

Wreath of the Dead

A One-Round D&D LIVING GREYHAWK[®] Furyondy Regional Adventure

Version 1.1

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Sometimes the dead come back. In this case, the dead man appears to be a former Captain of the Furyondy military who supposedly was killed more than fifteen years ago. Why has he waited so long to ask for help and why is he doing it under such mysterious circumstances? An introductory adventure for first level PCs only.

Based on the original DUNGEONS & DRAGONS[®] rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

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Introduction

This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario. The rest of the time is spent in preparation before game play, and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

Preparation

First you should print this scenario. This scenario was created to support double-sided printing, but printing it single sided will work as well. There is enough room along the inside margin to bind the adventure, if you desire.

Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

When you run an RPGA D&D adventure we assume that you have access to the following books: the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*. We also assume that you have a set of dice (at least one d4, d6, d8, d10, d12, and d20), some scrap paper, a pencil, an RPGA scoring packet, and your sense of fun. It is also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls and miniatures.

Instruct the players either to prepare their characters now, or wait until you read the introduction, depending on the requirements of the scenario as described in the introduction.

Keep in mind that you must have at least three players (not counting the DM), for the game session to be a sanctioned RPGA event. As well, you cannot have more than six players participating in the game.

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players (and the DM) to keep track of who is playing which character.

The players are free to use the game rules to learn about equipment and weapons their

characters are carrying. That said, you as the DM can bar the use of even core rulebooks during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in gray boxes. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

Scoring

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. Complete the RPGA scoring grid with names and RPGA numbers only, and the event information at the top. RPGA no longer uses voting for any reported results. Give the Scoring Packet to your event coordinator.

This is a LIVING GREYHAWK Adventure. As a LIVING adventure it is expected that players bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

Along with the other materials that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the LIVING GREYHAWK *Gazetteer*.

Living Greyhawk Levels of Play

Because players bring their own characters to LIVING GREYHAWK games, this adventure's challenges are proportioned to the average character level of the PCs participating in the adventure. To determine the Average Party Level (APL):

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars, paladin's mounts, etc) use the sidebar chart to determine the number of levels you add to the sum above. Add each character's

	Mundane Animals Effect on APL	# of Animals			
		1	2	3	4
CR of Animal	1/4 & 1/6	0	0	0	1
	1/3 & 1/2	0	0	1	1
	1	1	1	2	3
	2	2	3	4	5
	3	3	4	5	6
	4	4	6	7	8
	5	5	7	8	9
	6	6	8	9	10
	7	7	9	10	11

animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.

3. Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

By following these four steps, you will have determined the APL. Throughout this adventure, APLs categorize the level of challenge the PCs will face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Three or four, or sometimes even five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1 there are two things that you can do to help even the score.

1. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
2. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

Time Units and Upkeep

This is a standard one-round Regional adventure, set in Furyondy. Characters native to Furyondy pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp

per Time Unit. Luxury Upkeep costs 100gp per Time Unit.

Adventure Background

Years ago, when Iuz first threatened the civilized peoples, Furyondy built a small redoubt called the Rond's Keep on their border with the Old One's lands. The purpose of this small fortress was to provide a lookout both on land and sea for any invasion.

Alas, Rond's Keep fell quickly and early during the invasion of Furyondy in 582CY. The keep's inhabitants were unable to warn their countrymen of the invading hordes. A huge hole was ripped into the side of the curtain wall and the keep's tower was burned and felled by fiery catapult shells. Iuz's hordes swarmed over the keep but the defenders bravely stood their ground. Rather than waste another day fighting for what amounted to a lost cause, the army moved on. A contingent of undead was left to lay siege to the keep and starve the remaining inhabitants into submission. The mindless "soldiers" were given these orders:

1. Surround the keep and attack any humanoid who leaves it.
2. Defend yourself from any attack on the ground.

The keep's hopelessly small contingent of defenders managed to keep the fire from spreading.

After discovering the siege, they waited patiently for help from their kinsmen. They've waited a very long time. Iuz's army captured Crockport and held it for a year. When the city was liberated the land surrounding Rond's Keep remained nominally under Iuz's control. Scouts from Furyondy reported Rond's Keep had been breached and burned. Its occupants were assumed dead and since Rond's Keep was clearly unsalvageable it was forgotten by both armies.

The undead surrounding the keep did not forget.

The survivors faced a long and difficult winter in 582CY and their numbers dwindled further. The following Spring the residents took what little seed they had left and planted it in the keep's courtyard. Their small flock of sheep was allowed to graze in the field, sometimes even at the feet of the mindless enemy. Somehow, the prisoners in the keep have survived from year to year.

Numerous residents have attempted escape. All have failed. Many were cut down less than 200 yards from the keeps' walls. Last spring, two teenage boys who have spent their lives in the keep executed a novel idea. They spent an entire winter weaving sheep's wool into stout twine. With the aid of the keep's sole gnomish resident, they built a gigantic kite using a pair of old sheets. That Spring, when the area's powerful winds blew east

they were able to sail the kite out over the water of the Whyestil lake and let it go. Attached to the kite was a small wooden box, waterproofed with wax and containing a plea for rescue. At first the box and kite sunk but after a few months on the lake bottom it broke free and slowly, ever so slowly, has floated southward toward the city of Crockport...

Adventure Summary

Rond's Keep, which stood on the former border between Furyondy and the empire of Iuz, was thought lost. In fact, its residents have been under siege by a small army of undead for more than a decade. Appendix B contains heaps of helpful information about Rond's Keep. Some of the information will be invaluable while running this module. You should read the appendix entirely before running this scenario and refer back to it as necessary during play.

Introduction: The adventure begins when the PCs meet Algar, and acquire a rescue note that points them toward Rond's Keep that was believed destroyed during the invasion of 582 CY. By doing some research they determine where the keep is located.

Encounter One: The PCs travel toward the keep and see first hand the enemy they and their countrymen are facing. Unless they are exceptionally careful, an orc patrol spots them and moves to intercept. The PCs must fight, fly or convince the orcs that they are not invaders or spies.

Encounter Two:

The PCs reach the keep but find only a ruin in the midst of a desolate landscape riddled with the bodies of the fallen. When they enter the ruin, they discover it is indeed inhabited. As they talk to the keep's residents they also discover that they are now trapped in the keep as well. The keep is under siege by hundreds of undead skeletons.

Encounter Three:

The PCs attempt to leave the keep (with or without the NPCs in tow) and are beset by hordes of undead. They are (likely) pushed back and made to consider some other way out. This encounter may occur multiple times.

Encounter Four:

The PCs discover clues leading to a possible escape from the former captain's quarters. Unfortunately, the former captain has lost his sanity. The PCs must convince, trick or defeat him to gain access to the escape hatch.

Conclusion:

The PCs manage to escape the keep. Hopefully, they have rescued at least some of the residents as well...

Introduction

Begin with character introductions and have the players determine why their characters are in Crockport and how they've ended up banding together in their quest for adventure.

It's another long, empty day in the city of Crockport. What's left of your coin has been dwindling over the past few weeks as you've scoured the city in a fruitless search for adventure. With Crockport's unique tax free status for adventurers there's been a large influx of mercenaries, dragon slayers, war heroes and dungeon delvers. It's a definitely a buyer's market in this city. Nobody wants to hire a band of wet-behind-the-ears adventurers like you when there are veterans to be had for the same price.

You've just emerged from a dockside warehouse where you had an interview with a merchant looking for caravan guards. The interview lasted all of 2 minutes and you're quite certain you did not get the job. You hardly notice a small boy of perhaps ten years seated upon the cobblestones and dressed in rags. He's clearly one of the thousands of refugees that still crowd the city more than a decade after its liberation. But the boy rises quickly and runs up to you with an earnest look on his face. "Looking fer treasure...fer adventure?," he asks just above a whisper. "I've just the thing for you." The boy proffers a small, rectangular box. At one time, the box was sealed entirely in a half-inch layer of wax but someone has since chipped it away to get at the contents. "Inside this box is a secret. I'll let you have it for just a pair of wheatsheaves. I've got to buy bread y'know to feed my mum and my seven brothers and sisters."

Creatures:

Algar: Male human child Rog1 (Bluff +7, Sense Motive +6, Diplomacy +6).

The boy is Algar, who is actually 13 years old and more than a little street wise. While he does indeed have a mother and two siblings (not seven), he has not seen them in over a year. Algar is fast on his way toward becoming a junior member of the local thieves guild.

If the PCs ask questions about him or the box, Algar will make up any story if he thinks it will impress the PCs and make a sale. The truth is that one of Algar's fellow urchins found the box floating in the lake just east of the harbor. Algar took the box by force and later opened it.

If the PCs haggle, he can be talked down as low as 1gp (but no lower) with a successful opposed Diplomacy check. He runs away immediately from any credible threat of violence.

Algar will not allow anyone to see what's inside the box. Nor will he allow anyone to actually have the box if he can help it. If the PCs hand him any coin for the box he attempts to renege on the deal by leaping up and running away with both the cash and the box. If the PCs give chase Algar drops the box to save his own skin. Under no circumstances will he willingly engage in combat with any PC.

What the box actually contains is rectangular length of tanned sheepskin that has been imprinted with a message. (Give the PCs player handout #1.)

If the PCs investigate a Captain in the Furyondy military named Jelas Welider they quickly end up at the hall of records in the city (Gather Information DC 10 to find out that this is where they should go.) There they are met by a scribe named Hath.

Hath Berener: Male human Exp4.

Hath is grumpy, cranky old man that does not like people. He particularly dislikes "nosy people." He truly loaths "nosy, lazy adventurerers like yourselves." Hath tries at first to turn the PCs away with a rude word but when they persist, he gruffly charges them 2gp to locate and copy any public records he can find. "Go away and come back tomorrow!," he cranks and turns his back on them. When they return the next day Hath hands them a public précis of the Captain's military service record. (Give the PCs player handout #2.)

This record should point the PCs to Rond's Keep. (The rescue message deliberately does not mention the keep for fear that the box might end up in the wrong hands.) A Gather Information check (DC 14), Bardic Knowledge check (DC 12) or Knowledge(local) check (DC 12) will all reveal the following information about Rond's Keep:

- The keep was originally built to defend Furyondy from encroachment by the lands of luz during the Old One's imprisonment.
- After luz's escape, the keep became a key lookout post for providing early warning of a possible invasion. It had a tall tower that could see out over Whyestil Lake.
- The keep was used as a safehouse for Furyondy spies sneaking into luz's lands.
- Rond's Keep fell during the invasion of 582 CY and was reduced to a ruin. All souls were lost.

The PCs can find out where Rond's keep is located via any reasonable method including various Knowledge checks (Geography – DC 10; Local [luz Border States] – DC 15 or Bardic – DC 12), Gather Information (DC 16) or asking Hath. If the PCs ask Hath about how to get to Rond's Keep he offers to sell them a map to the keep. If they seem eager, he smugly asks an outrageous sum of 50gp for it. Otherwise, he'll take any price they offer as long as it's at least 2gp.

Once the PCs know how to get to the keep, give them player handout #3.

Encounter One

The PCs should pack and plan for their journey to Rond's Keep. It is approximately 130 miles due north of Crockport near the coast of the Whyestil Lake.

Recruiting Help

If there are less than six players at the table then the party is approached by a minor cleric of the church of Heironeous. If the party consists of only four players, then the cleric has brought a paladin friend with him. The cleric offers to lend a hand with the PCs' mission. Read the following text:

With an air of excitement about your upcoming adventure, you settle your bill with the inn and emerge onto the streets of the city with a full belly and a full pack. You are mildly surprised to see a short, wiry man standing in the street as if waiting for you. [Next to him stands a proud looking gnome in shining plate mail.] The human [and gnome each] bears the 'fist and thunderbolt' of Heironeous prominently on his breast.

The man smiles broadly beneath a handlebar mustache. "Good day to you," he says. "My name is Hathshire Dellerond [and this is my constant friend Pasqual.] I've chanced to

be at the hall of records earlier and learned, quite by accident, that you've been making inquiries into the fate of one Captain Jelamas Welider. My deepest apologies if this sounds too forward, but Captain Welider was a close friend of my father's. I have always wished to attempt a covert mission to Rond's Keep in hopes of retrieving his remains and perhaps some explanation of what happened all those years ago. But of course, such a mission is dangerous and probably fruitless."

The man pauses briefly and his eye ranges over you and your equipment.

"Forgive me if this sounds forward, but by the look of you, you may be embarking on just such a mission. I cannot help but ask that if I have guessed correctly, you would be willing allow me [us] to join your party? I assure you I can carry my own weight and will gladly share what meager blessings of Valorous One that he has deigned me worthy of.

It's up to the PCs to accept or decline his offer as they see fit. If the party accepts Hathshire's offer then give them *Players Handout 5: Hathshire Dellerond*. If Pasqual is present as well, also give the PCs *Players Handout 6: Pasquallimarminous Disillinticut the Dog Hearted*.

Under no circumstances can the party exceed six members.

Travel by Boat

If the party chooses to travel via the lake, they'll have a hard time finding someone willing to take them that close to luz's territory but it is possible for 25gp per PC and a DC15 Diplomacy check to convince Barrister, the brash young captain of a small keelboat, to take them. He has made a couple of runs into the dangerous northern waters of Whyestil Lake in the past. He'll hint at this and if the PCs press he will whisper a tale about a band of powerful adventurers on a mission for a secret society known only as the Drinkers of the Cup of Midnight.

Due to the high winds Barrister won't be able to set sail until five days after the PCs initially meet Algar. The journey itself takes three more days. They party arrives (after an uneventful journey) on the coast less than two miles from the Keep. Barrister, will point them in the right direction and tell them that in younger days "a sailor could use that proud keep's tower to guide 'is way home but now 'tis naught by rubble, alas." He agrees to wait there no more than 36 hours before leaving the PCs

to fend for themselves. He and his crew will *not* leave the boat for more than ten minutes except to save their lives.

Barrister Lightwind: Male half-elf Rog3.

Crewmen (9): Exp1 (7 humans, 1 half-elf, 1 half-orc).

If the PCs are forced to return to Crockport by land, they may still encounter the patrol (see Travel by Land below) on their return trip.

Travel by Land

It is expected the most parties will travel by land and on foot. If they leave in the morning and do not delay, they will arrive at the keep on the afternoon of their fifth day of travel. If they travel by horseback, then they will arrive at midday on the third day of travel.

When the PCs are about halfway through their journey, the party is beset by a severe windstorm(see page 95 of the DMG). Small sized PCs must make a DC 15 Fortitude save to avoid being knocked down. They may decide to hole up and let the storm blow over (which takes about four hours), or they may simply use a horse or strong PC to brace the smaller player. These decisions may affect the ensuing encounter.

Regardless of their reaction to the wind, read the following:

In Crockport, the devastation wrought by the war is evident in the faces of the people. As you travel some distance north of the city, you see that devastation is borne on the face of the land. Fields, once full of grain, lie fallow. Many trees have been cut down, uprooted or simply died where they stood as if they could not bear the loss of their brethren. Here and there, you come across the long decayed skeleton of an orc or human still bearing the rusted remains of armor and weapons. Powerful winds howl across the landscape as if in mourning for the dead. Fresher carrion and those beasts that feed upon it are common.

Patrols by the forces of luz are common too. You've avoided them so far with little difficulty. For the past few hours, the already powerful winds have picked up a notch and you find you have to work even harder to keep your feet. Fortunately, visibility is greatly reduced so you don't expect to encounter any patrols. Thus, it is with surprise and dismay that you suddenly discern a group of humanoids cresting a rise and heading directly for your position.

[Unless the party has been particularly stealthy about their movements, also read the following.]

They've clearly spotted you and begin to run forward to intercept your position. One of them, probably their leader, calls out in a gruff voice but his words are lost in the wind...

This is an orc patrol that has stumbled upon the party. The encounter begins when the orcs are 80 feet away. PCs who make a Spot check (DC 17) are able to act in the surprise round. The orcs use their surprise round action to run forward 60 feet (bringing them to a position 20 feet from the PCs). A Sense Motive check (DC 15) indicates that they are not planning to attack immediately, but they do look aggressive.

If the orcs see the party casting any spells the party receives a -2 penalty to any Diplomacy rolls made to avoid a fight. If the party attacks with ranged weapons and/or spells, the orcs respond immediately and there is no parley.

If the party does not attack, the orcs halt about 20 feet away. Their leader, Groshnak, is clearly a cleric of luz. In addition to his holy symbol, he has the symbol of luz emblazoned on his shield. He addresses them first in Orc and then in Common, "You are trespassers in the lands of luz! State your business." The PCs get a +2 circumstance bonus to any Diplomacy checks if they respond in Orc. If they cannot convince Groshnak that they have a legitimate reason for being there, he laughs and orders them killed. If the Diplomacy check succeeds and their manufactured purpose sounds important, he may offer to escort them to their destination (hoping to gain favor with his superiors). He will accept any excuse they use to decline the offer but feel free to extend the exchange to emphasize the danger of the situation. If their reason for being in luz's territory sounds routine or unimportant, Groshnak looks disappointed (because he was hoping for a fight). He says something insulting (i.e., "You should put that gnome on a leash!") and moves away with the patrol.

APL2 (EL 3)

Groshnak: Male orc Clr2, hp 15, see Appendix A.

Orc Warriors (3): hp 5; see *Monster Manual* p.203

Tactics: If given the opportunity, the orc warriors will always spend a round throwing their javelins and drawing their falchions before engaging in melee. They all target the same PC. The orc warriors always fight until slain. Groshnak begins

combat with Protection from Good spell followed by spells appropriate to the situation. He will not enter melee unless he is engaged by a PC.

Treasure: Most of the valuable equipment is carried by Groshnak. If he escapes, decrease the treasure values accordingly.

APL 2: L: 129 gp; C: 8 gp; M: 4 gp (*Scroll of Protection from Good* 2gp; *Scroll of Cause Fear* 2gp)

Encounter Two

Whether they arrive by land or by lake, the party will eventually come within sight of the keep. Read the following:

Before you lay the ruins of a small keep. Much of the curtain wall is still standing, but there is a gigantic hole in the western wall and a smaller hole in the southeast corner that is filled with a large pile of rubble. Sometime in the distant past, the walls were blackened by fire but time has weathered away most of this evidence.

The land around the keep is littered with the long dead bodies of soldiers. Armor and weapons lie rusting from the yellowed skeletons of hundreds of men and orcs. Most of them lie at least partially buried in the soft earth. The surrounding vegetation is light brush and crab grass. Some trees grow north of the keep but many of them seem to be dead.

Everything is silent except for the long, low moan of the wind. Surely, no one lives in this blasted ruin...

The residents are indeed within the keep, but they take great pains to conceal their presence lest they be discovered by a patrol. The skeletons that surround the keep are currently unanimated. In fact, over half the bodies that the PCs see are actually undead.

Development: The PCs will likely be suspicious of the bodies and rightfully so. Any attempt to attack or turn them causes the skeletons to rise and respond en masse. Go immediately to Encounter 3. Aggressively disturbing or scattering the bones has a similar effect. If the PCs retreat out of sight of the keep, then the skeletons cease their attacks, return to their former positions and deanimate. They will not reanimate again unless the PCs attack again (or enter and leave the keep).

If the PCs opt to search the battlefield for treasure before they enter the keep they have a chance of finding a few items remaining from the battle. The initial Search is DC 10 to find one item

of treasure. Each successful Search adds +2 to the DC (because the remaining items are harder to find). Roll 1d8 to determine what the PCs find:

1. A +1 *spiked gauntlet* engraved with the symbol of luz on its fist.
2. A rotted purse containing 7gp in mixed Furyondian coinage
3. an intact bottle of antitoxin
4. Portable ram
5. A rusted helm with *Nystul's Magic Aura* cast upon it to make it appear to be a *Helm of Comprehending Languages*
6. A necklace made with the teeth of a displacer beat.
7. A scroll tube containing a scroll of Protection from Evil
8. Two bags of rusty, but still usable, caltrops.

If you reroll a number you've rolled before then the PCs have disturbed the undead enough that they rise and attack until the PCs retreat from sight of the keep (go to Encounter 3). The skeletons then return to their posts and deanimate. They do not reanimate when the PCs return.

Cedric is on watch duty when the PCs arrive and unless they are able to find cover or concealment as they cross the open ground surrounding the keep, he spots them in plenty of time to warn everyone in the keep.

The PCs may decide to wait and enter the keep after dark. Roll 1d10 every hour that they wait outside the keep. A roll of 1 indicates that they spot another orc patrol approaching from the northwest. The party will have to Hide to prevent themselves from being Spotted by the patrol. Patrols never approach or enter Rond's Keep as they have been ordered to steer clear of it.

If the party approaches the keep at night, they can attempt to Hide and Move Silently across the open ground. Again, assume Cedric is on duty and make the usual opposed skill rolls (keeping in mind a -1 penalty for every 10 feet of distance). If the PCs are successful (or even partly successful), you'll have to modify the text below as the residents need a full minute (10 rounds) of warning to prepare their defense.

Once they get within fifty feet, the party will hear the sheep bleating but no other sound. Once they can see the keep's courtyard read the following:

Within the wall is an odd sight. The entire courtyard has been plowed and several different crops are growing from the hard earth. In the southeast corner, a sheep pen contains perhaps two-dozen sheep. Two buildings, including a

stable, are intact and a third is half destroyed by fire.

Emerging from behind the burned building is a solidly built man in leather armor. He bears a longsword on his hip. You realize that other people are visible as well. A half-orc girl of perhaps 10 years of age has risen up from her hiding place on the stable roof to train a shortbow in your direction. A woman steps from behind the sheep pen to eye you warily and then speaks, "Please, do not take another step. Stow your weapons and we will parley."

Creatures:

Cedric: Male human Ftr1, see Appendix B.

Gwedith: Female human Drd2, see Appendix B.

Borry Busybottom male gnome Exp3, hp 10.

Thom Stout male human Com3 hp 7.

Greela Stout female orc hp 5.

Thede Stout male human child Com1, hp 3.

Greeta Stout female half-orc child Com1, hp 2.

Brind Ulheart male human Exp1, hp 3.

Den Edekor male human Com1, hp 2.

The man in leather armor is Cedric. The half-orc girl on the roof is Greeta. If any PC deliberately takes another step (or any abrupt unpredictable action), Greeta fires her bow at the offender. Gwedith is the woman who is addressing the PCs.

The remaining NPCs listed above are hiding throughout the courtyard from positions of full cover.

Give the PCs a Spot check (DC 5) to notice one of them. A DC 15 Spot check notices all six of them.

The remaining residents are holed up in the cellar of the dining hall except Captain Jelamas who is oblivious to the PCs' arrival and remains in his quarters.

In the unlikely event that the party attacks the villagers, they respond with thrown rocks and run from melee. Gwedith and Cedric hold their ground until they are felled. Gwedith attempts to parley the entire time. On round three of the fighting, the captain emerges from his quarters with a longsword (given to him for this occasion by Runnymede) and charges with a mighty bellow. He fights until slain.

Much more likely is a short parley. The residents are desperate for good news and will respond favorably to any friendly word from the PCs.

As soon as the PCs admit they are there in response to the rescue message, they are made welcome. All activity ceases (except for watch duty) and a small feast is prepared to welcome the party. Thom asks the party to tell their entire story from start to finish. Keath asks them to repeat it.

Many are in tears at the good news. What follows is a night of food, drink, singing and dancing. The DM should feel free to introduce any or all of the following events:

- Thom offers to give the PCs a tour of the keep. (Players Handout #4).
- The Captain makes an abrupt entrance and demands to know what the noise is about. He is tactfully informed that "new recruits" have arrived. When he hears this he demands that the PCs stand at attention and report.
- Runnymede emerges from the cellar with a pair of old casks. There is a roar of approval from most and drinks are passed around. (Moonshine (poison), DC 15 Fortitude save for half damage, 1 hp nonlethal damage/1d4 hp non-lethal damage. The Fortitude save DC increases by +2 for each additional drink imbibed.)
- Borry and Runnymede entertain everyone with a musical light show (courtesy of Borry's racial spells and Runnymede's flute) retelling the story of the terrible battle that began the siege.
- Thede and Keath animatedly tell the story of how they used a giant kite to deposit the box containing the rescue message.
- Cedric quizzes the PCs about their background.
- Greela begins arm-wrestling all takers. Treat this as an opposed roll plus both Dexterity and Strength modifiers. (Greela's total modifier is +6.)
- Keath presents the PCs with a pair of handwoven wool blankets.
- Nella asks the PCs about news of the outside world. Everyone quiets to listen. If the PCs limit their news to Furyondy and luz, Bareb probes for news of the wider Flanaess.

What is implicit in all this celebrating is that the PCs (powerful adventurers that they are) have come to destroy the skeletons and free the residents from the siege. If the PCs haven't realized that the Keep is under siege, have this information leak out during a somber moment. Perhaps someone waxes philosophical about where s/he will go once finally freed from the siege. Once the news drops, the room falls silent and all the townspeople will watch carefully to see how the PCs react to the information.

If the PCs have already encountered the skeletons then they know what is at stake but there

may still be awkward moments as many NPCs thank the PCs for their impending rescue. This information should not be given away for free but should be a reward for roleplaying and winning the trust of a resident rather than because of a lucky Gather Information roll.

Throughout the celebration and any time thereafter, the PCs may start asking questions and gathering information. There are several interesting tidbits of information that they may glean which could prove invaluable.

- Runnymede has heard the Captain mumbling in his sleep about expecting a spy to arrive that night via the escape tunnel. He thinks it's nothing but may drop the information if the right question is asked (particularly if one or more PCs have out-drunk him.)
- Gwedith is a druid and (if asked politely) will memorize spells they might need to help with the ensuing combat.
- Cedric has a fair skill with the bow and is willing to help out if asked (and especially if the party volunteers to help keep watch that night). Unfortunately, arrows are of little use against the skeletons.
- Sheryn observes wryly that if the PCs want the residents to survive they'll need the leadership of Gwedith (or Cedric at the least).
- Borry has noticed unusual stonework at the base of the building under the Captain's quarters.
- Keath and Thede know their way safely through the rubble where the tower once stood. This information is valuable because it provides an exit to the keep that is closest to the lake should the PCs intend to escape in that direction.
- Thaddeus tells them that the skeletons don't attack the sheep when they are released to graze.

As the celebration wanes (or when the PCs ask), Cedric leads the party to two rooms in the converted stables to bed down. If anyone keeps watch in the stables, they hear excited whispers all night as the sleepless residents' consider their impending freedom.

In the morning, the adventure begins anew. The residents begin to pack their belongings for travel. The PCs may attempt to exit the keep by force or by stealth (Encounter 3) or they may have picked up a hint that could lead them to the escape tunnel under the Captain's quarters (Encounter 4).

Treasure: All treasure is gained by searching the area around the keep.

APL 2: L: 5 gp; C: 1 gp; M: 578 gp (*Scroll of Protection from Evil* 2gp; +1 *Spiked Gauntlet* 576gp).

Encounter Three

Sooner or later the PCs are likely to face the skeletons who are laying siege to the keep. In all, there are hundreds of them arrayed around the grounds surrounding the keep. However, only a subset of them will rise and attack anyone who causes them to animate. These will always arrive in the following order until at least 40 (but no more than 48) have arrived:

Round 1: 1d4+1 skeletons

Round 2: 2d6 skeletons

Round 3: 3d8 skeletons

Round 4: 2d6 skeletons

Subsequent rounds: 2d6 skeletons

All of the skeletons are arrayed randomly around the keep in a deanimated state. The following events trigger their animation and immediate attack:

- Someone emerges from the keep via **any** method including (but not limited to) climbing over the wall, blasting through the wall, digging under the wall, walking through the large hole in the curtain wall, exiting through the main gate, etc. etc.
- Someone disturbs the skeletons in any significant manner. Touching the bones is ok but moving them is not.
- Someone outside the keep attacks the skeletons using any means (magical attack, melee attack, ranged attack, turning, etc.)

The first time the PCs cause the skeletons to animate, read the following:

With an ominous rattle, the bones of some of the skeletons nearest you clamber together to form a humanoid shape. A malevolent red light glows in each of their eye sockets. As you prepare to defend yourself, you catch sight of dozens more of them throughout the field surrounding the keep. Each one rises quickly to its feet and begins striding purposefully toward you. A few of them bear old weapons, rusted beyond use. The rest look prepared to rend your flesh with wicked, bony fingers.

Indeed, a veritable army of undead is marching forward to destroy you.

APL2 (EL 6)

Human Warrior Skeletons (40-48): hp 6 each; see *Monster Manual* page 226. **NOTE:** All skeletons have natural attacks only.

Tactics: Once the skeletons animate, they immediately attack the offender that triggered this until he is felled and dying (below 0 hit points). They then proceed to attack the next offender if there is one. Otherwise, they disperse and deanimate.

For example, if Bob the Fighter kicks a deanimated skeleton in the skull all the skeletons rise and attack Bob. Jane the wizard can stand right next to Bob and as long she doesn't attack the skeletons *they will leave her alone*. The moment Jane attacks a skeleton she is added to the "hit list" and she will be attacked when Bob is felled. Thus, it is important to keep careful track of who attacks the skeletons and in what order as this dictates the skeletons' tactics.

Once someone has been attacked by the skeletons she can avoid further attack by a) (re)entering the keep b) moving to a position that is more than 1500 feet away from the keep or c) dropping below zero hit points. Once the skeletons have deanimated they forget the previous encounter entirely and all the conditions for animation reset.

Treasure: None. All the equipment once worn by the skeletons has long since rotted away or rusted to uselessness. However, if the PCs do a search of the area they may find the items detailed in the previous encounter.

Development: Despite the fact that the PCs will likely face this encounter, it is unlikely that they will be able to defeat it by force of arms. Therefore, as the DM you must handle this encounter carefully. It is up to the PCs to discover that the skeletons are more than they can handle. Lest you destroy the party outright, it is important that you always leave an easy avenue of escape open to them at all times. As new skeletons enter the area, they should arrive from all directions save one. This is sensible anyway since the PCs will likely approach from a "safe" area inside the keep.

It's not impossible for the party to beat the skeletons. If they manage to defeat all of them, then they have opened a temporary hole in the siege line that can be used for exit. A new batch of skeletons will reanimate and attack in exactly one

hour. So the PCs have that long to gather up the keep's residents and get them out. Unfortunately, Captain Welider will not leave his post and must be subdued or dealt with (see Encounter 4) if the PCs want him to come along. Cedric will not abandon the Captain unless the PCs succeed at a Diplomacy check (DC 19).

Ingenious PCs can also use themselves as a distraction to allow the keep residents to escape. A likely scenario is as follows. First, the PCs emerge from the keep and trigger the skeletons. Second, the NPCs emerge immediately thereafter and begin running from the keep. Third, the PCs continue to engage the skeletons (likely using full defensive) until the NPCs can escape. Fourth, the PCs retreat into the keep to recoup until they can make a run for it themselves (or perhaps use Hide from Undead spells).

In order for such a plan to succeed, the party must delay the skeletons long enough for the NPCs to be at least 1000 feet from the keep. They actually need to travel a total 1500 feet to escape the skeletons but a 1000 ft head start is enough to get them out with only a minor injury or two. All of the NPCs except Borry and Keath (who move at 20 ft) have a movement rate of 30 ft. If these two NPCs can be sped up (likely by giving them a mount) then the NPCs can run 1000 feet in nine rounds. If Borry and Keath are not aided then it will take thirteen rounds. If the PCs fail to delay the skeletons long enough, the NPCs begin to take casualties as follows:

- 1 Round: 1d2–1 casualties
- 2 Rounds: 1d2 casualties
- 3 Rounds: 1d4 casualties
- 4 Rounds: 3d4 casualties
- 5 Rounds: all but 1d2 NPCs are killed
- 6 Rounds: all NPCs are killed

If either Gwedith or Cedric stays behind to help the PCs delay, then the numbers of casualties are doubled and all NPCs are killed if they need more than three unassisted rounds to escape. A better way to defeat the skeletons is to avoid them altogether (see the next encounter).

Encounter Four

The best way to escape from Rond's Keep is via its secret escape tunnel. A hidden trapdoor under the Captain's bed leads to a flight of stairs and a dusty but dry tunnel that emerges about 2000 feet due west of the keep (and within sight of Whyestil Lake). To reach the tunnel the PCs must best Captain Welider who has been jealously

guarding the secret of its existence for two decades.

The Captain is currently the only person in the keep who is aware of the tunnel's existence. He is also quite insane as he believes that the keep still contains a military garrison under his command and he is still acting under his original orders. As such, the tunnel's existence may not be revealed unless he believes it is necessary. Captain Welider will only believe it is necessary if his country has something to gain. An example of a valid reason for using the tunnel is to smuggle a message back to Crockport that could not be delivered via exiting the front door. He will not reveal the tunnel in order to save the lives of his soldiers. He believes that these men and women are here to give their lives defending their country and he's not about to let them skirt that duty.

The PCs may begin to suspect that there's an alternate exit for a number of reasons. First, they may have picked up a hint from another resident in conversation (see Encounter 2). Second, they may have attempted to search the entire keep and become suspicious when they discovered that the Captain was protecting his room and preventing anyone from entering it. Third, after fighting the skeletons they will begin to hope that there *must* be another exit. As the DM, it is important that you do not let the PCs get too frustrated with their situation. If a combat heavy party is enjoying multiple attempts to beat the skeletons in direct combat, let them try. If a party is stumped and stewing, then it's time to subtly drop a hint (probably via a Wisdom check).

The Captain, for his part, rarely leaves sight of his quarters. He has most of his meals brought to him there but about once a month he eats with "his troops" to improve morale. About three times a week he leaves his quarters to walk the keeps' grounds and "inspect his troops". He walks right through the crops in the courtyard (much to the consternation of everyone else). On any given inspection he may choose to visit the sheep pen, the stables, the dining hall or the tower ruins (determine randomly). If someone is present in a location then he'll ask that "soldier" how he's doing and respond to most answers with "very good" or "carry on." He is rarely gone for more than five or ten minutes during these inspections.

Three times a day (once in the morning, once in mid-afternoon and once at night) Captain Welider climbs to the top of the wall and stares north toward the enemy for about five minutes. Then he returns to his room.

There are many strategies that the party may employ to deal with the Captain. In general, you should give any idea a reasonable chance of success. Here are some likely scenarios and how to handle them:

- **Stealth:** The PCs may try to sneak into the Captain's quarters while he is out. (See above for more details on his habits.) Secretly roll 3d4 to determine how many minutes the Captain will be absent. The PCs can extend this time with a reasonable distraction. He generally keeps a sharp eye out and will notice the PCs if they just enter the barracks. (Remember, a PC must have cover or concealment to use the Hide skill.) Once a PC reaches the door, she will find that it is locked with an average lock (DC 25). It takes a full round to try to pick the lock (or two minutes to "take 20" on the check). Once inside the room, the interloper(s) must make a DC 20 Search check to find the hidden trap door.
- **Diplomacy:** The PCs may attempt to convince the Captain that there is a need for one or more of them to exit the keep in hopes that he may reveal the existence of an alternate exit. The Captain begins with an attitude of friendly. First, his attitude must be raised to helpful before there is any chance of success. Second, the PCs will need to provide a good reason for using the trapdoor and succeed at a Bluff check to convince the Captain of it. (If their reason is a reality then the section below entitled "Therapy" may be more appropriate.) If they succeed at both of these checks then the Captain ushers the PC who makes the Diplomacy check into the room and closes the door. He then quietly reveals the existence of the secret trapdoor to this one PC. If the reason they concocted for exiting the keep can be met immediately, the Captain insists that the PC leave at once. Another Bluff check could be required to delay this or allow other PCs or residents to come along.
- **Therapy:** The party may attempt to draw the Captain's attention to his own insanity in hopes of reaching some sort of breakthrough. Adjudicate this with a Diplomacy check at DC 21. Everyone in the party can aid this attempt. Each failed attempt lowers the Captain's attitude. Each successful attempt improves his attitude.

Should his attitude become hostile, the Captain will crack and attack the PCs (see Force below). Should his attitude become friendly, he lets out a terrific scream of anguish and collapses to the ground in a catatonic state. He awakens in 3d6 hours. Allow the Captain a Will save (DC 22) with his original bonus. If he succeeds, then his sanity has returned but he is still distraught by the events of the attack and his behavior since. Otherwise, the Captain returns to his previous behavior and pretends the incident did not occur.

- **Force:** The PCs may attempt to subdue the Captain by force. Attacking him with lethal force is an evil act. The Captain has no weapons but will grab an improvised weapon. If forced to perform unarmed attacks, he does not have the Improved Unarmed feat and thus will take attacks of opportunity from those he attempts to strike. The Captain fights until he is unconscious.

The PCs may attempt to enlist the aid of the keep's residents to negotiate with the Captain. Individual residents can be convinced to help using a Diplomacy check (DC 15). The keep's residents have attempted to reason with the Captain in the past and they are aware of the fact that he may react violently. If the party can convince Gwedith to help, then all subsequent checks to enlist aid from keep residents receive a +4 circumstance bonus. For simplicity, assume that each aiding NPC adds +1 to a Diplomacy check.

APL 2 (EL 3)

Captain Jelamas Welider: Male human ex-Pal5, hp 35, see Appendix A.

Treasure: If the PCs search Captain Welider's room they will find several valuable personal effects and the last payroll sent to the Keep in a foot locker. The locker is locked with an average lock (DC 25). The keep residents will not knowingly allow the PCs to keep the Captain's personal effects but they will allow the PCs to keep the payroll money as a reward for their freedom.

APL 2: L: 0 gp; C: 250 gp; M: 0 gp

Conclusion

The PCs will hopefully eventually find themselves and most (if not all) of the keep's former residents

safely outside the wreath of undead laying siege to the keep. When this happens, read the following conclusion.

As you glance back at the ruins of Rond's Keep, the wind picks up bearing the crisp scent of freedom. With freedom comes choice. Most of the keep's former residents have chosen to follow you back to Crockport at least for the short term. Others have chosen a different path. Gwedith's eyes in particular look west, toward her former demesne in the Vesve Forest. Thom Stout and his family will be traveling with her at least until they can find an out of the way homestead of their own where Greela will not be persecuted because of her race. Keath has decided to travel with them. Dack and Bareb have already begun speaking in hushed Backlunish about their eventual homecoming. Everywhere spirits are high as the two parties bid farewell to each other and set off in their respective directions. Yet no one can help looking back at Rond's Keep one last time and wondering what the future might hold for their former home and prison.

The End

Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total value (objectives plus roleplaying) to each character.

Encounter One

Defeat luz orc patrol (by combat or diplomacy).
APL2 90 xp

Encounter Three

The PCs defeat the skeleton siege. (Successful escape from the keep qualifies as defeating this encounter.)
APL2 180 xp

Encounter Four

Successfully deal with Captain Jelamas Welider.
APL2 90 xp

Discretionary roleplaying award

APL2 90 xp

Total possible experience:

APL2 450 xp

Treasure Summary

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a "treasure" section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter's treasure.

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

The coin total is the number of gold pieces each character gains if they take the coin available.

A normal adventuring party can usually gather this wealth in a round or so. If for some reason, they pass up this treasure, the coin total is subtracted from the encounter totals given below.

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*, *analyze dweomer* or similar spell to determine what the item does and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

L = Looted gear from enemy; C = Coin, Gems, Jewelry, and other valuables; M = Magic Items.

Encounter One:

APL 2: L: 129 gp; C: 8 gp; M: 4 gp

Encounter Two:

APL 2: L: 5 gp; C: 1 gp; M: 578 gp

Encounter Four:

APL 2: L: 0 gp; C: 250 gp; M: 0 gp

Total Possible Treasure

APL 2: L: 134 gp; C: 259 gp; M: 582 gp - Total:
975 gp

Appendix A: Encounter Statistics

Encounter One:

Groshnak, CR 2; Male Orc Clr2; Medium Humanoid; 2d8+2; 15 hp; Init +1; Spd 20 ft.; base speed 30 ft.; AC 19 (touch 11, flat-footed 18)[+6 armor, +2 shield, +1 dex]; BA/G +1/+4; Atk +4 melee (1d8+3 heavy mace,); Full Atk +4 melee (1d8+3 heavy mace); SA Spells; SQ Darkvision 60 ft., Light Sensitivity, Rebuke Undead; SV Fort +4, Ref +1, Will +5; AL CE; Str 16, Dex 12, Con 12, Int 10, Wis 14, Cha 10.

Skills and Feats: Concentration +9, Diplomacy +4.

Speak Common, Orc; Combat Casting.

Spells Prepared: (4/3+1; base DC=12 + spell level): 0 — *Create Water, Detect Magic, Inflict Minor Wounds, Resistance*; 1st — *Command, Cure Light Wounds, Divine Favor, Protection from Good*

Possessions: 39 gp, heavy steel shield, Manacles, Rations, trail (6 days), Scroll Case, Banded mail, Holy symbol, wooden, Flask of Ale, Spyglass, Waterskin, *Protection from Good Scroll, Cause Fear Scroll.*

Encounter Four:

Captain Jelamas Welider: male human ex-Pal5; CR 3*; medium humanoid; 5d10+5; hp 39; Init +0; Spd 30 ft; AC 11 (touch 11, flat-footed 10); BA/G +5/+7; Atk +7 melee (1d3+2 nonlethal damage, unarmed); Full Att +7/+3 melee (1d3+2 nonlethal damage, unarmed); AL CG; SV Fort +5, Ref +2, Will -2; Str 14, Dex 12, Con 12, Int 11, Wis 4 (normally 11), Cha 14.

Skills and Feats: Concentration +2, Diplomacy +8, Handle Animal +4, Heal +0 (normally +3), Knowledge(Nobility) +1, Knowledge (Religion) +1, Ride +7, Sense Motive +0 (normally +3); Mounted Combat, Spirited Charge, Trample.

Possessions: 22gp.

**Note:* The CR has been adjusted due to his mental condition and lack of armor or weapons.

Appendix B: A Micro-Gazetteer of Rond's Keep

Buildings and Areas in the Keep

Main Gate

The main gate to the keep contains a massive set of iron bound wooden doors with a large bolt that requires a combined strength of 25 to lift. Set into one of the doors is a much smaller door of the normal dimensions for medium sized humanoid. This door is also blocked by the bolt and cannot be opened unless the bolt is removed. The residents of the keep have not opened these main doors since before the siege began.

West Wall Breach

The forces of luz used a pair of massive, hill giant powered battering rams to make this gigantic hole in the wall. Shortly afterward, they toppled the tower with a barrage of rocks and flaming barrels launched by catapults. The battle was both spectacular and short. Due to some wise preparations and clever tactics, the defenders inflicted massive casualties on the invaders during the barrage. The undead siege was designed as a terrible form of revenge.

Wall

The wall surrounding the courtyard is six feet thick and topped with crenellations at waist height. An iron ladder to the east of the main gate provides access to the wall. A second ladder behind the wall also provides access. There used to be two other ladders but they were torn down and reforged when metal was needed for new tools or repairs.

Courtyard

The courtyard has been almost completely turned into farmland. Residents (and the PCs) are obliged to walk along the edges of the courtyard when moving from building to building to avoid damaging the precious plants. Crops being grown include corn, beans, two types of winter squash, beets, onions, and potatoes. There is also a short row of blueberry bushes near the dining hall and six small apple trees near the tower ruins.

Dinning Hall

The dining hall is a drab 50'x50' building. It remains virtually unchanged from its original creation, although some of the original tables have been removed and their wood used for other purposes. A large stone hearth is used for cooking and a trap door in the northwest corner leads down to a 10'x10' food cellar. One corner of the cellar is dominated by Runnymede's makeshift distillery.

Former Stables

Shortly after the siege began, the stables were converted into living quarters to replace those that were lost. The walls of the stalls have been finished using woolen blankets for curtains and doors. Common courtesy is to call politely before entering someone's room. The forge (located at the east end of this building) is still used occasionally but only when necessary as the smoke may draw attention to the keep. Borry keeps scrap lumber and metal here for making repairs and building new items. The plow is also stored here.

Damaged Living Quarters

This building was partially destroyed by the collapse of the tower and the ensuing fire. Its pre-siege purpose was to provide officers' and guests' quarters and this remains the case...though the guests are quite a bit more permanent. Captain Welider lives in a room in the northeast corner of the building. The Stouts were given a room in this building because they were deemed too noisy for the stables. Cedric was given a room because of his military status and only recently took a roommate (Runnymede) after an argument with Gwedith. The residents draw lots each year to see who wins the privilege of living in the fourth guest room. This year's winners are Dak and Barab. A large part of the ruined half of the building has been converted into a shaded porch.

Keath's loom and the sheep's wool is stored here. The porch has several chairs and is often used as a break room on hot days.

Tower Ruins

The tower used to be a full nine stories tall and the pile of rubble now stands 15 feet tall at its

peak. It has been thoroughly picked over by the keep's residents.

Residents of the Keep

There are currently sixteen people and twenty-one sheep living in the keep. Brief character outlines are provided for each resident.

Except for Gwedith and Cedric, none of the keep's residents will ever help the PCs in a fight. Should both Gwedith and Cedric assist the PCs against the skeletons, it is likely that the other residents will flee from the combat.

Captain Jelas Welider (ex-Pal5, NG) is a human male, about 50 years old. He is the keep's former commander. Jelas was unable to cope with the loss of his keep, his men and his liberty and is now quite insane. He believes the keep is still a military garrison under his command and responds violently to anyone who attempts to injure this false reality.

All of the keep residents refer to him as "The Captain" and address him as "sir" when he is around. Most pity him and all have learned that the best way to cope with his illness is to go along with it. They have, however, confiscated all of his weapons.

Jelas will treat the PCs as soldiers newly stationed under his command. He will expect them to report in with him upon first arriving at the keep and address him as "sir."

(See Appendix A, Encounter 4 for Captain Welider's statistics.)

Gwedith Eloven is a half-elf female druid who wandered into the keep about five years ago.

Her animal companion at the time was a wolf who died defending her from the skeletons, which allowed her to escape into the keep with her life. Her healing spells and survival skills have made her an indispensable asset to the community. That, combined with her patient wisdom, has made her the de facto leader of the keep's residents. All residents (except the Captain) recognize her calm authority on the rare occasions when she exercises it.

Gwedith Eloven: female half-elf Drd2; CR 2; medium humanoid; HD 2d8; hp 13; Init +1; Spd 30 ft; AC 13 (touch 11, flat-footed 12)[+1 dex, +2 armor]; BA/G +1/+1; Atk +0 melee (1d6-1 quarterstaff) or +2 ranged (1d4-1 sling); Full Att

+0 melee (1d6-1 quarterstaff) or +2 ranged (1d4-1 sling); SA Spells; SQ Half-elf traits, nature sense, animal companion, wild empathy, evasion, woodland stride; AL N; SV Fort +3, Ref +1, Will +5; Str 8, Dex 12, Con 10, Int 13, Wis 15, Cha 14.

Skills and Feats: Diplomacy +8, Handle Animal +6, Heal +5, Knowledge(Nature) +8, Listen +5, Spot +5, Survival +9; Track.

Spells Prepared (4/2; base DC = 12 + spell level): 0—[light, create water, cure minor wounds, guidance]; 1st—[calm animals; cure light wounds].

Possessions: leather armor, holly, mistletoe, quarterstaff, sling, 10 sling bullets.

Sheep (21): small animal; CR 1/21; animal swarm, HD 1d4, hp 2; Init +1; Speed 30ft; AC 12 (touch 12, flat-footed 11); BA/G -3/-3; Atk -3 (1d3 - 3 head butt) or -3 (1d4 - 3 bite); Full Att: -3 (1d3 - 3 head butt) or -3 (1d4 - 3 bite); SA none; SQ none; AL N; SV Fort +0, Ref +1, Will -2; Str 4 Dex 13 Con 10, Int 1, Wis 6, Cha 8.

Cedric Ridd is a human male almost 40 years old. He is one of only eleven soldiers that survived the attack on Rond's keep. Of those eleven, eight attempted to escape and were killed by the skeletons. A ninth took his own life many years ago. The Captain and Cedric are all that remain. Before Gwedith arrived, Cedric was the leader of this unusual hamlet. Cedric has always been a dour man and the loss of his position has made him more so. Much of his days are spent alone patrolling the walls and hunting for fowl that might land within the keep's walls. Cedric owns both of the only two still-functioning short bows in the keep. Cedric also serves as the law enforcement officer in the keep and he will coordinate the arrest of the PCs should they violate any rules.

Cedric Ridd: male human Ftr1; CR 1; medium humanoid; HD 1d10+2; hp 12; Init +2; Spd 30 ft.; AC 16 (touch 12, flat-footed 14); BA/G +1/+1; Atk +2 melee (1d8+1 longsword) or +4 ranged (1d6 mw shortbow); Full Att +2 melee (1d8+1 longsword) or +4 ranged (1d6 mw shortbow); AL N; SV Fort +4, Ref +2, Will +1; Str 13, Dex 15, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Craft(fletcher) +2, Ride +4, Spot +3, Sense Motive +3; Point Blank Shot, Precise Shot, Rapid Shot.

Possessions: chain shirt, longsword, masterwork shortbow, 20 arrows, four +1 arrows.

Borri Busybottom (Exp3, CN, 10 hp) is a male gnome metalsmith who was staying within the safety of the keep's walls on the night of the attack. At the time, he was carrying a shipment of weapons north in hopes of selling them to Luz's army for a tidy profit. The keep's residents found this out long ago and have forgiven him. Borri now serves nominally as the village blacksmith and carpenter. Borri has proven quite creative at performing makeshift repairs to the keep's buildings and equipment using limited materials.

Thom Stout (Com3, LG, 7 hp) is the keep's former stable hand. He is also Thede's father. Thede's mother, a soldier, perished during the keeps' fall. Thom has subsequently taken a new wife, Greela. After the keeps' fall, Thom's experience as a stable hand was useless as the only two horses that survived the original assault were eaten. Thom has taken up farming and proved quite apt at it.

Greela Stout (Com1, N, 5 hp) is an orc and the wife of Thom. She was framed for the poisoning of her tribe's chief and forced to run for her life. She stumbled into the fortress a few years after it was destroyed. Cedric and Borri wanted her dead but Thom defended her claiming they could not condemn her for her race. Greela has proved remarkably useful to the people and loyal to Thom.

Thede Stout (Com1, N, 3 hp) is eldest son of Thom Stout. He is fourteen years old and full human (Greela's stepson). He and Keath are best friends. The two have a reputation for causing trouble. Keath is the brains and Thede is the brawn. Both of them will be anxious to help the PCs in any way they can and Thede in particular will follow the PCs around as they investigate and offer "helpful" suggestions. However, if he is confronted about being annoying or in the way, he will get the hint and leave the party alone.

Greeta Stout (Com1, LN, 2 hp) is the half-orc daughter of Thom and Greela. Greeta is as stubborn and hard working as her father and as shy and strong as her mother. She works exclusively in the fields. Until recently, she rarely

strayed far from her mother's side. Lately, however, she has taken to learning to fence with Cedric who began giving her lessons begrudgingly at first but now enjoys the attention of a talented pupil.

Thaddeus Stout (Com1, N, 2 hp) is the half-orc son of Thom and Greela. Thaddeus is an avid admirer of Gwedith whom he regards as a mentor. Though only 10 years old, he is almost as large and as wise as an adult. -Friendly but aloof, much like his mentor, Thaddeus is often with "his" sheep and will be a little reluctant to leave them behind should the opportunity for escape present itself.

Runnymede Blaine (Exp2, CG, 7 hp) is a human male over sixty years old. On his fiftieth birthday, Runnymede abandoned a long career as a barkeep and set off to be a traveling bard. Unfortunately, for him he hadn't been wandering two months before he ended up trapped in the keep. He plays the flute reasonably well but knows precious few songs. He'll be delighted to have a new audience in the PCs. Runnymede makes potent homebrewed ale in the cellar under the dining hall. Runnymede is sprightly for a man of his age and enjoys an on-again-off-again courtship with Sheryn whom he helps in the kitchen.

Sheryn (Com1, CG, 2 hp) is a human female in her early fifties. She is a former prostitute who lived and worked at Rond's Keep when it was attacked. Her entire life has been hard. She was born and raised in a wretched farm only 80 miles from Dorakaa. Half her family was killed during an orc raid when she was 8. Even though there is no practical demand for her former profession she is even more saucy than she used to be. So, now she's the cook. She's actually a pretty good one too.

Keath Lowell (Com1, LG, 2 hp) is a human about twenty years old who is Thede's best friend. Keath was the son of a soldier. He has a limp and walks with a cane. Keath is the keep's sole weaver (a position he inherited from an elderly man who died from a fall a few years ago). He is diligent and careful but the clothes and blankets he creates for the keep's residents are mediocre. Everyone in the keep wears clothes tailored by Keath or his predecessor.

Nella Stone (Com1, NG, 2 hp) is a human woman about 30 years old. She was the wife of a soldier who died defending the keep. She is the “town gossip” and will be quick to tell the PCs much more than they want to know about the personal lives of the keep’s residents. She will also ask probing questions of the PCs and be quick to pass anything she learns on to everyone else.

Dack Fens (Com1, LN, 2 hp) is a Backlunish woman in her mid 30s. She and her husband were traveling to Furyondy from the lands of the Wolf Nomads when they were waylaid at Rond’s Keep. She is quiet and polite. She helps Borry with repairs and tasks that require someone taller.

Bareb Fens (Com1, CN, 2 hp) is a Backlunish male in his mid 30s. He is Dack’s husband and equally polite (though less quiet). He helps on the farm though he has a reputation for laziness.

Brind Ulheart (Exp1, LG, 3 hp) is a human male in his mid forties. He is a farmer who fled to Rond’s Keep when he spotted luz’s army approaching his homestead. It was Brind’s idea to farm the courtyard: an idea that saved their lives. Though a quiet man, he is well esteemed and prideful. He will treat the PCs politely but expect a mild amount of deference in return.

Den Edekor (Com1, LG, 2 hp) is human male in his mid 30s. He was also a farmer who escaped to the keep during the fight. His farming skills and knowledge, although less than Brind’s, are no less useful.

Player Handout #1: A Mysterious Note

Patchwall CY 593

Captain Jelamas Welider lives.
Two of his men survive and more
than a dozen other souls.



Please send help!



Player Handout #2: Summary of the Career of Captain Jelamas Welider

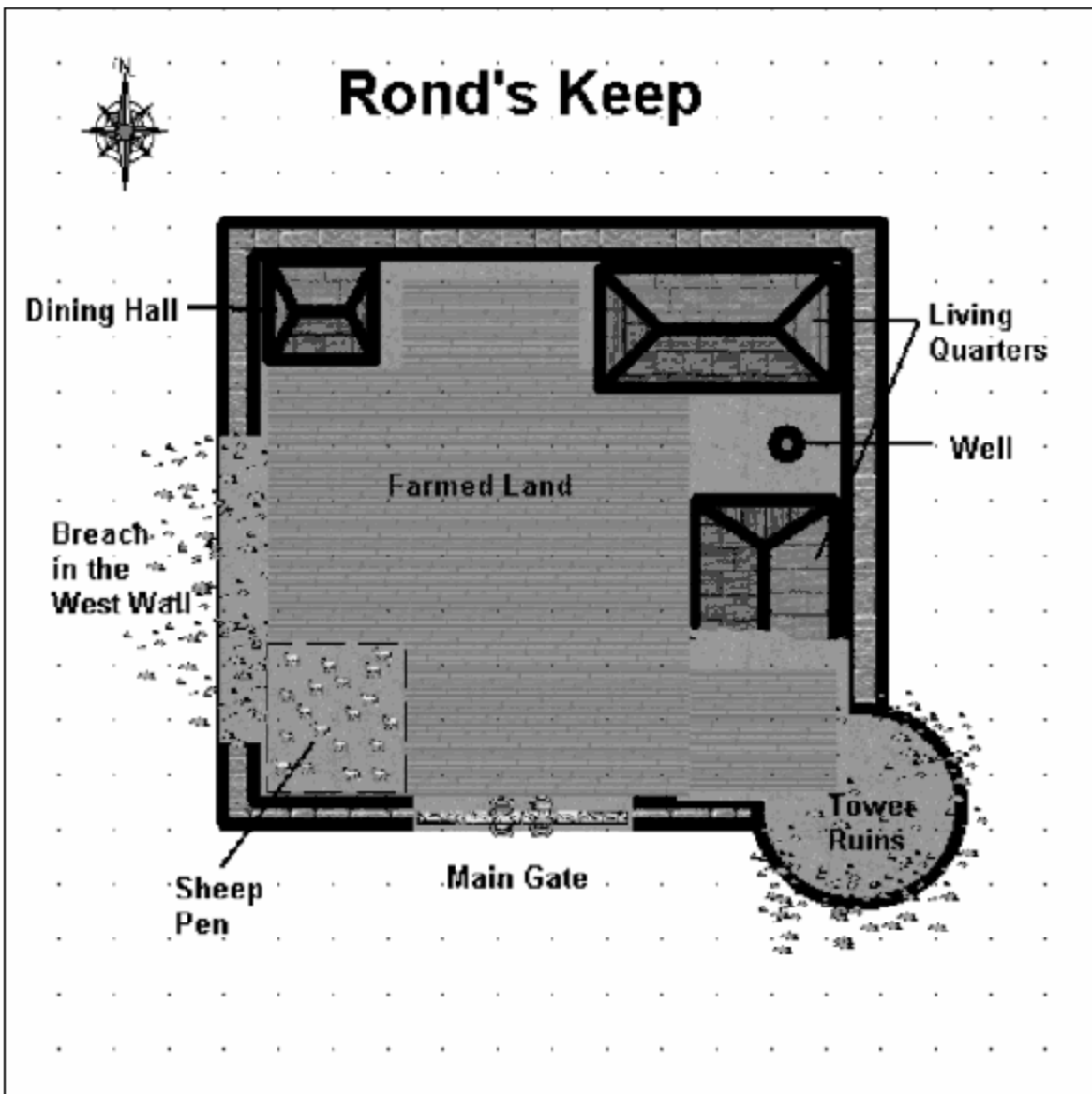
Public Information on the military career of Jelamas Welider is as follows.

11 Harvester 569 CY	Entered the Furyondy War College (Ward of the Church of Heironeous)
26 Goodmonth 573 CY	Graduation, Cum Laude Commisioned into the Furyondy Military Assigned to Brancast Keep
01 Readyng 574 CY	Promoted to Lieutenant, First Class
15 Patchwall 576 CY	Distinguished Service Medal
14 Readyng 577 CY	Transferred to Redoubt Entered 113 th Cavalry
08 Planting 579 CY	Combat Service Medal
27 Planting 579 CY	Medal of Valor Medal of Survival (near-mortal wound) Promoted to Captain
15 Coldeven 579 CY	Distinguished Service Medal
28 Harvester 579 CY	Transferred to Rond's Keep (Lt. Commander)
11 Fireseek 581 CY	Elevated to Commander of Rond's Keep
?? Flocktime 582 CY	Killed in Action, Rond's Keep

Player Handout #3: Location of Rond's Keep



Player Handout #4: Keep Layout



Player Handout #5: Hathshire Dellerond

Hathshire Dellerond: Male Human Clr1; CR 1; Medium Humanoid (5'6"); HD 1d8+1; hp 9; Init +1; Spd 30 ft.; AC 17, touch 11, flat-footed 16; BAB/Grp: +0/+2; Atk: +3 melee (1d8+2/x3 battleaxe); Full Atk: +3 melee (1d8+2/x3 battleaxe) or +1 ranged (1d8 light crossbow); SQ Good Domain, War Domain, Turn Undead; AL LG; SV Fort +3, Ref +1, Will +4; Str 14, Dex 12, Con 12, Int 10, Wis 14, Cha 14.

Skills and Feats: Concentration +5, Heal +6, Knowledge (Religion) +4; Languages: Common; Combat Casting, Martial Weapon Proficiency (Longsword), Weapon Focus (Battleaxe).

Possessions: battleaxe, chain shirt, crossbow bolts (×10), heavy steel shield, light crossbow.

Spells (3/2+1): 0 - *detect magic, guidance, light*; 1 - *bless, command, protection from evil*.*

*domain spell

Player Handout #6: Pasquallimarminous Disillinticut the Dog Hearted

Pasquallimarminous Disillinticut the Dog Hearted:

Male Gnome Pal1; CR 1; Small Humanoid (3'5"); HD 1d10+3; hp 13; Init +1; Spd 15 ft.; AC 19, touch 11, flat-footed 19; BAB/Grp: +1/-4; Atk: +1 melee (1d6+2/x3 Battleaxe); Full Atk: +1 melee (1d6+2/x3 Battleaxe) or +0 ranged (1d8 Crossbow, heavy) or +1 melee (1d2+2 Strike, Unarmed); SQ Low-light Vision, Gnome Spell-Like Abilities, Aura of Good, Detect Evil, Smite Evil; AL LG; SV Fort +5, Ref +1, Will -1; Str 14, Dex 12, Con 16, Int 10, Wis 8, Cha 14.

Skills and Feats: Knowledge (Religion) +4, Ride +2; Languages: Common, Gnome; Power Attack.

Possessions: backpack, battleaxe, bedroll, 10 crossbow bolts, heavy crossbow, flint and steel, holy symbol, trail rations, heavy steel shield, splint mail, 3 torches, waterskin.