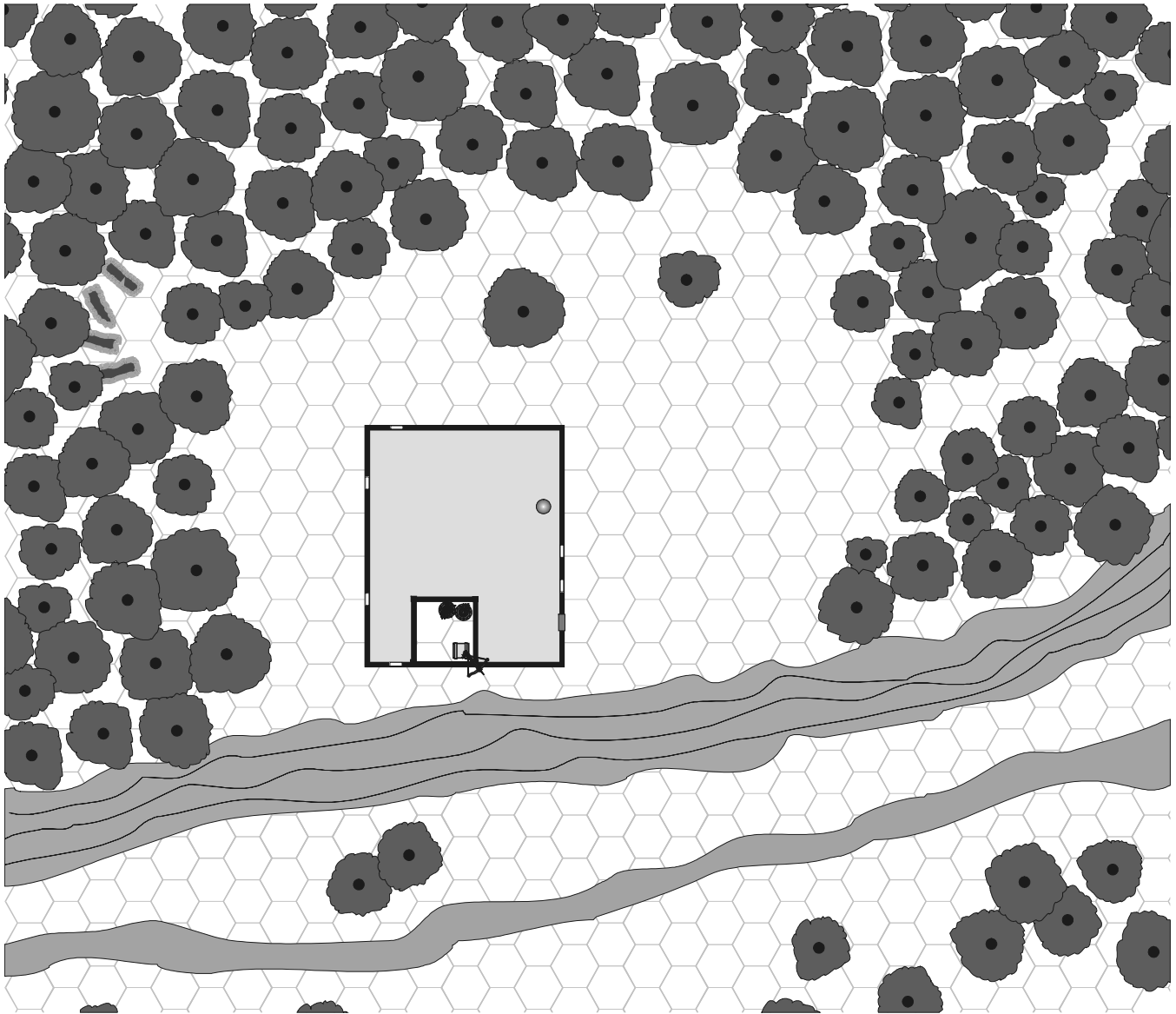


The Abandoned Guardpost



This place was constructed over 200 years ago for a local lord. The guards here would collect tolls from people using the road and watch the surrounding countryside for signs of a hostile force of goblins moving into the lands. As the area became more settled, the need for the post decreased and it was abandoned.

About 120 years ago, the lord's land was decimated by plague. Many of the peasants died and those lucky few that survived fled the diseased land. The Baron took over the land and worked at repopulating it. This effort was largely successful, but certain areas remained uninhabited until recently. This outpost is in one of these areas.

A number of months ago, a small bandit gang took up residence in the post. They traveled the land, attacking merchants and raiding small villages and farmsteads. After their raids, they fled to this place, counting on its remote location to keep them hidden. In the case of attack, the bandits used the tower to give them warning and time to prepare a defense or flee.

Unfortunately for them, the bandits did not know that there was a powerful undead creature lurking nearby...

Approaching the Guardpost

PCs on the road can see the guard post perched on a rock outcropping. It looms over the trail and it is obvious that anyone in the tower will have already spotted them. It is also obvious from the road that the place is in disrepair. The guard tower is missing planks from the sides, as well as the ladder leading up. Shutters hang from their hinges. It is hard to say if anyone is even manning the post.

To approach, PCs could climb the rocks. This would take a climbing roll at DL 14. Equipment could lower this to a DL 11 or 12 at the GM's discretion. It looks like a tough ascent and without climbing skill; you would have to be pulled up via rope.

A more gentle approach appears down the road a bit. A small and mostly overgrown trail branches from the main road and leads up the hill. A fair bit of cut vegetation and some netting lies at the foot of the trail. Someone with tracking or survival skill (DL 7 if the GM feels a skill roll is appropriate) would understand that this was meant to hide this trail from prying eyes. The fact that this ruse has been left to falter should tip PCs that the place is abandoned.

The Trail

The trail cuts through the dense woods and turns a couple times. It is narrow, overgrown and hidden from the view of the tower. A perception roll (DL 11) will allow a PC to notice that there seem to be several small animal skeletons scattered along the sides of the trail. They are in no particular place or order. There are just too many of them to be coincidence.

After walking a few minutes, PCs appear at the edge of the wood, about 20 meters from the post. PCs will have to cross clear terrain to get to the building. However, by now PCs can see that no one mans the tower, and that the place is obviously old and unkempt.

Description

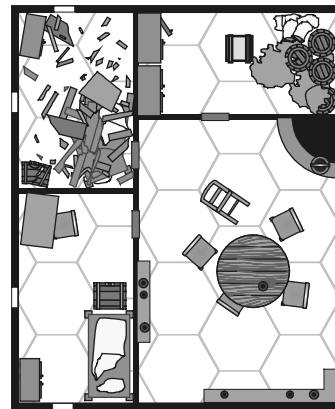
Sitting perched on a barren cliffside, overlooking a forgotten trade road lays this abandoned post. It consists of a small building constructed of a mix of flagstone and gray blocks of ancient make, held together by cracked and crumbling mortar. The outside looks old. Parts of the wall are crumbling and the heavy shutters on the windows are hanging crooked from their hinges. A tower extends from the ceiling of the building, but there seems to be no way to get up there from outside the post.

Outside the Post

The description above gives most of the information about the outside of the post. However, just inside the woods, across the clearing from the trail, there is a set of four shallow, open graves and dirt scattered everywhere. The graves look as though they have been dug some time ago (the dirt is dried) and there are no tools here. Also the dirt is scattered and not piled, though someone might need a PER roll (or investigation) at DL 12 to notice this.

In addition, some distance in the woods lays a body wearing an old, tattered shirt and pants. The pants are unfastened and loose. There is a spear nearby with its point driven into the ground.

Entering the Post



A rotted wooden door is the obvious entrance to the post. However, there are several shuttered windows around the walls. The shutters are heavy, and those that still sit on their hinges are locked (the locks are inaccessible from this side) and cannot be opened without effort (perhaps STR roll of DL 17). There are several that are not on their

hinges and these would allow easy access to the post.

The door is pretty easy to breach as well. It is a heavy oak door with metal bindings. However, much of the wooden part has rotted such that someone could easily smash through with a sword or axe. More simply, the door is not locked and anyone trying the handle will be greeted with the loud screeches of rusty hinges, but the door will open.

Common Room

This room has a large round table and five chairs scattered about. In addition, the walls are lined with a waist-high counter and some shelves. A ladder in one corner leads to a trapdoor in the roof. The table is in decent (if dusty) condition, but the chairs are overturned and scattered about the room. Some of the shelves are cracked and along one wall, the shelf has collapsed entirely. A cooking pit dominates one corner of the room with a stovepipe chimney above it to keep the room free from smoke. The chimney pipe has fallen from the ceiling and now lies broken in the pit. Four dead bodies occupy this room. One is lying next to the pit and the other is sprawled over the large table.

This place looks as though it was a kitchen and dining area for several guards. However, a battle of some sort has occurred. If characters examine the bodies, allow them to roll against the fact table below using their investigate or physician skills (medical -3 might be substituted at the GM's discretion).

Investigation of the Bodies

Success DL	Information Gained
<5	None
5-7	The bodies have been killed by wounds from combat and have been dead for some time.
8-15	The bodies have been here for a long time, but some of the bodies are more recent than others. It looks like some of the skeletons have been here for well over a year, and others just a few months.
16-19	The bodies' wounds can be reasonably matched to the weapons found here at the scene. It seems as though the guards here killed each other.
20+	Some of the bodies have a great deal of dirt on them and embedded in the joints, as though they were buried and then disinterred.

The bodies wear old and now useless leather armor. Two of them carry short swords, another carries a mace and the last one a spear. One of the bodies wears a rotted coat and the remnants of a belt. A pouch on this belt carries some old tobacco and rolling papers. Another skeleton has a gold earring in the skull (was a nose ring). The ring is of low quality, but is still worth 20 pennies or so.

Bedroom #1

This room has a bunk bed, a small table and single chair. In addition, there is a large chest sitting at the foot of the bed. A small closet door is in the corner of the room.

The table has a lantern on it and a drawer. Inside the drawer are 4 flasks of oil and a fifth flask containing a potion of healing (2d4 effect and can heal wound damage). In addition, there is a copper necklace (15 pn), a couple wrapped pieces of berry flavored druth (a bit dry), some other candy and a cobrat lens (50 pn), which acts like a weak magnifying glass. Hidden in the drawer is a small key. The key is stuck to the top of the drawer using a small piece of chewed druth candy.

The closet has clothes, which are moth-eaten. There are 3 shirts, 2 pairs of pants and a warm linen and fur coat that has been spared from the moth onslaught.

The chest is locked (DL 11 to pick), but is not trapped. It contains several items of interest including a fine bone map case (50 pn) containing a map of the area, a sack with 74 pn and 200 bt, several pieces of costume jewelry (about 20 pn total), two short swords, 3 daggers and a mace (all in decent condition) and a nicely made pair of fur-lined gloves (25 pn).

Bedroom #2

This place has the same furnishings as the first bedroom, but they have been wrecked as though a terrible battle had been waged here. The bunk bed is shattered and collapsed and you have to climb over the debris to get into the room. The table is overturned and the chair looks as though it has been disassembled. Three unfortunates have met their end in this room. One lies on the floor near the entrance. He is buried in the debris of the bunk bed. The second is slumped in the corner of the room, a dagger lying in between two ribs. The third body is in the middle of the room.

Examining these bodies gives similar information as those in the common room. The body in the debris is wearing old tattered clothes and has a small shield and a mace. The body slumped in the corner seems to be wearing nightclothes with a serviceable leather vest thrown hastily over (the knife has made a repairable hole). An iron flask lies at this corpse's side. It contains a yellow, mustard-smelling liquid. This is a potion of Strength that the victim never got a chance to use. The final body wears nothing of note. A slightly rusted short sword lies nearby, as do 6 daggers.

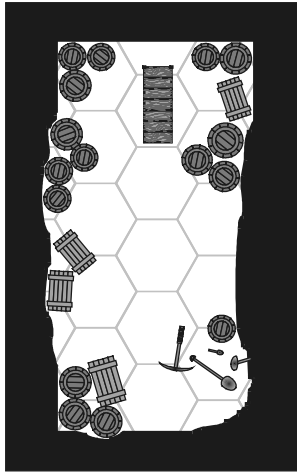
Pantry

This room has two large cupboards and a number of sacks and small barrels on the floor. Like many of the rooms, this place is in disarray. Sacks have been split, leaving the grain and flour to mold across the entire floor and up onto the barrels. Some of the barrels are split and their contents have long since evaporated. There are two intact barrels here, but they are covered in nasty blue-green mold and will have to be freed before they can be examined.

The trapdoor leading to the basement storeroom is in this place as well. However, it is also covered in mold and a PER roll against a DL of 9 will be required to find it.

The barrels contain pickled vegetables and the other, pickled strips of beef. Both are very salty, but edible. Between the two barrels, there are about 30 meals total.

Underground Storeroom



Stairs lead to this dank cellar. The place is dug out of the earth and the walls are only partially finished. There are several barrels and crates here. These contain old foodstuffs like those found in the pantry. Most are useless now, having rotted away. Several barrels have some pickled goods that are still edible. In addition, several barrels contain clean water, ale and cheap wine. In addition, digging tools are scattered in one corner of the room.

Three bodies are here, having obviously fallen in a battle.

This place also contains the bandit's treasure. It is buried in the corner near the digging tools. It will take a PER roll of DL 14 to spot the signs of digging in this dark place. Tracking or investigate skill could be substituted for PER in this roll. The treasure is in a large, locked chest (DL 15 to pick). It consists of 103 pn, a set of pewter plates and cups adorned in silver (150 pn), 2 gems (50 pn and 100 pn), 3 jugs of scented oil (20 pn each), a gold-plated cigarette case (75 pn), 6 copper ingots (50 pn each), a lodestone (90 pn) and a bank note signed to "Lord Dallern of Ismoth" worth 250 pn.

Tower

The tower is a rickety wooden structure that has a good view of the road and surrounding woods. The tower is square and has solid, waist-high rails. Each rail has a sturdy, post sticking out of it. The posts reach to a human's chest. On the eastern post, there sits a large, crossbow-like device. It seems to be designed to throw javelins over a long distance.

Javelin Caster

Weapon	Acc	Lev	Init	Dur	Cost	Notes
Javelin Caster	-3/-2	1d10/1d12	-2	4	250p	Very rare weapon. The accuracy and leverage numbers before the slash are used if the item is not braced firmly (for instance, if it is held). It takes a full round to brace the item properly and 2 rounds to load it.

In addition to the caster, there are two barrels filled with javelins. There are a total of 20 javelins here. 5 of these are special and on closer inspection, have fine runes etched along the shaft.

A body lies slumped near the trapdoor. The dead body is wearing studded leather armor on his chest and arms. This is damaged with several holes, but could be fixed. A cutlass lies at his feet.

Farscrye Shaft

Analyze DL: 14
Activate DL: 16

These are arrows or javelins that when fired or thrown, allow the caster to see and hear as though he were standing at the spot where the missile landed. A 360-degree view is permitted, as well as up and down. Viewing is instantaneous as soon as the missile hits something and lasts for up to 6 hours. However, the user's perception and consciousness is focused on the missile and things occurring right next to him will go unnoticed. In addition, it takes a full minute to "wake up" from viewing through this item.

Ok, What's All This About

When the bandits moved into the post, they discovered four bodies (presumably of the original guards). They buried them in the nearby woods. After several successful raids, they were confident in the security of their new hideout. However, at some point, they gained the interest of a powerful undead creature that haunts this place.

The creature, a Restless Walker, has the ability to animate and control corpses near it. The bandits were surprised one night as they slept. The Walker and the four bodies attacked them, killing them all. The Walker returned to its lair.

This encounter can go however the GM likes. The clues scattered about the post might tip the PCs off to the fact that the residents of the post were killed by undead. What they do from there depends on their current condition and disposition. They may flee from this place, in which case, it is up to you if the Walker appears. If they stay the night (this would be a great place to camp, if the undead weren't involved), the Walker will certainly make an appearance and all the corpses here will rise to destroy the PCs.

You may want to adjust the number of bodies that litter the post. There are a total of 11 skeletons and the Restless Walker. This is a powerful force that would quickly overwhelm a group of 4-6 PCs. Having a couple powerful fighters and a priest will help. Even so, if you intend for the PCs to win a stand-up fight, you may want to reduce the number of undead. If you intend them to flee, or use a more clever way of defeating the denizens of the abandoned post, you may want the obviously superior numbers of skeletons to force the PCs to reconsider battling until they are dead.

Restless Walker

Physical	20	Attack	14
Swiftness	5	Defense	13/10/10/7
Mental	15	Damage	1d10+1d8
• SPI	17	Armor	Loc AV
Perception	15		1 0
Hit Points	50		2-4 0
Initiative	0		5-7 0
Move	5		8-9 0
			10-12 0

Special Abilities

Restless Dead: Walkers have the terrible power to animate corpses to do their bidding. As they walk, they animate any dead body within 50 meters. Buried bodies will try to dig themselves from their graves. They will succeed unless they are secured in some fashion, or the ground is holy (major consecration).

Undead: Walkers take no penalty for wounds sustained, as they feel no pain. In addition, they do not have to roll for unconsciousness. Their SPI score of 17 is their resistance to being turned by a priest. Undead also take damage from water blessed by Stratus. Such water does 2d6 damage for each vial poured on them.

Description

The walker looks like a particularly well-composed zombie with one minor difference -- his eyes are glowing a dim green light. The horrors that he creates also have this glow to their eyes.

Walkers are evil and wholly bent on wreaking havoc on the living. For obvious reasons, they seek out graveyards, ancient burial sites and battlefields. There they raise hordes of undead and seek to destroy all life near them.

Skeleton

Physical	10	Attack	9
Swiftness	10	Defense	10/9/8/6
Mental	0	Damage	1d6 + weapon
• SPI	11	Armor	Loc AV
Perception	5		1 0
Hit Points	25		2-4 0
Initiative	0		5-7 0
Move	6		8-9 0
			10-12 0

Special Abilities

No Flesh: Slashing and thrusting weapons do 1/2 damage. Arrows and thrown piercing weapons do nothing. Axes, maces and hammers do full damage.

No Mind: This creature is so dumb, that it has immunity to spells based on illusion or fear. In general, most spells affecting the mind of the creature, or spells requiring an INT save will not affect this creature. The GM is the final arbiter as to whether a given mind-based spell will affect this creature.

Undead: Skeletons take no penalty for wounds sustained, as they feel no pain. In addition, they do not have to roll for unconsciousness. Their SPI score of 11 is their resistance to being turned by a priest. Undead also take damage from water blessed by Stratus. Such water does 2d6 damage for each vial poured on them.

Weapon Use: Most skeletons use some sort of weapon. Often this is a rusty old sword or axe, but anything is possible.

Description

These fleshless undead are often called to serve necromancers and evil spirits. Occasionally, sites of great death will cause the dead to rise spontaneously creating a small army of skeletons.