

# REDCAP'S RAMPAGE

---

**original by Christopher Perkins (*Dungeon* #54)**  
**converted & adapted by Aaron "Quickleaf" Infante-Levy**

*Redcap's Rampage* is a one-shot adventure for 3-6 players of 3rd level designed to fill a 3 hour game session. Awakening hung-over with little memory of their last night and in various odd predicaments, the player characters discover a redcap is the source of their woes. In fact, the Laird of Luskwald has been suffering this very same redcap for nigh six months; though it began with "accidents" at the neglected keep north of the village, soon it escalated to injuring workers and even to inexplicable murder within the village proper. It falls upon the PCs to drive off the redcap, by crook or by hook.



**For use with the fifth edition**  
**PLAYER'S HANDBOOK®, DUNGEON MASTER'S GUIDE®, and MONSTER MANUAL®**

## BACKGROUND

Dyrk the redcap was born from blood when the eladrin Eneivan killed his sister's fiance. Eneivan belonged to the Unseelie Court, and Dyrk skulked about as his royal mouser (rat-catcher). One day, Dyrk offended his master, who cut out Dyrk's tongue and twisted it to make a *ring of invisibility* with which he planned to wed his sister. Eneivan then shod Dyrk in iron boots which cause terrible pain and prevented the redcap's skulking about unnoticed. Swearing revenge, Dyrk seized his chance, cutting off Eneivan's wings, collecting the eladrin's blood in his cap, swallowing the ring, and fleeing to the Material Plane. Seeking refuge in a rat-infested ruined keep a mile north of Luskwald, Dyrk kept to himself until six months ago.

Donovan Yanek, Laird of Luskwald, had a visitor one stormy evening – none other than a disguised Eneivan – who played on false fears of a “goblin incursion” and dreams of “birthright.” This ignited his desire to rebuild the old keep, and he hired stonemasons and carpenters. However, a string of work accidents gave the keep a reputation as being cursed. Dyrk weakened the floorboards beneath the stonemason, drove a rusted dagger through a worker's boot, and sawed through beams in the scaffolding. Though the redcap thwarted the Laird's effort, when the last workers departed he couldn't find his cap! Dyrk followed the workers back to the village to enact vengeance at being “robbed.” Already 2 days have passed. If Dyrk doesn't find his cap by tonight, he vanishes.

Without Dyrk to keep his rat problem in check, Eneivan found his Feywild domain confronted with a rash of wererat lycanthropy. Turning the problem into an opportunity, Eneivan recruited the eladrin wererats Anton and Kristof to hunt down Dyrk and retrieve the ring. By the time the wererats arrived at the keep one week ago, however, Dyrk had moved on to the village. Anton and Kristof found the cap and plan to use it to lure Dyrk into the trap they have set for him, and take him back to the Feywild for punishment by Eneivan's hand. However the wererats found they have a fondness for the ale brewed in Luskwald, causing them to drag their feet.

## SEQUENCE OF PLAY (~3 HOURS)

0. Welcome players, let them roll on the HANGOVER TABLE, and introduce PCs. Allow **10 minutes** for this intro.
1. The PCs talk to NPCs in Luskwald and track down the redcap. Throughout the adventure, but especially at this phase, keep track of how many in-game hours have passed (because the redcap vanishes at midnight if he doesn't find his cap and wet it in blood). Allow **60 minutes**. If by that time the PCs haven't found the redcap, then village cats drive the redcap out of hiding.
2. The PCs fight the redcap (allow for **30 minutes**), but he evades them. Immediately after, they learn his story from the # (allow for **15 minutes**).
3. Take a quick break. Allow **5 minutes**.
4. The PCs make a choice: (A) help the redcap reclaim its cap from the wererats, (B) cut a deal with the wererats to capture the redcap, (C) protect the villagers until midnight when the redcap will vanish, or (D) enter the Feywild to plead their case to Eneivan. Allow for **10 minutes** of decision making followed by **50 minutes** for the final scene.
5. Thank everyone for the game! Thanks to Chris Perkins for writing the original adventure on which this was based! If anyone has time to offer feedback, let them know you'd love to hear about their favorite (and least favorite) parts of the adventure.

### DYRK THE REDCAP

**Dyrk the redcap\*** appears as a gnarled gnome with sharp teeth, tangled grey hair, and bloodshot eyes. In a fit of madness, he swallowed the *ring of invisibility* made out of his own tongue – when enraged he is invisible and cannot speak, but when calmed he becomes visible and can speak again. Even when mute, he can make uncanny noises like ghostly howls, child-like screams, squeaking floorboards, etc. The longer his madness persists, the more it bleeds out into the village, causing arguments over petty things and a tendency to overindulge in ale, wine, or cider.



## D&D: HANGOVER EDITION

Each player may choose to begin hungover after a night of revelry they cannot recall. If they do, they gain Inspiration but must roll on or choose from the table below.

**TABLE: HANGOVER SITUATIONS**

d12	Situation
1	You have a tattoo of a wild-eyed bearded nastily grinning man on your shoulder, underscored with Gothic lettering: "The Fey That Slays."
2	You are wearing a jack-o-lantern over your head. An anxious rat is trapped inside, crawling on your hair.
3	Your pants and boots are missing, and one of your feet is stuck in a pumpkin all squishy on the inside. Roll a d20 on Areas to determine where your pants and boots have ended up.
4	You have a simple silver wedding band on your ring finger and some hastily scrawled wedding vows crumpled in your pocket.
5	You are covered in glitter, wearing a pair of costume fairy wings, and have face paints clearly done by multiple children.
6	A pair of iron boots are locked on your feet, with the craft seal of one Otto Bellinek. They impose disadvantage on Stealth checks when moving.
7	You're broke. But you have two tickets in your hand: one is a receipt for a custom coffin by Doland Mirklar, the other for "Tiergan, 100% thoroughbred pony."
8	You're soaking in a barrel of pickle brine and your head has been shaved – either entirely or partially. The smell won't come out for weeks.
9	You are absent-mindedly stroking an inquisitive grey shorthair cat who has your initials woven into its fur with tiny flowers and burrs.
10	You are carrying a wicker crib from which emanates a soft cooing. Within the crib is a mandrake root under a fading <i>minor illusion</i> spell.
11	A song is stuck in your head, which you keep humming and need to remember how the chorus goes. Lyrics go: "The first rule of fey club is..."
12	Pick one: cats, dogs, or horses. You're convinced you've been cursed as a familiar to an animal of that type.

## 1. LUSKWALD

*Roleplaying & Exploration, 60 minutes*

In the wee hours before dawn, you find yourselves gathered around a candlelit table. Dark clouds loom outside the window, hanging over the rain-drenched village of Luskwald. Outside, a sign swings in the wind with a crest of a green dragon grasping a flagon in its claws. Flickering jack-o-lanterns rest on the windowsill. Sharing your table is a humanoid badger mumbling half-asleep and a whining tawny-furred dog with long pointed ears wearing a green visor.

Allow the PCs time to meet and have fun with their unusual situations. They are in The Dragon's Flagon (Area 1). The badger-man is the cursed **Laird Donovan Yanek** and the dog is the **blink dog** Blinkin who belongs to the tavern owners Coryston and Penelope Dalnor.

### TALKING WITH THE LAIRD

#### Call to Adventure

"Luskwald is beset by a menace. Ezner Mourne, the village glazier, was found dead in his cottage two mornings past. Two others have died since: a pair of woodsmen named Karn Ironstar and Bryn Bellowforge, who were murdered in their sleep. All three victims were slain by mortal slicing wounds and words were scrawled in their blood within their homes, but we could not decipher the meaning. I believe it's a warning of more deaths to come. Even though there's no evidence of such, I feel deep in my bones that these murders are tied to the rebuilding of the old keep. Will you help us before it's too late?"

#### How'd you become a badger person?

"A spot o' misfortune! I'd hoped to trick this monster tormenting us with a witch's brew prepared by Hazel Glaghorn (Area 14). 'Twas supposed to transform it into a harmless animal. However, it seems the tables have been turned and somehow I imbibed the brew!"

#### Any idea what this monster is?

"Though I'm afraid to spake it – I suspect tis a redcap, a foul type of faerie born of bloodlust. My family descend from the Tuathans, humans imbued with shapeshifting powers by the fey, and I learned many legends growing up. Though this particular redcap seems more elusive and cunning than the stories told."

## What happened with rebuilding of the keep?

"Goblins were marching toward Luskwald, and knowing our only chance of survival was the keep I assembled a crew to aid in its rebuilding. However, ill luck plagued construction at every turn.

A section of floor collapsed beneath one of the out-of-town stonemasons I hired, seriously injuring him. Unable to work, he left his apprentice in charge of restoring the outer walls. Falling blocks of stone struck workers, nails pierced their boots, and unsteady scaffolding collapsed killing a worker and injury several others. That was the last straw. I tried to convince them to return to work, but they claim the keep is cursed. All work has been halted."

"If you wish to talk to the crewmen, they are Hans Bellinek (Area 7), Gustav and Justin Orlesky (Area 10), Erne and Homm Shyndle (Area 11), Ezekiel Devek (Area 19), and Doland Mirklar and his two apprentices (Area 20)."

## How did we end up in a hangover scenario?

"You arrived yesterday amidst the wake for Karn and Bryn. We got to drinking ale... most folk went home early for fear of the redcap... and... I can't recall..."

## What's in it for us to help you?

"I can pay each of you with either a sturdy draft horse from our village stables or a red garnet (100 gp) from the Feywild passed down through my family."

### TABLE: RUMORS IN LUSKWALD

#### d12 Rumor

- 1 "Th' ruined keep is haunted by ghosts of slain goblins! I wouldna be surprised if them gobbers are hiding in the dungeons. Mark my words, they're stalking us, one by one, til no one in Luskwald will remain to stand against them!" (False)
- 2 "I heard babies crying in the night, sometimes right outside my door! It's the powries, it is, come to steal our babes!" (True/False)
- 3 "It was a fool's errand to rebuild th' ol' keep! Anyone stepping foot within the ruins is cursed for life. Only the Laird's deal with the Pumpkin King keeps us safe if we light a jack-o-lantern every night." (False)
- 4 "Th' Laird had a peculiar guest six months ago – afore our troubles began – a tall elf, handsome, with a voice like honey, yet sickly and always using a kerchief to stop his bleeding nose." (True)

- 5 "Hazel Glabhorn is a witch and her 'House of Spirits' is just that. She's responsible for the evil that plagues Luskwald!" (False, but see Area 14)
- 6 "Those were no accidents up at the ol' keep, but deliberate acts o' sabotage against rebuilding it. Whoever or whatever dwells there doesn't take kindly to intruders. May the rats take it!" (True)
- 7 "Cursed treasure's to blame, you see. Someone took treasure hidden at th' keep behind his foreman's back, and all of us are suffering for one man's greed." (False)
- 8 "Karn and Bryn (Area 17) disturbed a faerie ring while hunting in the woods and something followed them back to Luskwald." (False)
- 9 "Beware the shadows! Laird Yanek knows more about the keep's history than he's telling. He hired elven assassins to do his dirty work, but refused to pay them, so they've taken up in the keep and are using our village as a training ground to hone their evil skills." (False)
- 10 "I've seen a halfling afoot at odd hours, perhaps it was Barglin or one o' his nephews, but I swear he would have been invisible were it not for the rain. When I went to speak with him, there were just deep bootprints in the mud." (False/True)
- 11 "A madman stalks our village, making strange noises in the night to lure unsuspecting souls out of their homes. If you value your life, let unnatural sounds be." (False/True)
- 12 "Possession is what ails our village. Evil spirits unleashed by workers at the keep. I'd keep this to myself, but seeing as you're an adventurer, I'll tell you who's possessed... those unmarried brothers Skaldar and Vaxalat (Area 2), very suspicious being successful without being married, isn't it? Traveling all the time for "business" which means doing the evil spirit's bidding... yes indeed... Then there's the baker Nadia Grinstaff (Area 5) who's unwedded and lets her grown nephew and wife live with her! She's got a dubious name, mind you, which makes it easier for the spirits to take hold... yes indeed... And have you met the hounds of ill omen kept by the Dalnors (Area 1)? Very suspicious, always disappearing and reappearing. They're vessels for dogged evil, f' certain." (False)

### TABLE: THE REDCAP'S LOCATION

Roll to determine Dyrk's starting location in the village. He changes his location every hour.

#### d20 Where is the Redcap?

1	The Dragon's Flagon (Coryston & Penelope Dalnor)
2	Traders' Guild & Stables (Skaldar & Vaxalt Larimil)
3	Dalagar's Provisions
4	Laird's Residence
5	Grinstaff Bakery
6	Weaver Talbut
7	Cobbler Bellinek (WITNESS)
8	Molly the Herbalist
9	Chandler Dalcus
10	Woodcarver Orlesky (WITNESS)
11	Shyndle's Barrelworks (WITNESS)
12	Village Mender (Ylandra Morgyr)
13	Karsell's Pumpkin Patch (hunters)
14	House of Spirits (Hazel Glaghorn)
15	Ruldar Smithy
16	Glazier's Shop (DEAD: Ezner Mourné)
17	Workmen's Home (DEAD: Karn & Bryn)
18	Eregauld's Pottery & Clayworks
19	The Wagon Maker (WITNESS: Ezekiel Devek)
20	The Roofer (WITNESS: Doland Mirklar)

## 1. THE DRAGON'S FLAGON

The inn and tavern where the adventure starts is run by retired adventurer Penelope Dalnor (female human **scout**) whose sharp wit is applied lovingly to her culinarily-gifted husband Coryston Dalnor (male hill dwarf **commoner**) when he gets set in his ways. They have two **blink dogs** named Blinkin and Winkin, and a perpetually lounging **cat** named Nod.

► **Redcap:** Dyrk dug a Tiny hole in the back wall of the inn that leads inside one of the kitchen cupboards where Coryston keeps his spices. He rummages around the kitchen until the blink dogs chase him off.

## 2. TRADERS' GUILD & STABLES

Two weathered buildings managed by two mercantile brothers. Large friendly Skaldar (male human **guard**) has a mind for business, acquiring items from local craftsmen to trade on their behalf. While his shorter heftier brother Vaxalt (male human **apprentice mage**) acquires items from outside merchants that would interest his fellow Luskwaldians.

The stables hold 6 **draft horses**, 2 **riding horses**, and a **pony**, as well as a wagon.

► **Redcap:** Dyrk hides in the stables loft or the wagon, causing the horses to become distressed. He then creeps inside the guild hall to search for his hat. If discovered, he releases the horses, mounting one while invisible.

## 3. DALAGAR'S PROVISIONS

The doors are barred shut and the windows are shuttered. Brynzolf Dalager (male human **commoner**) lives here with his wife Lorel (female human **commoner**) and their three young daughters Cara, Danya, and Mary. Normally, they sell foodstuffs, dry goods, farm implements, wine, and clothing.

► **Redcap:** If Dyrk finds his way inside and the family realizes, Brynzolf unlocks the back door and rushes off with his family to The Dragon's Flagon (Area 1). Dyrk then tears through the goods before hiding among the dolls in the girls' room.

## 4. LAIRD'S RESIDENCE

Steps leads up to the front door with its brass plaque ("Donovan Yanek, Laird of Luskwald") and a jack-o-lantern scowling through the window. Donovan (male human **commoner**) has a **cat** named Irksome.

- **Parlor:** Stocked cedar wine cabinet, leather armchairs, sofa, coat rack, firewood, portrait of the Lair hangs above mantle.
- **Study:** Oak desk; shelves full of historical indices, legal doctrines, volumes of natural philosophy, and music; a worn book entitled



“Grandmother’s Stories of the Tuatha” describes redcaps among other fey.

- **Conservatory:** Harpsichord, cooking stove, bust of a famous bard (PC? PC’s mentor? – holds hollow compartment with 100 gp garnets = # of PCs) and a pouch of 162 gp.
- **Bedroom:** Cedar wardrobe, matching dresser, large bed.

► **Redcap:** One by one, the rooms are disheveled by the invisible Dyrk. The cat Irksome hisses and growls, while the panicking Donovan grabs his fireplace poker.

## 5. GRINSTAFF BAKERY

Nadia Grinstaff (female human **commoner**) lives here with her nephew Peter (ex-scrivener working on a book of poetry), his wife Anabelle (overprotective), and two children Johann and Cara (restless and eager to go outside). Nadia an elderly but spirited whoman who refuses to shutter her windows despite recent events.

► **Redcap:** Dyrk hides inside a large cooling rhubarb pie, erupting forth in a shower of fruity red gore for maximum shock. He runs off, the rhubarb trail granting advantage to PCs tracking him, but causing animals to lose his scent and end back up at the bakery.

## 6. WEAVER TALBUT

This worn home sits in a quagmire of rainwater and mud, a single jack-o-lantern flickering in the cloudy window. The weaver Tristan Talbut (male human **commoner**), his financially shrewd wife Meg, and 15-year-old son Tristan Junior live here. While his parents believe spirits haunt the village, Tristan Jr. thinks thieves and assassins have overrun the town and dreams of thwarting their plans and becoming an adventurer when he gets older. However, his father quashed his ambitions, demanding the youth go into the family business. His mother is conflicted, wanting her son to be happy, but also to have a stable economic future.

► **Redcap:** Dyrk sneaks into Tristan Jr.’s room while his parents are deep in prayer, leaving a stolen shortsword and bloody note: “kilthe menas athe keep.” Tristan Jr. will see the PCs as his chance to chase his dreams and run away from home.

## 7. COBBLER BELLINEK (WITNESS)

A dark sunken frame surrounds the shuttered windows and creaking door. The affable Otto Bellinek (male human **commoner**) fashions the finest custom footwear in the realm, aided by his sons Hans and Karl. While Karl intends to follow in his father’s footsteps, Hans began an apprenticeship with the local carpenter (Area 19). Several weeks ago, Hans was injured while working at the ruined keep – a rusted dagger went through his left foot and he still walks with the aid of a crutch.

► **Redcap:** Dyrk tears through the shoes hunting for his cap, hurling up to three shoes on each of his turns at anyone interffering: range 30 ft., +4 to hit, 6 (1d4+4) damage.

## 8. MOLLY THE HERBALIST

Wind chimes dangle from the eaves of this home decorating by hanging sprigs of garlic and wolfsbane, a lone grimacing jack-o-lantern sitting in the window. Molly Kerwig (female human **commoner**) lives here with her cautious brother Winston and curious **cat** Mortimer.

Molly sells *healing potions* and *antitoxin*; her personal code of honor forbids creating poisons, though she does know about them. She can use a healer’s kit to stabilize a dying creature, granting it 1 hp, and she can use a healer’s kit to grant a creature recovering Hit Dice during a short rest an additional 1d6+4 hit points.

Winston is protective of Molly. He was born without arms and uses a special set of mouth tongs to grasp items and paint in his spare time. All door handles in Molly’s house were fashioned so Winston could open them with his feet.

► **Redcap:** Molly and Winston are terrified by an invisible being rummaging through her bags.

She prepares a concoction of gorse and several other herbs, before getting knocked unconscious by Dyrk. However, the concoction works to drive the redcap off temporarily.

## 9. CHANDLER DALCUS

The sound of barking dogs echoes from this home with candlelit jack-o-lanterns illuminating every window. Emily Dalcus (female human **commoner**), the village Chandler (candle-maker), fears for her safety. She has 2 **mastiffs** named Beowoof and Waggins.

► **Redcap:** Deterred by the barking dogs, Dyrk hides in a big white pumpkin that Molly hollowed out but hasn't yet carved. If discovered, he runs off, leaving behind a trail of pumpkin guts & seeds, granting advantage to PCs tracking him, but causing animals to lose his scent and end up at the Pumpkin Patch (Area 20).

## 10. WOODCARVER ORLESKY (WITNESS)

A new porch contrasts with the dark, dreary, aging wooden thatched house. Jack-o-lanterns line the porch railing. Gustav and Bridgit Orlesky (human **commoners**) are talented carvers whose pride-and-joy strapping son Justin is apprenticed to the roofer Moland Mirkklar (Area 20). Gustav and his son were among those commissioned to rebuild the ruined keep, however Gustav was injured when a stone block fell on his shoulder. Even though he's mostly recovered, his wife insists on babying him, which Gustav isn't complaining about.

► **Redcap:** Dyrk angrily searches through the tools and dressers for his cap, giving Justin a good thrashing when the youth sees what's happening. Dyrk appears to run off, but actually climbs onto the roof, attempting to topple the thatch down on the family.

## 11. SHYNDLE'S BARRELWORKS (WITNESS)

This small well-lit quaint house has a half-keg adapted as its door. A pair of white pumpkins

painted with cute growling faces flank the door. Barglin Shyndle (male halfling **commoner**) is the village cooper, and his nephews Erne and Homm serve as his apprentices. Behind the house are a few apple trees.

Both Erne and Homm worked at the keep, and though neither were hurt, they were shaken by the events and can recount some details.

► **Redcap:** Dyrk tosses the nephews into barrels as he tears the house apart looking for his cap. Barglin shoots cold iron nails with his sling in desperation to help his nephews escape.

## 12. VILLAGE MENDER

A ramshackle house missing a few shingles and shutters is marked by a wooden sign pounded into the front lawn: "Village Mender - open all hours." Curiously, it does NOT have a jack-o-lantern. Ylandra Morgyr (female human **acolyte**; *mending, cure wounds, detect evil/good*) may be a young woman but she has a wise mind, and is skeptical about the rumors of "evil spirits." She is quick to cast *detect evil* on strangers.

Ylandra is convinced the current calamity is the result of a strange elf who visited the Laird six months ago – a tall pale elf with ghostly eyes and honeyed voice, always with a kerchief handy to stem his nosebleeds.

Her small "hospice" room has a locked medicine cabinet with 3 *healing potions* made by Molly (Area 8) and 3 vials of *antitoxin*.

► **Redcap:** Dyrk chases Ylandra for the knitted brown hat she wears until she casts *protection from evil*, then he breaks into her medicine cabinet, drinking all the *healing potions* before storming off.

## 13. KARSELL'S PUMPKIN PATCH

A simple house with shuttered windows is dwarfed by the pumpkin patch to its south. A freestanding outhouse is in the backyard. Though the pumpkins grow wild, and most have been used as jack-o-lanterns, a few remain, haphazardly tended by burly brothers – Frederick and Osten Karsell (male human



**commoners**). They are hunters who prefer to spend their silver at the tavern (Area 1), and have grown miserable being shuttered indoors.

► **Redcap:** Dyrk hides in the outhouse, then sneaks inside to murder the brothers. If discovered, Dyrk flees into the pumpkin patch, his rage infusing the few remaining pumpkins with glowing red magic. Anyone pursuing must succeed a DC 13 Dexterity (Acrobatics) check or disturb a pumpkin which explodes in red spores encompassing a 20-foot-radius sphere. Each creature in the area must succeed a DC 15 Constitution save or take 10 (3d6) poison damage and become poisoned for 1 hour or until drinking *antitoxin*.

#### 14. HOUSE OF SPIRITS

Assembled from ramshackle planks and mismatched building styles, this house has a sign reading "House of Spirits." A pair of tabby **cats** (Rapsallion and Ragamuffin) purr about the front door. Curiously, it does NOT have a jack-o-lantern. Inside is a huge still along with wines, ales, and cider made from the halflings' apples (Area 11). The sole occupant is Hazel Glaghorn (female human **druid**; 1st level spells (4) *animal friendship*, *detect poison and disease*, *detect magic*, *speak with animals*; 2nd level (3) *animal messenger*, *beast bond*, *lesser restoration*) is a wacky middle-aged witch and brewess. She is greedy and wheedles a hard bargain – hoping to get 100 gp for the information she has.

While scrying through the cats' eyes, she caught glimpse of a sneering "leprechaun" wielding a sickle two nights ago outside the home of the murdered workmen (Area 17). Now she uses the village cats to scour Luskwald for signs of the redcap.

► **Redcap:** Unable to find his hat, Dyrk tampers with the still and lights it on fire, causing Hazel's house to explode in 3 rounds, dealing 28 (8d6) fire damage to all creatures within or adjacent to the structure, DC 13 Dexterity save for half damage. He flees with several bottles

of ale, and if he drinks them he becomes inebriated (poisoned) for the next 2 hours.

#### 15. RULDAR SMITHY

An ivy-covered house sports a brand new roof, with a smaller stone smithy with a large chimney adjacent. The door is locked, and a half-eaten jack-o-lantern rests outside. Gharon Ruldar (male human **commoner**) is the blacksmith, who lives here with his daughter Maldra and son Bram who are themselves such accomplished smiths that Gharon rarely works the forge anymore. Horseshoes, nails, iron rings, and most non-armor/weapons items are forged. The floors around the front and back are covered in caltrops. Since two days ago, Gharon has been suffering fits which no medicine seems to treat; his children currently care for him.

► **Redcap:** Dyrk hides in the chimney before creeping out to encounter the caltrops which don't penetrate his iron boots, and in a rage begins destroying everything he can find.

#### 16. GLAZIER'S SHOP (DEAD)

A small bundle of flowers rests at the doorstep. Within, everything is disarray, and there is broken glass and collapsed shelves covering the **entry room**. There are small boot-prints next to a bag of spilled flour in the **kitchen**, as well as in the ashes of the furnace in the **glassworks**. The **bedroom** is similarly ransacked; the side of the dresser holds a bloody message: GIVHAT MINE KEEP OUT. The redcap meant to write "Give me my hat. It's mine. Stay out of the keep", but in his rage and limited literacy that's what he wrote.

Ezner, the glazier, was found pinned beneath a fallen shelf, covered in splintered glass; he has since been buried in a nearby woodland plot.

► **Redcap:** Dyrk hides within the cool furnace, but makes grumbling and screeching sounds in frustration. If discovered, he emerges in a cloud of heavily obscured ash and flees, leaving an ashen trail giving creatures advantage on Survival checks to track him.



### 17. WORKMEN'S HOME (DEAD)

A small bundle of flowers rests at the doorstep of this log cabin. The **entry room** is covered with upturned hunting trophies and furniture. Scattered on the floor are a deck of cards, 12 sp, 42 cp, and several mens' clothes. The **kitchen** has a broken table with shattered jars and cut open food sacks on the floor. **Karn's bedroom** has a blood-soaked bed, overturned trunk, and bearskin rug. The straw stuffing from the mattress is strewn about along with contents of the trunk: hide armor, pouch with two 25gp gems and 16 sp, a heavy crossbow, broken bolts. Small bloody handprints can be found on some of the items. **Bryn's bedroom** has a blood-soaked dwarf-sized bed, broken table, smashed lantern, and overturned chest: leather armor, torn hunter's cap, empty wineskin, bearskin gloves, and spilled sack of 125 cp. Written on the headboard is a bloody message: GIVHAT OR KILL. Dyrk intended to write "Give me my hat or die," but in his rage and limited literacy, he wrote this.

The workmen Karn Ironstar and Bryn Bellowforge were commissioned to help rebuild the keep, and were found in bed with their throats slit; they were since buried in a nearby woodland plot.

► **Redcap:** Dyrk hides under the bearskin rug, making growling noises.

### 18. EREGAULD'S POTTERY & CLAYWORKS

A rain-filled birdbath stands before this well-tended home, with a sign above the door. Jack-o-lanterns flicker through every window. Lorna Eregauld (female human **commoner**) lives here with her six young children (Ella, Ava, Lyla, Alban, Donnan, Hamin) and her **cat** Ichabod. Terrified for her children, she refuses to unlock or open her door. Her only defense is a light crossbow with one bolt. Clay pots and bowls rest on shelves and a potter's wheel.

► **Redcap:** Dyrk hides himself in one of the cribs, mimicking an infant's cry. Lorna knows right away it is none of her children, and grows frightened, grabbing her crossbow. If

Dyrk is revealed, he smashes all her pottery while Lorna gathers her children and flees into the street crying for help.

### 19. THE WAGON MAKER (WITNESS)

A horse-drawn cart sits in front of this well-built home, its wheels mired in muck. A candlelit jack-o-lantern grins through a curtained window. Ezekiel Devel (male human **commoner**), the wagon maker, resides here with his wife Jezebel and young son Zandor.

Their eldest son Voltan was crushed to death beneath collapsed scaffolding while helping repair the keep. The family spent the last weeks in mourning and are terrified by the recent events. They wish to leave the village but cannot afford to buy horses from the local traders to pull their cart.

► **Redcap:** Dyrk lies in wait in the wagon outside, but village cats sniff him out and gather around the wagon, yowling loudly.

### 20. THE ROOFER (WITNESS)

This quaint home has green shutters over its windows and a steep roof. Doland Mirkklar (male human **commoner**) is a carpenter and roofer, and lately the village coffin builder and gravedigger. Well known in the realm for quality work, Doland is an eccentric with no family; he shares the house with his orphaned apprentices Angus and Timmel. He has two other apprentices, Hans Bellinek (Area 7) and Justin Orelsky (Area 10) who live with their families.

Both of his resident apprentices received minor injuries while at the keep: Angus put his foot through a nail and Timmel had a chunk of rock dropped on his head.

► **Redcap:** Dyrk creeps along the roof, causing the shingles and rafters to creak underfoot, making the apprentices cringe with each creak.

## 2. SEEING RED

*Combat & Roleplaying, 45 minutes*

### FIGHTING DYRK

When the PCs discover Dyrk's location in the village, he will attack while tongue-lessly screaming "where is my cap, you thieves?!?" Allow for 30 minutes. In this encounter, Dyrk is magically enraged and has the following changes:

- He **must attack as many creatures as possible** on each of his turns.
- He has **resistance** to bludgeoning, piercing, and slashing damage.
- As a **bonus action**, he can Dash or use Ironbound Pursuit.
- He is **immune** to the *slow* spell, as well as being paralyzed, restrained, or stunned.
- **If reduced to 0 hit points**, he leaps into a chimney, closet, or other building element and vanishes. He reappears in a new location after an hour (short rest), but loses all these changes to his stat block.

Immediately after the fight, several townsfolk come out to congratulate the PCs on driving off the redcap. However, one of them – beady-eyed lanky **Anton\*** – the PCs don't recognize. He shares the following:

"My brother Kristof and I are monster hunters on the trail of this redcap. His lordship Eneivan tasked us with returning Dyrk – the redcap's name – to his palace ayont for crimes of destruction and mutilation."

## 3. PLAYING FOR KEEPS

*Roleplaying, Combat, Skill Challenge, 60 minutes*

The players are faced with a decision about how they will deal with the threat the redcap poses to Luskwald. Allow them about 10 minutes to discuss their approach, and if they're having trouble pinning down their course of action, you can outline these four options:

- (A) Help the redcap reclaim its cap from the wererats at the keep.

- (B) Cut a deal with the wererats to lure and capture the redcap.
- (C) Protect the villagers until midnight when the redcap will vanish.
- (D) Parlay with the fey lord Eneivan to bring an end to the conflict.

### A. AGAINST THE WERERATS

A mile north of Luskwald lies the ruins of a fallen keep partially obscured by scaffolding. Both the gatehouse and keep itself show signs of collapse, and northwestern wall is completely crumbled.

**Anton\*** and **Kristof\*** nominally command 12 **giant rats** and a **swarm of rats**. The rats are terrified of "Dyrk the rat-killer", and he will drive them off if the PCs can subdue the wererat brothers into revealing the location of his cap.

The cap is hidden in the belfry amid several traveler's outfits the wererats have collected.

Once Dyrk's fading cap is returned to him, he promises to leave Luskwald and never to return if the PCs give him one name (with whose blood he intends to anoint his cap).

### B. CAPTURE THE REDCAP

While lanky **Anton\*** and portly **Kristof\*** will aid the PCs in capturing the redcap, none of the rats are brave enough to risk their lives against "Dyrk the rat-killer."

### C. PROTECT THE VILLAGE

### D. PARLAY WITH THE FEY LORD



## ANTON & KRISTOF

Medium fey (elf, shapechanger), lawful evil

**Armor Class** 12

**Hit Points** 33 (6d8+6)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	12 (+1)	11 (+0)	10 (+0)	8 (-1)

**Skills** Perception +2, Stealth +4

**Senses** Darkvision 60 ft., passive Perception 12 (17 smell)

**Languages** Common, Elvish, Sylvan

**Challenge** 2 (450 XP) **Proficiency Bonus** +2

**Fey Ancestry.** The wererat has advantage on saving throws against being charmed and can't be put to sleep by magic.

**Fey Step (recharge 4-6).** As a bonus action, the wererat can teleport up to 30 feet to an unoccupied space it can see.

**Regeneration.** The wererat regains 10 hit points at the start of its turn. If the wererat takes damage from a silvered weapon or a spell, this trait doesn't function at the start of the wererat's next turn. The wererat dies only if it starts its turn with 0 hit points and doesn't regenerate.

**Shapechanger.** The wererat can use its action to polymorph into a rat-humanoid hybrid or into a giant rat, or back into its true form, which is humanoid. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

### ACTIONS

**Multiattack (humanoid or hybrid form).** The wererat makes two attacks, only one of which can be a bite.

**Bite (rat or hybrid form).** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4+2) piercing damage. If the target is a humanoid, it must succeed on a DC 11 Constitution saving throw or be cursed with wererat lycanthropy.

**Shortsword (humanoid or hybrid form).** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) piercing damage.

**Shortbow (humanoid or hybrid form).** *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6+2) piercing damage.

## DYRK THE REDCAP

Small fey, chaotic evil

**Armor Class** 13 (natural armor)

**Hit Points** 45 (6d6+24)

**Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	18 (+4)	10 (+0)	12 (+1)	8 (-1)

**Skills** Athletics +6, Perception +13

**Senses** Darkvision 60 ft., passive Perception 13

**Languages** Common, Sylvan

**Challenge** 3 (700 XP) **Proficiency Bonus** +2

**Contingent Invisibility.** When the redcap starts its turn enraged it magically turns invisible until its concentration ends. Any equipment the redcap wears or carries is invisible with it. Soothing the source of its rage or a *calm emotions* spell causes it to become visible.

**Iron Boots.** While moving, the redcap has disadvantage on Dexterity (Stealth) checks.

**Outsize Strength.** While grappling, the redcap is considered to be Medium. Also, wielding a heavy weapon doesn't impose a disadvantage on its attack rolls.

### ACTIONS

**Multiattack.** The redcap makes three attacks with its sickle.

**Wicked Sickle.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d4+4) slashing damage.

**Ironbound Pursuit.** The redcap moves up to its speed to a creature it can see and kicks with its iron boots. The target must succeed a DC 14 Dexterity saving throw or take 20 (3d10+4) bludgeoning damage and be knocked prone.

## MAN EATING HORSE

Large ?, ?

**Armor Class** 10

**Hit Points** 17 (2d10+6)

**Speed** 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	16 (+3)	3 (-2)	4 (-3)	9 (-1)

**Damage Vulnerabilities** Thunder

**Senses** passive Perception 7

**Languages** –

**Challenge** ? (? XP)    **Proficiency Bonus** +2

**Trampling Charge.** If the horse moves at least 20 feet straight toward a creature and then hits it with a Hooves attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the horse can make another attack with its Bite against it as a bonus action.

### ACTIONS

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6+4) piercing damage or 9 (1d6+6) while raging, and the horse enters a Rage until for 1 minute, or until it is reduced to 0 hit points, or it ends its turn and hasn't attacked a hostile creature since its last turn or taken damage since then. While Raging, the horse gains these benefits:

- It gains resistance to bludgeoning, piercing, and slashing damage.
- It has advantage on Strength checks and saving throws.
- Its melee attacks do an additional +2 damage as noted.

**Hooves.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6+4) bludgeoning damage, or 13 (2d6+6) while raging.