

# SIEGE OF KERAMERE

BY ROBERT STANDRIDGE JR.

*Decades of war with the tyrannical wizard Cantor has left the once beautiful kingdom of Keramere razed. Now, all that stands between annihilation and salvation is you and your valiant band of heroes.*

**Backstory:** Darkness befell the Kingdom of Keramere when a nomadic wizard named Cantor took up residence in the old obsidian mines. Cantor found a long-forgotten secret to resurrecting those once lost. There's a price to be paid, a life must be given for a life. In order to create an unstoppable army, he needs to sacrifice the children of Lord Keramere.

The people of Keramere have become the fuel for Cantor's engine of war. Currently located outside the keep, thousands of undead warriors await the final signal to begin their onslaught. The siege has begun...

Andres, the eldest son of Lord Keramere's three children dons his father's armor in an attempt to bargain with Cantor, by impersonating Lord Keramere. A few short steps away from the meeting Andres is intercepted by Captain Berim and laughter booms from Cantor. Captain Berim knows the truth there was never to be a bargain, only the death of Andres.

**Objective:** Save the two remaining children of Lord Keramere and if possible break the Siege.

**Game Notes:** The castle will fall, that is certain. Lord Keramere only wishes for his children to survive the onslaught. The kings' guards have vowed to get his children to safety no matter their personal cost.

## Major NPCs:

- **Thamas Keramere** – Lord of Keramere
  - Booming Baritone voice
  - His presence alone commands respect
  - Fierce protector of his family and subjects
- **Cantor the Wicked**, a wizard whom has learned the secret of the Obsidian Flow. Info:
  - Talks down to those around him
  - Waves arms in grandiose fashion when talking
  - Wears a white cowl with crimson embroidery
- **Berim of Paramor:** Captain of the Keramere knights, he has managed to escape the siege with Andres, the eldest child of Lord Keramere. Info:
  - Lost his hand and sword in the flight from the castle with the child.
  - Infection is setting in and he knows he is not long for this world.
  - Walks slowly now; still carries himself with poise and dignity

## Minor NPCs:

- **Jane Keramere** – wife of Lord Keramere
- **Andres Keramere** – 11-year-old son
- **Marget Keramere** – 9-year-old daughter
- **Tanimarie Keramere** – 2-year-old daughter
- Build out your world with your favorite undead; skeletons, zombies, ghosts, wraiths, ghouls, etc. No matter the undead you choose, keep bringing in wave after wave of the undead. Never let your PCs rest.

**ACT I** – The Hook: You can recruit/bring the PCs into the adventure in several different ways.

- PCs are part of militia sent to break the siege
- PCs hear the rumor of the Captain saving a child but needs help to rescue the 2 others
- PCs are part of the knights, and heard of the success of Berim

**ACT II** – The Conflict: PCs must take the final two children to safety from within the castle.

- If PCs come from the outside, they are told of a hidden tunnel into the keep found deep in the nearby forest.
- If PCs come from the inside, they are recruited by the king himself, to take his children to safety.

As the PCs begin to leave the castle, they are confronted by Cantor where a final battle ensues. Cantor knows the hidden secret to make his army permanent is to use the bloodline of the King. If even one child survives the final price to be paid for this army is that of Cantor himself. He will fight ruthlessly, killing anyone in his path, to capture the children of Lord Keramere.

**ACT III** –Resolution: The castle has fallen; the king is dead.

- If PCs saved the children and Cantor is dead: an earth-shaking rumble comes across the land as the price will be paid. Wind whips around the undead surrounding the castle, one by one, the wind rips them apart until none are left on the land.
- If the PCs save the children and Cantor is alive: Clutching his chest Cantor begins to writhe in pain as the undead descend upon his broken body. One by one, they extract a bit of his life to pay the price agreed upon, until there is nothing left of Cantor.
- If the PCs did not survive: a humming sound begins to emanate from the castle, slowly rising in pitch bringing chills to those still alive, signaling death has a new place in the world of man and they shall take their rightful place as leaders of the world.