

INTRODUCTION

In December of 1979, TSR Inc. released Module B2 “The Keep On The Borderlands”, written by E. Gary Gygax to share with more people than ever before the game that Gary had invented along with his friends, and to teach those people how to play it. Right now, the spirit of Dungeons & Dragons 5th Edition is exactly in keeping with the “Keep On The Borderlands” module. D&D 5E is opening up for more people than ever before the game that Gary made up and played for years with his friends in the early 1970s. As for teaching them how to play it, I still believe that B2 remains one of the best, if not the best introductory/tutorial adventures available, even today, **40 years after it was written** (although admittedly, there are several areas where it could benefit from some moderation that have been pointed out over the years).

So, I decided to convert “The Keep On The Borderlands” to Dungeons & Dragons 5th Edition, so it could be shared with a new generation. (Oh, for the record, “The Keep On The Borderlands” was before my time. WAY before my time. I was negative 7 years old in 1979. When I first cracked open a Monster Manual in high school, it was 2003. 3.5 was “the D&D” for my generation, but I’ve always had a strong, sentimental affection for the older Modules. While I’ve often enjoyed laughing at memes involving the art, which has really not aged well in some cases, the craftsmanship of 70s and especially 80s era Dungeons & Dragons adventures was extraordinary. Hats off in particular to the underrated dungeon designers of the original Dragonlance campaign.

Anyway, I should get this out of the way early. This isn’t *just* keep on the Borderlands. Readers who are both astute and up to date on their D&D will have recognized the reference in the title of the document. *The **Real** Dragon Heist*, get it, like the Real Ghostbusters? This campaign is an affectionate parody/alternate interpretation of *Waterdeep: Dragonheist*. This is *Greyhawk: The **Real** Dragon Heist*. But it also contains the entirety of the Keep on the Borderlands updated to 5E, and an adaptation of sorts/continuation of sorts of the Dungeons & Dragons 3.5 campaign *Expedition To The Ruins Of Castle Greyhawk*, by Jason Buhlman, James Jacobs, and Erik Mona. And there are also other inspirations, inside and outside D&D, and my own completely original contributions. But the “Keep On The Borderlands” does lie within, whole and intact, altered only a little from the original 1979 module.

WELCOME TO GREYHAWK

It is the world of Greyhawk: the planet Oerth, specifically it's northeasternmost region, known as the Flanaess. Not the Forgotten Realms, but a Realm that has actually in many ways been forgotten. The Free City of Greyhawk itself is the greatest city in the world, the greatest city in the world!!!—ahem, sorry, got a Hamilton caught in my throat—and the Gem of the Flanaess.

It is the year 599 C.Y.. The Greyhawk Wars came to an end fifteen years ago, but in many corners of the Flanaess, they are still rebuilding.

Greyhawk is ruled by an Oligarchy and an elected Lord Mayor, and is an independent city state well placed to control the strategically pivotal Nyr Dyv, a massive, bottomless lake just north of it, and influence the many ports of the Sea of Gearnat to the south. It is hemmed in on all sides by larger nations, but holds its own due to a much higher than average population of adventurers, and the powerful and shadowy council of wizards known as the Circle of Eight.

Just northwest of Greyhawk is the feudal Kingdom of Furyondy, one of the mightiest forces for good in the Flanaess. North across the Nyr Dyv from Greyhawk are the Shield Lands, a loosely organized band of warlords sorely pressed by the evil Empire of Iuz, to the north. To the northeast of the Free City is the Duchy of Urnst, a source of legendary mineral wealth and bountiful foodstuffs. To the east is the vast and diverse Kingdom of Nyrond, another foot, hold of good where High Elves and Wood Elves, humans and gnomes and dwarves all work together in relative harmony; Nyrond stretches as far as the Relmor bay on its southern border. Southeast of Greyhawk across the sea is the war torn Free State of Onnwall, reduced to rubble both by factional infighting and the machinations of a sinister cult. Due south sits the Orcish Empire of the Pomarj, the first such civilization in the long history of the Flanaess. And to the southwest is the captivatingly beautiful, xenophobic, and sequestered Faerie Kingdom of Selene.

And north of all of this is the rampantly chaotic, viciously evil Empire of Iuz, somehow applying pressure to the entire region, fighting a war against a handful of nations across a ragged, irregular, and unprecedentedly long battle front to the south of them. For everyone living in Greyhawk or the surrounding nations of the Flanaess, Iuz the Old, Iuz the Wicked, and his eponymous Empire has been the Enemy for as long as they can remember, and as far as they know, will go on to be the Enemy long after they die.

How To Use This Translation

This translation requires a physical or digital copy of the original 1979 module B2 “The Keep On The Borderlands” to use.

AIO is an acronym you will quickly get used to as you play KotB 5E. It stands for “As In Original”. Not only does a location marked on the map as **AIO** have no meaningful differences from in the original module, **AIO** is the basic assumption of this translation. In other words, anything I don’t describe, it’s because it’s exactly as it is in the original module.

If a numbered list jumps from 12 to 15, it’s because 13 and 14 are totally unchanged from the original module.

Many rooms will include just a couple lines of stats followed by a quick notation of AIO. Others will be completely different from the original adventure.

The same area numbering will be used as in the original module, although this translation will include some side-quests, side-bars, and various connections to the greater *Deals With Dragons* campaign.

When this translation cites something specific, like a specific monster from the Monster Manual or a specific magic item from the Dungeon Master’s Guide, a page reference will be included for convenience.

Finally, at the end of this translation are XX *new* pre-generated Level 1 characters for use with this adventure if desired.

That’s all the prefatory text I can think of, so as Gary said way back when: **welcome to the world of imagination!**

The Keep

The Keep doesn't need to have a name, but if you want it to have a name, by all means name it. Or perhaps the PCs will name it later on. If it remains nameless, the guards, commoners, and knights that live and work there will remark that the Keep had a name once, but it has long since been forgotten.

These Borderlands lie somewhere in the heart of the sprawling Cairn Hills. The Keep lies about 168 miles (or one week's ride) east of the Free City of Greyhawk. The Keep was restaffed to its full capacity to guard against the armies of Iuz and the hill orc tribes, which together are actively precipitating the fall of the Duchy of Urnst.

DM Notes About The Keep:

- I. The guards are **guards** (MM p. 347), the townsfolk are **commoners** (MM p. 456). Assume all townsfolk are human unless otherwise noted: this might even be alarming to some characters depending on their plane of origin, but it is normal and unsurprising for Oerth natives. The magical alarms work exactly as described. The crossbow uses the ranged attack bonus of the character firing it (assume +3 if a guard) and inflicts 8d10 (45) piercing damage, otherwise it operates AIO. The light catapult operates AOI except that it targets a 10 ft. radius spread. Anyone in the target area must make a DC 13 Dexterity save. The catapult deals 6d6 (18) bludgeoning damage, half damage on a successful save.
- III. The rumor table works as-is. Rumors might be heard during down time or before the first foray. It's easiest for the DM to roll for who gets which rumor beforehand, because doing it as the adventure is in progress can result in conversations like "alright, roll a d20", "okay I got a 16", "um, reroll that", "why?", "just reroll it", "okay, I got an 8", "reroll that", "again?", "yeah!", "6", "seriously?"...especially if you have six or more players.
- IV. The requirements for entry to the Inner Bailey are the same as indicated in the original, but Castellan Avren Redgrave actually allowing the PCs access will be covered in *Further Developments* on p. XX.

1. **MAIN GATE.** The men-at-arms are guards (MM p. 347, decrease AC to 14, and they are now equipped with halberds, giving their attack 10 ft. reach, and increasing its damage to 6 (1d10 + 1).). AIO.
2. **FLANKING TOWERS.** The guards here have AC 14 and attack with their heavy crossbows at +3 to hit for 6 (1d10 + 1) damage at a range of 100/400.
3. **ENTRY YARD.** The corporal of the guard is a **veteran** (MM p. 350) but increase his AC to 20 (plate and shield) and change his melee attack to: **+1 Longsword. Melee Weapon Attack.** +6 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) slashing damage.
His name is Sir Andric Rothsham and he is a half-orc, although one of the ones easily mistaken for a human, luckily. His personality and demeanor are AIO but do play up the fact that he wears a glowing magical longsword. Magic weapons are a big deal at this tier, especially to 1st Level characters.
4. **STABLE.** AIO, though there are 3d4 riding horses available, and no draft horses. They cost 75 gp plus 10 gp for a riding saddle, the mules cost 10 gp, and the characters' mounts can be stabled and fed for 5 silver a day. All prices are firm. Like all merchants in the Keep, the stablemaster will look funny at coinage from another plane at first, but ultimately accept it—gold's gold, right?
5. **WAREHOUSE.** The major change here is that there is only one tun, or 8 barrels, of wine housed here. This has to do with the Keep's overall shortage of potable booze, described more below.
6. **BAILIFF'S TOWER.** All of the guards here can just use the generic stat-block for guard (MM p. 347), or you can adjust their arms and armor as desired. The treasure present is exactly as described in the original module. The bailiff, Jask, is another human veteran.
7. **PRIVATE APARTMENTS.** The jewel merchant is a dwarf. His guards are human **veterans** (p. 150 MM). The dogs are **mastiffs** (p. 307 *Player's Handbook*). The priest is a halfling named Darius Longfellow who is dressed as and playing the part of a cleric of St. Cuthbert (see Appendix A, p. XX). Actually, he is a **Cult Fanatic** (p. 345 MM) of Erythnul (see Appendix A, p. XX), and his two acolytes are well...**acolytes** (p. 342 MM) of the same chaotic evil god. None of them are armored or armed as well as indicated in the original module, so their sudden but inevitable betrayal should the PCs make the foolish mistake of trusting them and bringing them along should be a tad more survivable. Darius has the clerical scroll he was given in the original module.
8. **SMITHY & ARMORER.** The smith is a taciturn half-orc named Durek who communicates only in annoyed grunts whenever possible. If for some reason the PCs get in a fight with him, use the stats for a **berserker** (MM p. 344).
9. **PROVISIONER.** If stats are needed for the provisioner (a human), he is yet another **guard**.

10. **TRADER.** The trader is a dwarf named Urist Goldvein. All is AIO except that the Keep is undergoing a liquor shortage. Only one cask of ale and one cask of whiskey are available in the shop, and both are already purchased, earmarked for the Traveller's Inn. Urist will pay handsomely for any alcohol the PCs can manage to bring in (200-300% of book price).
11. **LOAN BANK.** The banker here is a gnome named Grimdahl Gren and if he fights, uses the stats of a veteran, modified for his being a gnome. The old clerk uses the stats of a **mage** (p. 347, MM) but halve his hit-points and take away all of his 3rd level and higher spell slots. Add *sleep* to his list of prepared spells. The bodyguard uses the stats of a **knight** (MM p. 347 but remove Leadership action and Parry reaction). Rounding out the trap of extreme violence waiting to spring on the PCs if they are monumentally stupid enough to try and rob this place are some guards, armed and armored AIO. Characters stuck with the poisoned needles must make a DC 11 Constitution save or become poisoned for one minute, at the end of which they take 40 (10d8) poison damage. Characters that fail their saves are poisoned for one minute but take no damage.
12. **WATCH TOWER.** The guards here are armed AIO. The captain of the guard is a human named Sir Alan Nesbee, and his stats appear at the end of this section.
15. **TAVERN.** Double the prices of any kind of alcohol on the menu. The bar is down to a quarter keg of ale, a quarter keg of small beer, a half keg of wine, and nearly no mead when the PCs first enter the tavern. The last shipment of booze from the west is over a week late and the bartender is near panic. The men at arms lounging around here can use the stats of guards, or other stats of your finding or devising. There is no chance the bailiff will be found here.
16. **EMPTY BUILDING.** This area is deserted and abandoned of all but cobwebs and rats. (Explanatory Note: the keep having a Guild House, in addition to all its other buildings and businesses, makes it seem rather too much like civilization to me and rather too little like a rugged frontier outpost on the farthest edge of civilization. Feel free to reinsert the Guild House if you wish. Otherwise, no one at the keep seems to remember what this building was for, and your PCs can use it for whatever purposes they devise.)
17. **CHAPEL.** Curate Alwyn is a human **priest** (p. 348 MM) of Heironeous (see Appendix A, p.XX) but improve his AC to 19 (plate plus ring of protection) and his attack to **+1 Mace. Melee Weapon Attack.** +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) bludgeoning damage. The three acolytes (MM p. 342), if they get a chance to arm for battle, have AC 20 (plate and shield) and are armed with maces (+2 to hit, reach 5 ft., one target. Hit: 3 (1d6) bludgeoning damage) but otherwise wear robes (AC 10) and are unarmed. It seems

unlikely the PCs will actually loot the chapel, but if they do, the potion of “ESP” is a potion of *detect thoughts*.

- 18. INNER GATEHOUSE.** The character of the Sergeant-At-Arms has been removed and the characters of the captain of the watch and the captain of the guard have been merged. Likewise merged are the characters of the corporal of the watch and the corporal of the guard.

Between the corporal of the watch, the bailiff, the captain of the guard, the captain of the watch, and the castellan, the excess of friendly castle-flavored NPCs was really beginning to feel smothering.

We’ve got it down to: Sir Andric (corporal of the guard), Jask (the bailiff), and Sir Alan Nesbee (the captain of the guard) who we find here in the inner gatehouse, and the castellan whom we’ve yet to meet.

- 20. GUARD TOWER.** The corporal of the guard here is gone, because his job and character were merged with Sir Andric, corporal of the watch.
- 22. BURNT DOWN STABLES.** These stables have been burned to the ground, and nothing is left. (Explanatory Note: It was very hard to reconcile Gary Gygax’s desire for the camp to have a properly equipped and supplies cavalry regiment with the module’s basic premise of the PCs *exploring/scouting* the area beyond the keep to find the Caves of Chaos. It seems to me like the number of cavalry here could have not only mapped out the region the PCs are supposed to be adventuring in, but largely pacified it. So I have removed the cavalry. These were indeed *once* cavalry stables, until they were burned down. See below.)
- 23. GREAT TOWER.** For the second corporal here, use the stats of a knight (p. 347, MM).
- 24. THE KEEP FORTRESS.** Remove the cavalymen that were stationed here and their accoutrements. Like the burning of the stables, the desertion or at least disappearance of the cavalry is a relatively recent development. The soldiers here use the basic Monster Manual stats for guard, except equipped as described in the original module.
- 26. CENTRAL TOWER.** The scribe uses the stats for a priest (p. 348 MM). The advisor, Veldrin, is an eldritch knight. His statistics appear below.
- 27. CASTELLAN’S CHAMBER.** The castellan, Dame Avren Crestwood, is a Fighter 5/Paladin 5. Unlike most Paladins, she is not dedicated to a specific deity but serves the forces of Law and Good. Also unlike most Paladins she prefers to hold her own in a fight without resorting to her magical powers unless absolutely necessary. She is the scion of a minor Greyhawk noble house and the custodianship of the keep is her gift and her curse. Her statistics appear below.

Important People In The Keep

SIR ALAN NESBEE. 5th Level Human Fighter (Battle Master)

Sir Alan Nesbee

Medium humanoid (human), Lawful neutral

Armor Class 17 (19 w/ shield)

Hit Points 44 (5d10 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	14 (+2)	13 (+1)	14 (+2)	11 (-)

Saving Throws Constitution +5, Strength +6

Skills Animal Handling +3, Athletics +6, Insight +5, Intimidation +3

Senses passive perception 15

Languages Common, Orcish

Maneuvers. Alan knows the maneuvers Commander's Strike, Disarming Attack, and Parry. The Save DC for his maneuvers is 14.

ACTIONS

Multiattack. Sir Alan makes two melee attacks with his longsword.

Longsword (One Handed). *Melee weapon attack:* +6 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) slashing damage.

Longsword (Two Handed). *Melee weapon attack:* +6 to hit, reach 5 ft., one target. Hit: 8 (1d10 + 3) slashing damage.

Heavy Crossbow. *Ranged weapon attack:* +3 to hit, range 100/400 ft., one target. Hit: 5 (1d10) piercing damage.

Second Wind. On Sir Alan's turn, as a bonus action, he regains 1d10 + 5 hp. After using this ability, Sir Alan must take a short or long rest before he can use this ability again.

Action Surge. On his turn, Alan can take one additional action on top of his regular action and a possible bonus action. After using this feature, Alan must finish a short or long rest before using it again.

REACTIONS

Protection. When a creature Alan can see attacks a target other than him that is within 5 feet of him, he can use his reaction to impose disadvantage on the attack roll, as long as he is wearing a shield.

Parry. When damaged by another creature's melee attack, Alan can use his reaction and expend one superiority die to reduce the damage by 1d8.

VELDRIN. 8th Level Elf Fighter (Eldritch Knight)

Veldrin

Medium humanoid (elf), Chaotic good

Armor Class 17 (elven chain)

Hit Points 53 (8d10 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	12 (+1)	16 (+3)	13 (+1)	13 (+1)

Saving Throws Constitution +4, Strength +5

Skills Animal Handling +4, Arcana +6, Perception +4, Stealth +7

Senses passive perception 14

Languages Elven, Common, Celestial, Draconic

Weapon Bond. Veldrin cannot be disarmed of his rapier “Jeune” unless he is incapacitated. Additionally, if the sword is on the same plane of existence as Veldrin, he can teleport it to his hand as a bonus action.

War Magic. When Veldrin uses his action to cast a cantrip, he can make one weapon attack as a bonus action.

Spellcasting. Veldrin’s spellcasting ability is Intelligence (Spell save DC 14; +6 to hit with spell attacks). He has the following spells prepared:

Cantrips (at will): *fire bolt* (2d10), *ray of frost* (2d8)

1st level (4 slots): *burning hands*, *expeditious retreat*, *shield*, *witch bolt*

2nd level (2 slots): *arcane lock*, *shatter*

ACTIONS

Multiattack. Veldrin makes two melee attacks with *Jeune*, his +1 rapier or two attacks with his longbow. His rapier attacks use the duelist fighting style, and the extra damage is already factored in.

Rapier. *Melee weapon attack:* +7 to hit, reach 5 ft., one target. Hit: 10 (1d8 + 6) piercing damage.

Longbow. *Ranged weapon attack:* +6 to hit, range 150/600 ft., one target. Hit: 7 (1d8 + 3) piercing damage.

Second Wind. On Veldrin’s turn, as a bonus action, he can regain 1d10 + 8 hp. After using this ability, Veldrin must take a short or long rest before he can use this ability again.

Action Surge. On his turn, Veldrin can take one additional action on top of his regular action and a possible bonus action. After using this feature, Veldrin must finish a short or long rest before using it again.

REACTIONS

Shield. When hit by an attack or magic missile, Veldrin can use his reaction to cast *shield*, gaining a +5 bonus to AC and immunity to magic missile until the start of his next turn.

DAME AVREN CRESTWOOD.

Aasimar Fighter (Champion) 5/Paladin 5 (Oath of Devotion)

Dame Avren Crestwood

Medium humanoid (Aasimar), Lawful good

Armor Class 21 (+2 plate, Defense style)

Hit Points 53 (8d10 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	14 (+2)	8 (-1)	14 (+2)	18 (+4)

Saving Throws Charisma +8, Constitution +6, Strength +8, Wisdom +6

Skills Animal Handling +8, Athletics +8, History +3, Religion +3

Senses passive perception 16

Languages Common

Fighting Style: Great Weapon Fighting. Avren can reroll 1s and 2s that come up on damage rolls for her +1 greatsword once.

Divine Sense (5/Day): Avren can use an action to become aware of the location and type of celestials, fiends, and undead within 60 feet of her that are not behind total cover until the end of her next turn.

Divine Smite: When Avren hits a creature with a melee weapon attack, she can expend a spell slot to deal radiant damage to the target in addition to the spell's damage.

Divine Health. Avren is immune to disease.

Lay On Hands. Avren can restore up to 40 hp per day by touching wounded creatures: 5 hit points from the healing pool can be used to cure a disease or neutralize a poison.

Channel Divinity: aSacred Weapon. As an action, Avren can imbue one weapon that she is holding with positive energy using her Channel Divinity. That weapon receives a +4 bonus to attack rolls, emits bright light in a 20-foot radius and dim light 20 feet beyond that. If the weapon is not magical, it becomes magical for the duration.

Channel Divinity: Turn The Unholy. Save DC 16.

Spellcasting. Avren can cast spells as a 5th level Paladin. Avren's spellcasting ability is Charisma (Spell save DC 16; +8 to hit with spell attacks). She has the following spells prepared:

1st level (4 slots): *compelled duel*, *cure wounds*, *heroism*, *protection from evil*

2nd level (2 slots): *thunderous smite*

ACTIONS

Multiattack. Avren makes two melee attacks with her +1 greatsword

Greatsword. *Melee weapon attack:* +8 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 4) slashing damage.

Second Wind. On Avren's turn, as a bonus action, she can regain 1d10 + 5 hp. After using this ability, Avren must take a short or long rest before she can use this ability again.

Action Surge. On her turn, Veldrin can take one additional action on top of her regular action and a possible bonus action. After using this feature, Alan must finish a short or long rest before using it again.

REACTIONS

Protection. When a creature Avren can see attacks a target other than her that is within 5 feet of her, she can use her reaction to impose disadvantage on the attack roll, as long as she is wearing a shield (which she won't be).

Sidequests At The Keep

THE BOOZE SHORTAGE – A TRUE CRISIS.

Part of the shortage is caused by inadequate transport logistics and an extremely high demand compared with a relatively limited supply. If the DM wants the PCs to make friends upon arrival, she should have them arrive as guards of a shipment of booze. But there *is* a “leak” in the Keep.

The Trader or the Tavern will both pay handsomely—at least twice book value. As a frame of reference, a gallon of ale costs 2 sp normally, and if we assume ale normally coming in 60 gallon barrels, that would be 12 gp per barrel. Trader and Tavern alike will pay at least 24 gp per barrel of ale brought in. The DM is welcome to adjust the price for any other forms of lootable booze found in the caves.

The leak is a CE Half-Elf named Janek, who has been meeting with an Orc named Grongak from the Caves of Chaos, specifically the orc tribe that dwells in Cave C, at midnight on every night of the New Moon. There he sells them barrels of mead, grog, ale, wine, and rum that he and his crew have pilfered, for 50gp each. Besides robbery, Janek spends his days at the keep drinking, gambling, and winning suspiciously often at the latter. The prices are extortionate but the orcs like their booze. Janek uses the stats for a **bandit captain**, and will surrender or flee when released to half hp or less. With Janek are two of his **thugs**. Grongak is just a regular Monster Manual Orc, but has brought two orc friends with him. If the PCs ferret out the leak and pursue Janek to the meeting, the orcs will fight until Grongak or either of the other two is killed, and then attempt to flee. The PCs might even find out the time and place (which incidentally is up to the DM) of the meeting ahead of the time and alert the guard.

In any case, if the PCs are instrumental in uncovering the source of the missing spirits, they will be rewarded with entry to the Inner Bailey. If they manage to capture Janek alive, or alert the Keep’s guard so they can capture Janek alive, the Captain of the Guard will award the party with a *Cloak of Protection*. Specifically, he will give the cloak to whichever character seems to be the leader, or seems to be the most instrumental in the conception and execution of this arrest. In any case, the mystery of the missing booze is worth 150 XP to each PC involved in solving it.

MYSTERY OF THE MISSING CAVALRY – TREACHERY AFOOT

There were cavalry here until two months ago: light horse from the Duchy of Urnst. Nearly two dozen of their number, along with three dozen horses, were killed when a fire was set at their stables one night. The Duke ordered the rest to withdraw eastward back into the Duchy, where the fighting was not (and still *is not*) going well. The Castellan and Captain-of-the-Guard concluded that the fire was arson almost immediately, but informed no one but the Curate and the Bailiff, keeping things quiet to avoid a panic. That the Keep's leaders know (but are suppressing) that it was arson will be revealed to the PCs should they prove trustworthy enough to enter the

While Janek will be *put to the question* about the arson if brought in alive by the PCs for his thievery, he won't be tortured too badly before the Castellan's Paladin intuition will tell her that he was innocent of the arson.

The arsonist was in fact Darius Longfellow. The "Priest of St. Cuthbert" was not at the keep when the fires were set, after all. But that is only because Longfellow was in another guise, pretending to be a ranger named Keely looking for adventuring companions and essentially pulling the same bait-and-switch scam that he is pulling now while pretending to be a priest. (He used a clerical scroll to summon a large pack of magma and smoke mephitis in order to burn down the stables.

He still has the scroll on him, with that spell expended but detectable on a successful DC 15 Intelligence (Arcana) or DC 15 Intelligence (Investigation) check, because clerical spells of *raise dead* and *spirit guardians* are on it. In Longfellow's room (or conveniently on his person should the PCs slay him upon his betrayal) are papers indicating that he has been taking orders, suggestions, and praise from Acolyte Nivyus, one of the Acolytes in Area 54, the Chapel of Evil Chaos close to the nadir of the Caves of Chaos.

If the PCs take Longfellow's along and survive his betrayal, reporting his treachery to the Keep's commanders is worth 100 XP each. If the PCs somehow *proactively* finger "Longfellow" as the arsonist, that is worth 250 XP each and the Curate will reward them with a necklace of (clerical) prayer beads (Blessing (*bless*), Curing (*cure wounds*), Curing (*lesser restoration*), Smiting (*branding smite*)).