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# 1.09 – Return Engagement

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## Roleplaying Opportunity

Have the characters on the last watch (the one just before dawn) make a Perception check, DC 10.

*The rosy glow of dawn turns your campsite a pale pink. Birds chirp merrily in the nearby trees, drowning out the other sounds of the forest. The wind shifts and you catch scent of something foul.*

Have the characters who are awake make a DC 10 Insight check.

*You catch sight of a lone humanoid figure shambling towards the camp, its ragged clothes covered in dirt. Somehow, Old Pete has risen from the grave. He moans “Maaaaaaaaaaaaaaaa... maaaaaaaaaaaaaaaa” in a distorted voice that sends a chill down your spine.*

Old Pete is not undead (a DC 10 Religion check confirms this) and the party has no other ideas for how he might have been animated. Pete continues to moan for the map despite his partially paralyzed face. He will wade into the camp, flailing at the characters (+4 vs. AC, 1d4+2) at random. He is easy to hit and will drop to the ground, seemingly dead, if the characters attack him. Nothing the characters do affects his behavior, even offering him the map.

*Old Pete flails at you, clouting your ear with his dirty fist. Nothing sane lives behind those eyes.*

**Nothing the PC's do will have a lasting effect, so let them go crazy.**

Old Pete		Level 1 Brute
Medium		XP 100
HP 36; Bloodied 18		Initiative +0
AC 13; Fortitude 14; Reflex 13; Will 13		Perception +0
Speed 6		
Standard Actions		
☹ Slam • At-Will		
Attack: Melee 1 (one target); +4 vs. AC		
Hit: 1d4 + 2 damage.		
Str 13 (+1)	Dex 10 (+0)	Wis 10 (+0)
Con 16 (+3)	Int 7 (-2)	Cha 10 (+0)
Alignment	Languages —	

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