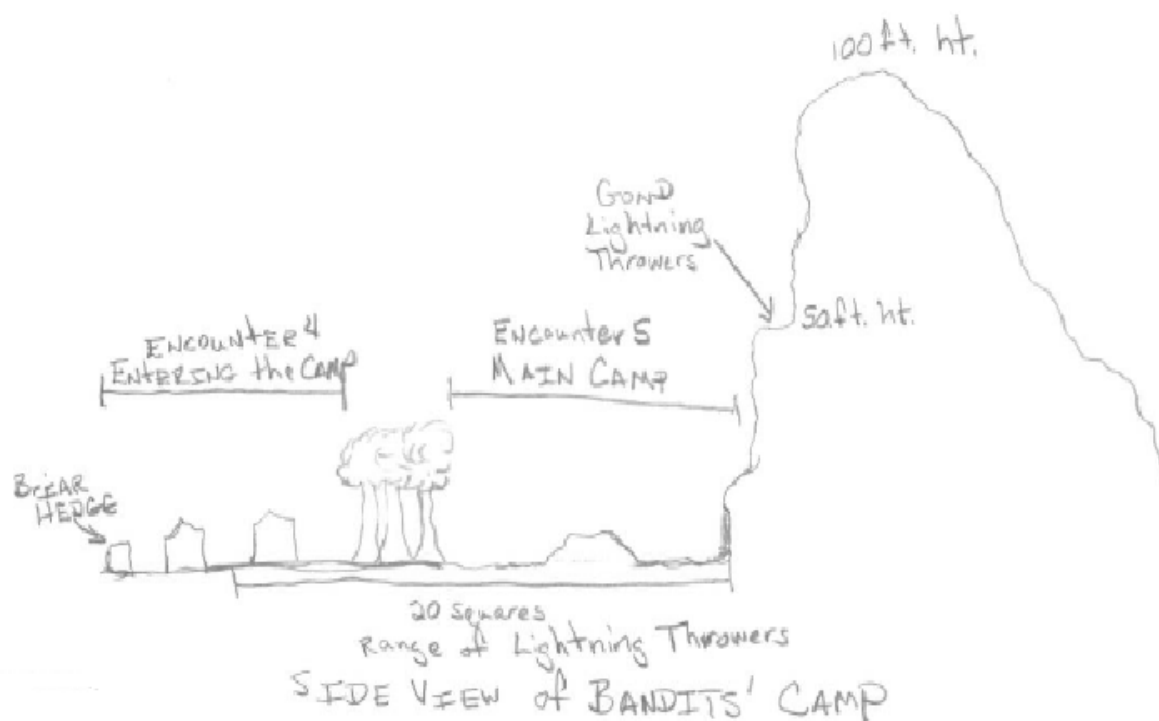
Item Slot: Feet

Property: Gain a +2 item bonus to Acrobatics checks.

Power (Daily): Free Action. Use this power when you are knocked prone. You stand up.

Reference: *Adventurer's Vault*, page 130.

PLAYER HANDOUT 1: MAP OF THE BANDITS' CAMP



Top View of Bandits' Camp

