

# SHADOWED KEEP ON THE BORDERLANDS

## CAMPAIGN SUMMARY

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Hidden deep in the borderland forest, bandits lurk in the ruined castle of a long-dead border lord. Their incessant raids draw a band of neophyte heroes to the derelict keep. There they discover fouler, more odious dangers lurk below the ruins.

You begin as novice adventurers in the small town of Dulwich, hoping to make a name and new lives for themselves. Seek out danger, treasure and glory and become local legends, or die trying. But be careful – Valentin’s Folly is not all that it seems.

## A CLASSIC MADE NEW

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*Shadowed Keep on the Borderlands* is a self-described love-letter to classic D&D adventures like *Keep on the Borderlands* and *Village of Hommlet*. The village of Dulwich is full of secrets, and players should expect to return to the Shadowed Keep more than once in an attempt to uncover its secrets.

## THE WORLD OF PANRHEON

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- The denizens of Dulwich speak of untold wealth hidden in the vault of the Shadowed Keep, but few adventurers ever return.
- Bandits have been spotted attempting to secure the keep, but rumor has it that other factions also vie for control.
- While magic is not unheard of, powerful mages are few and far between, and much of the most powerful magics have been lost to time.
- The gods – if they exist – present themselves rarely, and do not grant boons or powers to mortals directly.
- Death is final – the dead can be risen as mindless, soulless zombies but nothing more.

## YOUR CHARACTER IN THE WORLD

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Characters will begin at 1st level, and may progress to 4th level. Your character may be one of the Divineborn races (dwarves, elves, halfling, humans, gnomes, and orcs) or one of the Created races (dragonborn and giantborn).

Some class options will be ruled out due to the nature of the world and balance considerations (e.g. Zealot Barbarian, Peace Cleric, Twilight Cleric). Homebrew options are subject to DM approval.

## HOUSE RULES

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This campaign will use the following house rules:

- Long rests made outside of civilization do not confer the full benefits of a long rest. Abilities and spell slots recover as normal, but characters only recover their Hit Die + level in hit points, and only recover one quarter of their Hit Dice. Characters may spend their Hit Dice to heal at the end of the long rest.
- Characters can drink a potion as a bonus action and administer a potion to another character as an action.
- Characters can use a bonus action to attempt ability checks in combat (within reason and subject to DM ruling).
- Flanking (allies on opposite side of an enemy) grants +2 to melee attacks.
- Unless explicitly asked for, characters may only roll ability checks for skills which they are proficient in.

## SAFETY TOOLS

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We will collectively decide on lines and veils for the campaign during Session Zero.