



The realms of humans, dwarves, and elves are forever beset by a rising tide of evil. Demons claw at the planar firmament, eager to spread destruction across the cosmos. The dead stir within their tombs, called forth by wielders of shadow magic to slay the living and recruit them into their moldering legions. Orcs, trolls, and giants descend from mist-shrouded mountains to maraud and pillage. In the realms of the Feywild, hags and dark fey plot to corrupt and enslave the world.

# THE KEEP ON THE CHAOS SCAR

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Here and there, standing on the narrow edge between civilization and the hungry dark, stand a few bastions of justice and law. Restwell Keep, so named by its current inhabitants, is one such edifice. Founded ages ago by a long forgotten lord, Restwell has kept a sentinel's post over the Chaos Scar for time out of mind. It has served as a hobgoblin warlord's fortress, a bandit gang's hideout, and now as an outpost of civilization in a monster-infested wilderness.

## BACKGROUND

Based on conversations a visitor might overhear at the Stumbling Giant, the residents of Restwell Keep rank arguing about the keep's history right behind gossip and ahead of the weather when it comes to topics of conversation. Everyone agrees on the basic gist of its origin and most notable inhabitants, but those agreements serve as little more than a common battleground for long debates on the veracity of a legion of rumors and legends.

The long list of the keep's residents is a rambling collection of heroic crusaders against the Chaos Scar, would-be dictators eager to carve a fiefdom out of the wilderness, and monsters seeking a defensible lair (including, for a time, the blue dragon Fafnar). The keep has stood empty for years at a time, claimed by wild animals, weeds, and little else. While the world around the keep shifts and changes, its walls abide.

## ORIGIN

The keep's first known inhabitant was a hobgoblin king known as Grim Eye for the few carvings of his scowling, angry visage found here and there in bas relief carvings above some doorways in the keep. His true name and the stories of his deeds are lost to

antiquity. Yet, the keep's craftsmanship is obviously of dwarf manufacture. Most folk believe that Grim Eye enslaved the dwarves, but a few believe that free dwarves originally built and used the keep.

That fact—that dwarves built Restwell Keep—is now unquestioned. No other race could build a stone edifice that could last as long. Aside from wooden structures inside the keep, nearly every stone structure remains from the original construction. The dwarves' talent for stonework is also plainly evident in the secret doors found in some chambers. Detectable only by an expert dungeon explorer, secret chambers and passageways may exist beneath the keep that have yet to be uncovered.

## HIDDEN TREASURES

The keep's other notable, past resident lends an added layer of intrigue to such rumors of hidden chambers. The famed dwarf bandit Greysen Ramthane was a scourge of Nerath's borders for many long years. He and his coterie of thieves looted untold wealth from the empire. Eventually, Nerath dispatched a small army that tracked Greysen to the keep. After an extended siege, the soldiers stormed the keep and slew the bandits to a man. But what happened next became the source of countless rumors and legends. The task force's commanding officer, a half-orc named Bertak, claimed to find only a tiny portion of Greysen's stolen wealth within the keep. Stories claiming that Bertak and his cronies pocketed much of the treasure persist to this day, but others believe that Greysen's wealth is still hidden somewhere in the keep, protected by traps and mechanical guardians.

## RECENT EVENTS

For several years, Restwell Keep served as the base of operations for a band of evil adventurers known as the Six Blades of Fortune. While the Blades fought monsters in the Chaos Scar, they also preyed on other, weaker adventuring bands, and even raided a few caravans. As they were content to keep their depredations far from their base of operations, in time the keep became a small outpost of civilization. Wanderers, refugees, and other folk in search of a safe harbor settled within the keep.

The Blades saw a benefit in the growing community within their walls. They taxes they collected paid the mercenaries who guarded the keep, and within five years, a small village stabilized within its walls and became a center for adventurers heading to the Chaos Scar. Despite the Blades' nature, they believed the safe harbor and profit offered by the keep was worth preserving.

In time, though, the Blades' criminal ways caught up with them. After stealing a holy icon of Erathis, they were tracked to the keep and defeated by Lord Peridin Drysdale, a human paladin of Erathis. Lord Drysdale and his followers slew four of the Blades and drove off the remaining two survivors. While he had planned to leave the keep and its inhabitants to their own devices, he saw that doing so would leave the inhabitants vulnerable without the Blades' protection. Assessing the threat posed by the Chaos Scar, he decided to remain in the keep as its new ruler. The guards and administrators who ran the village under the Blades' rule are still in place, and Drysdale plans to organize expeditions into the Scar to defeat the evil that dwells there.

While Drysdale's battle with the Blades never involved the common folk or even the bulk of the mercenary guards, the transition to his rule has caused some friction. The Blades were content to give the folk of Restwell Keep free reign of the place, as long as they kept out of the Blades' business. Drysdale's approach, while far from tyrannical, is more involved. He plans to turn the keep into a bastion of Erathis, much to the disgust of the freebooters, adventurers, and merchants who populate the place. They find his morality tiresome and his intent on meddling in the Chaos Scar alarming. He has irked those of the keep's many inhabitants who pay little mind to religion. Those who are of a religious mindset tend to favor Avandra, whose love of freedom stands in stark contrast to Drysdale's push for order and civilization.

## LOCATIONS

Restwell Keep consists of an outer wall with an interior bisected into northern and southern ends by an inner wall, called the inner bailey and outer bailey respectively. The inner bailey is home to Lord Drysdale and his coterie of soldiers and advisors. He dwells within a small fortress, the keep's final line of defense, nestled against the northern wall. A large, open area between the fortress and the interior wall hosts a parade ground and stables for Drysdale's cavalry.

The outer bailey is home to the bulk of the keep's civilian residents, most of whom settled here during the rule of the Six Blades of Fortune. Crowded with small buildings, this area hosts an inn, a tavern, a bank, and other businesses, along with private apartments for long-term visitors to the keep. A small marketplace serves the merchants and farmers who visit the keep to sell their wares, though the ever-present threat of monsters from the Chaos Scar (and the presence of the [Crossroads](#) black market business) prevents Restwell from becoming a thriving hub of commerce. Still, the locals make enough profit from adventurers and the treasures they recover from the Scar to maintain a healthy living. The folk of the keep are by no means wealthy, but neither are they destitute.

### 1. MAIN GATE

Two 30-foot-tall towers flank the 20-foot-tall gatehouse that watches over the keep's entrance. A drawbridge, usually raised, spans the 40-foot-deep crevasse that surrounds the keep and leads into the gatehouse and the keep beyond.

A host of daunting obstacles greets anything that attempts to storm the gate. Guards armed with bows and crossbows watch the entrance from the towers above, a portcullis provides an additional barrier against intruders, and arrow slits in the gatehouse allow the guards to fire at creatures that make it past the drawbridge.

Visitors to the keep must first provide names, professions, and business in the keep to the guards. Only after hearing satisfactory answers do the guards lower the drawbridge. Security is a matter of life and death here. Flippant responses draw stony silence and a tightly shut drawbridge.

Those adventurers granted access to the keep are escorted by guards to the entry yard beyond the gatehouse. Fallek, the corporal of the watch, and Syradon, a scribe, meet them there along with a contingent of four guards. Visitors must escort their horses to the stables, while all weapons other than daggers must be turned over to Fallek for safe keeping.

**Fallek:** The corporal of the guard is a male human warrior clad in plate mail, shield, sword, and dagger. His black, long hair is turning gray, and a scar runs across his right cheek. Over 40 years old, he has seen a number of battles and considers his post here something of a retirement. Grouchy and pushy, he'd rather be sitting and relaxing than dealing with visitors, but he has a soft spot for a pretty face or a tough, battle-scarred veteran. If he takes a liking to a newcomer, he gives them directions around the keep and might even take a particularly lovely visitor for a tour. Otherwise, he tries to get visitors out of his hair as quickly as possible.

**Syradon:** This male human wears typical workman's clothes and carries a battered leather book he uses to record visitors' names and any weapons left with Fallek. He wears a holy symbol of Ioun on a silver chain, but usually conceals it beneath his shirt. At a young age, he received a strange blessing from Ioun. He has perfect recall of everything he sees and hears, but will lose this gift if he ever speaks a word. Instead, he commits the history of Restwell Keep, as he witnesses it, to his book.

Syradon loves to hear stories of distant places. His quiet, unassuming nature causes other folk to underestimate him, and he keeps his gift of memory a secret. Strangers to the keep tend to think of him as deaf and dumb, and he has overheard many interesting stories not meant for his ears.

## 2. TOWERS

In addition to the towers that flank the gatehouse, seven others fortify the keep's walls. Four towers connected to the inner bailey are manned by warriors who serve Lord Drysdale, while the rest are staffed with the mercenary warriors of the outer bailey's watch. Each tower is 30 feet tall, crowned by battlements, and equipped with a ballista and a

light catapult. Ten warriors, whether drawn from the watch or the guard of the inner bailey, live in barracks on the third floor. The first and second floors have chambers for the storage of food, water, arrows, and other supplies. A few of the towers also house officers of the watch and guard, as noted in their descriptions below.



## 2A. BAILIFF'S TOWER

Perched at the keep's southeast corner, this tower replaces the typical storage chambers found on the first two floors with personal space for the bailiff, Kendon, and the scribe Syradon (see area 1). Offices for both can be found on the first floor, and their private apartments are on the second floor.

**Kendon Longstrider:** A veteran warrior who once served the Blades, Kendon is in charge of the outer bailey. He commands the guard, serves as a mediator between Lord Drysdale and the folk of the outer bailey, and collects taxes from adventurers and merchants. Nearly 60 years old, he keeps his gray hair cut short and his long moustache carefully waxed and trimmed.

Kendon is genuinely concerned by Lord Drysdale's rule. While he acknowledges the paladin's good intentions, he preferred the rule of the Blades. True, the Blades were criminals, but they left the people of the keep alone and avoided arousing the ire of the Chaos Scar's monsters. Rumors abound that all folk in the keep must soon convert to the worship of Erathis, that Drysdale plans to press everyone into an army he plans to march into the Scar, and that the keep will soon become little more than a military base for Drysdale's crusade.

While these rumors are untrue, Drysdale's aloof nature and Benwick's machinations (see area 7b) keep such stories alive. Kendon has also fallen under Benwick's sway. At the priest's urging, he has made contact with the surviving Blades. They are eager to avenge themselves against Lord Drysdale, and if the situation becomes dire enough, Kendon might betray the keep's lord.

## 2B. CAPTAIN'S TOWER

The second floor of this tower serves as the private chambers of the captain of the watch, the dwarf Gorn Hammerfall. Gorn serves as the bailiff's second-in-command.

**Gorn Hammerfall:** Gorn was elevated to the captain's post for his skill in siegecraft and engineering. He is responsible for maintaining the catapults and ballistae that protect the keep. In his free time, he works to restore the keep's original stonework and fortify its already formidable defenses.

Gorn has recently come into some money, although almost no one is aware of where or how. He wears a jeweled ring and loves to gamble at the

### STATISTICS FOR KEEP RESIDENTS

Very few of the Keep's residents are likely to pose a threat to the characters. That said, if the characters do start a fight inside the keep, it's likely to be with Benwick or his acolytes, and will shortly thereafter be likely to include the keep's guards.

Use the snaketongue celebrant (*Monster Manual*, page 273) for Benwick, but drop Benwick's level to 8. This will reduce his attack and defense numbers by 3 each, and all his damage by 1.

Use the snaketongue warriors (*Monster Manual*, page 272) for Benwick's acolytes.

Use the human guards (*Monster Manual*, page 162) for the typical town guard.

Stumbling Giant (area 11). Rumors abound that, with his skill at stonework, he found a long-forgotten secret chamber filled with the treasures of Greysen Ramthane. The truth is far worse. Gorn is Ramthane's last, living heir. He came to the keep long ago to find the hidden treasures and only recently unearthed a trap-filled cache directly beneath his tower. He recovered a small amount of the treasure, but several traps and mechanical guardians—and even more treasure—remain untouched.

Unfortunately, Gorn chose to disclose his discovery only to the priest Benwick. Gorn worried that natives to the keep and anyone close to Lord Drysdale would insist on a share of the treasure. Benwick, as an outsider who intends to stay for but a short while longer, could be more easily bought off. Once he leaves, Gorn believes his secret will be safe. Unfortunately, Benwick insisted on a detailed tour of the keep's defenses as part of the agreement to keep his silence, which the dwarf actually found flattering. As a result, Benwick has learned much that could prove useful should the followers of Zehir he works for need to besiege Restwell Keep at a future date.

The treasure horde beneath the tower is defended by traps and homunculi, and totals 1,000 gp in coins and gems. Gorn has recovered 200 gp worth of treasure. When the time is right, Gorn and Benwick plan to delve into the place to seize the rest. If Benwick can manage it, he plans to kill the dwarf, take the treasure for himself, and conceal what he has learned of the keep's defenses. Gorn's secrecy has worked against him once more, as nobody suspects the two are linked as anything more than casual acquaintances.

## 3. STABLES

Stables are available here for the characters to keep their horses, mules, and other mounts. Space on the roof is set aside for the occasional flying mount. The stables cost 2 sp per day per mount. A staff of six, all human, takes care of the mounts.

## 4. WAREHOUSE

Merchants and travelers with wagons filled with goods keep their wares here while they remain in the keep. Fallek (area 1) has the key to the large, iron padlock used to secure the warehouse's entrance.

## 5. SMITHY

This 20-foot-tall tower doubles as an interior redoubt, as the battlements on its roof allow archers to fire down upon intruders that manage to breach the outer bailey. The first floor is a smithy. While the smith, Bergen, typically crafts horseshoes and other goods, he is also a skilled weapon- and armorsmith. He and his family dwell in quarters on the second floor.

**Bergen:** This slender, slight male human looks more like a scholar than a smith. A devotee of Moradin, he relies on his knowledge of metals rather than brute strength. He particularly loves a challenge, and he has a great knowledge of dwarven rituals and lore. If given enough residuum, he can make any magical weapon or armor of up to level 10, subject to the DM's permission.

## 6. PROVISIONER AND TRADER

These two buildings serve as the center of trade within the outer bailey. The eastern building houses the provisioner Grelde, an elderly human woman who deals in herbs, food, and other perishable goods. She does much of her business with the few farmers and homesteaders who live near the keep.

The western half is given over to the trader, Bosco Heldam. Bosco is an overweight human who is eager to expand his business in the area. He deals almost exclusively with adventurers, and can offer almost any mundane good of up to 100 gp at a 10% markup.

Bosco and Gredla have something of a rivalry. Gredla has lived in the keep her entire life, and her shop has passed from one generation to the next. Bosco is a newcomer, an opportunist hoping to make a killing selling gear to adventurers who venture into the Chaos Scar. Their shops' proximity makes shouting matches and arguments between the two a daily occurrence, leaving their befuddled customers caught in the middle. Gredla has begun to import adventuring gear to muscle in on Bosco's business, and she offers her goods without his markup. For his part, Bosco has started speaking with Millen Silvereye at the Crossroads about a possible business arrangement that might allow Bosco to act as the tiefling's agent and partner in Restwell Keep.

## 7. PRIVATE APARTMENTS

A number of buildings within the outer bailey serve as private apartments. Adventurers, travelers, and merchants that visit the keep can rent an apartment at a rate of 10 gp per week. Most of the apartments consist of a bedroom, a sitting room, and a storage area, but a pair of larger ones have two stories, complete kitchens, and two additional bedrooms. Both of the larger apartments are occupied, while the rest are currently empty.

### 7A. JEWEL MERCHANT'S APARTMENT

The jewel merchant Quint Spiregleam dwells here. The young gnome is eager to buy up jewels and art objects recovered by adventurers and sell them to

collectors in the larger towns to the south. He aggressively approaches adventurers new to the keep in hopes of buying such items from them. He can be a handy source of adventures, as he regularly sends messages to and from the civilized lands. He might seek out adventurers to find traces of a missing caravan, commission the search for a specific type of gem or item, and so forth.

### 7B. TRAVELING PRIEST

The itinerant priest Benwick, along with his two acolytes, dwells here. Benwick has hosted many of the important people of the outer bailey here, serving fine food and drink while discussing matters of Restwell Keep and the Chaos Scar. He is charming, with a moon face, twinkling eyes, and round belly that cast him as a mirthful friar. He plays up this act with perfect charm, using humor and self-deprecation to win his way into the trust of the outer bailey's residents. The folk of the keep believe that he is a priest of Sehanine dedicated to wandering the land in search of new experiences. In truth, he is an adept of Zehir who seeks to overthrow the keep and claim it as a fortress for the snake cult.

**Benwick:** The evil priest represents perhaps the gravest, most immediate threat to the keep's security. He plans to slowly convert the folk of the outer bailey to the worship of Zehir, primarily by playing on their anger toward Lord Drysdale. The most ardent among them, those whose anger and hatred show the most promise, will be inducted into the inner cult. When the time comes, the rest will be either enslaved or slain.

Benwick is utterly charming. He takes great pains to maintain his cover, and if the party is alert or otherwise suspicious, he gives them a wide berth. If they appear to pose a significant threat to his efforts, he

might then try to ally with them on an expedition to the Chaos Scar. There, he would attempt to betray and slay them.

Benwick's long-term plans are simple. A growing contingent of lizardfolk dedicated to Zehir gather near the keep. He plans on remaining here for another few months, sowing discord and finding converts to his cause. When the time is right, he will return, rally the converts, and strike in the dead of the night as the lizardfolk launch their attack. With any luck, he can seize the keep and convert it to a bastion of Zehir in one blood-soaked night.

With this bastion in hand, Benwick plans to slowly expand his influence outward, gathering recruits from the Chaos Scar and setting his sights on nearby settlements. With enough territory under his control, he can found a kingdom dedicated to Zehir where the yuan-ti and their allies can flourish.

## 8. LOAN BANK

The loan bank is an important part of the keep's nascent economy. The banker, Ferdinand Ronnik, is a retired human adventurer who decided to pursue his fortune by taking an economic, rather than physical, risk. He can loan up to 200 gp at a time, with a 10% interest rate per week. Any loan requires collateral worth at least the full value of the loan.

**Ferdinand Ronnik:** An ex-thief who made a small fortune by looting a temple to Zehir, Ferdinand is short, slim, and wiry. He keeps a neatly trimmed goatee and has black hair. Benwick knows of Ferdinand's robbery and hopes to avenge the loss by either murdering Ferdinand or framing him for some crime against the keep. His current plan is to stoke unrest in the keep by planting letters to an unnamed, evil power in the Chaos Scar, along with maps of the keep's defenses, on Ferdinand shortly before alerting

Kendon of the “plot” to destroy the keep. With Ferdinand out of the way, Benwick can then sponsor one of his minions to take the banker’s place, giving him another way to bring the keep under his thumb.

## 9. FOUNTAIN SQUARE

A large fountain stands in the middle of this cobblestone square. During holidays and at harvest time, farmers and tradesmen from throughout the region gather here to sell their wares. Merchants from distant lands also set up shop here while they dwell within the keep, offering goods from across the region. The square is also a popular meeting place for adventurers, and many gather here to swap tales of the Chaos Scar, sell magic items, or seek out companions for expeditions.

The fountain is one of the most important landmarks in the keep. It has never run dry, and as far as anyone can tell, it is a magical source of unlimited water.

## 10. TRAVELERS INN

This long, low structure has five small, private rooms for rent and a large common room that can fit up to a dozen guests. A private room sleeps four and costs 1 gp per night, while a night in the common room costs 1 sp.

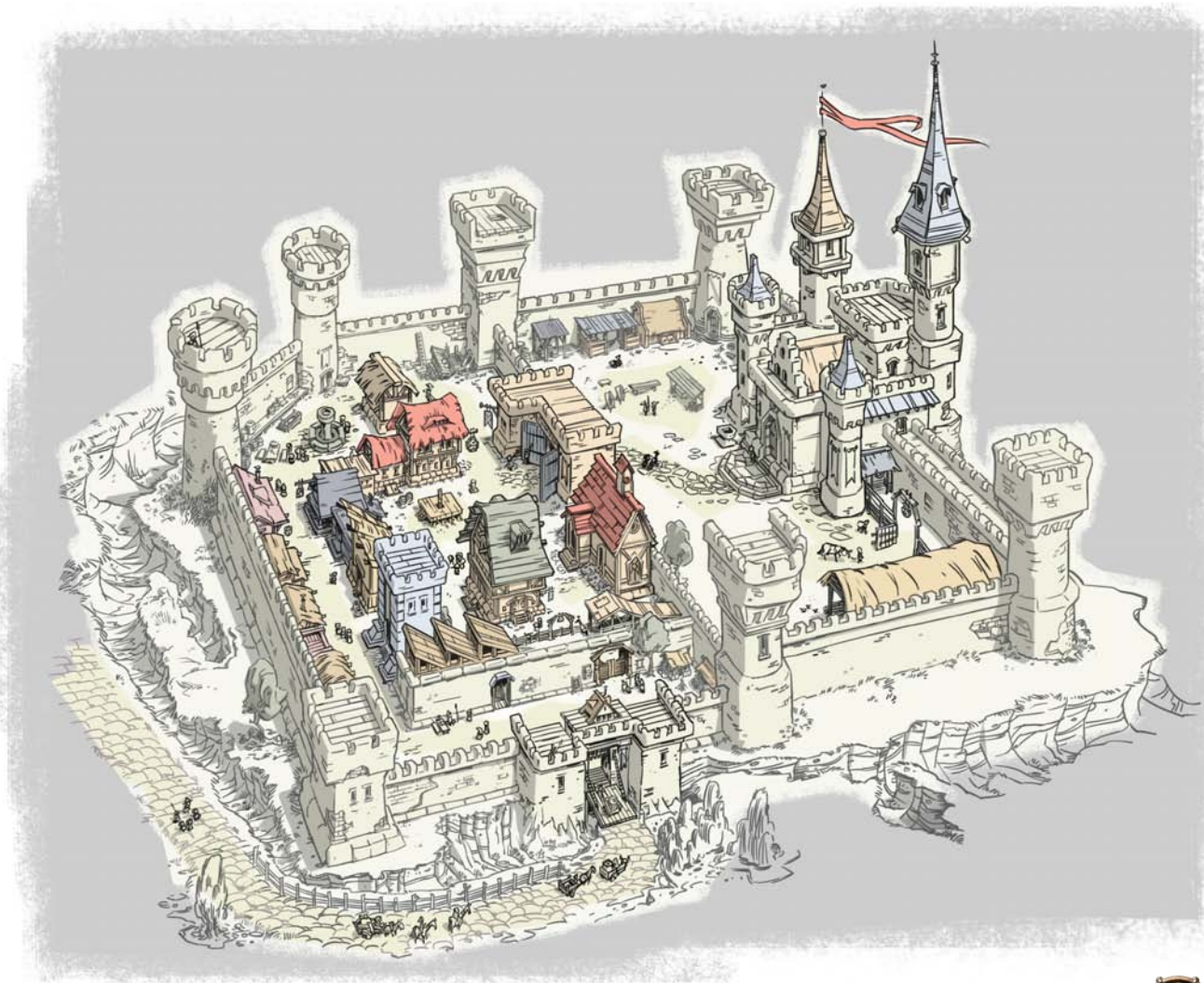
**Nerrin Silverhand:** The innkeeper, a human named Nerrin Silverhand, is cheap, greedy, and easily angered. The beds are old, broken down, and shoddy, while the blankets are full of holes. He has a bad reputation for allowing the fires in the inn to die down before midnight, leaving guests to resort to their own gear to remain warm. He guards the stock of firewood like a snarling dragon, but will gladly add a log to the fire if paid a few silver.

## 11. THE STUMBLING GIANT

In contrast to the cheap, crude accommodations at the Travelers Inn, the Stumbling Giant is the social center of the outer bailey. Unfortunately, it is also a sign of the growing rift within the keep. Under direct orders of Lord Drysdale, the warriors of the inner bailey are not allowed to enter the Stumbling Giant

for fear that they may overindulge in alcohol and embarrass themselves. Here, in the social heart of the keep, their absence speaks volumes.

Most folk of the outer bailey can be found here at least once a week, gathered over mugs of Mother Aran’s Stout and swapping tales, spreading gossip, and arguing about the topic of the day. A huge fire-



place heats the common room, while a few booths offer space for private discussions.

**Mother Aran:** Following in the footsteps of her parents and their parents before her, Mother Aran runs a tight ship at the Stumbling Giant. Her secret family recipes for both food and drink have kept residents and visitors to the keep well fed for many years. Generous and friendly, she sees herself as a grandmother to all who come into her tavern.

Mother Aran serves to keep the folk of the keep unified, despite their differences. She sees no evil intent in Lord Drysdale's actions and is one of his biggest supporters in the outer bailey. If anything happened to her, the keep would be thrown into chaos and suspicion.

## 12. SARUUN GUILDHOUSE

Hailing from the distant Seven-Pillared Hall, a settlement founded amid the dungeons of Thunderspire in the Nentir Vale, the mages of Saruun are a secretive order of wizards that combines arcane knowledge with trade and business acumen. The mages are renowned for seeking trade with creatures of distant or dangerous realms. None can guess at their ultimate goals, but their trade posts deal in rare, exotic, and profitable goods.

The guildhouse is a two-story building. The lower floor features offices for the master of the guildhouse, a mage named Citirian, and his two assistants. Four human mercenaries serve as guards, while a large, brass construct called a bronze warder stands guard outside the guildhouse. At night, the warder walks a silent path around the place.

The second floor has quarters for the mages, the mercenaries, and a few spare rooms for visitors to the guildhouse.

The Saruun mages have a sinister reputation in town, but thus far they have yet to engage in any actions remotely damaging to the keep. They pay a hefty tax to Lord Drysdale, and at times have supplied him with magical items useful for defending the keep. Still, the mages keep to themselves. Drysdale's detractors point to their presence in the outer bailey as another sign that the paladin cares only for his own business. After all, if he likes the mages so much, he could take them and their mysterious affairs into the inner bailey.

**Citirian:** This wizard wears a silver mask and long, sky blue robes. He speaks in a tone barely louder than a whisper, while his similarly clad assistants have never been known to speak.

If Citirian hears news of treasures brought out of the Chaos Scar by adventurers, he dispatches one of his assistants with a note inviting the adventurers to dinner at the guildhouse. He lavishes his guests with excellent food and at the end of the meal, makes an offer to buy whatever item or object the explorers found. These offers are usually 10% above the item's market price, but sometimes he offers far, far more than the baseline price.

At other times, Citirian uses a similar method to commission expeditions to specific areas of the Scar. Such commissions are seen as easy money, as the mage usually asks only for samples of soil, plants, and other mundane features from the Scar.

Citirian's true secret is far less sinister than the folk of the keep suspect. In truth, a rotating series of mages take on the role of Citirian, depending upon the needs of their research. The mages have taken a keen interest in the Scar and wish to study it. They are especially interested in Chaos Shards—fragments of the fractured meteor that purportedly have a

myriad of powers and effects. Thus, they send adventurers forth to return with samples of beasts, earth, water, shards, and so on. A teleportation circle hidden in the cellars of the guildhouse allows for quick transportation to and from the order's headquarters in the Seven-Pillared Hall.

## 13. CHAPEL OF AVANDRA

For many years, the chapel to Avandra was the spiritual center of the keep. Before Lord Drysdale's arrival, and even before the Blades claimed this place, the folk of the keep paid respect to the goddess of freedom and adventure. Many of the people who settled in the keep were outcasts, wanderers, and refugees. They saw this place as a safe harbor in a chaotic world.

That spirit of independence and adventure still thrives here, though Lord Drysdale's more regimented, orderly methods grate against the inhabitants of the outer bailey. The high priestess of Avandra, the half-elf Chendera, is one of Drysdale's loudest critics.

The chapel consists of a long stone building. Its interior consists of a single open chamber. A statue of Avandra, in her halfling form, stands at the far end of the structure. Most of the time, adventurers and other folk come here to offer sacrifices to Avandra and beseech her for good luck.

During holy days, most notably the last day of the year, the chapel becomes the center of activity in the outer bailey. Games of chance, most notably dice, take place in the chapel. Those who seek to curry Avandra's favor for the year gamble away 10% of their profits from the past year, sharing their good fortune in hopes of enticing more of it to come to them. The less fortunate attend in hopes of gaining Avandra's attention and garnering better luck.

**Chendera:** Short for a half-elf, with striking, long black hair, Chendera sees to the outer bailey's spiritual health. She spends much time at the Stumbling Giant, and is usually found there or in the chapel. She sees Lord Drysdale as an intruder and conqueror who is no better than the Blades. She is the one responsible for spreading rumors of forced conversions to the worship of Erathis. She and the others faithful of Avandra have dubbed Drysdale and his followers "empire builders," more intent on their unfeasible crusades than in managing the day-to-day needs of the keep.

While Chendera has a good heart, at the root of her discontent is her fear of losing control of the keep. She worked long and hard to mold the keep into its current form, and she would be crushed if it became an armed camp of Erathis worshipers. She responds to Drysdale with anger and discontent in hopes of convincing him to keep his attentions focused on the inner bailey.

Unfortunately for the keep, Chendera has fallen in with Benwick. The priest provides a sympathetic ear, and his advice to her has only deepened the rift between the inner and outer bailey. He hopes to use her as a driving force to sunder the keep's social order.

## 14. THE INNER BAILEY

The inner bailey is the seat of Lord Drysdale's power. It is divided into several areas, described below.

### 14A. INNER GATEHOUSE

The inner gatehouse is much like a miniature fortress perched in the middle of the keep. Should invaders breach the outer bailey, the inner gatehouse serves as another line of defense. It consists of an outer, southern wall that is 15 feet tall. The northern wall rises to 30 feet in height. This arrangement allows archers perched along both the northern and southern walls to fire upon enemies that enter the outer bailey.

A passage connecting the inner and outer baileys runs through the middle of the gatehouse. Two heavy doors, one on each end, are kept closed most of the time. It slopes steeply upward, while arrow slits along the passage allow the defenders to take a heavy toll on an attacking force.

The first floor of the gatehouse is an armory, while the second floor consists of barracks.

**Garrick Blackoak:** The sergeant of the guard, Garrick is a tough veteran of many battles against evil. He is absolutely loyal to Lord Drysdale. His temper, however, has proven his undoing. In the early days of Drysdale's rule, Garrick and his men frequented the Stumbling Giant. With his quick temper, Garrick touched off several brawls after overhearing insults against Lord Drysdale and his men. Since then, Garrick has suffered a miserable reputation among the people of the keep, and Drysdale's men are rarely allowed free access to the outer bailey as a result.

Garrick usually questions those who seek entrance to the inner bailey. Rude and easily angered, he rarely allows quick or direct access. At best, Garrick might dispatch a messenger to Lord Drysdale to set up a meeting at a later date.

### 14B. INNER COURTYARD

This large, grassy field serves as a parade ground for Drysdale's forces. His men train here during the day, working through weapon and formation drills to the tune of drummers and pipers.

### 14C. STABLES

Lord Drysdale plans on building up a formidable cavalry force. He has built stables in the western side of the inner courtyard, though they are only about half filled at this time.

### 14D. FORTRESS

This heavily fortified structure is the final line of defense for the keep. Its towers reach 60 feet in height, while the main door to this place is crafted of solid iron. The first floor consists of a great hall where Lord Drysdale hosts meetings and feasts, along with kitchens and living quarters for servants.

The second floor has a number of private quarters, including several spare chambers for visitors.

The third floor hosts Lord Drysdale's private quarters, along with the chambers of his second in command, the captain of the guard Elessan, and a small temple to Erathis.

The outer towers attached to the fortress, while impressive from a distance, serve a basic, defensive function. The guards assigned to the fortress have quarters there.

A grand cellar beneath the fortress holds emergency reserves of food, weapons, and other supplies. If necessary, the keep can hold out for three months without outside support.

**Lord Drysdale:** The ruler of the keep, Lord Drysdale is a nearly 50-year-old human paladin of Erathis. His iron gray hair and tanned, weathered skin point to many long years spent wandering the wilds in search of evil foes to defeat. In his old age, Drysdale has decided to settle down while continuing to do what good he can. He sees the keep as a seed that, with the right attention, can bloom into a gleaming bastion of civilization. He dreams of amassing enough warriors to draw settlers and merchants to the region. In time, he hopes to defeat the evil of the Chaos Scar and turn the entire region into a civilized realm.

Drysdale's key weakness lies in his long military experience. While an excellent warrior and a skilled tactician, he has little experience as a politician. The concerns and worries of the folk of the outer bailey strike him as mere complaints. If he could, he would remove them from the keep and relocate them to a safer land. He cannot understand why such folk would want to dwell in the shadow of the Chaos Scar.

Lord Drysdale keeps a keen eye out for promising adventurers. As part of his long-term strategy for reclaiming the region, he wants information on the Chaos Scar. Adventurers that defeat evil creatures within the Scar earn his respect. If such adventurers prove themselves over time, he eventually invites them into the fortress for a banquet. He asks many questions of his guests, carefully sizing them up before extending support to them. He can offer a place to stay in the fortress, command of some of his soldiers on missions, and information he has uncovered about the Chaos Scar to set them against increasingly powerful enemies.

**Elessan:** Drysdale's second in command is an elf cleric of Erathis. A kind and just man, Elessan provides a useful foil to Drysdale's militaristic nature. He understands the concerns of the folk of the outer bailey, and he sometimes moves among them disguised as a mercenary warrior. He distrusts the priest Benwick, but does not yet have any solid evidence of his intentions.

Elessan is deeply troubled by the growing rift between the residents of the inner and outer bailey, but thus far he has yet to convince Lord Drysdale of the threat it poses. He worries that Drysdale will act too late to address the problem. He sometimes contacts heroic adventurers via a messenger to arrange a meeting with them. He would love to set someone to spy upon Benwick, but he is worried that any open move against the priest would only further the tensions within the keep. Ideally, a band of adventurers could insinuate themselves into Benwick's favor to keep tabs on him.

#### *About the Author*

**Mike Mearls** is the Lead Designer for the DUNGEONS & DRAGONS® roleplaying game. His recent credits include *Player's Handbook*® 3, *Hammerfast*™, and *Primal Power*™.