

REQUITAL

A DUNGEONS & DRAGONS ADVENTURE



Requital

A 5th Edition Dungeons & Dragons Adventure By Kyle Adam Wright

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Adventure Outline

Requital is a three-part adventure designed for five characters who begin at level one.

Part 1: The Kidnappings of Bryn Gysglyd

Chapter 1: The Evil That Men Do Lives After

The adventurers are tasked with a kidnapping investigation in small country town. The investigation takes some bizarre turns and follows some false leads.

The party will begin Part One at first level.

Chapter 2: With Custom of Fell Deeds

The partial success on the investigation distracts the party while a dangerous plot is put in motion. They rush to a neighboring village to save the missing children.

By the beginning of Part Two, the party should have reached level two.

Chapter 3: Revenge Should Have No Bounds

Having put down part of the bandit group, the party must seek out leads to destroy the head, which will never stop tormenting the town for its past sins.

By the beginning of Part Three, the party should have reached level three, and will finish the adventure with enough experience to reach level four.

Adventure Background

Ein Cartref Ni

The island of Ein Cartref Ni is about 500 miles tall and 350 miles wide. It's population of humans, dwarves, halflings lives around its coasts, mostly to the north. The River Wen flows from the high mountains along the west to the northeast. Three of the nation's major cities sit on the river. At its mouth sits the port city of Cei Cunnah; at a turn rests Rhosili-Ar-Y-Wen; nearer the headwaters is the sprawling city of Bannon. In the mountains to the north, atop an impassable section of the Mynyddoedd Ogofog is the country's capital, Gower, connected to the rest of the island by a massive tunnel network—it's largest thoroughfare, the ancient dwarven city, Cromlech Arddunol. At the mouths of two rivers to the south are the smaller of the islands cities, Nock and Radnor, known mostly for agriculture and fishing. To the north lie the rocky islands of Ynysoedd Melltgedig.

Three of the island's primary geographic features make overland travel between north and south nearly impossible. First is the great swamp Morfa Marw, headwaters of the River Wen. The misty fens are filled with evil tylwydd teg—the original, wild inhabitants of the island whose origins extend back into the mythical past. Second is the seemingly endless grassy plains of the Ddól Ddiddiwedd. The vast expanse is sparsely populated with tribes that roam the interior. Living amidst the humans, dwarves, and halflings are occasional ladron, the raiding people from the brutal islands to the south. Finally, The imposing Mynyddoedd Mawreddog are a range of mountains near the center of the island. There are legends that speak of the pair of ancient dreigiau who live in the two highest peaks—Y Ddraig Goch lives within a cave near the peak of Llosgfynydd Brwmstanaidd, while Y Ddraig Wen lives in an aerie at the summit of Meindwr Rhewog.

The People

The empire that once ruled Ein Cartref Ni came from a continent to the north and comprised elves. That empire collapsed hundreds of years ago, and the elves departed. The hanner-lladron, born of one of the civil races and a lleider, come from Ddól Ddiddiwedd, the hanner-ddraig, a mysterious race of creatures with draig blood whose exoticism make them both respected and reviled, come from Mynyddoedd Mawreddog, and the Anysbryd, fiend-touched humanoids were exiled to Ynysoedd Melltgedig and are treated with distrust.

Humans, who live everywhere, predominate in the center of the island, particularly in Bannon and Rhosili. Dwarves originate in the caverns of Mynyddoedd Ogofog between Gower and Cei Cunnah. Halflings come from the south, particularly from Nock and Radnor.

History

When the empire collapsed and the soldiers and bureaucrats abandoned the island, the population had to fend for itself.

Attacks from raiding Lladron that the empire's soldiers fended

off became more and more common. Infighting and clan feuds in addition to racial tensions, which had once been mitigated by the empire's structure, sprang up with renewed intensity. Chances for government work evaporated, leaving large swaths of the population in financial insecurity.

The nation spent decades recovering, but has since come to find a modicum of stability. A Brenin or Brenhines, rules the land with a council, the Plaid Wleidyddol, represented by members from each clan. Before the monarch dies, she leaves the Plaid a list of acceptable heirs. The Plaid reviews the list, votes until a plurality is found, then crowns the new monarch.

This system of tanistry had kept an unbroken line of capable monarchs for several hundred years. The strong central authority could field an army to fend off the raids, the electoral system ensured that no clans remained in power for too long, and the council itself powered a specialized bureaucracy that gives opportunity for upward mobility to many people.

The Present

The system does not prevent usurpers from attempting coups. Four years ago, King Owain Bannon-Braddoc died, leaving a list of possible heirs including his daughter Branwen and the son of a rival clan, Rhodri Cunnah-Teilog. Notably absent from the list was the name of his ambitious son, Efnisien Braddoc.

During the ceremony to announce the successor, Efnisien, who had a strong relationship with his father's military officer corps, stormed the citadel in the city of Gower and killed Il but one of the other tanists. His sister Branwen, however, escaped. While he ruled in a traditional, conservative style, she established a rump state to the southeast, earning a great following from the population because of her progressive ideas.

Efnisien rules the cities of Gower and Cei Cunnah. Their economies are driven by farming and mining, and their conservative nature is well-known.

Branwen rules the cities of Bannon and Rhosili-Ar-Y-Wen. They are known for their complexity and contradictory ideals: industrialization that creates inequality and progressive policies in spite of the staid guild structure of artisanal production.

Neither sibling wishes to engage the other in direct battle; their two armies are not large enough to sustain the losses a pitched encounter might entail. So the kingdom persists in a state of unresolved war. While the northern half of the island fights, the southern half experiences near-constant raids from Lladron and Coblynau. The creatures ravage the countryside. The halflings maintain civilization, but refugees stream into Ddól Ddiddiwedd.

It is important to note that the location of the adventure's start, the small artisan's town of Bryn Gysglyd, sits on the border of the two powers fighting for control of the nation. The politics of the town are driven by an attempt to maintain neutrality and to keep the town's trade flowing.

Map Of Ein Cartref Ni



Bryn Gysglyd

Within walking distance of The River Wen in the lands between the two belligerents, rests the town of Bryn Gysglyd. Between the cities of Cei Cunnah and Rhossili-Ar-Y-Wen. The rough, hilly land surrounding town contains large tracts of farmland.

The majority of the populace is human. The people of the city have never seen hanner-ladron, hanner-ddriegiau, or anysbydoedd. The town is populated with worshippers of Arawn, the god of life, death, and rebirth. However, because it is so far off the beaten path, there are a few worshippers of the similar Hafgan, the god of growth and decay—a holdover from the days the land was ruled by the elven empire.

Geography

The town's roads do not point in the cardinal directions, but orient themselves with the river. The hill upon which the town rests is slopes gently, rising from the east to the high point with a small, well built keep. The two craggy cliffs to the north and the south of the town's hill act as natural defenses, so the town does not have any walls, but the militia has trained to quickly build palisades to the east and west to protect from attacks.

There are wells everywhere in town, but especially to the east in the residential areas. The Temple of Arawn, sits at the bottom of the hill, flanked by the cemetery, a stand of apple trees, and the parsonage. A small, well-worn path wends down the hill past the keep and the parsonage to the temple.

The center of town has a number of large buildings. The Town Hall and the Hall of Justice sit on the central square, as do a pair of enormous houses and a long open mall full of small shops. The town has two large greens, one beside the Town Hall, the other around a lake to the southeast. The north end of town is wealthier, and more residential, becoming less affluent the further south one travels. The south side of town is filled with workshops and warehouses, where the artisans and workers ply their trades. The slag heaps from the blacksmith abut the south crag.

The pair of cliffs are not sheer, but are dangerous and prone to rockfalls. They are dotted with small niches. Children are rarely allowed near the crags because of the danger they pose. Most years see a few injuries or even deaths associated with drunk falls.

History

Because Bryn Gysglyd is a rural community upon which a guild-based industry was added, the town and its people still suffer some of the superstitions associated with rural towns.

As with all communities, the town itself hides myriad stories of cruelty and brutality. The name of one of the town's taverns and the artwork carved into the gazebo hint at the town's ugly past. Vigilante justice is the most common manifestation of this trend—typically during times of stress when the town watch is distracted. All of the signs of a powderkeg of violence are present in the town at the beginning of the adventure; the populace is tense because of the civil war, the rich families are playing both sides, the armies in the field sometimes venture near the town, and there are rumors

of raids from bands of lladron in outlying communities.

When the civil war began, Bryn Gysglyd made an effort at neutrality. Its position between the powers made this easy. However, a town whose economy is built on commerce requires places to sell its goods, so the mayor, spurred on by rich families, created secret trade deals with both sides. He was able to do this because trade was managed by two powerful families. The Bleddyn family controlled trade to the north, while the Glynyth family the south.

A month ago, the war took a more desperate turn, King Efnisien Bannon-Braddoc allowed his armies to plunder so long as it was in enemy territory. The armies, however, did not do much to make certain they were in enemy territory.

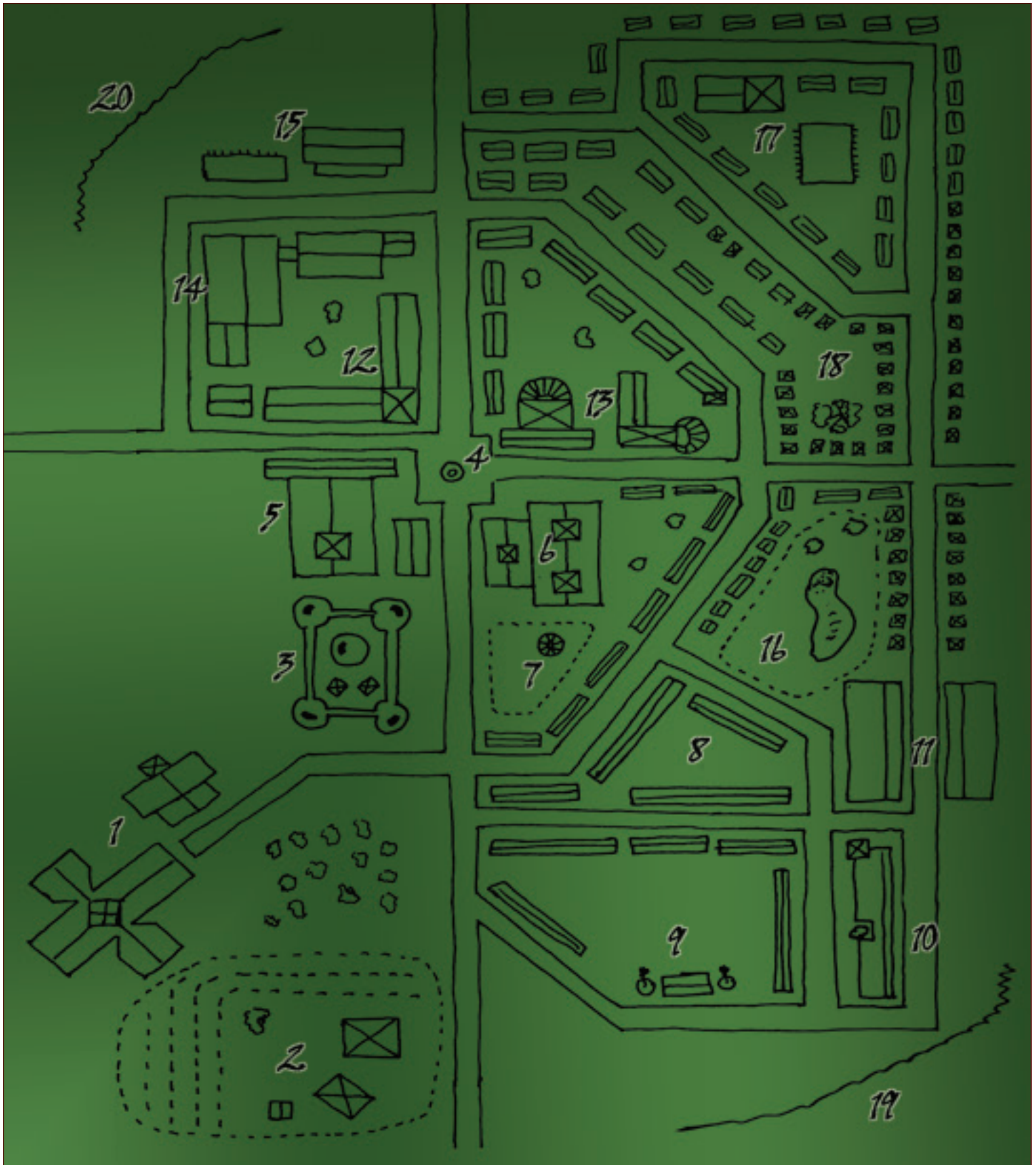
A detachment of the army found its way to the area near Bryn Gysglyd; it began to plunder with impunity. Small towns and villages suffered. The nearby town of Cwm Gwyrdd called for aid from Bryn Gysglyd, and the mayor promised to send a sergeant and troops. However, the patriarch of the Bleddyn family, a markedly short-sighted man, convinced the mayor to renege on the deal to prevent a caravan of goods headed north from being unescorted. The town of Cwm Gwyrdd suffered an unrestrained massacre without the promised aid.

The emissary to Bryn Gysglyd from Cwm Gwyrdd who brokered the militia's help, a woman named Eurwyn Severn, returned home to find her family killed—husband, parents, children—and her house burned to the ground. Left with nothing, she sought succor with some zealots of Hafgan living in a temple near Cwm Gwyrdd. It was here that she met Gwawl Pencenedl, a shadowy figure vaguely associated with the zealots and fringe groups living in the area of Cei Cunnah. His overall goal is to acquire a new body to replace his aging, well-known body, and to feel out how much force Efnisien can project into the countryside. Gwawl mislead Eurwyn, saying he was aware of necromantic arts that could bring life to dead bodies. He also told her that he could teach her these arts. The ritual would require a great sacrifice—the blood of innocent children. Eurwyn vowed to bring him children from Bryn Gysglyd to power the ritual. As a sign of good faith, Gwawl allowed her to use Cymysgedd Ofnadwy, his dominated manticore, under a *geas* to serve as a mount and helper.

Eurwyn is single-minded, but also flexible in her plans. Her goals—revenge and resurrecting her two lost sons—have driven her to take the company of bandits, zealots, and untrustworthy characters. Had her life taken a different course, she would have been an excellent mayor. A natural leader, she demands respect and loyalty from her followers, which drives some of the less resolute bandits in her crew to dislike her and talk of mutiny, but her force of personality has kept a motley crew of misfits together to complete a truly evil plot.

The group managed to kidnap several country children, but the authorities were alerted when they took two children from Bryn Gysglyd. The adventurers are sent to the area from Cei Cunnah to get to the bottom of the mystery and solve it.

Map Of Bryn Gysglyd



Locations of Interest

While the party will certainly not visit every part of town in the early stages of the adventure, there are many interesting locations to visit, and each can give the adventurers a sense of the history of the town. Here are the town's most prominent features, numbered to correspond with the map locations on the previous page. At the bottom of each description is a reference to the NPCs that can commonly be found at each location.

1 - Temple of Arawn, Parsonage

Along the path down the western slope, nestled beside a copse of elderberry bushes rest two buildings. The parsonage is a wooden building with a thatched roof. The front door opens into a spacious room; at the back, behind partitions, are a pair of humble living spaces.

The Temple of Arawn has a simple stone exterior, and an ornately carved wooden flèche and spire rising from the crossing. The main door opens into a long bench-filled nave with columns separating the aisles. The arches and ceiling are dimly lit by small slit windows. At the west end, a small altar rests at the center of the chancel. Simple tapestries cover the walls of the ambulatory. At the left of the quire, a foreboding black-stone pulpit fills the space in front of the altar. The symbol of Arawn, the white star on a black background is on each pew.

NPCs—1, 2

2 - Cemetery and Mausoleums

Outside the Temple's southern transept is the gated cemetery. The iron fence is austere, nearly five feet tall, with several gates. Neat rows of simple slab tombstones radiate out from the center in concentric rows. The only tree in the cemetery is the tall alder in the center.

To the south, beside the caretaker's cottage sit the mausoleums of the city's wealthy families. The Glynyth mausoleum is short and squat, with an intricate façade that includes five Corinthian columns. The Bleddyn mausoleum, on the other hand has a spire at the top with a statue of a woman holding a sword aloft.

NPC—3

3 - Keep, Gaol

The only truly imposing building, the keep is designed to withstand a short siege. Twenty-foot stone walls connect the four thirty-foot towers. The crenelated central keep is a free-standing, fifty-foot defensive structure with lots slits facing every direction.

Inside the walls are a few wooden buildings, one of which is the gaol. The four cells inside are rarely filled. Those who spend time within the cells speak of hauntings of those mistreated or murdered by the guards.

NPC—4

4 - Town Square

The two main roads converge at the center of town. At the central square, bricks are arranged in geometric patterns, diamonds in

yellow and red. In the center of the square is an obelisk made of a green stone from across the ocean, brought then abandoned by the empire. Primrose and peony surround the obelisk in neat patches. Townsfolk mill about the square and sit on benches at the base of the obelisk, amidst the flowers.

5 - Hall of Justice

The six stone columns, made of the same greenish stone as the obelisk in the town square, seem out of place on the otherwise blank wooden facade of the Hall of Justice. The bell tower at the back of the building rises nearly as high as the tower of the keep.

The first floor is empty save rows of benches with a dais at the front. There are no doors to shut at the front, so it is open to the air at all times. However the staircases on each side lead up to a mezzanine that overlooks the central area. The hallways at the top have a series of doors leading to the offices of several city judicial officials: judge, clerks, bailiff, captain, and marshal.

NPCs—5, 6, 7, 8

6 - Town Hall

Arranged in two rows, windows peak out of dormers along the top story of the Town Hall. The mayor's residence and executive officials' offices comprise the second and first floors respectively. Most of the woodwork is finely crafted and carefully placed to appear more expensive than it truly is.

The large antechamber at the front is filled with a series of chairs around the outside, and one table in the center filled with papers. During business hours, people scramble from place to place, often running out the front door with messages or legal documents.

NPCs—9, 10, 11, 12

7 - Market

A gazebo is tucked neatly into the corner of a green tract filled with well-tended flowerbeds of pink thrift and white sea holly. The gazebo's posts are decorated with carvings detailing the town's history. There is a surprising amount of graphic violence depicted in the carvings, though these scenes are made less visible by thick layers of whitewash along the posts.

A series of stalls and tents cross the green each morning, then disappear by mid-afternoon. The stalls are used by farmers selling fresh produce and meats.

NPCs—13, 14

8 - Artisans' Workshops

A block of grim, wooden buildings, with only plain wooden doors facing the streets, the workshops are of flurry of activity every day. The pride of the town, the artisans arrive each morning at dawn and create works of immense beauty and skill.

The courtyard between the buildings' open backs is filled with equipment, makeshift operations, and large commissions. The artisans are often found collaborating while apprentices work on standard exports.

NPC—15

9 - Blacksmith, Tannery

Louder, dirtier, more necessary, but less profitable manual labor happens across the street from the artisans' workshops. These buildings are similar in design, but dingier and the work seems less frenetic.

The courtyard is filled with slag heaps, detritus of heavier industry, heaps of coal ripped from the hills to the southeast, and an ever-present smoke from the bellows and forges of the blacksmith. The air filled with shouts and clamor.

NPCs—16, 17

10 - The Silent Lass

A long, thin, shoddily-built tavern, whose few, irregular windows are covered in thick layers of grime, both inside and out. The building has a concave section built to surround the trunk of an ancient yew tree; one of its branches extends awkwardly over the roof of the bar, nearly reaching the wall opposite.

The sign above the door has no words, only a brightly painted sign of a young woman, facing away, swinging by her neck from what is clearly a younger version of the yew cutting into the building.

NPC—18

11 - Warehouses

Utilitarian wooden buildings hug each side of the road. Sliding doors reveal row upon row of boxes stacked to the ceilings. Workers shout jargon-filled cant about the locations of the wares for export. Signs above the doors read Glynyth Trade to the left and Bleddyn Exchange to the right.

The constant activity masks the truly disgusting state of the interiors of each of the warehouses, clearly uncleaned for several years.

NPC—19

12 - Folant Emporium, Shops

While most of the town's goods head out, some do stay for sale to residents. The shops are mostly family-run affairs, bunched beneath the arcade facing the road.

The largest space, The Folant Emporium, with its entrance facing the town square, carries nearly everything. Its shelves are as packed as the warehouses: everything from antique furniture, to humble kitchen utensils, to chamberpots. A neat desk in the middle of the store serves as the till.

NPC—20

13 - Glynyth, Bleddyn Mansions

A pair of stately brick mansions, with cedar plank roofs tower over nearby houses. Each clearly an attempt to outdo the other, both showcase architectural features the other lacks. The ostentatious arboretum of the Bleddyn building outshines the simple solarium of the Glynyth, while the three-story Glynyth tower topped with a cupola leers down upon the Bleddyn's two stories.

Resplendent woodwork shows on nearly every angle, corner, strut, and line inside both houses. Every room is carpeted with

deep-colored rugs, every wall is crowded with paintings, every staircase winds uselessly around some novel architectural feature.

NPCs—21, 22, 23, 24, 25, 26

14 - Meeting Hall, Scribes' Room

Two low buildings connected by a portico sit diagonally from the shops enclosing a manicured courtyard. A linden and a juniper are each surrounded by tables.

The Meeting Hall is where the town council meets to discuss legislative actions for the town and surrounding country, so it is filled with aisles of benches and a small lectern at the front.

The Scribe's Room has a throng of desks with pointed quills on each. The air is filled with the sound of quills scratching on paper and the low murmuriscussion.

NPC—27

15 - Rue & Thistle Inn

A solid brick building beside a stable, the Rue & Thistle Inn's three stories comprise the town's best guest house and restaurant. A large staircase separates the dining room from the kitchen and the two wings from one another. Rooms at the back afford a view of the country below the North Crag.

The sign depicts a spiny stem with a pink flower crossed with a slim stem and a white-petaled flower.

NPCs—28, 29

16 - Village Green

Between the more labour-centric parts of town, the residential, and the administrative, is a large flat, open, well-tended green. The pond at the centre is fed by a spring from the hill. A few small fish can be seen swimming about.

NPCs—30, 31

17 - Schoolhouse, Stables

The town's communal stables are beside the schoolhouse. Both are solidly constructed of brick. The schoolhouse's belfry has recently fallen down due to rot, so there are ugly makeshift planks nailed to the roof.

A new belfry is being built in front of the schoolhouse along with a crane to set it on the roof.

The stables are packed full of workhorses. They are primarily draft animals; there are very few nice riding horses. The rows of animals are fed by the massive store of hay and grains at the center of the building.

NPC—32

18 - Ancient Beech

An enormous, multi-trunked white beech rises from the ground. Seemingly older than the town itself, the tree whispers of its own accord with the slightest breeze. Gnarled branches twist and twine, spreading far away from the many trunks. The central trunk is dead, sad and gray amidst the speckled mass of densely packed boles. The ground around the trunk is loosely packed with dog-rose shrubs.

19 - South Crag

On the south side of town, a craggy cliff disrupts the gentle slope of the hill. Some buckthorns and hollies cling to the rocky sides of the cliffs, but the face is mostly free of vegetation. The sheer side of the cliff seems brittle, and rocks are easily pulled from it.

20 - North Crag

While the South Crag is somewhat accessible, the north crag is a very high cliff, rising to a point at its center. The vertical drop is nearly sixty feet at its highest, and no fewer than twenty at its lowest points.

Notable Residents

Not all of these NPCs are relevant to the plot of the first arc of the adventure, but the party may meet them in their investigations of the town. Each NPC's number corresponds to the place they can normally be found.

1 - Father Alwyn Morgan

A short, stout, ruddy man with a deep baritone voice, the father always wears a bland brown habit. Alwyn hums or sings to himself as he goes about his duties.

Ideal/Bond: there is far too much suffering in the world to idly sit by; even if it requires sacrifice, there is always more to do to aid those in need

Flaw: weighted down by the many confessions he has heard; he does not know if he can or even should keep these secrets

2 - Brother Rigewarg

Assistant to Father Alwyn and leader of all children's services, the pious Rigewarg is known to be fruitlessly pursuing the schoolteacher Myfanwy. He is slight and plain with a distant look in his eyes.

Ideal/Bond: utter devotion to the church and its ability to help people lead better lives

Flaw: completely inflexible in matters of doctrine, he is willing to burn all bridges in matters of faith

3 - Caretaker Arwel ap Arwen

The elderly caretaker of the cemetery, this stooped man has a long grey beard, simple clothing, and sad eyes. He will go about his duties with his head down. He won't volunteer any information without being directly asked. A widower leading a solitary life.

Ideal/Bond: things should stay the way they are, even if the way they are is worse

Flaw: will to experience life destroyed by the grief over his wife's death

4 - Gaoler Bevan Deuyn

Gruff and imposing, with a voice that is mostly gravel, the gaoler is known by everyone in town. He stands nearly seven feet tall, with broad shoulders, a square jaw, and jet black hair. Rumors of his cruelty to inmates, while unfounded, spread constantly.

Ideal/Bond: has no interest in doing good, or even adequate work; will drink and carouse before nearly anything else

Flaw: Puts more stock in tools and weapons than people, especially his family sword, which he wears at all times

5 - Judge Morgana Folant

Respected jurist and pillar of the community. Gravitas emanates from her at all times. Waifish, with thin, straight gray hair at shoulder length parted in the middle. Wears formless black robes.

Ideal/Bond: the law is immutable and shapes her every action.

Justice is what the law says, not what makes people happy

Flaw: arrogant to the point of being clueless. She will never back down from a decision. Her word is the law

6 - Clerk Nest Folant

Daughter of the judge, this humorless, efficient clerk squints and stares, rarely responding to questions that are not directly related to her work. Neat and plain, she organizes and fusses with nearly everything around her.

Ideal/Bond: dedicated to goals of her mother and the law, everything else is an unwanted distraction

Flaw: will not act as a check on her mother's worst impulses; a sycophant

7 - Captain Geraint

Handsome man-about-town, on the rise. He is handsome in a rugged way. Tall, but not imposing; too-the-point, but not rude; principled, but not inflexible.

Ideal/Bond: while wealth and relationships are all important, the most important goal is to keep the town safe.

Flaw: wooing the barmaid Rhosyn at the Rue & Thistle Inn, a woman beneath his station and his dignity

8 - Marshal Rhydderch

Grizzled, scarred, wise. Grey hair peaks out from underneath the sallet helm he always wears, even while writing letters and reports.

Ideal/Bond: must keep the town safe from all dangers, even if that means facing certain dangers alone

Flaw: expects much from subordinates, and often flies into a rage when expectations are even marginally not met. Any member of the watch will gladly share stories

9 - Mayor Woru Gwrgenau

A man of little talent at leadership, but great skills at working a room, making a speech, and taking credit for others' work, the mayor is a little man with bright eyes and a penchant for missing the point.

Ideal/Bond: does not feel capable, or at home in a position of authority, so he is often indecisive and lacks confidence in his choices

Flaw: owes his position to his family's name, so is only interested in outcomes that makes him look effective

10 - Ffion Gwrgenau

A town gossip, the wife of the mayor has many of the qualities that allow her husband to stay on as mayor. She can whip the town's women into a frenzy of righteous indignation, she can learn of the weakness of nearly anyone, and she is pitiless when she wields her social power.

Ideal/Bond: loves the lifestyle her position allows her, she will not allow her husband to suffer any blame

Flaw: long-term goals are not important; results here and now will always trump plans that come to fruition in time.

11 - Ercwlff Gwrgenau

The mayor's precocious eight-year-old son. An irrepressible bundle of energy. He raises hell wherever he goes, but only occasionally in an endearing way.

Ideal/Bond: life is a series of adventures, each more entertaining than the last

Flaw: hey, you're doing that wrong, let me help you do it right

12 - Pedr Rhys

He is large, but not muscular, his frame hidden inside prim and elegant clothing. His tight lips don't match his round face. Prefaces nearly every sentence with a glance over his left shoulder.

Ideal/Bond: power is the most important thing in the world; this pathetic town with its pathetic people are a means to an end: my greatness

Flaw: not intellectually capable of handling the many threads of intrigue he is always tangling. Question him long enough, and he will divulge too much by accident

13 - Gareth Bleddyn

Scion of the Bleddyn fortune, he's madly in love with the daughter of his rival, Haf Glynyth. Not particularly skilled at anything, his humor and kindness win him the love of most everyone in town.

Ideal/Bond: when everyone gets along, the world is a better place

Flaw: full of grand ideas, but literally no follow-through

14 - Haf Glynyth

Ditsy daughter of the Glynyth family. Docile, harmless, kind-hearted, simple, and polite.

Ideal/Bond: children are the future, so having eight or nine would be great

Flaw: she's sometimes called promiscuous, and she doesn't seem to mind the label

15 - Wyn Penfro, the dyer

Avuncular, absent-minded man of medium build. Hair a mass of curls and tangles. His hands are indelibly dyed with such a combination of colors that they always appear dark brown.

Ideal/Bond: constant need to improve my talents and create a masterpiece

Flaw: can sell anyone just about anything, but can be sold just about anything by anyone

16 - Tiwlip Penfro, the tanner

A stern gaze makes her hazel eyes seem more severe than they are. The solidly built woman with callused hands emits a vaguely chemical smell.

Ideal/Bond: need pay back even the smallest debts to those who've helped me

Flaw: a profoundly boring personality

17 - Gwenfrewi, the blacksmith

Broad-shouldered, with a powerful grip. Soot black hair, arms and hands covered in grime. The blacksmith's voice booms out of her chest, matching her no-nonsense personality. Wants to court the schoolteacher.

Ideal/Bond: the reputation of the smithy is more important than my reputation, probably even my life

Flaw: deeply envious of the wealthier artisans across the street

18 - Tavernkeeper Bevan Nock

Face twisted into a constant leering grimace, made worse by the thin, greasy mustache waxed into dramatic curls. Sitting impassively behind the counter, but never once raising a finger to work, not even to count money.

Ideal/Bond: make money, make love, spread rumors

Flaw: you never make a mistake when you don't take a chance

19 - Will Glynyth, foreman

Short wiry arms stick out of a tight-fitting vest. Blond hair parted perfectly in the center. An intense stare, always lingering too long, drifts slowly around.

Ideal/Bond: if nothing else, I want to be remembered for making my family better

Flaw: ambition for prestige clouds his judgement

20 - Carwyn Folant, Proprietor

This paunchy, jowled man past middle age squints through a pair of thick spectacles which constantly slide down his nose. If there is a chair around, he finds his way to sit in it.

Ideal/Bond: awed sometimes by how little I deserve my brilliant wife and child

Flaw: every conspiracy is a good conspiracy

21 - Enfys Bleddyn, Patriarch

Rotund. Easily the best-fed man in town. He wears bright red clothing with gold triple stitching. And always a hat. He lumbers along, letting his money do most of the talking for him.

Ideal/Bond: a patron of the arts, my money makes the world a better place

Flaw: why have a simple pleasure when you can spend ten times as much and have a decadent pleasure

22 - Rhiannon Bleddyn

Past her years of beauty, even now, you can see that she was once a stunningly beautiful woman. Dressed in expensive, but understated clothing. Her voice is melodious and lilting.

Ideal/Bond: a great artist who requires great art to be inspired
Flaw: work sounds like too much work, even for the sake of my children

23 - Fflur Bleddyn

Wide-eyed little girl with a shock of red hair that seems beyond constraining. She lisps her way through monosyllables.

Ideal/Bond: curiosity; what's that? and that? and that?

Flaw: attention span is nonexistent

24 - Tegid Glynyth

Sallow-cheeked, grim-eyed, thin-lipped. His stare could turn milk in seconds. Dressed formlessly in shades of grey, he slides along as if on wheels.

Ideal/Bond: I am the one that people respect. I am the one with the power

Flaw: being beholden to my wife for my wealth annoys me

25 - Eirlys Glynyth, Matriarch

Taller than her husband, with an imperious bearing and an utterly straight back. Her eyes see everything, record everything, judge everything. Her long neck juts awkwardly out of a frilled collar on a flowing black dress.

Ideal/Bond: I'll hide in the shadows to create an empire

Flaw: I have to rely on my milquetoast husband to get anything done

26 - Aeronwy Glynyth

She is slight, energetic. Her deep, intelligent hazel eyes study things with a sense of awe. She is always seen carrying several books.

Ideal/Bond: plants and animals fascinate me

Flaw: my best friend is my family's greatest enemy

27 - Scribe Mabyn Rhydderch

Long-limbed and active. Her grey hair is cropped short. Her voice a bark of declarative sentences and commands. She rules the scribes with an iron fist.

Ideal/Bond: one day the scribes will have a perfect, error-free day...one day

Flaw: withering, people think I'm too hard on them, but they're just being soft

28 - Innkeeper Meiriona Espus

Well-kept old woman with a kindly, but shriveled face. Her eyes are filled with warmth. She wheels herself around her inn even though she's perfectly able to walk.

Ideal/Bond: I've shed blood, sweat, and tears to make this inn successful

Flaw: secretly overcharge outsiders and steal money from them when I can

29 - Rhosyn, the barmaid

Had she worked at the Silent Lass, she would be ogled indecently, but a word from Meiriona sends even the most lecherous men

into fits of apology. Her hair in a tight bun, she works tirelessly, efficiently, and with grace.

Ideal/Bond: everyone should work together in this town and make it a good place to live

Flaw: I resent that my low birth makes me need to work twice as hard just for people to think I'm adequate

30, 31 - Catrin & Ceridwen Penfro

The twin girls, nearly impossible to tell apart save for Cat's silver butterfly necklace, will spend as much time as possible playing in the village green once they are rescued. The two are six years old and filled with irrepressible energy.

Ideal/Bond: make the most of every second of life

Flaw: I've never met a person I didn't trust

32 - Myfanwy, the teacher

Some might call her plain, but her eyes speak of beneficence. She loves children and seems determined to spend her life serving children. Slowly falling in love with Gwenfrewi the blacksmith.

Ideal/Bond: I want to spread a love for learning to the rest of the world

Flaw: secretly worships Hafgan

Part 1: The Kidnappings of Bryn Gysglyd

Introduction

The adventure begins on the outskirts of Cei Cunnah, in the barracks of the county watch. The watch is the equivalent of a modern police department. There are town watches, which are branches of county watches, all of which report to the Grand Marshal in Cei Cunnah.

A bustling city of commerce; docklands filled with longshoremen loading ships, unloading ships, hauling crates, and cursing; bourgeois merchants walk side-by-side with rogues and rakes and harlots as often as with gentry and nobility; crumbling tenements squat beside palatial mansions; halfling gardens sprawl in the midst of growing industry; urban planning begins at the docks, decreases through the offices and warehouse, and disappears into the residential areas; splashes of color in dress and decoration are a jarring juxtaposition to the predominantly unadorned gray stone that comprises most of the buildings.

The party is about to be interviewed by Watch Captain Cloten, who intends to send them on an investigation of a shady bar which might be involved in any number of illegal activities. Begin with the following.

The bustling hallway behind the main barracks is littered with scraps of paper as messengers scurry into and out of the offices along both walls. There is a constant tension in the air and yelling is often heard; messengers often leave offices at a run, some of the younger couriers with tears running down the faces. A sergeant comes out of the Captain's office and gestures for you to follow him.

They will be introduced to Captain Cloten, who will proceed to interview each of the characters in turn, attempting to ascertain what their qualifications are and if they will be useful to him. He will be mildly disappointed by each response, but satisfied by the collective whole. He will say that the party might have the chops to take down one of the biggest vice cases ever.

However, before he can describe the case, a messenger will come from the Grand Marshal. The messenger will hand Cloten the note, then run out the door before even being recognized. Cloten will read the note and pause for a moment with his head down. Read the following:

Cloten gives you a long stare as he crumples up the paper and tosses it onto the floor. He places both hands on the side of his head and collapses momentarily onto the table. When he raises his head, his eyes are filled with fury. He yells incoherently for some time about the unfairness of the situation and life in general, then screams at you about how you need to solve whatever problem is happening in the

town, which he describes with a series of epithets.

King Efnisien has learned that one of his advisors, Caedfael Rhys, has a nephew in an out-of-the-way provincial town where some strange things have been happening; the captain of the guard has requested aid from Cei Cunnah going over the head of the town's marshal. Because the nephew of the advisor is being obnoxious, the advisor is being obnoxious, which means the king is putting pressure on the Grand Marshal to make the problem go away. So the Grand Marshal is now putting pressure onto Cloten to make the problem go away. So the party has a new task.

The party should know that the situation is bad, they are being given a task that is high risk and low reward, the no one cares about the outcome of the case, but that everyone wants results, and finally that Cloten has no interest in helping them because he lost a chance to do his pet project because of beauracratc nonsense.

Cloten will give the party road passes, telling them that on the trip south to fix the problem in Bryn Gysglyd, if they stray from the road, soldiers will probably attack them and steal their supplies. If they lose the passes, soldiers at the way-stations will probably attack them and steal their supplies. The road to the town of Bryn Gysglyd will take two-and-a-half days at a normal pace, and just over two days at a fast pace. The trek should be uneventful unless they leave the road. Cloten will dismiss them without answering any questions.

When the party sets out, read the following:

Miles of green fields and yellow gorse predominate on the rolling hills, some of which are quite rocky at their tops. While the land is spare, ponds and streams are common, and so is a variety of wild game. The road is often muddy, but always passable. Stretches of bog become more common as the way descends from the heights into the lowlands. An occasional village dots the road, always preceded and followed by flooded trenches where peat has been dug up. The path bottoms out by the end of the second day, and begins to ascend gradually again.

If you would like to add tension to the journey, there are wolves, boars, and bears that patrol territories in the wilds. Portray any encounters as truly overwhelming, but always provide the party a chance to either scare the animals off or to escape.

The soldiers at the way-stations should inform the party about how they are in deep trouble; they have next to no information, the orders come from high up and have been trust upon the party, and they have not been given nearly enough authority as deputies to truly get any sort of job done. The soldiers should offer the party drinks if they choose.

Chapter 1: The Evil That Men Do Lives After

Event 1: Bad Omens Near Town

The adventure opens on the third day after leaving Cei Cunnah; the party is now only a few hours from the village. They are approaching one of the many way-stations that regulate trade, travel, and aid in communication during times of war. However, they see smoke rising from one of the two wooden buildings.

Context

Some of Eurwyn Severn's bandits have taken the way-station, killed the men inside, and are posing as guards to rob people as they pass. While these are evil bandits, they are not stupid—this is not a permanent home for them. They plan to spend a couple days robbing people, then abandon the way-station to avoid capture. They have decided they will not return to Severn's service; there are breaks and cracks in the loyalty of the bandits to their leader.

Their system is to lure travelers into a chokepoint, close the area off with a cheval de frise, talk of the many dangers on the road while describing the recent struggles that burned out their building, demand an exorbitant toll, then let the travelers go. They will, however, kill those who won't pay or who fight back.

To set the stage for the event, read or paraphrase the following:

A few hundred yards ahead, the fencing separating one county from another stretches as far as you can see in both directions. A simple way-station, like the three you've already passed on the road, is boxed in by even taller fencing. A bottleneck in the middle with a gate is the only way through. A pair of horses are hobbled beside one of the two plain wooden buildings that straddle the road. The other building is burned out, its ceiling collapsed, smoke rising gently into the air from the ruins. A few men wearing guard uniforms laze around inside the fencing.

Setup

There are four bandits inside the fence of the way-station: three bandit brawlers spread out on the ground near the center of fencing, and one bandit cleric of Hafgan on the second level of the unburned building.

Bandit Brawler

Medium Human, Neutral Evil

Armor Class 12 (leather armor)

Hit Points 2d8 + 2

Speed 30 ft.

STR 11 (+0)	DEX 12 (+1)	CON 12 (+1)
INT 10 (+0)	WIS 10 (+0)	CHA 10 (+0)

Senses Passive Perception 12

Languages Common

Challenge 1/4 (50 XP)

Actions

Whip. *Melee Weapon Attack:* +3 to hit, reach 10 ft., one target. *Hit:* 1d4 + 1 slashing damage.

Dagger. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 1d4 + 1 piercing damage.

Bandit Cleric of Hafgan

Medium Human, Neutral Evil

Armor Class 12 (leather armor)

Hit Points 2d8 + 2

Speed 30 ft.

STR 10 (+0)	DEX 10 (+0)	CON 10 (+0)
INT 10 (+0)	WIS 14 (+2)	CHA 12 (+1)

Senses Passive Perception 12

Languages Common

Challenge 1/4 (50 XP)

Traits

Spellcasting. The cleric is a 2nd-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The cleric has the following cleric spells prepared:

Cantrips (at will): *light, sacred flame, thaumaturgy*

1st level (3 slots): *bless, cure wounds, sanctuary*

Actions

Quarterstaff. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 1d4 bludgeoning damage.

Tactics

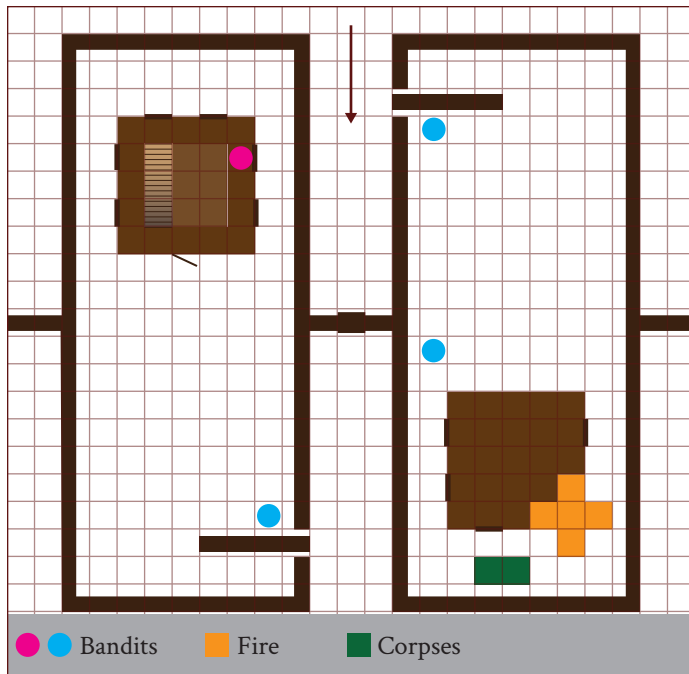
The bandits will lock the players down inside the chokepoint by pushing the cheval de frise closed behind them, then using their whips to avoid direct melee engagement. The cleric will hang back, casting *bless* on her first turn, then either attempt to kill the heavily armored characters with *sacred flame* or cancel *bless* to cast *sanctuary* on one of the bandits who will jump into the chokepoint with a whip and a dagger. If all three bandits are at or below zero hit points, the cleric will flee in any direction she can.

Environment

A character can push the cheval de frise out of the way using a move action to attempt a DC 12 Strength + Athletics check to move the fence at half of their movement speed.

The fence is difficult terrain; however, to move over or through the fence, characters must attempt a DC 12 Dexterity + Acrobatics or Strength + Athletics check. Failure will end the players movement inside the fence or the player can choose to be prone in a square outside.

Moving through a square of fire will cause 1d4 fire damage for each square the creature moves through.



After combat

Captured bandits will not give the players useful info: only that they broke away from their leader. By searching the area, the players will find the bodies of guards and several travelers in a heap behind the burning building, a haphazard attempt to burn the bodies abandoned. If they dig through the heap, they will find 4d6 copper pieces.

Searching the bandits will give the players mundane items that are of such poor quality that they cannot be resold, but each bandit carries 5d6 copper pieces on his or her person. The bandit cleric has no money, but holds a holy symbol of Hafgan, a green hand on a white background. The worship of Hafgan is very rare in the provinces, and would probably be surprising to the mayor or marshal.

The buildings contain a total of 8d6 copper pieces and 2d6 gold pieces in a chest at the top of the stairs. In addition to the money, on a table on the lower level is a crumpled note that has clearly been spat upon, crumpled repeatedly, and hacked at with a dagger. What can be read from the note is:

—back———mediately———idiots———
—fuck knows wh———ttacked———
ole ———from us. ———even doin———far south?
—E

Event 2: Stumbling Into Town

Following the event with the bandits, the party will make its way to town, and their investigation will begin. Read the following description:

A stone temple with a wooden spire sits away from the road to the right, obscuring part of a neat cemetery. An old man trims weeds around some headstones. As you pass the temple, a priest waves in your direction as he sweeps the dust from the entrance of the temple. The road leads up past a small stone keep; you see buildings dotting the top of a gently sloping hill. To the left, you can see a steep drop-off at the edge of the town. Smoke lazily drifts from the chimneys of houses hidden beyond the top of the hill. Two men on horseback approach.

The two men are Captain Geraint, of the city watch, and Pedr Rhys, the mayor's assistant. They will answer the party's questions, then direct them to pick one of the two inns in town, where they can set up a base of operations, and await a meeting with the mayor and the marshal the next day. Attempting to figure out which assistant is more trustworthy will award 50XP.

Captain Geraint

Read description of Captain Geraint. He will hide nothing from the party. He will be interested to learn of the bandits, but won't think they are connected to the case at hand. He tries to talk over Pedr Rhys as often as possible, it should be clear that he doesn't like Rhys.

Pedr Rhys

Read description of Pedr Rhys. He will tell a distorted version of the truth at all times, usually in a way that directs blame to someone other than him, and if possible to someone other than the mayor. He seems oblivious to Geraint's dislike, and doesn't seem to care if players don't like him.

Introductory Questions

Here is an overview of the information the party should be able to glean from these two men, if they don't directly ask for everything, attempt to give them most of the relevant facts.

For a while now, parents from the countryside have been coming in to town with stories of missing children. The children will be out playing in the fields, then never come back. They disappear without a trace. The city watch would patrol the area, then identical reports would come in from elsewhere.

The mayor was not terribly concerned with the fate of farming children. People began to lose faith in his leadership when two

eight-year-old girls from town were taken four days ago—twins Catrin and Ceridwen—the daughters of the Wyn and Tiwlip Penfro, the town's dyer and tanner. This prompted the party's summons.

They were snatched at dusk while playing near the south crag, waiting for their parents to finish up a few tasks in their shops. At the scene, drag marks indicated that they were taken to the south by foot, then transferred to horseback where their path disappeared into the wilds.

While the bandit activity interests Geraint, mostly because the patrolmen were all volunteers, he does not think it is related to the kidnappings. First, the letter seems to indicate that the bandits are stationed to the north, and most of the kidnappings happen to the south. Second, there has been no contact from any bandits, no demands for ransom, nothing.

The crime scenes have been messy, but not violent. The children struggle, but are not injured. The kidnappings are not professional, but none have been botched. No children reported being stalked or approached. No kidnapped child has yet been recovered.

The town is growing tense. And both hope the party can gather some leads tonight before meeting with city officials tomorrow. Geraint suggests they stay at the Rue & Thistle Inn and talk to the parents of the missing children, while Rhys suggests they stay at the Silent Lass and talk to any farmers who might be staying in town. Geraint promises to reconvene before they go to bed.

Clue 1: Hints at Inns

The party should begin gathering information. Indicate to the players that splitting the party's fine the first night in town. The information gathered should be colored by the setting: more direct and sophisticated from The Rue and Thistle, more indirect and conspiratorial from The Silent Lass. Award the party 200XP for finding both sets of clues. When they have exhausted all lines of inquiry, Geraint will approach and ask if they want to meet him at the scene of the crime tomorrow before their official meeting.

The Rue & Thistle Inn

Read the description of The Rue & Thistle Inn. Since it is early evening, the party will see a crowded dining area with lots of polite conversation, as a few barmaids scurry about from table to table filling and taking orders:

Alone in a corner, separated from the rest of the crowd by an unwritten wall of sympathy, sit the parents. Wyn rests his head in his bright brown hands, staring into a flagon of ale that is untouched. He is wizened and blank, his eyes bloodshot and squinting. Tiwlip leans back in her chair, staring absently at the wall. She taps her fork against her plate with a slow, irregular beat which causes a slight ruffling in her wispy hair.

Read descriptions of Wyn Penfro and Tiwlip Penfro. The

parents are still in shock. They won't initially help because: 1) they do not trust outsiders, and 2) they do not want to acknowledge that something terrible happened. Before they will help the party, players must address both of these concerns through dialogue or skills. 1) Name dropping Captain Geraint will help their cause, while Pedr Rhys will hurt it. 2) They can be convinced that answers are better than hope or doubt.

Tiwlip remembers hearing a scream, which she swears sounded like play, as she was salting skins. As she marked the latest batch of skins for its tenth day curing, she heard a scratching and a thud. When she looked out from her workshop the girls were nowhere to be seen.

Wyn was further away in his own shop. He remembers sending the girls out to his wife's workshop so that he could dye some papers for the judge. He gave both girls a handful of dry blue dye so they could toss the powder into the air and have blue clouds, or throw them at one another to temporarily stain themselves blue.

Both daughters had birthday presents with them that night. Ceri had a leather pouch, dyed purple, while Cat had a silver necklace with a butterfly pendant.

The Silent Lass Tavern

Read description of The Silent Lass Tavern. The party will see a raucous scene, with men drinking huge steins of cheap ale, laughter and dirty jokes, general drunkenness, as well as a fight or two. Everyone who wants anything must go to the bar and order, while barmaids bring the food to the numbered tables:

A clutch of poorly dressed men and women sit quietly near the exit. They seem worn out, but satisfied. Most seem uncomfortable in the dingy, though energetic environment. They whisper to one another over ales and stews, sharing a few loaves of bread.

The farmers have not personally lost any children, but they are more than happy to share what they know, often adding embellishments to second-hand stories. One especially dirty leek farmer in particular, Hyfaidd ap Hen Bleddri, will talk the players' ears off if they let him.

He will talk at length about how this is exactly like many years back when his father Hen Bleddri, Arawn bless his dear soul, researched a similar set of circumstances. Hen Bleddri knew then, just as Hyfaidd knows now, that Cewri were involved. He's happy to enlighten the players that a Cawr are what city-folk call giants, or perhaps ogres.

Cewri are known to steal children and raise them as pets, which is exactly what is happening now. They enslave conblynu and other forest sprites to serve in their armies, and they cast deadly magical spells on unsuspecting travelers. They are brilliant tacticians.

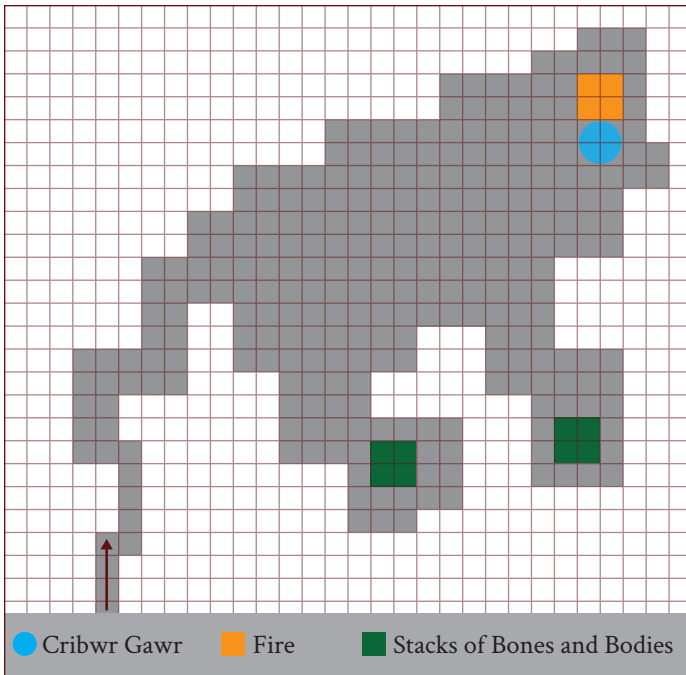
He says that Cewri hide in underground fortresses and deep forest forts where they rule over lesser folk for years and years and years. He's certain there's at least a dozen cewri hiding in the North Crag. He will go on talking as long as the players allow him.

Clue 2: Strangeness At The Crag

Read description of “South Crag” on page 21. Geraint will meet the party at the top of the crag. He says the watch was thorough and four days have passed, but fresh eyes may see more. Read the following when they decide to investigate the south crag:

Geraint walks you to a patch of dirt yards from the edge of the cliff. Mere feet away are two hand-sized areas of grass torn up at the roots. Farther along, shallow trenches that appear to be where two small shoes dug into the ground lead toward the edge of the cliff. A buckthorn has had half of its bark and limbs worn away opposite the cliff, as is if from a rope bearing a heavy load.

Geraint says the the party will find foot prints leading away to the south if they go to the bottom. He leaves the party alone to search. There is a section of rock dyed blue by one of the girls that the party can see with a DC 15 Wisdom + Perception check. In addition, there is a section of rock that contains bushes that don't match the others, and the party can discover that there are signs of habitation with a DC 12 Intelligence + Investigation check.



When the players find a way into the cleft, digging through the plants covering the entrance, they will see blood on the ground. A Wisdom + Medicine check DC 12 will reveal that there is too much blood for two girls while a check of 18 will show that it probably isn't human blood. Read the following:

A blood-covered natural tunnel leads deep into the ground, while the entrance was claustrophobic, the ceiling is quite tall and the walls are too far apart to touch with both hands. After a series of turns, the tunnel opens into a spacious cavern. A tree stump rests by the entrance. The smell of smoke and blood is strong. A mound of coals in the corner casts eerie shadows along the walls. A hulking creature

clothed in furs sits hunched over the fire, whimpering, tending to deep gashes covering its massive right arm and right side; its back facing you, you see its huge bald head. Its belt contains several pouches and bags, one of which is purple. It hasn't noticed you.

Setup

Cribwr Gawr lives inside the cave, and he can be approached stealthily. There are two side rooms with heaps of animal bones. The party can choose to converse with the cawr or fight it, either way they earn 200XP, even if they do both.

Cribwr Gawr

Large Humanoid (Cawr), Chaotic Neutral

Armor Class 11 (hide armor)

Hit Points 4d10 + 12

Speed 35 ft.

STR 19 (+4)

DEX 8 (-1)

CON 16 (+3)

INT 5 (-3)

WIS 10 (+0)

CHA 7 (-2)

Senses Dark Vision 60 ft., Passive Perception 10

Languages Common, Cewri

Challenge 1 (200 XP)

Traits

Injured. The Cawr has disadvantage on all skill checks and saving throws.

Actions

Punch. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 2d4 + 4 bludgeoning damage.

Snatch. *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. *Hit:* If the creature is sized Medium or smaller, it is grappled (Escape DC 12). Until the grapple ends, the target is restrained and has disadvantage on Strength checks and saving throws.

Toss. As a bonus action, the Cawr can throw any grappled creature up to 10 feet.

Conversation

The creature is named Cribwr Gawr, and he had been wandering the land for months. He established a small camp in this cave to hide and steal livestock until he could find better land.

Several days ago while he was sitting in his cave, he heard a loud ruckus. He peeked out, but there was nothing. That night, searching the countryside for livestock, he spotted a band of cobllynau dragging two sacks away from town. He tried to steal their spoils by snatching one of the bags. The bag wriggled out of

his grasp as he ran. He was so surprised that he stood staring as the bag rolled along the ground.

The coblynau caught up with him. He attempted to reason with them, but they were determined to fight for whatever was in their sack. He was defeated in battle, though he did kill and plunder two, which he says are in the piles of bones if the party needs proof. The coblynau snatched the bag again and continued on their way south. He dragged himself back to his cave to either recover or die. He will give you the leather pouch if you allow him to leave with his life and medical aid.

Tactics

The cawr will only retaliate if attacked. His first action will be to snatch the nearest character and toss them into the fire. He will attempt to move to the exit, taking opportunity attacks. He will also attempt to speak to characters, begging them to cease the fight and talk.

If his health drops below 10, and he is still conscious, he will attempt to grapple a character and flee while carrying him or her, grabbing his log club on the way out. If however, he thinks it can win the fight, he will punch the party unconscious one at a time.

Environment

The fire, while not bright, casts a dim light around the room, so all Perception checks requiring vision are at disadvantage. The fire will also deal 1d4 damage whenever a character enters one of the squares.

The heaps of bones in the two side rooms are difficult terrain, but will also grant half-cover to characters behind them.

After Combat

The cawr has nothing of value. He does have a purple leather pouch containing a silver necklace with a butterfly pendant. Wyn and Tiwlip will recognize these.

The wounds on the cawr's body are recent, and some even seem to be crudely cauterized. A DC 18 Wisdom + Medicine or Nature check will show that it had been poisoned with foxglove and will probably not survive.

Around the cave, there are no signs of children or captives. The cavern seems to be arranged as a temporary home. In addition, there are no signs of a struggle and the blood on the floor was tracked in and pooled up around where the cawr rested.

Atop one of the piles of bones, there are two dead coblynau, one with its head ripped off, the other, its arm. The headless one has a charred stick on its person and bottle of foxglove poison. The coblyn without an arm has its face and shirt dyed a familiar blue.

Event 3: Meeting the Town Leaders

With their new information in hand, the party will go to meet the mayor, the judge, and the marshal to officially begin their investigation.

Captain Geraint will return to the South Crag to retrieve the characters some time after they finish investigating, and bring them to the Hall of Justice. Read description of "The Hall

of Justice" on page 22. The Mayor will be sitting on one of the benches, with Pedr Rhys standing off to the side, while the marshal will be talking with a judge and her clerk on the dais at the front of the room.

Geraint will introduce the Marshal with a straightforward but respectful speech. Rhys will introduce the mayor with a terse and almost disrespectful speech. The clerk will introduce herself as Nest Folant and her mother, the judge Morgana Folant, with a bland, uninterested speech. The city officials will not let the players present their findings until they have all spoken at length. If players attempt to probe the minds of the leaders, award them 50XP total for each.

Mayor Woru Gwrgenau

Read description of "Mayor Woru Gwrgenau" on page 23. The Mayor will take charge and give a disingenuous speech welcoming the party, wishing them luck on their investigation, hoping they stay was and will remain pleasant. A DC 14 Wisdom + Insight check will show that he has other things on his mind.

Marshal Colwyn Rhydderch

Read description of "Marshal Rhydderch" on page 23. The Marshal will assure the players that they will have all the resources they desire, that the city watch is stretched too thin to properly investigate, and that these two things are not at odds. A DC 12 Wisdom + Insight check will show that he is truthful, but very tired.

Judge Morgana Folant

Read description of "Judge Morgana Folant" on page 23. The judge will assure the players that justice will be served, and that any rumors of extra-judicial actions in the town are far in its past. A DC 16 Wisdom + Insight check will show that she only half believes this, and expects to see the worst in people.

The Next Steps

After this ordeal, the marshal will ask the players what they found in their initial investigation of the scene as well as their encounter with the bandits. He will be shocked by the holy symbol of Hafgan, which he will take and promptly leave to his office, not even thinking about the coblynau or the children.

The Mayor will ask questions about the cawr, attempting to ascertain the danger to the town from raids of cewri or coblynau. He will also seem to be less interested in the children.

The Judge will focus on the coblynau. Asking Captain Geraint if the watch had patrolled the old quarry in recent months. He will say they have not.

She will tell the players that coblynau are renowned for taking old, abandoned human buildings and turning them into camps. She will also tell players that they are known to love quarries particularly. She will talk about the derelict quarry to the south where the stones for the temple came from. She tells them to go to the quarry. Award the party 200XP for finding their new goal.

Event 4: Coblynau

The players will follow the southeastern road for a few hours, they will see rolling hills, farmland, small copses and, streams flowing toward The River Wen. When they approach within a mile of the quarry, read the following:

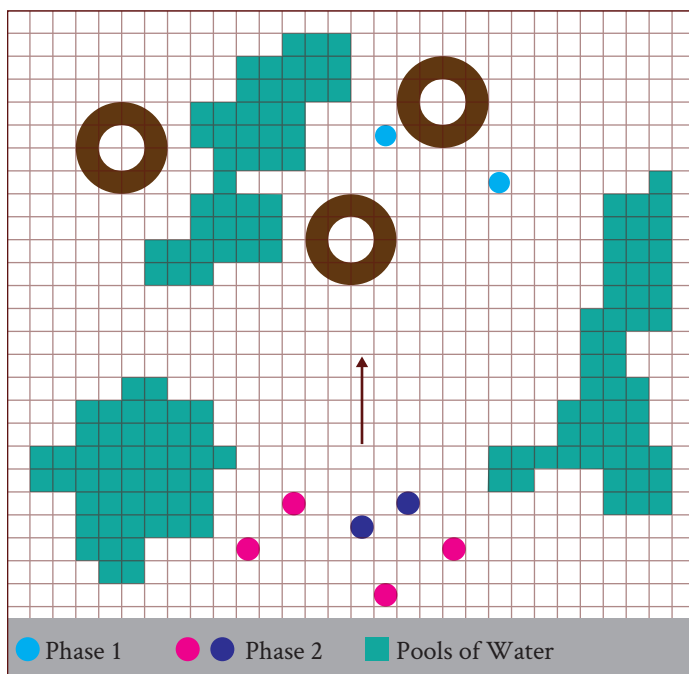
A small, abandoned shack sits beside the road. Through the windows, you can see a large piece of granite, hewn into a block. Equipment is strewn about the yard, the wooden handles rotted, the metal tools rusted. There is a path, overgrown with bilberry shrubs, leading down a hill behind. You see a thin plume of black smoke emerge from behind a line of durmast oaks.

Context

The party is seeking out the coblynau, but the coblynau are not simply passive actors waiting to be found and slaughtered; they routinely patrol their territory and use tactics to ensure they are not all killed. They are split into two groups: a pair of larger coblynau llwgu are guarding the tents, and a patrol team of six that will actively search for, and monitor the party as they approach.

As they head toward the quarry, a DC 10 Intelligence + Investigation or Wisdom + Nature check will show signs of coblynau presence: hack-marked trees, deserted fire pits, lots of scraps of stolen things scattered around, refuse heaps.

If the party simply runs into the coblynau camp, the combat will be crushingly difficult; the eight creatures create a CR that is well beyond Deadly for a level one party. The only way to remedy this situation is to actively create a strategy for approaching the camp. For each successful stratagem the party employs, the patrol team will have trouble and be delayed.



Setup

Have the party roll initiative. Roll for the coblynau as well. The party will have two non-combat rounds to approach the coblynau camp. Each member of the party must use a skill, while you narrate the consequences of their actions. This should transition directly into phase 1 of combat after the second round. A player cannot use the same skill twice, and she cannot use the same skill as the player directly ahead of her in the initiative order.

A roll of 10 or below does not harm the players, but neither will it help them. Each roll 11 through 14 will delay the coblynau patrol team by one round. A roll of 15 or higher will delay the patrol by two rounds or more based on GM discretion.

Tactics

The bloodthirsty trait is by far the coblynau's most dangerous characteristic. In Phase 1, there is a pair of Coblyn Llwg. In Phase 2 there are four Coblyn Llwg and two Coblyn Newynog.

Coblyn LLwgu

Small Tylwydd Teg, Chaotic Evil

Armor Class 15 (leather armor, dinner plate shield)

Hit Points 3d6 + 3

Speed 30 ft.

STR 12 (+1)

DEX 12 (+1)

CON 12 (+1)

INT 10 (+0)

WIS 12 (+1)

CHA 4 (-3)

Saving Throws Dexterity +4

Skills Acrobatics +4, Stealth +4

Senses Dark Vision 60 ft., Passive Perception 11

Languages Common, Tegaid

Challenge 1/2 (100 XP)

Traits

Smell Blood. The coblyn has advantage on melee attack rolls against any creature that has lost hit points in the current combat. All coblynau who are within visual range must swarm to the first injured enemy.

Actions

Burning Stick. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 1d4 + 1 piercing damage, and the target must succeed on a DC 10 Constitution saving throw or take (1d6) fire damage.

Phase 1

The two larger coblynau will stay together and focus on the most aggressive-looking character. If they take any character down, one of the two will remain in combat, while the other will attempt to drag the body into the teepees on the left.

These two are fighting to protect their camp; as such, they will

fight to the death; however, they will not abandon the camp under any circumstances—if the party is ever more than forty feet from the camp, they will fall back to seek cover behind a teepee.

Coblyn LLwglyd

Small Tylwydd Teg, Chaotic Evil

Armor Class 12

Hit Points 3d6 - 3

Speed 30 ft.

STR 10 (+0)

DEX 14 (+2)

CON 9 (-1)

INT 10 (+0)

WIS 12 (+1)

CHA 4 (-3)

Saving Throws Dexterity +4

Senses Dark Vision 60 ft., Passive Perception 11

Languages Common, Tegaidd

Challenge 1/8 (25 XP)

Traits

Smell Blood. The coblyn has advantage on melee attack rolls against any creature that has lost hit points in the current combat. All coblynau who are within visual range must swarm to the first injured enemy.

Actions

Stick. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 1d4 bludgeoning or piercing damage: bludgeoning, if the creature has metal armor.

Coblyn Newynog

Small Tylwydd Teg, Chaotic Evil

Armor Class 15 (leather armor, log shield)

Hit Points 3d6

Speed 30 ft.

STR 10 (+0)

DEX 13 (+1)

CON 10 (+0)

INT 10 (+0)

WIS 12 (+1)

CHA 4 (-3)

Senses Dark Vision 60 ft., Passive Perception 11

Languages Common, Tegaidd

Challenge 1/4 (50 XP)

Traits

Smell Blood. The coblyn has advantage on melee attack rolls against any creature that has lost hit points in the current combat. All coblynau who are within visual range must swarm to the first injured enemy.

Actions

Log. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 1d4 bludgeoning damage. If the target is Medium or smaller, it must succeed on a DC 12 Strength saving throw or be pushed 5 feet away from the Coblyn.

Reactions

Cower. The coblyn adds 3 to its AC against one melee attack that would hit it. To do so, the coblyn must see the attacker and be wielding its log. It falls prone, and it takes disadvantage on its next melee attack even if it stands up.

Phase 2

The patrol team is less disciplined than the coblynau of the first phase, and they are also extremely angry to find their camp in turmoil. They will rush in and fan out, attempting to engage as many characters as possible, attempting to flank whenever possible. Once a coblyn draws blood, it will let out a shriek that draws all others to it. The rest will move directly toward the first injured opponent and swarm it, even if it means taking multiple opportunity attacks or using the dash action to get within melee range.

If the party kills more than four of the team, the remaining coblynau will attempt to flee.

After Combat

There are three teepees in the makeshift camp as well as several piles of junk and scraps. If the players spend some time searching through the heaps, they will find 8d6 copper pieces in total as well as a potion of healing.

The central teepee is where the coblynau sleep, so the floor is covered in straw. If the party searches the straw, they will find 3d6 silver pieces, 10d6 copper pieces, and two first level scrolls.

The teepee on the right seems to be a religious shrine; there are many angular, piecemeal sculptures. In the center is a short pedestal upon which sits a green, semi-transparent, shimmering glass sphere, a driftglobe. If a player touches the driftglobe, dim green strands of arcane light ripple out from the opaque center to meet each finger. As they do so, the globe knocks the character unconscious for 3 rounds, while they have a vision.

You are somewhere else; climbing down a rope that doesn't seem stable. You are in someone else's body, and you are angry. As you climb down the rope, the sack over you should lurches, and you nearly fall. You think, "This is the worst thing I've ever done. I won't do anything else for that bitch." The man beneath you whispers your name and begins casting a spell.

Before they awake, the orb telepathically whispers, in a lilting, musical voice, its name directly into the character's mind: Creur Golau. It takes an identify spell or a long rest with active

experimentation to figure out the command phrases for the driftglobe. The globe is actually a keypart to enter a tower in a bandit fort, which comes up again in Part 3.

Creu'r Golau

This small sphere of thick green glass weighs 1 pound. If you are within 60 feet of it, you can speak its command word, *golau*, and cause it to emanate the light spell in a deep green hue. Once used, the effect can't be used again until the next dawn.

You can speak the other command, *dilynwch fi*, as an action to make the illuminated globe rise into the air and float no more than 5 feet off the ground. The globe hovers in this way until you or another creature grasps it. If you move more than 60 feet from the hovering globe, it follows you until it is within 60 feet of you. It takes the shortest route to do so. If prevented from moving, the globe sinks gently to the ground and becomes inactive, and its light winks out.

The third teepee is empty except for two young girls, in a corner on a generous pile of hay. They are each tied to the central pole by a foot, but they can move around the teepee freely. They are dirty, uninjured. There are bowls of both water and some sort of mashed food near both of them. There are no signs of any other children.

The girls are too frightened to speak, and only want to go home. If the party interrogates the girls, they will simply shut down and cry; however, if the party proves that they cobylnau are dead the girls will explain that the bad men put them in sacks, and that they are tired from such a confusing series of events.

If the party is comforting to them, they will confirm that they are Cat and Ceri, that they miss their parents, that they are fine, but that they want to go home. Either way, award the party 350XP for rescuing the girls.

Event 5: The Town's Celebration

When the party returns to Bryn Gysglyd, they are welcomed by Wyn and Tiwlip who rush to collect their daughters. They don't have much to say, but they thank you and cry. Many townspeople call you heroes and invite you to the eisteddfod, which they explain is a festival celebrating country life, with singing, dancing, poetry, and competitions.

Geraint will usher the group to the side to ask for signs of the other children; he will be deeply disturbed that there is nothing to indicate the cobylnau took other children. He will ask them to stay on to extend the investigation. The mayor will interrupt to invite the party as honored guests to the eisteddfod, which will be held tomorrow. It had been delayed by the troubles. He doesn't seem concerned about the other children.

The judge will approach the players, asking about their experience. If they mention the driftglobe, she will direct them to Folant Emporium, her husband's general store; for a price, he can

identify magic items and resupply the party for the return trip.

Marshal Rhydderch will be notably absent, and no one knows where he is. The party has the rest of the day to explore the town as they see fit.

The Interrupted Eisteddfod

That night the party will have a particularly restful sleep. When they awake, they will have gained enough experience to reach Level 2. That morning, read the following:

As if by magic, the town square has been covered by streamers of red, green, and white. There are torches lining the town square and the road leading to the Gazebo in the Market. Pots filled with lavender and honeysuckle perfume the air along the roads. Tents with games and food bustle with activity. Mayor Gwrgenau presides over the ceremonies; hobnobbing with anyone who approaches. He is beside a table near the gazebo directing townspeople as they sign up for slots to perform on-stage. While the mood is celebratory, you notice many awkward lulls in conversation whenever the still-missing children are mentioned.

As the festivities continue, the players will be escorted through the streets by Pedr Rhys with Cat and Ceri. They will ascend the steps of the gazebo and be presented to polite applause. At this moment, someone in the crowd will scream, "Help! There's a fire at the schoolhouse!"

Chapter 2: With Custom Of Fell Deeds

Event 1: Panic

The town is under attack from the core association of bandits encountered at the beginning of Part 1. However, they are now more organized, and they have an explicit set of goals for the attack. Eurwyn Severn had been directing the bandits to practice kidnapping.

The bandits encountered in Part 1 had disloyally broken away from Severn's command causing the successful kidnapping of Catrin and Ceridwen Penfro to be disrupted by coblynau who were simply in the right place at the right time.

Eurwyn, however, has complete control of these bandits, and she knows what she's doing; she has three goals: first, kill Marshal Rhydderch for not sending the watch to protect her village when it was massacred; second, kidnap the son of Mayor Woru Gwrgenau and the daughter of Enfys Bleddyn to show them what it's like to lose a child; and third use the burning of the schoolhouse as both a distraction for the first two goals and as a symbol of the town's sins.

Her plans go off almost flawlessly, so the players will spend the rest of the adventure attempting to catch up. The party will be on stage at the Market when the panic sets in. Read the following to set the scene:

A wave of quiet rushes through the crowd followed quickly by a rush outward. People begin running in all directions without aim. The silence is eerie, only the sound of footsteps. After a few moments, contradictory shouting begins. Some people say to run for the keep, others to go home, others still to the schoolhouse. Most distressingly, the screams of names begin to drown out orders as people try to locate loved ones in the chaos. A plume of smoke becomes visible over the roofs to the northeast, black and ominous. Captain Geraint rushes toward you, barking orders as he goes.

Geraint says he will go to the village green and form a bucket brigade from the pond to the schoolhouse. He gives the party two objectives with no order of priority. Objective A: go to the town square and direct people to the village green. Objective B: find Marshal Rhydderch at the Hall of Justice and send him to the schoolhouse. Do not give the players time to discuss; have Geraint yell at them to move if they try to.

Objective A: The Town Square

The town square will show the party that the raid has been planned, that it has multiple parts working together, and that they, the party, are behind.

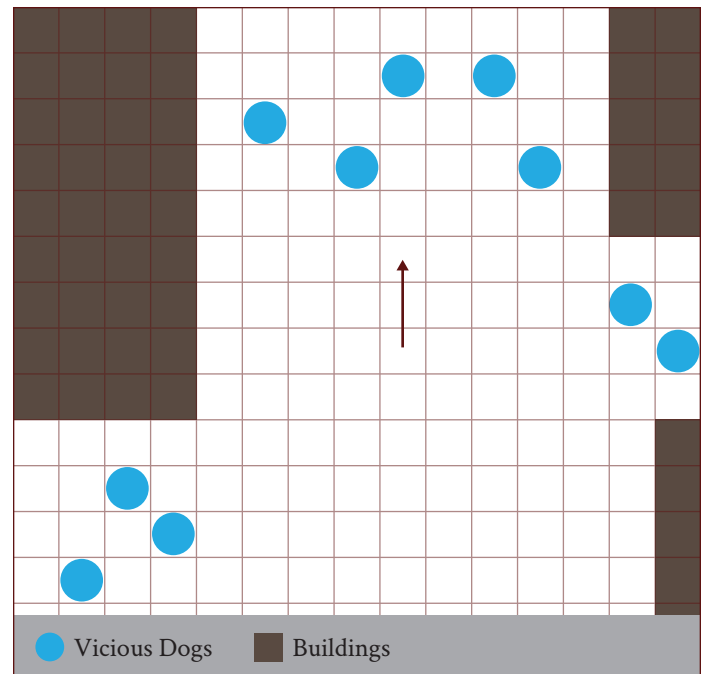
Context

The town square involves combat with some dogs that may inspire empathy from the party; however, the fight cannot be avoided. Read the following:

Panicked people run around. They look to you questioningly, as if begging for orders. When you tell them where to go, most gladly head to the Village Green, some even begin calming others down and organizing. Then the barking begins. As the square clears out, a pack of massive, angry-looking dogs sprint at you between buildings and along the road.

Setup

There is no way to avoid fighting the vicious dogs. They have been drugged for aggression and magically compelled to fight on the streets. A DC 10 Wisdom + Nature check will show that the dogs have been drugged, and a check of 15 will show that they have been given brymylys mint, a drug that drives dogs into a rabies-like rage and eventually kills them. A DC 12 Intelligence + Arcana check will show that the dogs have been put under a *geas* to attack, and any animal handling check to calm them will probably be fatal. There are ten total dogs, three to five should be behind buildings when the party approaches.



Tactics

The dogs are under a spell of compulsion to clear the streets, and in a poison-induced frenzy that will make them resort to violence against their better judgement. They will not attack once they notice the party, they will, however, attack anyone within about a hundred feet of them.

There are two waves of dogs. The first of five to seven, should attack directly. The second half, should move in the first round to flank the party. They will swarm, but not focus on one character at a time; they simply see red.

Vicious Dog

Medium Beast, Chaotic Evil

Armor Class 12

Hit Points 1d8+1

Speed 40 ft.

STR 13 (+1)

DEX 14 (+2)

CON 12 (+1)

INT 3 (-4)

WIS 12 (+1)

CHA 7 (-2)

Skills Perception +3

Senses Passive Perception 15

Languages —

Challenge 1/8 (25 XP)

Traits

Compelled. An animal handling check of DC 16 will allow a player to calm the dog, however, this will cause the dog to take 2d10 psychic damage.

Actions

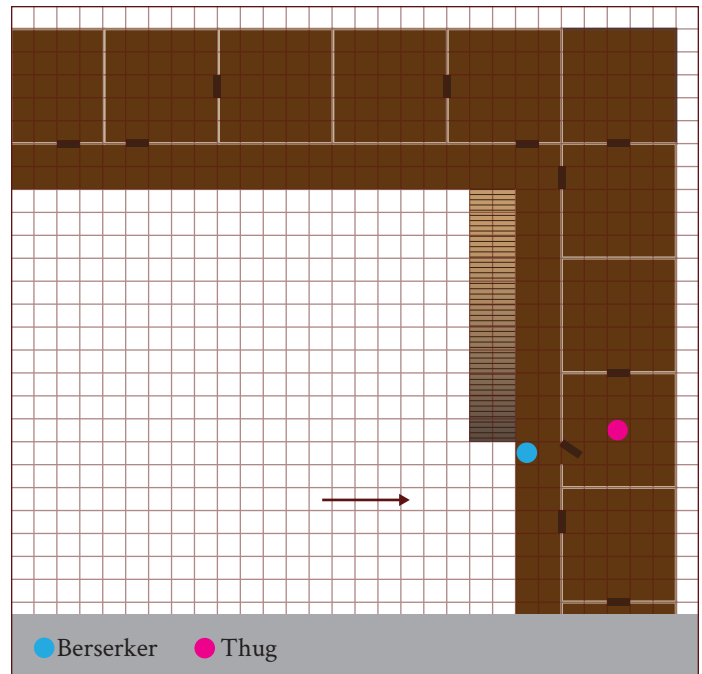
Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.

Hit: 1d6+1 piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

down from the window above. Then a chair flies out. There are still bandits in the building.

When they enter the building, they will see someone in a green cloak duck into one of the offices. The berserker will say, “Should we kill them, Elias?” He won’t respond, so they’ll engage the party. Elias will leave through a window while the party engages with the bandits; if the party tries to head him off outside, he has one potion of invisibility, which he will use to escape.

If the party tries to head Elias off outside, he has two potions of invisibility, which he will use to escape.



After Combat

Several people will approach the party asking if they should still go to the Village Green. They are terrified, and they want to go hide in their homes. A DC 12 Charisma + Persuasion or Intimidation check will convince them to do their duty.

If the party does not immediately go to the Hall of Justice, they will hear the sound of shattering glass coming from the Hall, and someone will tell them that a body just fell out of a second story window at the Hall.

Objective B: Hall of Justice

The events at the Hall of Justice will give the party its first glimpse of who they think will be their main villain, the bandit captain Elias Tuthenert, but also give them hints of the town’s past and hints about the reasons for the raid.

Context

The Hall of Justice involves a combat with a pair of bandits left behind for the sole purpose of delaying any pursuit the town might muster. Read this:

The battered body of the Marshal lies near the wall of the Hall of Justice. His legs broken from the fall, a dagger lodged up to the hilt in his chest. Tied tightly around his arm is a simple hemp rope, with a pendant dangling from it. As you look at the body, you notice torn pieces of paper spiraling

Setup

The party will meet two bandits in the hallway on the upper story of the Hall of Justice, and Elias Tuthenert leaving through a back window to report his success to Eurwyn Severn and to provide evidence that justifies the attack in her mind. The bandits, a berserker and a thug, will be hiding in plain sight somewhere that makes it difficult for the party to exit the Hall of Justice without engaging in combat.

Many of the bandits from this point on are religious zealots, so they will fight to the death if that’s what it takes. The berserker and the thug both fall into this category.

These two are both attempting to give their captain time to escape the town, and they will die trying to do so, taking suicidal risks if need be. Their first plan is to get into a ranged, kiting skirmish with the party that will drag on for many rounds. They will go into offices and take pot shots whenever they can, escaping into the next office through the connecting doors.

If a player goes into an office to follow, they will attempt to close and lock the door, trapping that player inside with them.

If the party attempts to escape down the stairs, or climb out a window, the berserker will jump out the window or over the ledge to continue the fight on the first floor.

Bandit Thug

Medium Human, Neutral Evil

Armor Class 11 (leather armor)

Hit Points 5d8 + 10

Speed 30 ft.

STR 15 (+2) **DEX** 11 (+0) **CON** 14 (+2)

INT 10 (+0) **WIS** 10 (+0) **CHA** 11 (+0)

Skills Intimidation +2

Senses Passive Perception 10

Languages Common

Challenge 1/2 (100 XP)

Traits

Pack Tactics. The thug has advantage on an attack roll against a creature if at least one ally of the thug's is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Multiattack. The thug makes two melee attacks.

Mace. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1d6+2 bludgeoning damage.

Heavy Crossbow. *Ranged Weapon Attack:* +2 to hit, range 100/400 ft., one target. *Hit:* 1d10 piercing damage.

Bandit Berserker

Medium Human, Neutral Evil

Armor Class 13 (hide armor)

Hit Points 9d8 + 27

Speed 30 ft.

STR 16 (+3) **DEX** 12 (+1) **CON** 17 (+3)

INT 9 (-1) **WIS** 11 (+0) **CHA** 9 (-1)

Senses Passive Perception 10

Languages Common

Challenge 2 (450 XP)

Traits

Reckless. At the start of its turn, the barbarian can gain advantage on all melee weapon attack rolls during that turn,

but the attack rolls against it have advantage until the start of its next turn.

Actions

Greataxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 1d12+3 slashing damage.

Javelin. *Ranged Weapon Attack:* +5 to hit, ranged 30/120ft., one target. *Hit:* 1d6+3 piercing damage.

After Combat

Give the party enough time after both combats to find the clues that will help them investigate the town's past sins: the dagger and the map with a references to Cwm Gwyrdd, the holy symbols of Hafgan on the bandits and on Marshal Rhydderch, and the note on the barbarian describing phase three of the plan.

The pendant around the marshal's arm is the holy symbol of Hafgan from the bandits at the way station. The dagger in his chest is inscribed with elaborate letters "CG" on one side of the hilt and an intricate etching of a verdant valley with a small town on the other, stretching onto the blade.

A DC 12 Intelligence + History check will reveal that this a ceremonial dagger from the village of Cwm Gwyrdd, a little over a day's travel northeast of Bryn Gysglyd. A DC 12 Wisdom + Religion check will also reveal that the village is known for its small, but architecturally significant temple of Hafgan, a remnant of the empire that many around had come to accept and worship at in spite of the local piety to Arawn.

The bandits only have their equipment, and holy symbols of Hafgan around their necks. However, the barbarian has a handwritten note pinned neatly on the front of his hide armor.

Tomi, you half-wits are too stupid to remember it all, so here's your part. Tell Urban to read it, keep you on track. First, you two administer poison while I read scrolls. Second, I release dogs at edge of town. Third, we sneak in. Fourth, daggers in map then chest. Fifth, tie symbol. Sixth, I leave, you stay, cause mayhem. That's it. Pray, then do your fucking jobs.

—E

In the marshal's office the players will find general ransacking. However, on his desk, they will locate two things: first, his journal, opened, with the top half of the open page torn out. It is not dated or organized in any way, but what remains is the following entry:

Patrol returned today. Wasn't supposed to for at least a few more days. Wouldn't answer my questions. Feels like I'm getting too old for this. Have I given too much responsibility to Geraint? Later: well, I put my quill down, and got to work. For an old man, I can still put fear into my men when I need to. Tracked those ingrates down at The Lass and gave

them a good public yelling, the barmaids just giggling at them. Told me they just got back from escorting a caravan to Cei Cunnah. Need to ask Woru what happened to the agreement.

Elias took the top of the page mentioning the original deal and brought it to Eurwyn Severn as proof that the murder was just. The page will still be on his person when the party engages him later.

Second is a map unrolled with a dagger, stuck point down into a valley to the north the point sticking directly into a town called Cwm Gwyrdd. When they have found all the clues, award the party 250XP.

Event 2: The Aftermath

The players will approach the town hall and begin piecing together the events of the raid as well as the tensions in the town between the two wealthy trading families. The following paragraphs give the details of the raid as well as the history between the families. No one yet knows about the fate of Cwm Gwyrdd.

The scene as the party approaches showcases each member of the two families reacting to the kidnappings. Read or summarize the following, adding characters' names (in parentheses) if the party has already met them:

Behind the town hall, most of the townspeople stand by idly, saying nothing, simply staring dumbstruck at the commotion near the trees. As you push your way through the crowd, you see Mayor Gurgenu, blood covering his face, hanging from a rope tied around his hands from a window on the second story. He is screaming, "My son. My Ercwlff!" He is being pulled up from the inside, and he is kicking and thrashing, utterly distraught. After he disappears into the window, your attention is drawn to a young man (Gareth Bleddyn) in a suit try to hold onto a plain young woman (Haf Glynyth) as she pulls away, running across the street, tears in her eyes. A fat man (Enfys Bleddyn) sits on a out-of-place decorative high-backed chair staring at the grass between his feet; blood pours from a terrible cut on his right arm. A few paces away, a group in town watch uniforms fall backward attempting to keep a well-dressed man (Tegid Glynyth) in their grasp. He is pointing at the injured man, screaming, "It's all your fault. I'll kill you when I get the chance. I'll kill you." Nearby, kneeling, a young man (Will Glynyth) embraces his weeping mother (Eirlys Glynyth), stroking her hair; all the while he gives a woman at the edge of the crowd an icy stare. She (Rhiannon Bleddyn) returns the the look with one of equal malice, but she shakes uncontrollably, laboring to breathe, one hand holds her daughter's dress with a white-knuckled grip. The girl (Fflur Bleddyn) sniffles, not fully comprehending the scene. Captain Geraint rushes over to you, "Why haven't you brought the marshal?"

Geraint thinks the town watch should not spend time investigating; he thinks, rather, they should build a palisade around the town to protect from future raids. He'll task the players with making a report on the raid for the judge, who is currently filing in for the mayor.

The characters should investigate the kidnappings of Ercwlff Gwrgenu and Aeronwy Glynyth—no one else was taken—and the murder of Marshal Rhydderch—no one else was killed. The two objectives above and the next two sections contain everything the players can learn by interviewing people from town. When they have learned about the raid as a whole and the family tension, award the party 250XP for each narrative.

The Two Families

The two wealthy families, Bleddyn and Glynyth, have competed for prominence since the town began to gain recognition for its artisanal wares, and probably before when it was an agricultural backwater. The Bleddyn family controls all caravans and trade routes to the north, while the Glynyth family, the south.

The Bleddyn family begins with Enfys and his wife Rhiannon; their oldest child is Gareth, followed by the much younger Fflur. Aside from Enfys, who thinks money can make anything right, the family is well-liked by everyone in the community.

The Glynyth family is headed by Eirlys and Tegid. Tegid is a dour unappealing man, but his wife is the brains behind the operation. Their oldest child is Haf, followed a year later by Will, then finally Aeronwy. Only Haf and Aeronwy are appreciated in town, the former mostly for being unlike her mother, the latter for her true innocence and childish charm.

Gareth and Haf have been involved with one another for some time. Most of the town considers it an open secret, but neither set of parents acknowledges the relationship. Rhiannon has been giving secret botany lessons to Aeronwy ever since she caught the girl breaking into the Bleddyn arboretum. For the most part, none of the other family members ever speak to one another, except when Tegid, at the behest of his wife, disagrees with something Enfys has proposed to the town council.

The Rest of the Raid

The motives for the rest of the raid should still be a vague mystery for the party; it should look like the kidnappings were a distraction for the murder of the marshal, when in fact, the two are separate goals. While the party was working on the marshal's murder and the dog attack, Eurwyn Severn (whose existence should remain an unknown for the party) and several other masked bandits were successfully completing the rest of the raid's two objectives.

Concurrent with Elias, Tomi, and Urban's mission, they set fire to the schoolhouse, then advanced in two groups into the town. The first group found Woru Gwrgenu, as suspected, hiding with his family in the town hall. They beat the mayor and hanged him by his hands from the back window so he could watch his son taken away in a sack. They left his wife locked in a closet.

Eurwyn and the other group smashed into the arboretum at the Bleddyn estate where they snatched and bagged the first young

girl they saw, Aeronwy Glynyth. They assumed she was Fflur Bleddyn, and, unaware of the botany lessons, had no reason to think otherwise. Rhiannon was tied to a tree, where she refused to say anything.

Thinking their mission a success, the bandits began leaving. Before they could escape, however, Enfys Bleddyn brought a chair outside, and confronted them with an offer of immense wealth to take a commoner's child instead of his, unaware himself that they were not kidnapping his daughter. Eurwyn saw an opening to cause the man more pain, so the bandits pretended to make a deal, tied him to the chair, cut his arm, and then took the girl away.

Event 3: A Town in Shock

The party should present its report to Judge Folant at the Hall of Justice. Her daughter, the clerk, will ask questions to clarify—make sure the characters have the details correct. The judge will know nothing about Cwm Gwyrdd, or the men the marshal was talking about. But since it seems to be the only lead, she says they may want to start there.

The judge asks the players to find this Elias character and bring him back for a trial—she does not want him killed—find where he is keeping the rest of the children and rescue them, and finally to capture—not kill—as many bandits as possible along the way. She tells them her husband can supply them for the journey, and that the blacksmith was born in Cwm Gwyrdd, and might be able to give them some advice about the trip.

When they arrive, the townspeople have gathered for an ad hoc funeral for the marshal and vigil for the kidnapped children.

While the players are at the funeral/vigil, the whole town is present. All descriptions can be found above in the Residents section. If they consult with her, Gwenfrewi will mention that there are three interesting places on the road to Cwm Gwyrdd: a ford across a swift-moving stream, a patch of boggy land where fog always settles, and a tight, natural chokepoint, the only easy route into the hills where the city is.

Bevan Nock will approach the party with a mission of his own. He would like the party to deliver a note to Rhiryd Severn, the captain of the watch in Cwm Gwyrdd; he asks that they use the utmost discretion with a disgusting wink, and offers to pay them accordingly. He doesn't have any sort of plan with this gambit; he only wants to cause trouble in a neighboring village to create more fuel for the rumor fires that distract him from his mundane life as a tavernkeeper. If the players open the note, they will find that it is a profoundly explicit sexual solicitation.

The marshal's widow, Mabyn Rhydderch, will approach the party, thanking them for their service, but under her breath, demanding the head of the man who killed her husband. She will hold onto a party member's clothing until they promise her. She will gift the players a potion of hill giant strength and a 1st level spell scroll.

Wyn and Tiwlip will also approach the players, telling them to find the other two children. They will give the players a potion of healing, saying it's all they can spare. Any other NPCs the players had positive interactions with will come forward with gifts.

Event 4: The Road to Cwm Gwyrdd

Since the bandits have succeeded in all of their priorities: the murder and kidnappings, Severn's only goal is ensuring that she finishes her mission—deliver all of the kidnapped children to Gwawl so he can return her dead children to her.

The trip to Cwm Gwyrdd will look like a chase scene; bandits hanging back to destroy any attempts by the town at revenge or reclaiming the children. There are five bandit grunts and a bandit rogue attempting to distract or deflect the party from their mission. The whole encounter is worth 525XP, 325 for the combat and 100 for each of the other skills-based encounters.

There are three places along the road where the bandits will attempt to harass the players: the ford, the bog, and the chokepoint. The order they occur will change based on which encounter you'd like the players to engage in combat—that will be the last.

Bandit Rogue

Medium Human, Neutral Evil

Armor Class 12

Hit Points 6d8

Speed 30 ft.

STR 10 (+0)	DEX 15 (+2)	CON 10 (+0)
INT 12 (+1)	WIS 14 (+2)	CHA 16 (+3)

Skills Deception +5, Insight +4, Perception +6, Persuasion +5, Sleight of Hand +4, Stealth +4

Senses Passive Perception 16

Languages Common

Challenge 1 (200 XP)

Traits

Cunning Action. On each of its turns, the rogue can use a bonus action to take the Dash, Disengage, or Hide action.

Sneak Attack (1/Turn). The rogue deals an extra 1d6 damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the rogue that isn't incapacitated and the rogue doesn't have disadvantage on the attack roll.

Actions

Multiattack. The rogue makes two melee attacks.

Short Sword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1d6+2 piercing damage.

Hand Crossbow. *Melee Weapon Attack:* +4 to hit, ranged 30/120ft., one target. *Hit:* 1d6+2 piercing damage.

Bandit Grunt

Medium Human, Lawful Evil

Armor Class 12 (leather armor)

Hit Points 2d8

Speed 30 ft.

STR 11 (+0) **DEX** 12 (+1) **CON** 10 (+0)
INT 10 (+0) **WIS** 11 (+0) **CHA** 10 (+0)

Skills Athletics +2, Survival +2

Senses Passive Perception 10

Languages Common

Challenge 1/8 (25 XP)

Actions

Spear. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or ranged 20/60 ft., one target. *Hit:* 1d6 + 1 piercing damage.

The Fords

Read the following:

The stream is deep and fast and clear along most of its length as it proceeds to the River Wen. As you approach, you see it makes a series of sharp turns along the hilly land. The largest of these turns has expanded into a series of oxbow lakes, each shallow and muddy, but passable. As you scan the length of the stream, you see no other areas of easy passage across.

Non-combat

As the players begin to cross the oxbow lakes, they will encounter a series of devious traps, along the most obvious paths, tripwires that free small caged alligators, or areas where sharp spikes are driven into the mud beneath the water surface.

They must succeed in a skills challenge, with rules similar to those in Part 1, Event 5. You will narrate two rounds in initiative. The DC of each check is 12. If the party has 7 or more successes, they succeed. Fewer than 7 successes, they fail.

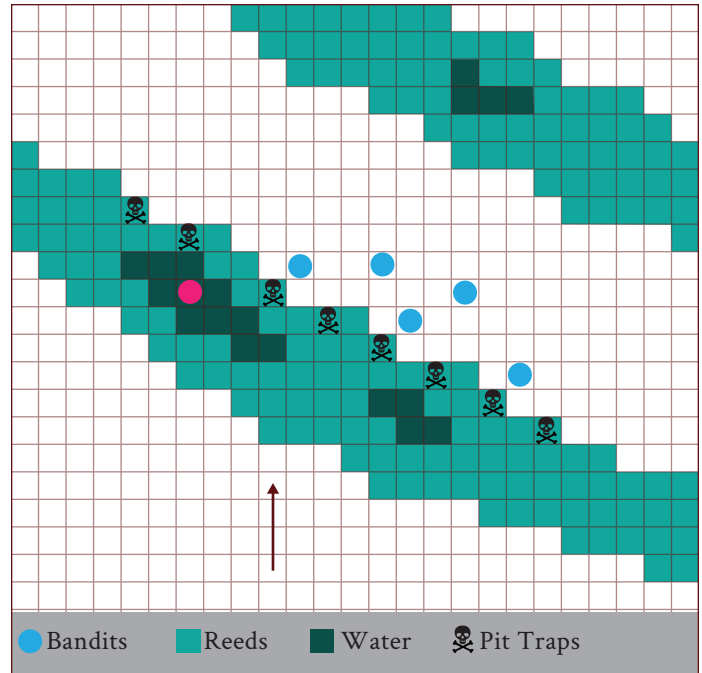
Failure on the skills challenge will cost each player at least one hit die—if a player did not succeed on either of the checks, she will lose two hit die. Success, on the other hand, will allow the players to catch a glimpse of the bandits moving ahead, six of them in total; laden with supplies and tools, but no obvious signs of children.

Combat

The bandit rogue will attempt to hide in the reeds, to surprise the characters while they engage the grunts; she will disengage whenever possible. The grunts will attempt to separate members of the party.

No matter which combat you select, they will use the following

enemies: five grunts (four if they succeed at the chokepoint) and one rogue. To add difficulty to the combat, the bandits could have added a series of pit traps along the banks of both sides of the oxbow lakes. The grunts will draw the characters into areas where there are traps.



Pit Trap

Simple trap (level 1–4, moderate threat)

The simplest of pit traps consists of a 10-foot-deep hole in the floor, concealed by tattered canvas that's covered with leaves and dirt to look like solid ground. This type of trap is useful for blocking off the entrance to a monster lair, and usually has narrow ledges along its sides to allow for movement around it.

Trigger. Anyone who steps on the canvas might fall into the pit.

Effect. The triggering creature must make a DC 10 Dexterity saving throw. On a successful save, the creature catches itself on the pit's edge or instinctively steps back. On a failed save, the creature falls into the pit and takes 3 (1d6) bludgeoning damage from the fall.

Countermeasures. A successful DC 10 Wisdom (Perception) check reveals the presence of the canvas and the 1-foot-wide ledge around the edges of the pit where it is safe to travel.

The Bog

Read the following:

The road begins to slope downward into what at first appears to be the valley of a stream. As you proceed, the air seems denser, and the ground less solid. After about a mile's descent, you begin to notice the way ahead obscured by thick fog. The road is now soupy, but passable, the way forward marked by irregularly spaced cairns.

Non-Combat

While attempting to follow the path, the players will try not to get lost. The bandits have created diversionary cairns to lead the players in circles through the bog. They will also hound the players with guerrilla tactics and scrolls of entangle and spike growth.

Another skills challenge follows; you narrate two rounds in initiative. The DC of each check is 12. At the end of the second round, if the party has 7 or more successes, they succeed on the challenge as a whole. Fewer than 7 successes, and they fail the challenge.

Failure will cost the characters a full day in the fog, so the bandits will move six of the eight children, rather than two. Success will allow the players to find one of the bandit's caches of supplies—a scroll of entangle, as well as provisions and a note in the same hand as the note on the from the bandit berserker's body:

If any follow, delay or kill them. Die if you must.
—E

Combat

Squares between fifteen and twenty-five feet from each character are partial obscured. Outside of thirty feet, they are heavily obscured. The rogue will disengage and hide in the fog. The grunts will attempt to kite players away from the group for the rogue to sneak attack. The combat begins on a level area. There are no other environmental hazards. The enemies can be found in The Ford section above.

The Chokepoint

Read the following:

Craggy hills mar the landscape. There do not appear to be any easy passages. The road angles along until it reaches an area where it cuts between steep rocky cliffs. Walking around the pass would take several hours, with no certainty of an alternate route. But the narrowest part of the path would require slipping sideways for several feet, one at a time.

Non-Combat

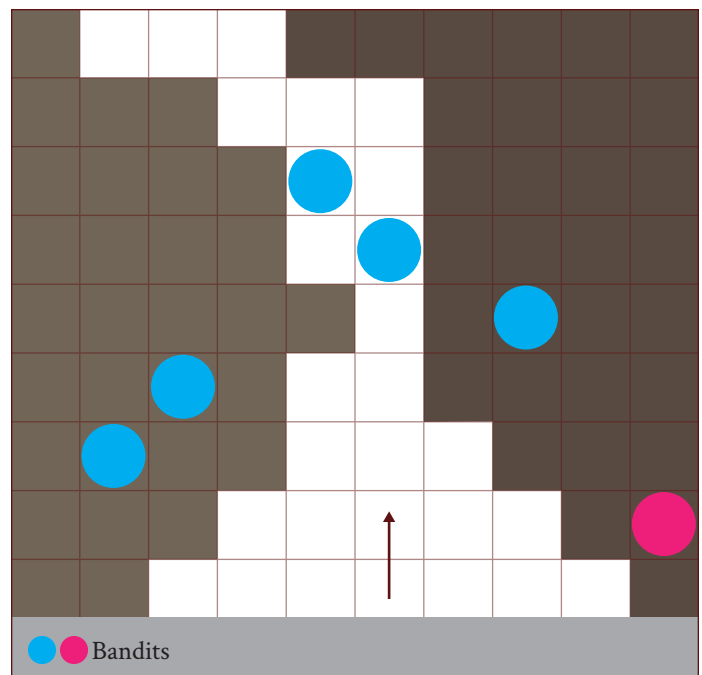
The bandits have created numerous rock-slides and environmental challenges in the area. Their goal is to exhaust the characters..

Another skills challenge follows, with the same rules. Failure

means that the characters have to expend energy digging themselves out, and they will suffer disadvantage on all Strength, Dexterity, and Constitution skills checks and saving throws until they complete a long rest. Success will allow the players to kill one of the bandit grunts, thereby reducing the number to four.

Combat

The grunts position themselves above the players; they will throw two spears before climbing down to engage the players. The rogue will be hiding in a niche on the players level, but will attempt to run in, then disengage and hide again. The enemies can be found in The Ford section above.



Event 5: Cwm Gwyrdd

When the party reaches the town, read the following:

The outlying farms all seem to be abandoned. While you expect to see roofs on the horizon to give a hint of the approaching buildings, you see none. Before you're even aware of the transition, you find yourself amidst what must have been the village. Burnt beams lie scattered around charred foundations. No structure remains untouched by flame; even the stone temple has been painstakingly pulled down, piece by piece and scattered along the road. The dead silence, mixed with odors of smoke and rot, is deeply unsettling. In what must once have been a green area at the center of the village, a neat line of nearly fifty dirt mounds leads your eyes to a man waist-deep in a hole, leaning against a shovel, regarding you with intense interest. Only his eyes are visible over the thick wrappings around his mouth and nose. Behind him, in a pile, are putrid, rotting corpses; it is impossible to say how many.

The town of Cwm Gwyrdd now has only one resident, Iolyn ap Iorwerth, an old man who has taken it upon himself to give the residents proper burials. He is stooped and wrinkled with age. His intense gaze comes through squinting green eyes and through enormous, bushy eyebrows. He gestures wildly with his calloused hands as he speaks.

While the group talks to him, he will pepper his answers with hints about how hard the work is burying a town full of people. If the groups offers to help, without his needing to ask, he will tell the whole story without the party needing to question him.

He explains that a while ago soldiers from the northern army, supporters of Efnisien Bannon-Braddoc, came into town and attempted to requisition everything. When the villagers tried to keep some food and tools for themselves, soldiers got angry and beat a few people.

The captain of the watch attempted to begin a dialogue, but the soldiers killed him and began a general massacre. As it wore on, the wrath of the soldiers grew, and the whole town was razed. He survived by hiding in his pig's slop trough. The soldiers even killed his pigs.

He knows of no other survivors except for Eurwyn Severn, the captain of the watch's wife, who was sent to Bryn Gysglyd to secure aid as the soldiers inched closer and closer to the village. He figures she was unsuccessful because the troops didn't show. When she returned, she learned that her husband Rhiryd and their two children were the first ones killed. He thinks she must be cold as ice because she didn't even cry. She just walked away. He hasn't seen her since.

He's been alone, but he has occasionally been aided with food and supplies by bandits who come through from time to time on their way to and from some sort of shrine to Hafgan in the wilderness to the north. One of the ones in charge does wear a green cloak; Elias Tuthenert used to live in Cwm Gwyrdd till he went all crazy with Hafgan worship in his early teens. He got exiled when he challenged the priest on basic teachings. His family left in shame, probably to live in some hovel in the poor districts of Gower, but Elias tried to work at the warehouses in Bryn Gysglyd or maybe tried to join the watch, but from what everyone heard, got fired because of his erratic behavior sparked by his deeply held, heretical beliefs. Iolyn guesses he joined the cult in the woods not long after.

He has never been to the shrine he only knows that it is north. The bandits always follow a simple dirt footpath when they leave. Elias had just come through town by himself. He seemed rushed to leave.

If the party makes a DC 15 Charisma + Persuasion or Intimidation check for more details, he will remember that a group of bandits passed by a little earlier with two sacks. If the group fails any Charisma-based check, no matter how much they have learned from Iolyn, he will get grumpy and refuse to answer any more questions, hinting that he needs help digging graves. If the party helps after a failure he will answer questions again. Award the party 250XP for learning about the town.

Event 6: Disrupting Deliveries

The climax of Part 2 takes place at a neglected shrine converted to the worship of Hafgan in the wilderness. The bandits and their leader Eurwyn Severn are gradually transferring the operation via a manticores loyal to Eurwyn. They have already sent Aeronwy and Ercwlff (and four other farm-children if the party failed the skills challenge at The Bog) on their way.

As they approach the shrine, read the following:

A shadow passes overhead, but the poplars' dense foliage does not allow you to see what cast it. The steady beat of wings fills the air. When you break into the clearing, you hear a dog growl, but see no sign of people. In the middle of the clearing sits an ancient chapel; the roof collapsed inward, and you can see the tops of several worn stone columns jutting above the brittle walls. The symbol of some god has been crudely ground away from the capstone over the arched entryway. Painted over it is the symbol of Hafgan, a green hand, all five fingers outstretched on a white background. Arrayed around the chapel is a makeshift camp. Kennels and tents sit in utter disarray. The roar of a large cat draws your attention to the top of the chapel again where you see the horrifying creature begin to take off—the body of a large, muscular cat from which long leathery wings jut at an impossible angle, but most frightening of all is the profile of a human face staring down into the chapel. As it takes flight, its claws clasp a pair of squirming sacks. Before you can react, it is gone over the treetops to the north. A man in a green cloak looks at you from the doorway of the chapel.

Context

The party will face Elias Tuthenert and his huge hound Brithgi. As the players may have found, he is fanatical about his religious convictions. He thinks that Eurwyn is Hafgan's representative in the world. He also believes that his part in the plot is not finished; that success is nearly achieved. He is therefore willing to answer questions until the manticores returns. If the party questions Elias for too long, he will see the manticores in the distance, and he will attack.

Elias is the chief acolyte in Eurwyn's band. She came to them with a holy vigor long before her road turned to this path. There are some who resist, and some abandoned her, but the group is under her sway. Their wealth and the fear they inspire can all be traced to her leadership.

He does not know or care about what Eurwyn plans to do with the children, but he does know that the cobylnau attack on some of their bandits and a large desertion/mutiny delayed their plans, but also enabled him to rise up the ranks to be her second-in-command. She found him in a time of intense need, and she shaped his beliefs, hardened his will, and pointed him in the right direction—the relentless will of a god that few in the land worship correctly. He is a tool she used to achieve her ends—to achieve

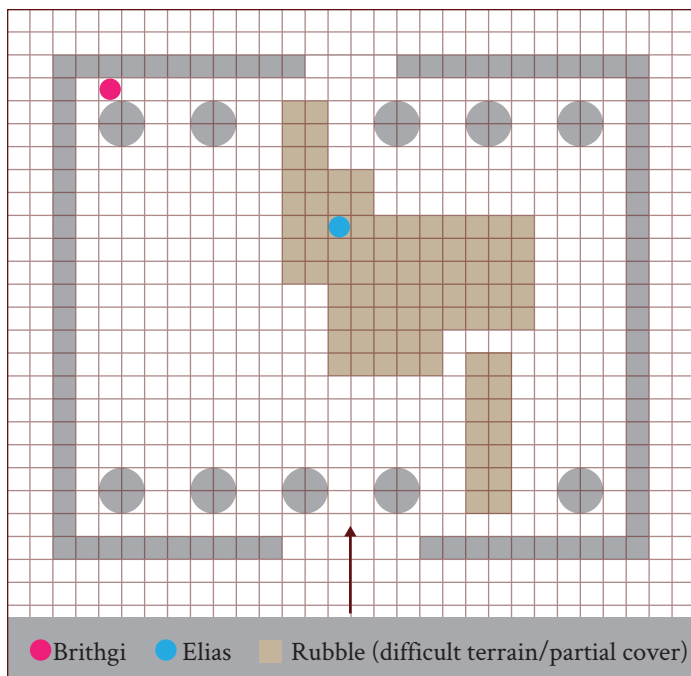
their god's ends.

Elias will call the muzzled Brithgi to his side and ask the party if they plan on continuing their chase of his leader or to interfere with the transfer of the children. Because he cannot allow either of those things to happen. If the party attacks him, he will retreat into the temple, or if they don't, he will attack them and try to draw them into the temple where the cramped space allows the pair to function better in tandem.

Setup

Elias and Brithgi work together to pick on one player at a time. The two use some different rules to make the fight seem more epic. Both characters are composed of multiple creatures. Brithgi is three identical, resilient creatures crammed together, while Elias has two stances: an aggressive stance with multiple dagger attacks combined with a more defensive stance with a shield and a dagger.

Make it clear to the players that this is a deadly combat—describe the wicked glint of his dagger and the muscles of the dog, its deep, guttural growl. Give them an opportunity to get an understanding of the environment before you put them into initiative order.



Tactics

The two combatants actions should fall between players in the initiative order, so that for every action the players take, the pair have the opportunity to respond. Elias and Brithgi will attempt to take down the most armored character first. The dog will body slam a character, and Elias will attack that character relentlessly.

Once Elias has lost a hit point pool, he will drop one of his daggers, pull a shield from his beneath his cloak, then attempt a much more defensive style of fighting. He will back himself out of tight spaces, or flee outside the temple to get more space.

The dog, on the other hand, will become more aggressive and erratic with the loss of pools of hit points. On his final pool, he is utterly exhausted, but enraged, no longer even considering the commands of Elias or even thinking about his own safety. He will body slam, then attack another player even if it provokes an attack of opportunity. You can even randomly roll to see which player he attacks.

Brithgi

Medium Beast, Unaligned

Armor Class 12

Hit Points 8d8+24/8d8+24/8d8+24 (3 pools)

Speed 40 ft.

STR 13 (+1)

DEX 14 (+2)

CON 16 (+3)

INT 3 (-4)

WIS 13 (+1)

CHA 7 (-2)

Senses Passive Perception 11

Challenge Paragon 1/4 (150 XP), 3 creatures

Traits

Keen Hearing and Smell. Brithgi has advantage on Wisdom + Perception checks that rely on hearing or smell.

Body Slam. If Brithgi moves at least 20 feet straight toward a creature and then hits with a claw attack on the same turn, the target must succeed on a DC 13 Strength saving throw or be knocked prone.

Paragon Traits

Paragon Fortitude. Brithgi has multiple pools of hit points, each of which is tracked separately. All damage and healing must be completely applied to only one pool. When a pool is reduced to zero, all ongoing conditions and effects affecting her end. Once a pool is reduced to zero, it cannot receive any healing until after a long rest. If all hit point pools are reduced to zero, she is killed.

Paragon Exhaustion. Brithgi may take one complete turn in each round of combat for each hit point pool she has above zero and receives one reaction between each of her turns. When a pool of hit points has been reduced to zero, she loses one turn each round thereafter. Brithgi determines initiative normally for her first turn, though she gains advantage on the roll. Each subsequent turn is inserted immediately after any one PC's turn in initiative order.

Actions

Claw. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.
Hit: 1d4+1 piercing damage.

Elias Tuthenert

Medium Human, Lawful Evil

Armor Class *Aggressive Stance*—13 (leather armor);
Defensive Stance—15 (leather armor, shield)

Hit Points 8d8/8d8 (2 pools)

Speed 30 ft.

STR 11 (+0)	DEX 15 (+2)	CON 10 (+0)
INT 13 (+1)	WIS 12 (+1)	CHA 9 (-1) _w

Skills Acrobatics +4, Insight +5

Senses Passive Perception 11

Languages Common

Challenge Paragon 1 (400 XP) 2 creatures

Traits

Sneak Attack (1/Turn). Elias deals an extra 2d6 damage when he hits a target with a weapon attack and has advantage on the attack roll, or when the target is within five feet of him and he has advantage on the attack roll. If all hit point pools are reduced to zero, Elias is killed.

Paragon Exhaustion. Elias may take one complete turn in each round of combat for each hit point pool he has above zero and receives one reaction between each of his turns. When a pool of hit points has been reduced to zero, Elias loses one turn each round thereafter. Elias determines initiative normally for his first turn, though he gains advantage on the roll. Each subsequent turn is inserted immediately after any one PC's turn in the initiative order.

Paragon Transformation. Elias has multiple forms, each corresponding to one of his hit point pools. He begins the battle in his first form. When that form's hit point pool has been reduced to zero, he assumes his next form immediately. Statistics, traits, or actions keyed to a specific form are only used when Elias is in that form.

Actions

Multiattack—*Aggressive Stance*: Elias makes three dagger attacks.

Dagger. Melee or Ranged Weapon Attack: +4 to hit, reach 5ft. or ranged 20/60 ft., one target. Hit: 1d4+2 piercing damage.

After Combat

By saving some of the children, the party receives 350XP. There are six (or two) sacks containing children. All of them are dirty and scared. They are dressed in poor garb, and they will tell

you they are from the country. They only want to go home. Throughout the camp, there are 15d10 gold pieces.

In the largest tent, upon a pedestal, there is a green sphere the same color and size as Creu'r Golau, the driftglobe from the cobylnau. While they are similar, this globe seems more cloudy. The strands of arcane energy meeting fingers are more like streams of bubbles escaping from a thick, viscous fluid. The pedestal also has a two, identical, empty indentations to the right of this green sphere. This is another keypart, and part of the puzzle to open the tower in Part 3.

Breuddwydio I'r Dyfodol

This small sphere of thick green glass weighs 1 pound. If it is on your person, you can speak its command word (breuddwyd) and fall into a trance where you will have an out of body experience that mimics the results of the divination spell.

You can ask the sphere a single question concerning a specific goal, event, or activity to occur within 7 days. The DM offers a truthful reply. The reply is a surreal, dreamlike vision.

The spell doesn't take into account any possible circumstances that might change the outcome, such as the casting of additional spells or the loss or gain of a companion.

You cannot enter the trance again until 7 days have passed, and the globe will seem dull and lifeless until you have done so.

When a character touches it, the whisper is much more forceful, and the name it gives is Breuddwydio I'r Dyfodol. Finding its magical properties requires an identify spell or a long rest combined with active experimentation.

The body of Elias has two items of note, both hidden in the folds of his cloak. The first is a partial sheet of paper torn from a book; the bottom half is missing, but the hand is exactly the same as that of Colwyn Rhydderch. Across the message, written in what the players can assume is blood, is the word "Paid." It reads:

Woru agreed to the terms Cwm Gwyrdd's representative set out. Eurwyn is a shrewd woman to be sure. The pig they'll offer every other week is enough to support our men, but it's not going to be easy to spare fifteen of my best from the defense of goods caravans, even if it feels like the right thing to do. Understand Woru's reluctance. That fat Bleddyn will come down hard on him, Cei Cunnah buys almost all of our wares now the war's on. Town really needs that trade. One lost caravan might destroy livelihoods. Can't say I'm comfortable.

The second is a note in a new hand, a flowery and overly elaborate hand. It was written quickly, but carefully, each letter

shaped with an eye for easy reading. The scribes of Bryn Gysglyd would appreciate the message. It reads:

I entrust you with this righteous task. Know this: you are the only I trust. You found proof of his complicity. For that I thank you. You delivered Hafgan's judgement. For that, your debt is paid. Oversee these deliveries, and I will ensure that your name will be delivered to those who can put you to better use. When the last of the children reach Cas-Y-Cil for the ritual, meet me. I know you despise Cymysgedd Ofnadwy, but she is a capable mount and will bring you here safely. By the green hand that guides us,
—E

When the players have searched the area, a manticores will make a few circles overhead. If the players try to talk to it, it will laugh and tell the party they're too late. They have enough children for the ritual, but they players can have the ones left behind—the spares. If the players try to attack, she throws a few tail spikes, then tells the players she is bored and leaves. She will fly north.

Regardless of what the players decide to do, when they next rest, they will reach level 3. They can escort the children back to Bryn Gysglyd, and again have a mixed celebration, where Mabyn Rhydderch will demand Eurwyn's head be brought to her, especially if the party did not bring her Elias'. Folant will give them a commission to Cas-Y-Cil. Gaoler Bevan Deuyn is the authority on the fort, which he researched in his youth. The town itself will be surprisingly tense. Many townspeople will talk about how Brother Rigewarg has begun making noise about several people in town being responsible—Rhosyn for distracting Captain Geraint, Bevan Nock for corrupting the morals of the town's men, and Myfanwy and Gwenfrewi for their immorality. The town doesn't seem to be out of control, but there are hints that things may get ugly.

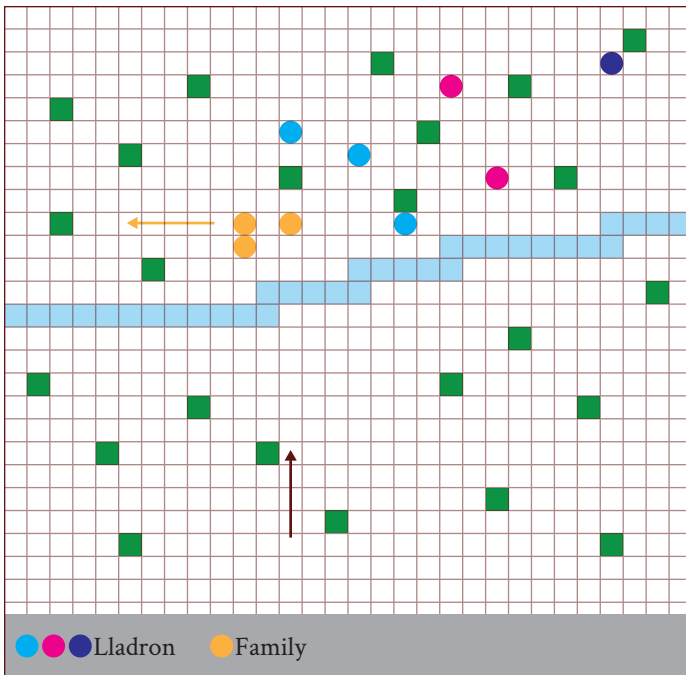
Iolyn might offer to return the children if they help him finish the graves. They don't like the idea, but they will do it. He knows the location and an embellished history of Cas-Y-Cil himself, and he will share it if the party digs more graves for him.

Chapter 3: Revenge Should Have No Bounds

The third chapter of the adventure is a siege. It only requires the players to engage in two combats. The rest of the objectives can be completed diplomatically or with skills challenges. However, if they chose to do so, they can kill everything in and around Cas-Y-Cil.

Clue 1: Hints From Lladron Raiders

As the party journeys to Cas-Y-Cil, they will encounter the remnants of a lladron raiding party that was destroyed by Gwawl as he left the fort. The lladron, while normally not interesting in talking to people, will be especially unhappy to find the party—they are in the middle of attempting to chase down and kill a family of farmers to sate their bloodlust.



Context

After the loss of most of their raiding party, the lladron are scouring the countryside for someone to take their anger out on. They find a small farming family who made their home in the wilds. The family had only enough time to leave their house and run. To set the stage for the event, read or paraphrase the following:

The path to the north and east is wild and rugged, but it is never difficult to follow. The land is rolling and thickly wooded, and the terrain is mostly uphill toward the mountains on the coast. The wood is an ancient stand filled with hornbeams and oaks, and it slopes downhill gradually toward a stream that runs from the higher hills ahead of you. You see the glimmers of the creek below, and you can tell the vegetation clears up into a rocky plain on the other

side. While you are walking, you hear a male and a female voice shouting, pleading for help.

Setup

There are six lladron chasing a family of three on the other side of a creek: three Rhochian, two Ynfyd, and one bear-druid leader, the Arth-Cyfriniol. Both the lladron and the family are across a small creek. The water is difficult terrain, while the trees provide cover to players who hide behind them.

Lleidr Rhochian

Medium Humanoid (Lleidr), Lawful Evil

Armor Class 13 (bearskin armor)

Hit Points 4d8+12

Speed 30 ft.

STR 13 (+1)

DEX 14 (+2)

CON 16 (+3)

INT 4 (-3)

WIS 8 (-1)

CHA 6 (-2)

Senses Darkvision 60 ft., Passive Perception 9

Languages Common, Lladraidd

Challenge 1/4 (50XP)

Traits

Martial Advantage. Once per turn, the lleidr can deal an extra 1d6 damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the lleidr that isn't incapacitated.

Suck It Up (Recharges after a Long Rest). If the lleidr takes 14 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead. This only happens if the lleidr is within 5 feet of an ally of the lleidr that isn't incapacitated.

Actions

Hatchet. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 1d6+1 slashing damage.

Lleidr Ynfyd

Medium Humanoid (Lleidr), Lawful Evil

Armor Class 14 (bearskin armor + shield)

Hit Points 4d8+12

Speed 30 ft.

STR 13 (+1) **DEX** 13 (+1) **CON** 16 (+3)
INT 5 (-3) **WIS** 8 (-1) **CHA** 6 (-2)

Senses Darkvision 60 ft., Passive Perception 9

Languages Common, Lladraidd

Challenge 1/2 (100XP)

Traits

Martial Advantage. Once per turn, the lleidr can deal an extra 1d6 damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the lleidr that isn't incapacitated.

Suck It Up (Recharges after a Long Rest). If the lleidr takes 14 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead. This only happens if the lleidr is within 5 feet of an ally of the lleidr that isn't incapacitated.

Actions

Spear. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5ft./ranged 20/60 ft., one target. *Hit:* 1d6 +1 piercing damage.

Lleidr Arth-Cyfriniol

Medium Humanoid (Lleidr), Lawful Evil

Armor Class 15 (bear-bone half-plate)

Hit Points 4d8+12

Speed 30 ft.

STR 13 (+1) **DEX** 11 (+0) **CON** 16 (+3)
INT 6 (-2) **WIS** 13 (+1) **CHA** 6 (-2)

Senses Darkvision 60 ft., Passive Perception 13

Languages Common, Lladraidd

Challenge 2 (450XP)

Traits

Martial Advantage. Once per turn, the lleidr can deal an extra 1d6 damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the lleidr that isn't incapacitated.

Suck It Up (Recharges after a Long Rest). If the lleidr takes 14 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

Spellcasting. The lleidr arth-cyfriniol is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +3 to hit with spell attacks). The lleidr has the following druid spells prepared.

Cantrips (at will): *druidcraft, thorn whip*

1st level (2 slots): *entangle, fog cloud*

2nd level (2 slots): *spike growth*

3rd level (1 slot): *conjure animals* (brown bear)

Actions

Quarterstaff. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 1d6+1 bludgeoning damage.

Tactics

The lladron are not at full strength, their leader expended a few spell slots earlier, and they are missing warriors. The first few rounds, they will try to capture the family, not the party. If the party does nothing to help the family, make sure the lladron cut the father down, then move to the mother, then the daughter. The Arth-Cyfriniol will cast *conjure animals*, and hang back as much as possible, pulling characters with *thorn whip* for his bears to attack. When the bears are gone, or his concentration is broken, he will attempt to separate himself from the party with *spike growth* or *entangle*. The two Ynyfd will protect their leader at all costs, forming a shield wall and advancing against the party. The three Rhochian are the creatures that chase the family, and they attack with ferocity, but poor tactics.

After Combat

The farmers, Tafwys and Dai Rhisiart along with their daughter, Llian, will approach the party. They will say that the lladron barged into their homestead a few hours ago. Their leader blamed the family for the deaths of several of their brethren and the desecration of their corpses. The family was dragged outside and the homestead set ablaze. While the raiders were temporarily distracted by the fire, the family fled.

The family doesn't know anything else, but they ask the party to escort them to Cwm Gwyrdd. If the party tells them the news, they will ask the party if Bryn Gysglyd is a good place to go now; all they want is safety.

Sieges, Sorrows In Cas-Y-Cil

Cas-Y-Cil is a hill fort on a raised space between cliffs near the north coast. There is an octagonal stone wall, and three towers. Another, taller wall is inside creating a large courtyard or barbican. The stone structures are all stable, but weathered.

It was famous for a last stand of a regiment of imperial soldiers against a raid of Lladron hundreds of years ago. The specifics have all been lost to time, but the name sometimes is used in literary contexts to imply heroic sacrifice in the face of certain destruction.

Around the exterior of the fort are ysgrydion, who prevent both easy entrance and exit. These are the result of Eurwyn's ritual, explained below.

The interior courtyard by the outer gate is held by bandits who have broken away from Eurwyn. They are in dire straits—although they have food, they are trapped between ysgrydion and

religious zealots who view them as heretics. When possible, they patrol the outer walls looking for a means of escape.

Inside the interior wall are loyal bandits. They patrol the interior walls looking for ways to kill disloyal bandits and find a way to get out and scavenge for supplies. They have not heard from Eurwyn since the ritual, and their feelings are mixed.

The tallest, central tower is where Eurwyn has locked herself. Gwawl promised her that by following the steps he showed to her, she could imbue the body of her oldest child with new life. The ritual required a small amount of fresh blood from innocent children. The promise Gwawl made was partially true; when he took the blood of Aeronwy and Ercwlff, while she chanted the chants, life did return to her son's body, but it was not the soul of her son that inhabited the body, it was Gwawl's soul. Gwawl used her grief to manipulate her into giving him a new, younger body to inhabit. And then he abandoned her.

He crashed through the side of the tower and wall, reanimated the bodies of the soldiers crushed by rubble, and ordered them to stand guard while he left. He killed a band of lladron along the way, and had their undead remains join the siege.

For each area in the fort the party discovers, reward the party with 100XP. When the party approaches, read the following:

Three crumbling towers are visible above two walls, an interior wall slightly higher than the exterior. The largest tower's upper twenty or so feet is half-missing. Archers pace along the taller interior wall. Around the walls, large groups of figures walk slowly around the fort, clockwise. A group is attempting to gain entrance at the front gate. Suddenly, a black, viscous liquid pours down on them from above, inside the gatehouse. The group scatters, some bursting into flames, and within a few seconds all have fallen to the ground, still.

1 - Gate, Exterior—entry point

As you approach the gate, the burned bodies of several ysgrydion are scattered about. The gate itself is solid, locked into place, and obviously barricaded strongly from the inside. The wall is doubly thick around the gate, and the gatehouse is clearly manned, eyes follow your approach from slits above the metal gate.

2 - Tent Camp—entry point

At the side of the wall is a rusted sewer grate. A stagnant sludge slowly sliding forth is thick and malodorous. The grate itself is rusted and looks easy to pull from its place.

Three neat rows of tents are pitched in the courtyard of the fort, each with a small fire pit inside and various accoutrements are scattered around each tent. The bandits mill about aimlessly, toss balls to one another in loose circles, throw knives into targets, or in many places simply sit, staring into the middle distance.

Faction—Wavering Bandits

3 - Armory—entry point

A section of outer wall is crumbling here, and can easily be scaled, though not noiselessly. It appears as if the wall is bowing out from

some sort of massive collision from the inside.

The post comprises several lean-tos and tents: a weapons cache is visible inside one of the tents. There is also a large stable building, that is boarded up. Each structure seems to be soaked in water, and the roofs have arrow shafts sticking out of them as if fired from the outer wall.

Faction—Loyalist Bandits

4 - Tables, Makeshift Shelters

Inside the gate, you see a terrible landscape. The tall walls leer above you ominously on all sides. Refuse and trash sits in a sickening pile near the gate. The ground and buildings are filled with arrow shafts. There are makeshift shelters composed of tables everywhere near the clearly abandoned tents. Men sit or lie under the shelters and the mess building in dejected groups.

Faction—Renegade Bandits

5 - Western Tower

At the foot of the tower, near the wall, is a pile of corpses; they are broken, as if dropped in from the outer wall. The tower is old, but in stable condition. Around its base is a dense layer of foliage, unlike anywhere else in the fort.

The inside is a solid centipede of stone, with a spiral staircase winding up around it. Up the entire height, pants emanate.

Faction—Wavering Bandits

6 - Command Post, Mess Hall

A big circular command tent sits beside the mess hall, which has been converted into a shelter. Many of the tables have men underneath, smoking pipes and lounging in a languorous stupor.

Faction—Renegade Bandits

7 - Eastern Tower—entry point

A section of the outer wall directly underneath the tower has been knocked away. A stealthy climb could allow you access to into the fort, but the process would be slow.

This tower is in solid condition, though its appearance is somewhat mottled. Many stones have clearly been replaced recently, their dark color contrasting with the rest of the sun-baked exterior of the tower. A group of bandits, covered in holy symbols stand guard at its base.

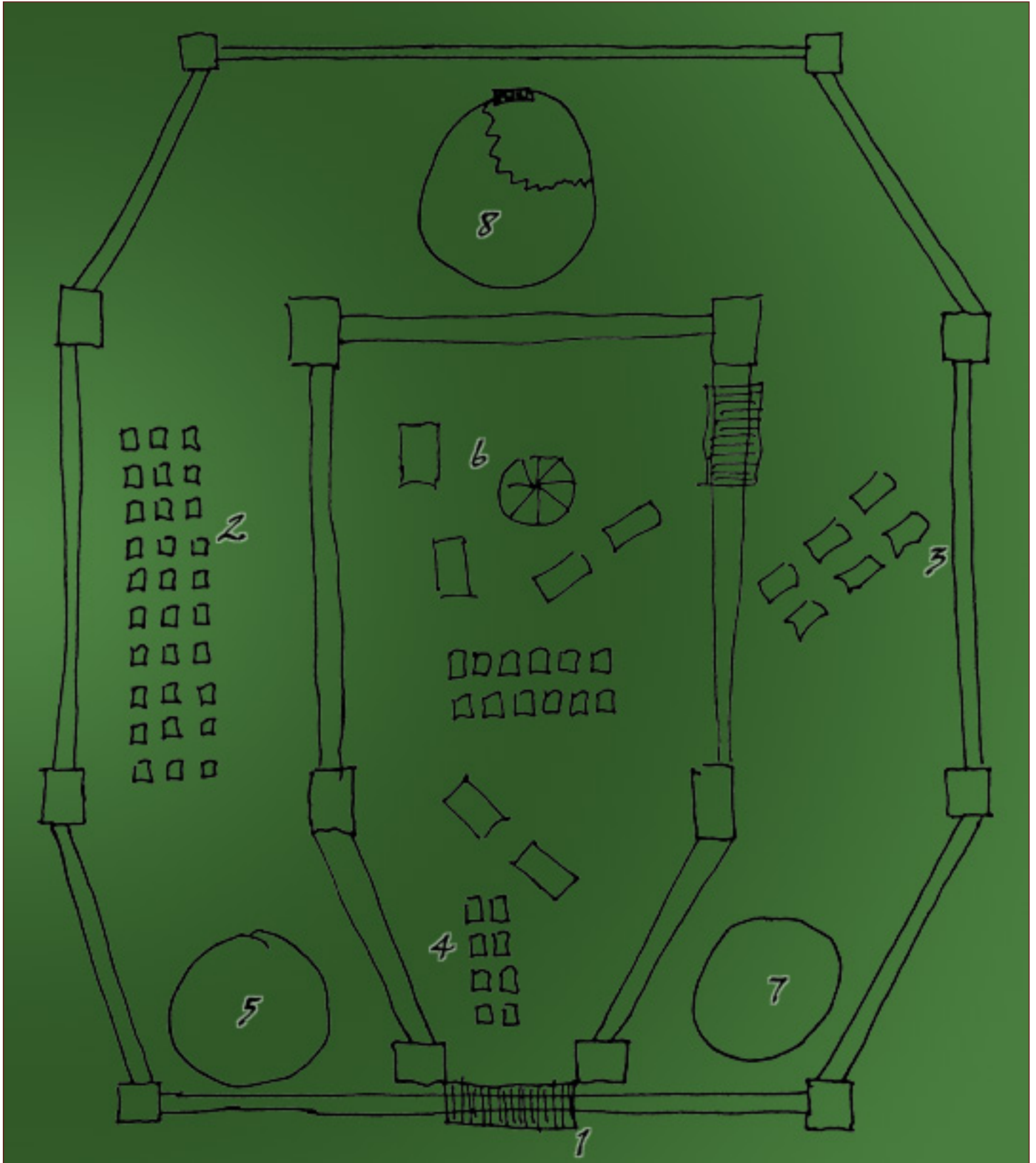
Faction—Loyalist Bandits

8 - Eurwyn's Northern Tower

It seems as if half of the top of the tower has been scattered on the ground. In addition, the outer wall here is solidly built and affords no footholds. The top of the wall would also be clearly visible to anyone inside the large tower.

The tower is significantly taller than the other two at the front of the fort. A pedestal sits in front of the door, which is carefully locked and warded.

Map Of Cas-Y-Cil



The Three Factions Of Cas-Y-Cil

The fort has three factions.. Each of the factions are hierarchical, with leaders and followers. None are inherently hostile because the situation does not allow for casual combat. Each faction has their own view of recent events. The following sections detail what the bandits will reveal to the players. The characters should interact with each of the three factions. The bandits have diplomatic quests and act as gatekeepers to leadership, while the leaders control the means of access to Eurwyn's tower—no group can access the tower alone. For each story they find, award the party 300XP.

Renegade Bandits

These bandits have lived in the fort since the beginning of the civil war. Their nominal leader, named Gwawl, is old and wizard-like. He stops in from time to time to give them money for defending the fort, which they must spend at a tavern he owns. They know he is into some despicable things, but he allows them to loot and live freely, so they do the tasks he asks them to do whenever he comes around. A while back, he introduced them to some religious bandits, and then to a woman named Eurwyn. Since then, things have gone downhill.

Eurwyn came to them with a grand plan—sack a town. It seemed like it could enrich them, so they went along with her. Gwawl gave them signs that he was playing her, so they kept going. When the kidnappings began, some of the men broke away and took a way station. Eurwyn then brought some truly crazy people into the fold. Then some coblynau took some of the new bandits after a kidnapping, and the renegades took it as a sign. They refused to help any longer, but Eurwyn threatened them with a manticore. They agreed to hold the fort. But as a joke they stole all the tables in the fort and placed them around. The others didn't like it.

When Eurwyn returned, she was alone, and the manticore had kids in sacks. She was covered in green paint. She went into the tower with Gwawl, then the top of the tower blew out, and a bunch of people died from the explosion. Then ysgrdyion attacked, so they herded them outside with the tables, but instead of leaving, they circle the tower. And now they hide under tables because the zealots have been shooting arrows them.

Wavering Bandits

These bandits were forced out of town and other places before the civil war. They have called themselves misfits because the only thing they have in common is exile and faith in Hafgan. They found an old temple, and refitted it to be a shrine to their god. Their old leader, Elias Tuthenert, met another group of worshippers led by Eurwyn, and they joined forces.

Eurwyn told them of an incredible plan that she learned from a man named Gwawl: to create a ritual that will allow Hafgan to travel the land in a human body. They helped her kidnap children of farmers because the ritual required sacrifice; their evil deeds would act as the conduit for Hafgan to enter the world and right the wrongs. They expected to die for a good cause. While they

waited for her to finish her preparations, she locked herself into a tower.

After the raid, things became strange. The ritual was clearly hijacked by some sort of necromancer. While she was locked away with Gwawl, they heard chanting and terrible screams, which they expected, but then the back half of the tower was blown out, and a crazed halfling leapt out and killed a number of bandits, raising them from the dead and leaving them to trap everyone inside. They can't get in to the northern tower to see if Eurwyn is alive.

Loyalist Bandits

This group is not your typical bandit crew. They are wealthy, well-dressed zealots of Hafgan that Eurwyn met through her travels establishing trade networks to Cwm Gwyrdd; their loyalty is to Eurwyn, and they introduced her to Gwawl after the massacre. He was a known dabbler in necromancy. Eurwyn told them that he could provide her a way to say goodbye to her family, to talk directly to their souls, but it would require some unpleasant dealings. They agreed to help her.

They accepted Elias into their midst because his faith was so strong. Most of the screw-ups in the kidnappings were the result of the incompetence of simple bandits, but the sacrifice Elias made in the town was noble. During the ritual, they heard a scream from Gwawl and then a child, then the tower exploded. They assume Gwawl messed up and that everyone inside is dead. They are trapped in the outer part of the fort by the renegades who are also hoarding the food.

Event 1: Ysgrdyion Around The Wall

The ysgrdyion that walk around the fort are in large, evenly spaced groups. At any given point along the wall, a group will pass about every ninety seconds.

If the group attempts to sneak past to get to the gate or any other entrance into the fort, they will all need to roll over an 8 on a Dexterity + Stealth check to avoid detection by a group of ysgrdyion.

Or they can attack one group of ysgrdyion to create a ninety-second a gap. However, they will have 12 rounds of combat to kill every ysgrwd before a second group enters into initiative 60 feet away.

If they approach the gate without killing any ysgrdyion, they will all need to have rolled a Dexterity + Stealth check of at least 15 not to alert the guards. If they fail, the gate will open, and fifteen bandits will pour out, screaming to draw ysgrdyion at the party. They will then scatter while the party fights. The gate, however, will remain open. If they succeed on their stealth check, the gate can be opened with a Strength + Athletics roll of 18.

If they approach the gate after killing a group of ysgrdyion, bandits will flee, leaving the gate open, but they will not instigate another combat. They are disloyal to Eurwyn, and they just want to escape.

Context

Read the following:

You hear something like labored breathing, and slow, inexorable steps crunching along the ground. The smell of rot increases with the sound. They shamble up in a loose formation.

Setup

There are eight ysgrydion, the dead reanimated bodies of bandits, whose only goal is to mindlessly eat every party member. The ysgrydion will approach near the wall in a way that will allow them to envelop the party's formation.

Ysgrŵd Dyn

Medium Marw Byw, Neutral Evil

Armor Class 8

Hit Points 3d8+9

Speed 20 ft.

STR 13 (+1)	DEX 6 (-2)	CON 16 (+3)
INT 3 (-4)	WIS 6 (-2)	CHA 5 (-3)

Saving Throws Wisdom +0

Damage Immunities Poison

Condition Immunities Poisoned

Senses Darkvision 60 ft., Passive Perception 8

Challenge 1/4 (50 XP)

Traits

Undead Fortitude. If damage reduces the ysgrŵd to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the ysgrŵd drops to 1 hit point instead.

Actions

Slam. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.
Hit: 1d6+1 bludgeoning damage.

Tactics

The ysgrydion will attempt to surround and kill the party as a whole. They do not work together, and they will not coordinate to take out specific characters—they all attack the nearest character.

Event 2: Sewer Grate and Boredom

Assuming the players have snuck past the ysgrydion, or are using a gap in the circuit, they can pull the grate from its place with a DC 12 Strength check. They will need to wade through the sewage for fifteen feet to gain access to the camp. They will come up through an outhouse. Success will grant the party 225XP.

Non-Combat

These wavering bandits are bored. If the party talks to them, refer to the details in the Wavering Bandits section on page 44. They would really like to confront Eurwyn about what went wrong with the ritual, but they assume she's dead.

They are trapped outside of the inner courtyard by the disloyal bandits, which means they are effectively doubly besieged, once by the renegades, and once by the ysgrydion. Eurwyn's manticore is bringing food and water, so they have little to fear, but it is incredibly uncomfortable. The renegades sneak onto the outer wall and drop their dead over the wall every night, so the smell is getting bad. And the loyalists are breaking into the northern tower. Their leaders are in the Western tower, where they are debating what to do. The leaders won't see you without a good word from them.

The lower-tier bandits will take you to talk to their leaders if you help them. On the other side of the fort, near the armory, the loyalist bandits are holding their dogs. Most of the wavering bandits have a dog. They assume the dogs are for emergency food, but they cannot live with that. They will introduce you to their leaders if you convince the loyalists to let the dogs go. If the party rescues the dogs, award them 225XP.

Combat

There are a total of six bandits who are willing to fight, if the party forces them to do so. Three acolytes who will hang back and buff their melee friends, wavering bandits, or burn the party from afar with sacred flame.

The fight could take place near the piles of corpses the renegades drop in, near the tent camp, under the shadow of the tower or anywhere else that might give the bandits a tactical advantage.

Wavering Bandit Acolyte

Medium Human, Chaotic Neutral

Armor Class 10

Hit Points 2d8

Speed 30 ft.

STR 10 (+0)	DEX 10 (+0)	CON 10 (+0)
INT 10 (+0)	WIS 14 (+2)	CHA 11 (+0)

Senses Passive Perception 10

Languages Common

Challenge 1/4 (50 XP)

Traits

Spellcasting. The acolyte is a 1st-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The acolyte has the following cleric spells prepared.

Cantrips (at will): *light, sacred flame, thaumaturgy*
1st level (3 slots): *bless, cure wounds, sanctuary*

Actions

Club. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.
Hit: 1d4 bludgeoning damage.

Wavering Bandit

Medium Human, Chaotic Neutral

Armor Class 16 (chain shirt, shield)

Hit Points 2d8+2

Speed 30 ft.

STR 13 (+1)	DEX 12 (+1)	CON 12 (+1)
INT 10 (+0)	WIS 11 (+0)	CHA 10 (+0)

Skills Perception +2

Senses Passive Perception 12

Languages Common

Challenge 1/8 (25 XP)

Actions

Spear. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or ranged 20/60 ft., one target. *Hit:* 1d6+1 piercing damage.

Event 3: Crumbling Wall, Zealots

Assuming the players have snuck past the ysgrydion, or are using a gap in the circuit, they can climb the crumbling section of wall with a DC 12 Strength + Athletics check. A failure will result in a fall and 2d6 bludgeoning damage. They will enter the loyalist bandits camp near the armory. For either success, award 300XP.

Non-Combat

These bandits are much more loyal to Eurwyn, and they are less likely to talk to the party. However, a DC 18 Charisma + Persuasion or Deception check will convince them the party is willing to help them.

They had been in contact with her since before the massacre, as aides and spiritual guides. They answered her call and follow her religiously. Their ranks have thinned recently because of a series of noble sacrifices that allowed her to gather the components for a ritual that she has just attempted. They do not know any details of the ritual—their leader Elias Tuthenert might know, but he hasn't returned from the mission.

They are concerned about her safety, though, because a halfling necromancer burst forth from the tower as it was being completed. Many men died attempting to capture this halfling, but he escaped, raising the dead to surround the castle and keep them trapped. They are deeply afraid of losing more people.

They will allow you meet their leadership if you can help them survive longer. They need you to convince the renegades to build a better barricade—that will allow them time to get into Eurwyn's tower because so much time and effort is spent guarding the gate of the inner wall. If the party completes their task, and they will have access to the Eastern tower.

Combat

There are four bandits willing to fight, but they each have a familiar, a cythraul. There are two smoke gythreuliaid (myglyd) and two mud gythreuliaid (lleidiog). The bandits will engage the party in the front, then the gythreuliaid will attack from behind.

Loyalist Bandit

Medium Human, Lawful Evil

Armor Class 15 (breastplate)

Hit Points 2d8

Speed 30 ft.

STR 11 (+0)	DEX 12 (+1)	CON 11 (+0)
INT 12 (+1)	WIS 14 (+2)	CHA 16 (+3)

Skills Deception +5, Insight +4, Perception +5

Senses Passive Perception 12

Languages Common

Challenge 1/8 (25 XP)

Actions

Rapier. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.
Hit: 1d8+1 piercing damage.

Reactions

Parry. The bandit adds 2 to its AC against one melee attack that would hit it. To do so, the bandit must see the attacker and be wielding a melee weapon.

Cythraul Lleidiog

Small Elemental, Neutral Evil

Armor Class 11

Hit Points 6d6+6

Speed 20 ft., fly 20 ft., swim 20 ft.

STR 8 (-1)	DEX 12 (+1)	CON 12 (+1)
INT 9 (-1)	WIS 11 (+0)	CHA 7 (-2)

Skills Stealth +3

Damage Immunities Poison

Condition Immunities Poisoned

Senses Darkvision 60 ft., Passive Perception 10
Languages Common, Tegaidd
Challenge 1/4 (50 XP)

Traits

Death Burst. When the cythraul dies, it explodes in a burst of sticky mud. Each Medium or smaller creature within 5 feet of it must succeed on a DC 11 Dexterity saving throw or be restrained until the end of the creature's next turn.

False Appearance. While the cythraul remains motionless, it is indistinguishable from an ordinary mound of mud.

Actions

Fists. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.
Hit: 1d6+1 bludgeoning damage.

Mud Breath (Recharge 6). The cythraul belches viscid mud onto one creature within 5 feet of it. If the target is Medium or smaller, it must succeed on a DC 11 Dexterity saving throw or be restrained for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Cythraul Myglyd

Small Elemental, Neutral Evil

Armor Class 12
Hit Points 5d6+5
Speed 30 ft., fly 30 ft.

STR 6 (-2)	DEX 14 (+2)	CON 12 (+1)
INT 10 (+0)	WIS 10 (+0)	CHA 11 (+0)

Skills Perception +2, Stealth +4
Damage Immunities Fire, Poison
Condition Immunities Poisoned
Senses Darkvision 60 ft., Passive Perception 12
Languages Common, Tegaidd
Challenge 1/4 (50 XP)

Traits

Death Burst. When the cythraul dies, it leaves behind a cloud of smoke that fills a 5-foot-radius sphere centered on its space. The sphere is heavily obscured. Wind disperses the cloud, which otherwise lasts for 1 minute.

Innate Spellcasting (1/Day). The cythraul can innately cast *dancing lights*, requiring no material components. Its innate spellcasting ability is Charisma.

Actions

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.
Hit: 1d4+2 slashing damage.

Cinder Breath (Recharge 6). The cythraul exhales a 15-foot cone of smoldering ash. Each creature in that area must succeed on a DC 10 Dexterity saving throw or be blinded until the end of the cythraul's next turn.

Event 4: Inside, Seeking Rest

If the party has killed a group of ysgrydion, they can simply pull up the gate or ask the bandits to open it. For either success, award the party 525XP.

Non-Combat

The fort's initial inhabitants are loyal to themselves primarily, and Gwawl to a certain extent. They want things to go back to the way they were—Gwawl pays them to guard the complex, then he lets them go to the brothel he owns in Cei Cunnah. Gwawl has apparently abandoned them, so if things can't go back to the way they were, they'll accept the waverers into their ranks. They would like the loyalists to leave.

Their leader is planning a scheme to prank the loyalists in a way that will impress the waverers, but they don't yet have a dramatic enough plan. They would like you to convince the waverers to back off on their patrols; doing so will also stop the dead bodies from falling into their camp.

Combat

There is one tough bandit who commands three smaller camp followers who are too afraid to stand down. The tough will belittle the followers during the combat, laughing if they miss. The followers will attack characters the tough engages. If the tough falls before all the followers, the remaining followers will throw themselves on the ground and beg for forgiveness.

Tough Bandit

Medium Human, Unaligned

Armor Class 15 (studded leather armor)
Hit Points 10d8+20
Speed 30 ft.

STR 15 (+2)	DEX 16 (+3)	CON 14 (+2)
INT 14 (+2)	WIS 11 (+0)	CHA 14 (+2)

Saving Throws Strength +4, Dexterity +5
Senses Passive Perception 10
Languages Common
Challenge 2 (450 XP)

Actions

Multiattack. The bandit makes three melee attacks: two with its scimitar and one with its dagger; or it makes two ranged attacks with its daggers.

Scimitar. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 1d6+3 slashing damage.

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or ranged 20/60 ft., one target. *Hit:* 1d4+3 piercing damage.

Reactions

Parry. The bandit adds 2 to its AC against one melee attack that would hit it. To do so, the bandit must see the attacker and be wielding a melee weapon.

Bandit Camp Follower

Medium Human, Unaligned

Armor Class 12 (hide armor)

Hit Points 2d8+2

Speed 30 ft.

STR 13 (+1)	DEX 11 (+0)	CON 12 (+1)
INT 8 (-1)	WIS 11 (+0)	CHA 8 (-1)

Senses Passive Perception 10

Languages Common

Challenge 1/8 (25 XP)

Traits

Pack Tactics. The bandit has advantage on an attack roll against a creature if at least one of the warrior's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Spear. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or ranged 20/60 ft., one target. *Hit:* 1d6+1 piercing damage, or 1d8+1 piercing damage if used with two hands to make a melee attack.

The the ground around the tower is covered in a thick layer of ivy which creeps along, but does not climb the exterior of the tower. Entering the door, you see that nearly every inner surface is covered with the ivy. When you approach the stairs that spiral up, a path seems to unwind before you. There is a whispering sound as you ascend the stairs, and it feels as if there is always a slight breeze, but you cannot discern its source or even its direction. The top of the tower was once open, but has been boarded up. Leaning against a table and holding a quarterstaff is a stolid man in a green robe.

Non-Combat

The party will meet Heddwyn Gwyddfid, a druid worshiper of Hafgan. He appears to be alone. However, if the party asks him what he's doing, he will motion around the room and mention the rest of the druid circle's leaders. There are elyllon hidden in the plants on the walls which a DC 17 Wisdom + Perception check will allow players to see. His goal is to give Eurwyn a proper burial outside the fort.

He will explain that Eurwyn locked the entrance to the North tower before the kidnappings began. He assumes the ritual was dangerous, and he says the facts back this up. He does not know if Hafgan's avatar was the halfling necromancer, but he does not think so. Only people with all three keyparts can enter Eurwyn's tower—Gwawl helped her split the parts amongst the leaders of the factions: Elias Tuthenert received one keypart and a passphrase, Heddwyn's mentor Sioned Dda recieved a second keypart and the order of the parts, and finally the renegade Mael Maelmadog received only the third keypart. Because Sioned Dda had the keypart on her, Heddwyn thinks there is no way inside the tower. He will describe it as magical green sphere that lights up. He will not give the party his task until he knows they have the keypart of Sioned Dda.

If the party shows him Breuddwydio I'r Dyfodol, the sphere from Elias, he will ask them what happened to Elias. If they tell the truth, or, unless they succeed on a DC12 Charisma + Deception check, he will assume they killed Elias and initiate combat.

If the party shows him Creu'r Golau, the sphere from the coblynau, he will ask them about their fate. He will want to know if there were any survivors of the attack. He will mourn his mentor for a moment, then continue with his task.

He assumes that everyone inside the North tower is dead. His scouts cannot get in, but they haven't seen any movement. He would like to give Eurwyn a proper burial, but if he takes men away, he's certain the loyalists or the renegades will massacre everyone. If the party digs a grave in front of the gate, he will tell them the order of the keyparts— from left to right: Breuddwydio I'r Dyfodol, Creu'r Golau, Tynged Gwyth.

Combat

If the party fights Heddwyn, the combat should revolve around buffs and debuffs. Heddwyn will cast barkskin on himself first,

Event 5: A Druid Wants A Grave

The wavering bandits will only take the party to meet their commanders if they have shown their power by either killing a group of wavering bandits or convincing the loyalists to give the waverers their dogs. Once the party has accomplished one of these, they will escort them to the base of the Western tower. Either performing the task or combat results in 550XP. While they ascend, read the following:

cast longstrider on one of the two ellyllon, and finally attack with thunderwave. Both ellyllon will attempt to hit a player with polymorph. Whenever they hit with a concentration spell, they will attempt to fly out of range. They will also cast fly on Heddwyn at some point.

Ellyll

Tiny Tylwydd Teg, Chaotic Neutral

Armor Class 15

Hit Points 1d4-1

Speed 10 ft., fly 30 ft.

STR 2 (-4)

DEX 20 (+5)

CON 8 (-1)

INT 10 (+0)

WIS 14 (+2)

CHA 15 (+2)

Skills Perception +4, Stealth +7

Senses Passive Perception 14

Languages Common, Druidic

Challenge 1/4 (50 XP)

Traits

Magic Resistance. The ellyll has advantage on saving throws against spells and other magical effects.

Innate Spellcasting. The ellyll's innate spell casting modifier is Charisma (spell save DC 12). It can cast the following spells, requiring only a pinch of dust from its bag as a component:

At will: *druidcraft*

1/day each: *confusion, dancing lights, detect evil and good, detect thoughts, dispel magic, entangle, fly, phantasmal force, polymorph, sleep*

Actions

Superior Invisibility. The ellyll magically turns invisible until its concentration ends (as if concentrating on a spell). Any equipment the ellyll wears or carries is also invisible.

Heddwyn Gwyddfïd

Medium Human, Chaotic Neutral

Armor Class 11 (16 with barkskin)

Hit Points 5d8+5

Speed 30 ft.

STR 10 (+0)

DEX 12 (+1)

CON 13 (+1)

INT 12 (+1)

WIS 15 (+2)

CHA 11 (+0)

Skills Medicine +4, Nature +3, Perception +4

Senses Passive Perception 14

Languages Common, Druidic

Challenge 2 (450 XP)

Traits

Spellcasting. The druid is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The druid has the following druid spells prepared.

Cantrips (at will): *produce flame, shillelagh*

1st level (4 slots): *entangle, longstrider, thunderwave*

2nd level (3 slots): *animal messenger, barkskin*

Actions

Quarterstaff. *Melee Weapon Attack:* +2 to hit (+4 to hit with shillelagh), reach 5 ft., one target. *Hit:* 1d6 bludgeoning damage, or 1d8 bludgeoning damage with *shillelagh* or wielded with two hands.

After Combat

The druid and his ellyllon helpers have a sizable hoard, 6d6x100 copper, 3d6x100 silver, and 4d6 10-gold-piece gems. Sitting on the table, face down, are three scraps of paper; each piece has a different order of keyparts, each one of the sheets has the same note in Eurwyn's hand "figure it out, idiot". If the party killed Heddwyn, the bandits will be cold to the party, but too afraid to attempt combat.

Event 6: A Priest Needs His Plan B

The renegade bandits will only take the party to meet their commander if they have either killed a group of renegade bandits or convinced the wavering bandits to stop attacking. Once they do, they will escort them to the Command Tent. Either the task or the combat are worth 650XP. While they approach, read the following:

The tent appears to be filled with holes, and the ground near the door is littered with stacks of arrows. As you make your way through the flap, you notice that the inside contains a small, rectangular structure built haphazardly from tables and bits of scavenged wood. A slight man wearing a chain shirt sits on top of a table holding a map. Behind him, staked by all four limbs onto the ground is a dead lleidr. As you approach the man, the creature stirs and pulls fruitlessly at its bonds.

Non-Combat

Mael Maelmadog is uncertain. His normal approach of pranks and well-placed violence has been wildly unsuccessful against the loyalists and the waverers. Normally to ease tension or get out of

a nasty scrape, he would tell a few dirty jokes, steal something in dramatic fashion, spend a night with a well-known daughter, or, in a worst case scenario, break a nose or two. But these people are different; when Gwawl joined up with the god botherers, Mael was no longer in his element.

He will explain that Eurwyn locked the entrance to the North tower before the kidnappings began. He assumes because she is profoundly stupid. He does not know who the damn halfling was, but he still has faith that old man Gwawl is working on a solution inside the tower. Only people with all three keyparts can enter Eurwyn's tower—Eurwyn split the parts amongst the leaders of the factions: some loyalist received one keypart, the creepy druids from the waverers received another, and finally he received one as well; he stores it conspicuously in the front of his pants.

He will draw it forth with a wink, and hold up a green glass sphere. He'll call it his lucky charm, and point to three holes in his cloak where arrows apparently bounced off of his chain shirt. He says he needs help creating a plan to either impress the waverers into joining forces against the loyalists or, preferably, for Mael to escape for a few months to let things cool down; the plan can incorporate other bandits, but the important thing is Mael getting away with his life. He would also like the plan to include his new pet, the ysgrŵd, and he will point at the ysgrŵ. In exchange for a good plan, he will give the party the keypart.

Mael Maelmadog

Medium Human, Chaotic Evil

Armor Class 13 (chain shirt)

Hit Points 5d8+5

Speed 25 ft.

STR 12 (+0) **DEX** 10 (+0) **CON** 12 (+1)

INT 13 (+1) **WIS** 16 (+3) **CHA** 13 (+1)

Skills Medicine +7, Persuasion +3, Religion +4

Senses Passive Perception 13

Languages Common

Challenge 2 (450 XP)

Traits

Divine Eminence. As a bonus action, Mael can expend a spell slot to cause his melee weapon attacks to magically deal an extra 2d6 radiant damage to a target on a hit. This benefit lasts until the end of the turn. If Mael expends a spell slot of 2nd level or higher, the damage increases by 1d6 for each level above first level.

Spellcasting. Mael is a 5th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). He has the following cleric spells prepared:

Cantrips (at will): *light, sacred flame, thaumaturgy*

1st level (4 slots): *cure wounds, guiding bolt*

2nd level (3 slots): *lesser restoration, spiritual weapon*

3rd level (2 slots): *dispel magic, spirit guardian*

Actions

Mace. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 1d6+1 bludgeoning damage.

Combat

Mael will begin combat by releasing the ysgrŵd lleidr and casting spirit guardians. He will then cast spiritual weapon. Whenever he is hurt, he will cast cure wounds on himself, with the highest available spell slot. If he is reduced to below 4 hit points and remains conscious, he will cast guiding bolt, or his highest available attack spell, then throw himself on the ground and grovel as pathetically as possible. The ysgrŵd will attack whoever is nearest.

Ysgrŵd Lleidr

Medium Marw Byw, Neutral Evil

Armor Class 11

Hit Points 9d8+45

Speed 25 ft.

STR 13 (+1) **DEX** 12 (+1) **CON** 20 (+5)

INT 3 (-4) **WIS** 6 (-2) **CHA** 5 (-3)

Saving Throws Wisdom +0

Damage Immunities Poison

Condition Immunities Poisoned

Senses Darkvision 60 ft., Passive Perception 8

Challenge 1 (200 XP)

Traits

Undeaf Fortitude. If damage reduces the ysgrŵd to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the ysgrŵd drops to 1 hit point instead.

Actions

Slam. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3d6+1 bludgeoning damage.

After Combat

Because the bandits are in such a rough position, they have no wealth for the players to loot. Whether Mael survives the combat or not, the players will receive the final keypart. On his person, the party can recover the green sphere. Its appearance is similar

to the others but darker, the arcane energy inside flows more like the waves of the ocean toward their fingers. As a character makes contact with the sphere, as it speaks its name, its voice seems like a distant, barely audible yell: Lwc Gwych. Finding its magical properties requires an identify spell or a long rest combined with active experimentation.

Event 7: A Zealot Wants A Massacre

The loyalist bandits will only take the party to meet their commanders if they have either killed a group of loyalist bandits or convinced the renegade bandits to build a better barricade. Once they do, they will escort them to the Eastern tower. Either performing the task or combat will give the party 1150XP. While they approach, read the following:

Each of the bandits walking around seem too well dressed to be accustomed to the sort of lifestyle these rest of the bandits lead. Their fine clothing is ragged and patched. Their time is clearly structured tightly with tasks and duties for everyone at all times. Those not shooting arrows on the walls are standing guard, tending buildings, or patrolling. The tower is especially clean and taken care of—several loyalists walk in tight circles around the base. Inside the door, there are tapestries and other pieces of artwork placed along the walls. At the top off the tower is a luxuriously dressed couple. On the table in the center of the room are two name plates: Cynog ap Curig and Eluned ferch Teleri.

Non-Combat

Cynod and Elunid are absolutely assured of their eventual success. They are trying to find a way to escape the tower with as many of their followers as possible. They want to find leads into Gwawl, and they want to dismantle whatever organization he has set up. They have also vowed to track down and murder the halfling necromancer who obviously murdered their friend. They consider the whole tale a tragedy—Eurwyn simply wanted the peace of mind and closure afforded by speaking with the souls of her dead family. They have no regrets about the children sacrificed for the ritual.

They will explain that Eurwyn locked the entrance to the North tower before the kidnappings began. They assume because the ritual required a series of complicated lies told to the bandits. They do not know who the necromancer was, but they assure you that he will die. Only people with all three keyparts can enter Eurwyn's tower—Eurwyn split the parts amongst the leaders of the factions: Elias Tuthenert received one keypart and the passphrase, Heddwyn's mentor Sionyn Dda recieved a second keypart and the order of the parts, and finally the renegade Mael Maelmadog received only the third keypart.

If the party shows them Breuddwydio I'r Dyfodol, the sphere from Elias or, unless they succeed on a DC10 Charisma + Deception check, they will assume the party killed Elias and initiate combat.

If the party shows them Creu'r Golau, the sphere from the

coblynau, they will ask them if there were any survivors of the attack. They will tell the party that it is absurd that such a precious magical object was placed in the hands of bandits.

Unless the players make a DC15 Charisma + Persuasion or Intimidation check, Elunid will demand to have each of the keyparts and initiate combat if the players refuse. If the party gives them the keyparts, they will not have any way inside Eurwyn's tower.

If the party makes it to the negotiation phase, the two will assign the players two potential tasks. First, they can kill every renegade bandit in the camp below. Second, they can owe the loyalists a favor down the line that can be taken at any time in the future. If they complete either task, the two will give the players the passphrase: agor y drws.

Cynog Blaidd

Medium Humanoid (human, shapeshanger), Chaotic Evil

Armor Class 12

Hit Points 9d8+18

Speed 30 ft. (40 ft. in wolf form)

STR 15 (+2)

DEX 14 (+2)

CON 14 (+2)

INT 10 (+0)

WIS 11 (+0)

CHA 10 (+0)

Skills Perception +4, Stealth +3

Damage Immunities bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't silvered

Senses Passive Perception 14

Languages Common (can't speak in wolf form)

Challenge 3 (700 XP)

Traits

Shapeshanger. Cynog can use his action to polymorph into a wolf-human hybrid or into a wolf, or back into his true form, which is human. His statistics are the same in each form. Any equipment he is wearing or carrying is not transformed. He reverts to its true form if he dies.

Actions

Multiattack. In his wolf or hybrid form, the Cynog makes two attacks: one with his bite and one with his claws. In his human form, he makes two spear attacks.

Bite—Wolf or Hybrid Form Only. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1d8+2 piercing damage. If the target is a humanoid, it must succeed on a DC 12 Constitution saving throw or be cursed with lycanthropy.

Claws—Wolf of Hybrid form Only. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 2d4+2 slashing damage.

Spear—*Human Form Only. Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or ranged 20/60 ft., one target. *Hit:* 1d6+2 piercing damage, or 1d8+2 damage if used with two hands to make a melee attack.

Eluned Llygoden

Medium Humanoid (human, shapechanger), Chaotic Evil

Armor Class 12

Hit Points 6d8+6

Speed 30 ft.

STR 10 (+0) **DEX** 15 (+2) **CON** 12 (+1)

INT 11 (+0) **WIS** 10 (+0) **CHA** 8 (+0)

Skills Perception +2, Stealth +4

Damage Immunities bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't silvered

Senses Darkvision 60 ft., Passive Perception 12

Languages Common (can't speak in rat form)

Challenge 2 (450 XP)

Traits

Shapechanger. Eluned can use her action to polymorph into a rat-human hybrid or into a rat, or back into her true form, which is human. Her statistics, other than her size, are the same in each form. Any equipment she is wearing or carrying is not transformed. She reverts to her true form if she dies.

Actions

Multiattack. Eluned makes two attacks, only one of which can be a bite.

Bite—*Rat or Hybrid Form Only. Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1d4+2 piercing damage. If the target is a humanoid, it must succeed on a DC 11 Constitution saving throw or be cursed with lycanthropy.

Claws—*Rat of Hybrid form Only. Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1d6+2 piercing damage.

Hand Crossbow—*Human Form Only. Ranged Weapon Attack:* +4 to hit, ranged 30/120 ft., one target. *Hit:* 1d6+2 piercing damage.

Combat

The combat will begin with both shapechanger shifting into their hybrid forms. They should attempt to bite each character at least once over the course of the combat. If Cynog dies and the Eluned is

below 10 hit points, she will shift into rat form and run through a crack in the wall.

After combat

The party will have access to a sheet of paper with the passphrase for the door to the North tower. It is written on a scrap of paper: agor y drws. The two leaders also have a sizable hoard of artwork: 2d4 art objects worth 25 gold pieces each. When the party leaves the tower, the loyalists will look at you with hate in their eyes unless you agreed to owe them a favor in the future, in which case they will look at the party with gloating in their eyes.

Event 8: Eurwyn & Cymysgedd

The party should approach the door to the tower only after they have acquired all three keyparts as well as the passphrase; the order of the spheres is achieved by a simple trial and error process if they killed the wavering druid. If the party approaches the tower without that information, allow them to make an Intelligence + Arcana check with a DC of 8; on a success, they will see that there is powerful warding magic, some of which requires a key and a phrase.

Read the following:

The ground around the Northern tower has a great deal of rubble on the ground. A huge portion of the tower was blown away from the inside, and the structure itself seems shaky at best. At the base of the tower, underneath the door is a pedestal covered in arcane runes; across the top of the pedestal is a groove. The door itself will not open no matter how hard you shove, and no weapons are able to damage the wood.

The order of the spheres is Breuddwydio I'r Dyfodol, Creu'r Golau, Tynged Gwych. The passphrase is agor y drws. Once they have opened the door, award them 750XP and read the following.

A rush of arcane wind howls forth and a great light flashes across the door, which flies open as if willed to do so by the utterance of the passphrase. A few stones fall from the tower and land ominously behind your party. In the silence that follows, the three spheres float back toward their new owners, as if acknowledging your power. The way into the Northern tower and the children of Bryn Gysglyd is now clear.

If the party did not save the farm children from the skills challenge in the middle of Part 2, they will discover those children, wandering the lower level of the tower. Also present is Aeronwy Glynyth, but not Ercwlff Gwrgenau. They will ask the party to take them home, but will wait patiently at the bottom of the tower if you ask them to. They are bored and scared, but nothing bad has happened to them since the terrible sound a while ago; they refuse to go upstairs where the bad people are. Aeronwy will describe being blindfolded with Ercwlff, taken up into the tower, then crawling down after a lot of terrible noise. There are burns on her arms that a DC 12 Intelligence + Arcana or Wisdom + Medicine check will show to be from necrotic damage.

Eurwyn Severn

Medium Human, Neutral Evil

Armor Class *Ranged Stance*—14 (studded leather armor);

Melee and Caster Stance—13 (leather armor)

Hit Points 10d8+10/10d8+10/10d8+10 (3 pools)

Speed 30 ft.

STR 12 (+1) **DEX** 14 (+2) **CON** 12 (+1)

INT 11 (+0) **WIS** 8 (-1) **CHA** 13 (+1)

Skills Deception +3; Sleight of Hand +6

Senses Passive Perception 8

Languages Common, Lladraidd

Challenge Paragon 1 (600 XP) 3 creatures

Traits

Pact Blade. Eurwyn can use her action to create a pact short sword in her empty hand. The weapon counts as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Sneak Attack (1/Turn)—*Melee Stance.* Eurwyn deals an extra 2d6 damage when she hits a target with a weapon attack when the target is within 5 feet of an ally that isn't incapacitated and she doesn't have disadvantage on the attack roll.

Cunning Action—*Ranged and Melee Stance.* On each of her turns, Eurwyn can use a bonus action to take the Dash, Disengage, or Hide action.

Spellcasting—*Caster Stance.* Eurwyn is a 4th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 13, +3 to hit with spell attacks). As a warlock, she has 2 2nd level spell slots. She has the following warlock spells prepared:

Spells (2 slots): *armor of Agathys, hellish rebuke, spider climb*

Paragon Traits

Paragon Fortitude. Eurwyn has multiple pools of hit points, each of which is tracked separately. All damage and healing must be completely applied to only one pool. When a pool is reduced to zero, all ongoing conditions and effects affecting Eurwyn end. Once a pool is reduced to zero, that pool cannot receive any healing until after a long rest. If all hit point pools are reduced to zero, Eurwyn is killed.

Paragon Fury. Eurwyn may take one additional turn in each round of combat for each of her hit point pools that have been reduced to zero. Eurwyn determines initiative normally for her first turn, though she gains advantage on the roll. Each subsequent turn she gains is inserted immediately after any one PC's turn in the initiative order.

Paragon Transformation. Eurwyn has multiple forms, each corresponding to one of her hit point pools. She begins the battle in her first form. When that form's hit point pool has been reduced to zero, she assumes her next form immediately. Statistics, traits, or actions keyed to a specific form are only used when she is in that form.

Actions

Pact Blade—*Melee Stance.* *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit:* 1d6+2 piercing damage.

Shortbow—*Ranged Stance.* *Ranged Weapon Attack:* +3 to hit, range 80/320 ft., on target. *Hit:* 1d6+1 piercing damage.

Eldritch Blast—*Caster Stance.* *Ranged Spell Attack:* +3 to hit, range 120ft., one target. *Hit:* 1d10 force damage. She can push the creature up to 10 feet away from her in a straight line.

Fiendish Vigor (1/stance). Eurwyn can use an action to bolster herself with a necromantic facsimile of life. She will gain 1d4+4 temporary hit points for up to an hour.

Context

Eurwyn Severn is alive in the tower, and her manticore is also alive. The manticore is waiting patiently for her to make up her mind, while she sits in mental anguish. The paint that covered her body is beginning to flake off. When the party approaches, she will ask them what they would have done. She will explain that she secured the safety of her village, only to be betrayed.

She saw the lifeless bodies of her children, and she vowed revenge. She sought whatever help she could find, but was distracted from revenge by the promises of Gwawl, who told her that she could put life back into the bodies of her children. So she shifted her tactics; instead of only revenge, she would have revenge and also get back what she lost. Here she will point out the partially decomposed body of a young boy.

But the second betrayal was far worse than the first. She placed her youngest child on the alter, and began inscribing the runes and performing the chants. In the middle of the ritual, Gwawl directed her to kill Aeronwy and Ercwlff. She could not bring herself to do it; she didn't have the heart. She thought for a moment it was over until Gwawl, grabbed the dagger and killed Ercwlff. And here she will point out the neatly dressed and prepared body of Ercwlff, arranged hands folded over his chest, eyes shut.

It was then that the betrayal became painfully apparent—Gwawl screamed as an arc of necrotic energy connected his body with that of her youngest son; the life drained from the old body and filled the young. Gwawl stole the body of her son, then abandoned her. Eurwyn and the manticore think that Gwawl was killed and some sort of demon took over the body of her child.

There is no amount of persuading that will bring her out of the tower; she is determined to die in the tower, protecting the bodies of those she loved and those she wronged. There is also no amount of persuading that will convince her to give up either her son's body or the body of Ercwlff. She will tell the party to leave her alone to die.

All the while, the manticore will watch impassively, unmoved by all of this. It will add comments from time to time, giving an objective view of the situation. It will stare at the party with hunger in its eyes, hoping for a fight.

Cymysgedd Ofnadwy

Large Monstrosity, Lawful Evil

Armor Class 14 (natural armor)

Hit Points 8d10+24

Speed 30 ft., fly 50 ft.

STR 17 (+3)

DEX 16 (+3)

CON 17 (+3)

INT 7 (-2)

WIS 12 (+1)

CHA 8 (-1)

Senses Darkvision 60 ft., Passive Perception 11

Languages Common

Challenge 3 (700 XP)

Traits

Tail Spike Regrowth. Cymysgedd has twenty-four tail spikes. Used spikes regrow when it finishes a long rest.

Actions

Multiattack. Cymysgedd makes three attacks: one with its bite and two with its claws or three with its tail spikes.

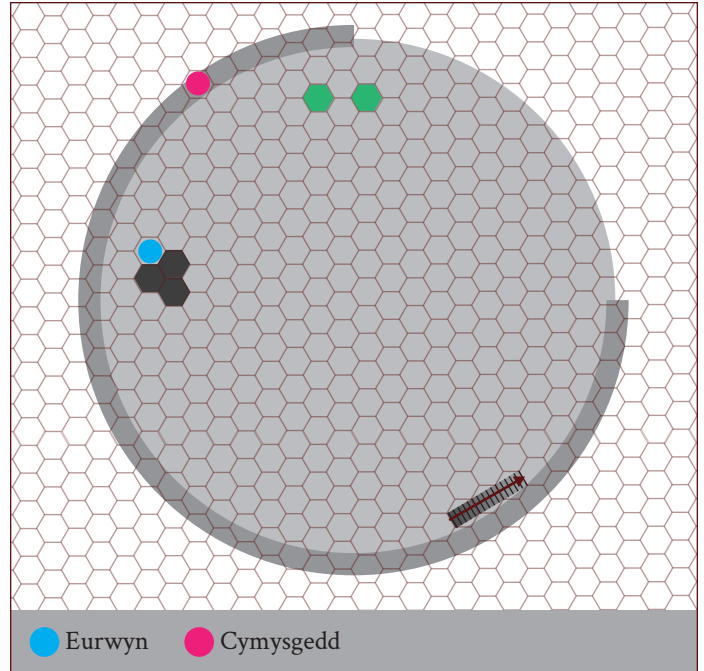
Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.
Hit: 1d8+3 piercing damage.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target.
Hit: 1d6+3 slashing damage.

Tail Spike. *Ranged Weapon Attack:* +5 to hit, range 100/200 ft., one target. *Hit:* 1d8+3 piercing damage.

Setup

Eurwyn is stationed behind the altar, while her manticore is about 10 feet off the ground on a section of broken wall. The altar requires a DC 12 Strength + Athletics or Dexterity + Acrobatics check to get on top of. If any character is forced out of the gap in the wall, they leave the initiative order while taking 6d6 bludgeoning damage from the fall, a DC 5 Dexterity or Strength saving throw will negate this.



Tactics

Eurwyn is a rogue/warlock. She begins combat by summoning a pact blade. She will use the manticore as a distraction while she deals damage. When she enters her second stance, the studs on her armor will fall away, giving her more mobility. She will create a pact bow to replace the pact blade. At this point the manticore will begin to fly and throw its tail spikes from range while she hits the party with arrows. When she enters her warlock stance, she will cast *spider climb* on herself and climb up the walls and cast *eldritch blast* to attempt to knock them out of the tower.

The manticore cannot abandon Eurwyn because of the *geas* cast upon him by Gwawl, and Eurwyn will fight to the death. She becomes more powerful in terms of damage output as the combat approaches its final stage, so she will feel as if she has the upper hand until the very end.

After Combat

Read the following:

When Eurwyn falls, she lets out a last agonized scream, the depth of her pain unleashed in a single, mournful note. Her body, still partially covered in the flaking green paint that symbolized the god she worshipped, slumps to the ground, finally acknowledging the defeat that had already come.

The manticore's remaining, unused tail spikes can be used as magical darts—2d4 of those magical darts are +1 magical darts. At the base of the tower, and throughout the upper room the party can find four scrolls of *gentle repose*, as well as a treasure hoard including 6d6x100 copper pieces, 3d6x100 silver pieces, 2d6x10 gold pieces, and 2d6 gems worth 50-gold pieces.

On Eurwyn's body are two more green spheres. The first

sphere pulses with what appear to be living, plantlike tendrils of arcane energy; these tendrils coil up and appear to be attempting to wrap around the fingers of the characters who touch the sphere. The whispering in the character's ear is not in common, but druidic, informing the character of the sphere's name: Twf Planhigion.

Twf Planhigion

This small sphere of thick green glass weighs 1 pound. The sphere has three charges. You can use an action to speak this sphere's command word, *tyfu*, to cast the spell *goodberry* without material components. After a long rest, the sphere regains 1d4-1 charges.

The second sphere sparkles with what look like green electric blasts of arcane energy, which seem to bounce around inside whenever it is touched. A character who holds the sphere in her hand will see the lightning seem to increase in intensity for several seconds until it flashes and restarts the whole process. An insistent voice in your head tells you its name: Dychwelyd Hud.

Dychwelyd Hud

This small sphere of thick green glass weighs 1 pound. You can use an action to speak this sphere's command word, *rhodd*, to regain one expended spell slot of up to 3rd level. Once you have used the sphere, it can't be used again until the next dawn.

Once each of the characters has equipped one of the spheres, there will be a distinct, melodious hum emitted from each of the spheres. The hum will coalesce into a single tone which lasts for several seconds, then will fall silent. A character can make a DC 15 Intelligence + History check to realize that they have in their possession the five fingers of Hafgan—ancient gems of power that were stored in a temple of Hafgan on the continent. These gems were at the fingertips of an enormous holy symbol on the alter. Their presence on Ein Cartref Ni makes very little sense; they were part of the old empire's religion; most residents of the island now worship Arawn, having felt abandoned by the empire's retreat all those years ago.

Award the party 1000XP for finding the missing children, learning their story, defeating their kidnapper, and establishing their new enemy.

Appendices

Bestiary

While most of the encounters and monsters needed for the adventure are set in the text of the adventure, the types of creatures described could use some fleshing out.

Bandits

Ein Cartref Ni is a wild land, made more so by the civil strife. A traveller far enough from areas of population will be certain to find evidence of bandits and their companions. Of the many reasons to engage in banditry, the most common are: first, coming under the sway of a powerful leader, and second, banding together to protect areas of untapped resources. Toward the center of the island, especially on Ddól Ddiddiwedd, the difference between bandits and small, fringe tribes can be one of semantics.

As with all people who live on the fringes of the civilized world, their cultures are often rigidly organized and hierarchical, with specialized roles given to underlings based on skills. Some bandits are not above joining together with lleidr when the opportunity presents itself. Only the most debased of bandits will join with coblynau.

Cewri

Ancient legends speak of massive armies of humanoid creatures descending from Mynyddoedd Mawreddog to loot and plunder at will. Driven by towering kings, riding dragons. While these invasions haven't happened in centuries, or perhaps ever, many people have seen hints of cewri on the edges of farming communities.

Footprints, stolen livestock, and rotten, stinking caves are the hallmarks of the lesser cewri, who are typically controlled by their baser desires and urges. But an exceptional cawr can carve out a small area of territory and last for generations, lording over coblynau or tylwydd teg as a king or queen.

Lladron

From the countless, desolate islands to the south Ein Cartref Ni come invaders. Worshipping violent nature gods, organizing themselves by the capacity for the most violence, and practicing violent rituals, the lladron are evil. But they have a society that functions, if only at the expense of others.

When a lleidr becomes a warlord, it adds the suffix -rix for a male or -rigain for a female to its name. This warlord must provide riches for her band, or be abandoned. The greatest warlords have many followers, all loyal unto death. Their pride in combat is all-encompassing: when a lleidr is defeated in battle, he loses his name.

Y Marw Byw

As in all places where magic can control life and death, there will be those whose studies probe into the realm of undeath. Ein Cartref Ni is no different. These creatures begin as ysgrydion, shambling creatures whose sole purpose is to follow the simple

orders of their creators. They take one of two paths following this, one of gradual decay, another of gradual increase in power.

First, if they are utterly devoid of memory, they take the route of slow physical decay. The flesh will rot away until they are just bones: ysgerbydau. Each ysgerbwd will perform its task until it turns into dust. Some say the will to complete a task remains in the final resting place of the bones.

Second, if they contain some semblance of their previous lives, they become ysbrydion. They retreat away from their physical nature until the only thing left is their mind. An ysbryd can take many forms

Tylwydd Teg

Mushroom circles, a twinkling from the corner of your eye, a voice in the forest, a wisp of fire floating above a swamp, tricksters, kidnappers, unknowable folk. In the many fair and fell places of the unspoiled wilderness, there live fey creatures. Fascinating and dangerous, their lives rarely intersect those of people living in society. But when they do, the results can be calamitous or fortuitous. There are several varieties of tylwydd teg: coblynau, who live in mines and thrive in chaos; cythreuliaid, elemental creatures who can be bent to the will of a person with great magical ability; ellyllon, fairy-folk of the daytime; gwyllion, fairfolk of the nighttime; and gwrachod, wretched hags who master magic at the expense of all redeeming qualities.

Beasts And Magical Monsters

The wild places of any fantasy world have larger than life beasts and fantastic creatures, and Ein Cartref Ni is no different. The magical fauna run the gamut from giant beasts to eldritch horrors.

Appendix A: Pronunciation Guide

Consonants

There are 21 Welsh consonants, and their pronunciations do not change. Unless S is followed by the vowel I, which is followed by another vowel, it results in the sh sound.

Consonant	Pronunciation
b	bat
c	kill
ch	loch—Like Scottish
d	dump
dd	this
f	van
ff	fan
g	get
ng	hang
h	haven
l	long
ll	somewhere between tl and hl; stick your tongue where you would for an l, then blow out
m	man
n	nest
p	pot
ph	photo
r	ray—trilled like Spanish
rh	pray—trilled like Spanish, with an h sound before it
s	sit
t	tip
th	think

Single Vowels

The Welsh language, from which the adventure draws much of its inspiration, has seven vowels. Welsh has short and long vowels, but for the sake of this guide, they typically default to the short version. If a vowel has a circumflex over it (â, î, ÿ), you would pronounce the long version.

Letter	Short Vowel	Long Vowel
a	cat	father
e	echo	pray
i	trim	machine
o	log	hole
u	trim	machine
w	book	doom
y	the dog	the end

Diphthongs (Double Vowels)

Diphthong	Pronunciation
ae, ai, au	my
aw	flower
ei, eu, ey	bray
ew	sort of like eh-ew
oe, oi, ou	boy
ow	borrow
wy	win
yw, iw	pew
ywy	fluid

The Diaeresis & The Circumflex

The diaeresis (ä, î, ö) shows that two vowels are pronounced as two syllables. The circumflex (â, ÿ, w̄) shows where a short vowel is pronounced like a long vowel.

Appendix B: NPC Random Name Tables

Female Given Names	
Roll	Name
1	Adlais
2	Blodwedd
3	Ceindeg
4	Derwena
5	Eigra
6	Ifanwy
7	Nerys
8	Olwen
9	Rhianwen
10	Seren
11	Tegan
12	Wena

Male Given Names	
Roll	Name
1	Afallon
2	Aneirin
3	Bedaws
4	Bedwyn
5	Cadfael
6	Crwys
7	Gwilim
8	Ioan
9	Llyr
10	Moelwyn
11	Seiriol
12	Teilo

Surnames							
Roll	Name	Roll	Name	Roll	Name	Roll	Name
1	Argoed	6	Crugyn	11	Llwynycarreg	16	Reilth
2	Broneth	7	Dadlu	12	Mynd	17	Rhondda
3	Caeglas	8	Drewin	13	Penan	18	Rhyddwr
4	Cairdin	9	Lagden	14	Pontypridd	19	Trefesgob
5	Cefncolog	10	Leasow	15	Pwllypriad	20	Trelerny

Appendix C: Sample Player Backgrounds

The island of Ein Cartref Ni has only recently become unstable, so most residents are being forced into different roles, like adventurers, by circumstance rather than choice. Characters have opportunities to play any of several types of tropes: a fish-out-of-water, a character who should have been careful what she wished for, or a character that just wants to be normal.

Fish Out Of Water

This character was a wealthy trader living near the docks in the wealthiest part of Cei Cunnah. She was a patron of the arts (mostly as a means to increase sales of the artists she shilled for), especially with a focus on portraiture and landscape paintings. While the wealthy leaders of the many clans and the burgeoning merchant class were flush with cash to spend on signs of their wealth, her business flourished.

However, the beginning of the civil war caused her no small amount of trouble—the landscape paintings were much less well-received than the propaganda paintings of successful conquests. And as the war simmered on, with no end in sight, sumptuary laws were passed to keep the wealthiest from spending money on things other than the war effort. Her trade networks collapsed, and she found herself practically on the street.

She is plucky and determined, but her only fount of knowledge is about catering to and hobnobbing with the upper crust of society. Her travails in the country only drive her ambition to succeed again.

Be Careful What You Wish For

The youngest child of a noble family living in the capital of Gower, this character has been trained for a life in war, has sought all his or her life to serve in a war, wanted nothing more than to find a reason to go to war. And now there is a war, and it seemed like her family is set to rise in prominence. The only problem is that the leader of the clan and the character's father support opposite sides in the conflict.

Choosing to side with her father, the character would ensure her family was cut off from power forever. Choosing to side with the clan would ensure that she was forever reviled by family. Faced with such a choice, she simply vanished one day, joining the ranks of the common soldiers. But the common soldier does not need extensive military training, only a servile nature. And the common soldier's arrogant input to commanding officers is not appreciated, it leads to censure.

After a few months of tumultuous service, she was dishonorably discharged. Now, unable to serve country, family, or clan, the character is forced to scrape by, filled with regrets.

Just Want To Be Normal

This character was born in the countryside. Far in the countryside. Way to the south of Bannon. Far away from literally everything, where the civil war didn't even seem like a reality. The character

was happily living a life of subsistence farming, when the clan leader rode into town. No one had ever seen a clan representative, let alone the clan leader, so the event was a grand celebration. Until the call for aid to the war effort: it was a crushing weight.

The village had to send either soldiers or supplies at a rate that would seem high for a wealthy town, but here in the wilds, was simply impossible. The poor country folk did what they could, but the calls for contributions continued to stream in. Unable to convince far-away bureaucrats through their illiterate messages, the village population voted to send their youngest and brightest off to the big city to save them.

With no source of income, no hope of success, and no knowledge of how to go about the task, he was sent to Rhosili-Ar-Y-Wen. When the money ran out, he worked odd jobs to raise funds for more travel. Filled with a sense of obligation, but lacking the means to achieve success, he has bounced from place to place attempting find the means to save his village so that he can return without shame to his happy way of life.