

The Sward and the Stone



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MAELSTROM



The Sward and the Stone

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CAST OF CHARACTERS:

<i>Adwr</i>	<i>Cowardly Merchant / Agent of the Crown</i>
<i>Fferyll</i>	<i>Wandering Poet</i>
<i>Caddock</i>	<i>A guerrilla leader</i>
<i>Newlin</i>	<i>A guerrilla leader</i>
<i>Rhain</i>	<i>A guerrilla lieutenant</i>
<i>Iestyn</i>	<i>An officer of justice</i>
<i>Pedran</i>	<i>An officer of justice</i>
<i>Tanwen</i>	<i>A guerrilla sorceress</i>
<i>Siarl</i>	<i>A mysterious man</i>

SYNOPSIS

It is 1446 and a desperate merchant approaches the characters to guide a cartload of goods bound for the port at Pembroke. Following the road west, the characters meet wanderers, bandits and rebels, before reaching their destination; But, once there, the characters find Pembroke under siege by what appears to be a dragon.



What is Really Happening?

Adwr, the merchant, works on behalf of the English Crown and plans to use the content of the cart as bait for a band of local rebels. Two officers of the law will shadow the characters' journey, leading to an uncomfortable and dogged sense of paranoia. Mid-way through the journey it will become clear that others have their heart set on acquiring the content of the cart, and the characters will come across their sometime pursuers trussed up like turkeys at the roadside. The final showdown at Pembroke sees rebels and officers of the Crown alike making a last stab for the prize. The characters meantime, perhaps still blissfully unaware of the attentions heaped upon them, seek to complete their task under considerable duress, natural, mystical and combative.

The State of Wales

England's grip on Wales wanes with each passing year. Suppressed and subdued by Edward I, the systems in place to maintain control have drifted off considerably. At the start of the century, rebellion sharpened English senses considerably to reassert authority. English nobles - referred to as Marcher Lords - ruled over slices of the territory, maintaining law, gathering taxes, and keeping order.

In the decades following the rebellion, the same nobles found their lands expanding both in England, Wales and abroad, such that they could no longer concentrate on specific areas. By the middle of the 15th century, deputies and burgesses manage the day-to-day affairs of the Marches, some English, but many local men who have given in to the corruptions of power and authority.

Like a child keenly aware of the indifference of a distracted parent, the Welsh have pushed back hard against English control, refusing to pay taxes, engaging in local skirmishes with law enforcement, and taking back what rightfully should be theirs already. Even the deputies and burgesses quarrel and bicker amongst themselves, disputing boundaries, stealing resources, and employing outlaws to do their dirty work.

In the midst of this turmoil, descendents of Owen Glendower, who led the rebellion at the start of century, seek to take advantage of England's weakness. The rebels perceive the English as exploitative bullies, taxing the Welsh to fund wars overseas or expand the wealth of family homes across the border. Whether by decisive action or guerrilla warfare, the rebels intend to return control of Wales to the native population and send the English scampering home with their tails between their legs.

Adventure Overview

The adventure concerns a journey suitable for almost any combination of characters, with several reasons why anyone might choose to tag along. The referee should read the entire adventure and tailor the outline to the strengths and weaknesses of the characters. Basically, the characters will guide a wagon and load along a journey covering a little under 70 miles, that should take them a couple of days to complete, arriving at their destination in time to face a final peril.

Events in the adventure offer a few loose ends you could pick up to spin out into a campaign, but you should also insert titbits and red herrings of your own to enhance the depth of experience for the players. The adventure provides opportunities for both combat and character-driven play, which should mean characters of almost any Living will have a chance to contribute.

The Welsh merchant, **Adwr**, sparks off the adventure and the events that follow. He handles a lot of trade in south Wales, exporting to England, Ireland and even abroad. However, he has recently suffered losses from bandits and his taste for adventure has soured somewhat. He has listened to word in the local tavern and has decided to head into England to concentrate his efforts there for a

time, in the hope of recouping some of his losses. Just a final wagonload of goods needs transport to the southwest coast, and he is happy for someone else

to take the risks. The characters seem like likely targets to take this chance on his behalf. He offers a shilling in advance to anyone prepared to take the reins or protect the wagon on its journey. To anyone simply looking for a ride west, Adwr waives any fee in return for a promise of protection for his load and the driver.

In truth, Adwr uses the relative freedom of movement afforded to merchants to gather information, seek out trouble and mix with unsavoury types. In the direct pay of the Crown, he provides a steady stream of reports to local law enforcement. Rumours circulating Swansea suggest a concentration of rebel activity to the west, so Adwr hatched a plan to lure out the troublemakers with the promise of something that might turn the tide against the English. Adwr's associates, **Iestyn** and **Pedran**, intend to tail the wagon, keeping track of the character's progress and the attention they draw along the way.

The Welsh

It's tough to pin down the temperament of a nation in a few words, but Wales has suffered a millennia of forceful military interest, from the Romans, through the Anglo-Saxons, to the English.

Cautious, independent, at times fiery, secretive, friends hard won, they also have a lighter side of song, poetry and mysticism.

Following the thwarted rebellion at the beginning of the century, those men trusted with power by English nobles have taken to their task like ducks to water. The English have grown complacent, so the Welsh have grown more agitated and seditious. No Welshman will take acts of insult or violence without a fight; and, once timid and obedient landowners will now take a mile if given an inch when it comes to taxation or land-claims.

Adventure Setting

While you could locate this adventure in almost any area, the events described assume the characters are travelling on an errand between Swansea, in south Wales, along the coast to Pembroke. The referee could also change the year the adventure takes place; however, the basic outline of the adventure assumes the party venture out from Swansea in mid-Spring of 1446. As outlined in 'The State of Wales' section, above, Wales in the 15th century makes for interesting historical role-playing. South Wales falls directly under the jurisdiction of the Crown, rather than disparate Marcher Lords, and individual control of large towns and maintained castles falls to his favoured deputies.

Swansea, on the southern Welsh coast, lies a little over 200 miles west of London. The small town, home to a few hundred people, clusters at the foot of an English castle. While Swansea grows in the shadow of this fortification, the castle has lost its significance and now lies in a state of relative disrepair. A *portreeve* (port warden) runs Swansea alongside a dozen council members, handling various aspects of taxation, legal judgment, defence and administration. Swansea has a weekly market that attracts buyers and traders from many miles around, with stalls offering fish, vegetables, grain, cheeses, wool, leather goods and other local produce.

Boxed Asides

The adventure includes a scattering of boxed text, including side tracks, character notes, and additional information of interest that you can use to add depth and colour.

The Delivery

Adwr has a wagon loaded for the journey, with two stout horses to pull

it. The wagon has enough room for two (or at a pinch three) people at the front behind the horses and two or three passengers at the back. A waterproofed tarpaulin covers the loaded goods, which consist of:

- A substantial, but delicately engraved, stone, destined for a castle in Ireland [*Encumbrance*: 18]
- A dozen sacks of dyed wool, to be delivered to the wool market in Carmarthen [*Encumbrance*: 6 each]
- Two wooden crates, packed with straw, holding a dozen bottles apiece of wine, bound for Pembroke Castle [*Encumbrance*: 14 each]
- Two large casks of ale, bound for an inn at Red Roses [*Encumbrance*: 20 each], and
- A locked chest, destined for the hospital at Pembroke (containing several wax sealed bottles of holy water from Rome, a few purses of dried herbs and small bones, and part of a thigh bone in a thick glass cylinder) [*Encumbrance*: 12]

The Stone

The stone in the wagon may or may not be the true Blarney Stone, said to have been set within Blarney Castle in 1446. Whatever the actual providence of the Stone, it represents a magnet for strangeness throughout the adventure.

The Blarney Stone, a fine piece of bluestone, is rumoured to be half of the Stone of Scone gifted to Cormac McCarthy by Robert the Bruce for his assistance at the Battle of Bannockburn. Folklore states the Stone shall bless anyone who kisses it with the gift of flattery and persuasion.

Tradition has it that the Stone of Scone itself was the very stone pillow Jacob laid his head upon, and later

consecrated (in *Genesis*, chapter 28, verses 10 to 18).

The strange nature of the Stone means it may possess any number of powers, beyond that described by simple folklore. At minimum, any character that kisses the Stone, or touches it while speaking to someone, benefits from a temporary +20 bonus to their Persuasion for Saving Rolls.

In addition, the Stone might have one or more of the following powers, though you should feel free to elaborate further and add more:

- A character that sleeps on the Stone heals at three times the normal rate, and will neither tire nor grow fatigued from exertion throughout the morning of the following day.
- A character that crouches down next to the Stone and touches it with both hands can will himself invisible to the gaze of anyone on the opposite side of the Stone.
- A character that leaves the Stone on the ground, in the open air, over night will find - come the morning - that a pool of clear, potable water has formed around it. The concave pool holds approximately 20 litres of liquid.

The Stone, whether seen or hidden, seems to have an odd effect on all those nearby. Player and non-player characters alike should make a saving throw against *Will* the first time they come close to the Stone (arbitrarily, this could be five metres - but you can choose to make the requirement closer or even the first time the character makes contact with it):

Critical Success: The character feels somehow more confident and emboldened in the presence of the Stone, a sensation that proves difficult to pin down or explain. The character

benefits from a hidden +10 bonus to Persuasion saves while within line of sight.

Success: The character experiences the odd twinge of discomfort, like hairs rising on the back of the neck or a sudden shiver, but nothing more.

Failure: The character feels incredibly uneasy and mildly nauseous. He experiences regular feelings of someone watching him. The character finds sleeping difficult and filled with troubling dreams of conflict.

Critical Failure: The character feels scared away from the Stone. When the character remains close to the Stone, this somehow quells the characters feelings of worry and concern, though the association between the Stone and the cessation of bad feelings should not be obvious at first.

The mild discomfort caused by the Stone generates much of the unease felt by characters and NPCs throughout the adventure.

Why Get Involved?

There are various reasons why the characters might involve themselves in this adventure. As mentioned previously, Adwr needs help and frequents local bars and meeting points to find likely candidates to drive his wagon to Pembroke. Characters arriving in Swansea and looking for lodgings might chance upon him having a drink, or he might introduce himself. Anyone looking for transport west will find no other wagons or coaches travelling for several days - so Adwr's offer of a free ride should be welcome.

Aside from driving or protecting the wagon, characters might have other reasons for heading this way - and you should ensure that all characters have at least one good reason to travel. The ideas below identify reasons why characters might journey to Pembroke, with brief outlines in *italics*: that you should either discuss with them in private or communicate to them with

private notes. The player can then choose whether or not to share the information with anyone else in the party.

1. The Stone: A local artisan has tasked Adwr with delivering a keystone to Pembroke, where a boat will carry it across the Irish Sea to Cork and thence to Blarney Castle. The exquisitely crafted bluestone is incredibly valuable, and the mason has invested considerable time in it.

"The Guild of Masons has requested that you accompany the Stone to the dock at Pembroke to ensure this valuable piece does not fall into the hands of bandits."

"You have been approached by an agent of the King of Munster, with payment of 5 shillings, to keep watch over the Stone and ensure that no one intercepts it."

"You have received orders from the Crown, with payment of 3 shillings, to guard the Stone with your life. It must not fall into the hands of the Welsh rebels under any circumstances..."

"Three nights ago you were visited by a stranger in your lodgings. A man in black, who clasped your mouth closed and held a blade to your belly, he warned you that the livelihood of your family, indeed your country, depended on the safe transportation of a certain stone, in the possession of a merchant in Swansea, to Pembroke docks."

2. The Cargo: Aside from the Stone, other owners of goods on the wagon may have tasked characters with keeping an eye on their property - especially the chest and the wine.

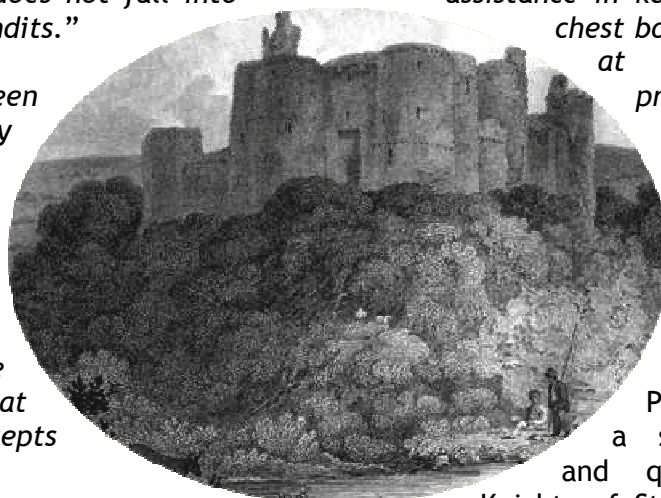
"The night before last you found yourself in conversation with a man in the inn with an unusual intensity about him. He told you of a crate of fine wines bound for the west in a cart and the importance, to him and his associates, that the item reach Pembroke Castle in one piece." (The man is an assassin and the wine has been poisoned, so he requires the character's assistance to ensure the item reaches the intended target, while he has a very healthy alibi.)

"A clergyman of the Order of the Beloved Virgin Mother begs your assistance in keeping watch over a chest bound for the hospital at Pembroke. He promises a pardon in return for your efforts, a relief in the measure of your sins in the eyes of the Lord."

3. The Hospital: Pembroke is home to a substantial hospital and quarantine run by Knights of St. John. The Knights have been there for decades serving a vital role in caring for the sick and the dying, many of which have come off the various ships weighing anchor at the dock.

Someone may have summoned a character with a medical background to deal with a specific ailment, or a character may have volunteered to spend some time there to build his or her knowledge. The Knights may have requested the presence of a herbalist or transportation of a valuable herb. They might also expect the arrival of a priest, sent to spend time assisting the dying with the absolutions of their sins.

"The Guild of Physicians at Gloucester has sent word of the need for assistance in Pembroke over a recent



outbreak of unknown pox in Pembroke hospital. You receive a Letter of Introduction and an advance of 10 shillings¹ for your efforts."

"You spent some time learning herbal lore from one of the Wise Men of Llangurig during your apprenticeship, and in turn you owe them a favour. A messenger has delivered a request to you imploring you to keep guard over a chest bound for Pembroke, as therein lies a pouch of priceless herbs shipped from the East bound for the hospital."

4. Pembroke Castle. The castle at Pembroke has a resident steward and associated staff. A member of the senior staff may have invited a character to attend official functions, or someone may have hired one of them to transcribe an inventory, prepare a will, or handle another act of administration.

"You have been hired by Glantern, Goodwick, Glodwyn and Chyff to represent the firm in a matter of some delicacy. You must attend the Earl of Pembroke with all due haste and have 3 shillings paid in advance for your troubles."

5. Crown's Justice. The Justice in charge of law and order in the south of Wales has heard rumours about guerrillas and had reports of increased unrest. He considers second hand accounts like this less than satisfactory, so has employed one of the characters to travel the coastal road and determine the truth of the matter. He needs a detailed report, so the character should avoid conflict if possible and collect as much information as practical. He will offer additional reward to the character for providing names or locations.

¹ Or, a number of shillings equal to the doctor's Renown divided by 5 - whichever is the greater of the two amounts.

Alternatively, one of the other characters might be a suspect and the Justice requires that they remain under close observation to see if proof of their guilt should emerge while out on the road.

6. Cork Castle. The owner of the castle near Cork, destination of the keystone on Adwr's wagon, requires the services of an architect to supervise construction work. Those in charge of the construction may have sent word of need for labourers and craftsmen with certain experience in castle construction for short-term employment.

"The King of Munster has been acquiring skilled craftsmen and professionals, as well as unskilled labour, to complete the monumental task of rebuilding work at his castle near Cork. The scale of the project promises the possibility of long-term employment."

7. The Docks. Pembroke has a dock that receives a lot of traffic from abroad, so trader characters might be heading there to pick up certain rare commodities for their guild. Other characters might be expecting visitors from foreign lands - perhaps a priest could meet dignitaries from a foreign monastery.

"The Guild has made formal request of you to travel to Pembroke docks to collect a box of fabrics carried in the hold of the "Vienna" from the Mediterranean."

"The Black Friars of Gloucester have charged you with greeting, and escorting back to the Friary, Brother Antonio da Parma, expected to arrive aboard the "Vienna" in two days time."

8. Gear of War. Guild members may hold letters of introduction to Pembroke or Cork, leading them to seek transportation along the coast. Craftsmen find regular work

maintaining fortifications and outfitting English soldiers, who are constantly under threat from Welsh guerrilla fighters.

"The Earl of Pembroke has made request of the Guild of Armourers at Cardiff to send craftsmen, of unquestionable skill and loyalty to the Crown, to assist in bolstering and maintaining stock at the castle. The Guild has sent you a Letter of Introduction and confirmation you will receive payment direct from the Earl's chief steward."

Rumours

Small settlements like Swansea scramble for any news, however unlikely, so taverns swim with gossip, rumour and anecdotes. Welsh poets, who serve the role of minstrels and chroniclers, chart the history of the land and its people in verse.

Characters can find out any of the following rumours for a pint of ale and twenty minutes of their time; or they may chance upon a poet who will share his most recent verse for a hot meal. You should roll for rumours at random and create a fresh spin on a rumour if you roll it a second time.

1. Bandits roam the outskirts of the town preying on visitors weary from their journey [TRUE]
2. An eerie phantasm stalks the streets of Swansea by night, a wretched vestige of some guest at the castle who entered but never emerged alive [FALSE]
3. Gravediggers have taken to exhuming bodies on the payroll of a local doctor who seems to

have an unhealthy interest in expanding his studies of the body [TRUE]

4. The animals in several local farms have been unruly and restless for several days now - a certain sign that the weather will be turning for the worse [TRUE]
5. Travellers coming in from the west have reported strange fires coming from the north, and one man claimed to have seen a giant flying lizard [TRUE]
6. An increase in banditry out on the roads has forced the English to send more troops into the area, troops who spend their time harassing travellers for want of nothing better to do [TRUE]
7. Plague haunts the



streets of Pembroke, where the diseased roam unchecked. Ships anchor there from foreign shores - it was only a matter of time before a crew arrived with something more than cargo [TRUE - though Pembroke has a hospital specifically intended to aid and provide care for those with such terrible diseases]

8. Pirates have been attacking local fishermen, striking suddenly and without mercy. Villagers have found boats floating abandoned, their crew missing [FALSE]
9. The local farmers have reported dozens of mauled livestock animals, savagely slaughtered by some frenzied wild beast [FALSE - rumours of fire breathing

lizards have led to various spin-off tales about random slaughter]

10. Someone has been carving a strange symbol into local trees and daubing them on doors. The symbol looks like some kind of flying creature overlaid with an image of a sword [TRUE - though only one instance of this has occurred, instigated by a villager with a grudge trying to get a woman charged with witchcraft]

On The Road

Once the characters leave Swansea, they follow a reasonably maintained road along the south Wales coast towards Pembroke. The countryside varies considerably, with rugged hills, deep valleys and thick woodland interspersed with occasional farms. The characters cross several rivers, but in each case the waterways will either be fordable at low tide or have a ferry service with sufficient room to accommodate the wagon. The road runs along the south edges of the Brecon Beacons - northeast of the Swansea to Llanelli stretch - and then on to the southern limits of the Cambrian Mountains. Throughout the journey, mountains line the northern horizon, and the hills that surround the road range up to two to three hundred feet in height.

At several small settlements and villages along the way, inhabitants may welcome or distrust visitors, depending upon the local mood, the characters' demeanour and, probably, the weather.

The unrest means that trust often has to be won. Most people the characters meet speak Welsh; some will know English too. The further west the group travel, the greater the likelihood people speak only Welsh. You can roll to determine whether someone the group meet speaks English - roll less than the miles travelled from Swansea on d100. It helps if one or more characters have a smattering of Welsh themselves to simplify communication.

Incidents and Encounters

As they travel, you should include each of the following encounters in the order shown, adding additional events and meetings of your own, as you see fit. Each encounter includes information on the immediate events experienced by the characters, brief details of anyone they meet, and information about anyone involved who might have motive to relieve the characters of the Stone.

Lone Rider

Location: Before Loughor (within first 8 miles)

NPCs: A boy, Kynwal; his parents, Evin and Awel

Intent: Innocent - no one in this encounter has any interest in the Stone
"You notice a rider on the road ahead, moving steadily in the same direction"

Gathering Sheep

Should the characters choose to help Evin gathering up the livestock, they find he keeps a small herd of grumpy sheep that seem intent on roaming free.

The sheep have scattered across the local fields and hills, but a little co-ordinated effort should work.

The sheep have a Speed of 35, and a character needs to succeed in a Saving Roll to catch one. If more than one character attempts catch a single sheep, use the highest Speed of the characters involved.

After the characters catch a couple of sheep each, Evin calls them all back to the house. With the sheep secure, the family thanks the characters again and offers them a place to stay whenever they return this way.

as you. Despite the pace of your wagon, you appear to be catching up, and you can soon identify what appears to be a child mounted on a sturdy old mule.”

The boy has run away from home, but has precious little food with him and no companions. The characters might try to talk him around to going home, force or accompany him home, or just ignore him.

Characters who talk with the shy, sullen boy take a -10 penalty to all attempts at using Persuasion.

Characters can negate the penalty by trying to amuse the boy with jokes or japey, or simply taking the time to engage in conversation. The boy, **Kynwal**, lives with his mother, father, and three brothers in a farm about a mile back and north of the main track. After some livestock escaped their pens, Kynwal’s brothers blamed him. Upset and afraid, Kynwal decided he could best avoid his father’s wrath by leaving home. His parents have realised he is missing and started searching for him.

If the characters accompany Kynwal home, his parents, **Evin** and **Awel**, thank them and invite them in for a simple meal. They then ask if the characters could help round up the lost livestock. [See sidebar]

If the players choose to ignore Kynwal, and you feel like generating some guilt, they hear news in a village further along the road that a traveller discovered the dead body of a small boy at the side of the road, his

possessions stolen by some heartless thug.

Paranoia: Pursued

Location: In the hills, short of Llanelli

NPCs: None

Intent: None - no one else, but the character’s own paranoia, has any intent on bringing harm on the party

Touch of the Maelstrom

The rebel sorceress **Tanwen**’s manipulation of the Maelstrom is the root cause of one or more of the events the characters experience in *Downpour*, *Paranoia: Watched*, and *Paranoia: Pursued*. The disruption in the local magical field creates the phantasms and bizarre weather that dogs the characters’ steps.

At your discretion, a Mage in the group might have a small chance of detecting the influence of magic. During any of the encounters indicated, a Mage can detect the touch of enchantment with a roll equal or less than his Knowledge score.

You can read the following aloud to one particular player or take one aside and read it to him or her in private:

“As you follow the track through low hills and rocky outcrops, you get an uneasy feeling of being followed. The hairs on the back of your neck stand on end. The urge to look around becomes overpowering, but you know that if you are being followed, looking back will only alert your pursuer...”

One character gets the feeling that someone is following. You may make the relevant character save on Willpower to avoid turning round instinctively. When the event occurs, the terrain

should be rugged enough to hide any pursuer, with plenty of rough ground, steep hills and deep gullies. No one is really following the group; but feel free to improvise with later sensations of pursuit to maintain the pretence. You could have a character spot something, only for pursuit to reveal it as nothing more than a curious goat or wild horse.

Paranoia: Watched

Location: Any suitable location before the characters cross the River Tâf

NPCs: A steward / monk / servant, Siarl

Intent: After initial confusion, Siarl simply wants to get rid of the characters, like someone trying to get rid of a bad penny

Read the following as the group approaches a village with a castle or church:

"The road winds down towards a new settlement, small homesteads with trails of smoke rising from vents in their roofs or stone chimneys. A tower looms over these humble abodes, trailing vines of ivy clinging to the stonework. As you proceed, you could swear you see someone staring out of a tower window right at you, piercing eyes glistening. Then they are gone..."

One character might see the observer, or all might - you could even call for Savings Throws on Perception. Even should such a roll fail, someone should get an uneasy feeling of being watched again, preferably the person who got the uneasy feeling on the road.

If the characters investigate the tower they meet Siarl - a servant, steward or monk (as appropriate) - who denies knowing anything about 'a watcher in the tower.' The character's questions draw blank looks of confusion from Siarl, who becomes increasingly distracted as time goes on, as if he too senses someone watching him.

If the group demand to check, or use Persuasion to get a look, Siarl will allow them access to the tower, simply to get rid of them, if for no other reason. The room with the window contains nothing but old furniture, storage boxes and cobwebs. A successful throw against Perception (at a penalty of -10) reveals a patch of disturbed dust and a few grains of moist dirt - but, again, Siarl

will deny the existence of any 'watcher'.

Wild Dogs

Location: In woodland somewhere between Llanelli and Carmarthen

NPCs: A pack of dogs

Intent: None - thunderclaps and dragons have been enough to put the dogs on edge already, so the Stone can do little else to bother them

"A resounding crack - like a thunderclap or cannon fire - shatters the peace of the countryside. The horses react violently, snapping leather and wood as they struggle to flee. One of the horses breaks free, bolting away from the road and into the trees that lie just to the north."

You may wish to adjust the description depending on the horses present - for example, a mount may unexpectedly throw a Noble character. The fall can result in bruising and mild embarrassment rather than injury, or you can choose to roll damage equivalent to a blow from a Club, rolling 1-10. A character can deduct for non-metallic armour, but not metallic armour or Mercenary abilities. Padding helps cushion the fall, while rattling around in plate simply aggravates the potential for bruising.

The characters could ignore the loss of the horse, but their travel time will increase, and the merchant may well hold them accountable if the horse was one he provided.

If the characters head into the woods to locate the frightened beast, they walk for several minutes, tracking the horse by the trail of disturbed ground and broken branches. Once deep in the trees, a pack of dogs set upon the characters, spooked by the thunderclap. The dogs have been struggling to find food for the past week, as persistent appearances by the

rebels 'dragon' has frightened away much of the prey.

Brotherly Love

Location: In one of the small settlements between Kidwelly and Carmarthen

NPCs: Fferyll, a poet

Intent: The poet appears utterly indifferent to the Stone, driven by his desire to find his brother. In that regard, Fferyll's intent is darker than it might at first seem.

"You reach the outskirts of another village, a cluster of low buildings along a single main street. You can see people going about their business and animals milling around in pens or gathered at the side of the road. Not far ahead, a young man in a colourful doublet and green hose stands, deep in conversation with an elderly couple. A carved rock stands a little way behind him, displaying an intricately patterned cross. The man looks up on your approach, holds his hand up for you to stop a moment, and excuses himself from his conversation. 'Can you spare me a moment, traveller?'"

The man, a poet called Fferyll, has been travelling the roads of Wales and currently resides in the village. Fferyll has been an itinerant man of words for many years. However, six months ago, Fferyll received news from his family that his twin brother, Iago, had abandoned his duties at home and taken to the hills in search of the rebels. Distraught, Fferyll's mother pleaded with him to find his errant sibling and despite fears for his own safety he has taken to travel off the beaten track to discover Iago's whereabouts.

Fferyll greets the characters and engages them in friendly conversation, asking them of their journey and experiences on the road. He has a wealth of information of his own and could provide any rumours that the

party did not discover themselves back in Swansea (see *Rumours* section). Poets, at this time in Wales, are the bard and historians, chroniclers of great stories in times past and also of the current events.

Fferyll asks the party for their help and asks if he could accompany them on their journey onwards - as it would provide him with some much needed protection, while allowing him to continue his quest to uncover the fate of his brother.

Behind his good-natured façade Fferyll struggles to control an overwhelming anger and resentment towards Iago for his indifference to family. When Fferyll faced his pleading mother, his heart broke and something cold nestled deep down inside him. If he accompanies the characters, Fferyll will lose his temper utterly on any meeting with the rebels.

A Bridge Too Few

Location: A little over a mile from Trimsaran or 6 miles from Carmarthen

NPCs: None

Intent: None

"Travelling between rock strewn hills that grow higher and less hospitable to the north, you see ahead a deep and unfordable river with a wooden bridge. The crashing waters have snapped a couple of supports and consumed part of the bridge floor. Halfway across, the bridge narrows from about three yards across to perhaps half that, too narrow for your wagon."

Recent rains have swelled the waters coming down from the hills. Alone or on horseback, the characters would not have a problem, but they have a laden wagon, and they will need a plan to get it across.

You should allow them some time to come up with ideas and be open to rewarding ingenuity with success. Some possible solutions include:

Retrieve the supports: The characters, with persistence, patience and two successful Perception saving throws between them, can locate some of the battered wooden supports down stream. With a little effort, temporary repairs can be made to the bridge.

Rigging repairs: Characters can use wood from nearby trees to complete temporary repairs. This requires a successful Knowledge and Perception saving throw amongst the party to identify suitable trees, prepare the wood and position it in the most appropriate spots on the bridge. A wood carver or carpenter need only succeed in a Perception saving throw, completing the other save automatically.

Two wheels: The characters can set the remaining load on the cart in such a way as to put the majority of the weight to one side. If the characters can guide the horses and keep the cart from tipping over, they can make it across the damaged bridge. The activity requires a Knowledge saving throw to seat the load correctly, and an Agility save to keep the cart balanced.

Downpour

Location: Between Carmarthen and St Clears

NPCs: A labourer.

Intent: The labourer innocently falls foul of the influence of the Stone. He searches through the characters' cart, but will flee if challenged.

"On the road ahead you can see another traveller, perhaps a farmer or a labourer, pulling a hand cart laden with a couple of sacks. As he draws

closer, a few fat drops of rain fall, quickly gathering into a downpour. The other traveller looks skyward with dismay, just as a harsh wind joins the rain to step up the assault into a battering squall."

The characters have a moment to react to the rain and wind, as does the labourer on the road ahead. A few moments later, the rain begins to fall with such force that it stings. The man abandons his cart and jogs over towards a nearby tree for cover. There are several trees close to the road, providing enough cover to protect the whole wagon.

The horses become uneasy as the rain falls harder, and if the characters abandoned them and the cart, the horses will struggle free of their harnesses and bolt for cover themselves.

Once you have given the characters time to react, the rain begins to fall hard, and a stink like rotten eggs fills the air. Anyone making a Knowledge save will recognise the stench of sulphur. The characters will not suffer any ill effects from the sulphurous water, though it stings eyes and deadens the sense of smell.

Eventually, the rainfall stops almost as fast as it appeared. While the rain slackened, the labourer has returned to the road and set about rooting through the content of the character's cart. If harassed or attacked, the man attempts to make his escape on foot, leaving his handcart behind. The sacks on the cart contain manure.

Hell-spawned Storm

Character superstition or those with a background of strong faith may associate the stink of sulphur with the work of the Devil.

The storm has nothing to do with Hell. Rebel forces in the mountains towards Pembroke have been experimenting with kites and poorly mixed gunpowder, leading to several large explosions that have left a taint in the rainwater.

In Justice

Location: Between St Clears and Llanteg

NPCs: A group of Welsh rebels

Intent: Initially, the rebels only intend to deprive the party of their horses; but, in the midst of the theft, they discover the Stone, though they do nothing about it here (see **Pembroke Burning**, later)

“Ahead a host of horsemen fill the road, heading toward you. There appear to be about a dozen men, led by two in uniform.”

These men are all Welsh guerrillas, rebels fighting against English tyranny under the banner of Tomas Glyndwr, son of Maredudd, son of Owain - who stirred up the original rebellion that set Wales and England at odds at the beginning of the century. Rhain, one of Tomas's lieutenants, has set local rebels the task of acquiring much needed supplies, and he has asked **Caddock** and **Newlin** to find strong horses.

The uniform identifies representatives of the local Justice of the peace. **Caddock** and **Newlin**, claim that under English law they have the right to claim goods and resources in times of conflict, and right now, they intend to requisition one or more of the character's horses. They will leave the party with nothing unless someone tries a little Persuasion, in which case they leave a single horse.

The characters might choose to make a fight of it or simply capitulate to the demands of the horseman. If a Scrivener takes dispute with the point of the law, the men may resort to some light violence themselves and claim the horses and more.

If **Fferyll** accompanies the party, he will mistakenly spot his brother, **Iago**, amongst the gathered rebels. After forcing his way through the horsemen

and pulling one from his mount, he will realise his mistake and, filled with anger, start beating the man with his fists. Unless the characters intervene to excuse **Fferyll's** actions, several of the rebels will give him a sound beating and leave him bruised and blooded on the ground.

The Scam Revealed

Location: Between Llanteg and Milton

NPCs: Two representatives of the local Justice, **Iestyn** and **Pedran**, who until recently had been keeping an eye on the characters on the orders of **Adwr**

Intent: Both men have their orders and are intent on ensuring the Stone reaches Pembroke docks. Neither will divulge their true mission to the characters.

“The road ahead bends a little to the left around a small copse. As you come around the corner, you hear muffled sounds from amidst the trees and, on closer inspection, you see movement.”

If they investigate, the characters find two men bound, gagged and nearly naked amongst the trees. These are the real representatives of the local Justice. The rebels ambushed them a few hours back. **Caddock** realised he could make his task of gathering horses simpler if he had a measure of authority to back up his requests; so he and his gang overpowered the two men, stripped them, took their papers of authority and dumped them on the roadside.

If the characters release them, **Iestyn** and **Pedran** gratefully promise to put in a good word for them when they reach Pembroke. On hearing that the characters have the same destination, the Justices request a lift and promise appropriate compensation at the end.

In truth, as referenced in the **Adventure Overview**, these two men have been tracking the movements of

the characters all along, on the orders of **Adwr**. After St Clears, they circled around the cart and pushed on ahead, intending to use the high ground to the north to allow them to keep an eye on the characters and make it to Pembroke before them to make their report. Instead, the rebels spotted them, caught them, mistook them for common representatives of the Justice, and stole their identities.

If the characters rob, injure, or kill Iestyn or Pedran, they can expect serious repercussions and punishment. Any news of violent action will find its way to Adwr in the end and the characters can, at best, expect to become wanted outlaws.

If the characters simply ignore them, the next passing traveller releases Iestyn and Pedran. Should their paths cross the characters again, the two will more than likely seek to have their revenge in some suitable fashion.

Pembroke Burning

The characters first spot Pembroke at sunset. As darkness falls, the group see a ball of flame falling from the sky. The fire lands in the town, setting fire to the thatched roof of a large building. At that moment, the characters see something moving through the night, a shape amidst the clouds. Anyone making a successful

Perception roll recognises the shape as that of a dragon, though anyone achieving a Critical Success detects something slightly odd about the gliding movements of the 'monster'.

The Dragon

Whether you run your Maelstrom adventures with or without magic - the rebels command a very different kind of Dragon, without the need for complex and reality-bending magic.

Tanwen is a mage and a noblewoman who has chosen to support the rebel cause. She has spent much of her life travelling through Europe and the Far East, gathering knowledge and snippets of ancient mystical lore; but also considerable skill in the creation and flight of silk kites. Her practice drills with her latest creation have inspired 'dragon' rumours.

The rebels, with a combination of darkness, gunpowder, the trebuchet and some agile kite flying, intend to create chaos sufficient to allow their relatively small force to storm Pembroke, and it's castle, to steal away with supplies, weapons and whatever else they can carry.

The rebels, under their lieutenant **Rhain**, are attacking the town. Rhain intends to break into Pembroke castle, loot the armoury and supplies stores for whatever the rebels can carry. As well as a trebuchet, situated a short distance outside the town walls, he also has a mage. **Tanwen** uses her skills with a specially constructed silk kite to incite alarm. Combined with firebombs and the trebuchet launching burning projectiles, the whole ploy should create the illusion of a dragon attacking the city.

The characters' primary goal should be to enter the town and deliver the wagon to the docks. Pembroke is a long, narrow walled town, gated at the east end, with the castle at the far west. Close to the castle lies a bridge across the Pembroke River; and, across the bridge lie the docks.

The characters must navigate several streets, but panicky townsfolk and fearful soldiers crowd their path. If present, Iestyn and Pedran will do what they can to help, but

they will soon find arms and set about defending the town.

You should improvise the struggle through the streets, playing to your

characters' strengths and weaknesses. You can roll on the table below to generate a few random encounters or roll half a dozen times to determine the obstacles for the whole journey. Whatever you do, maintain the tension and confusion. The townspeople face both a siege and the possibility of burning alive! The guards of the town and castle have the streets and walls to defend, while watching out for suspects and troublemakers. And, the rebels plan to get in and out of Pembroke with minimum casualties and maximum gain; while Rhain pursues a secondary objective of seizing the Stone from the characters.

Encounters on the Streets

Roll a ten-sided die as many times as you want, choose from the available options, or run through each encounter in turn.

1: The characters come across a group of people trying to put out a fire in a tanner's shop. A bucket chain spans the street ahead, as the crowd (1D6+4 locals) attempt to transport water from a nearby well to the raging fire. The tanner's seems to have caught fire on the first floor and now the flames are spreading both up to the roof and down the stairs to the ground floor. The workshop on the lower floor contains, amongst other things, various chemicals used in the tanning process that won't react favourably to an open flame.

2: The characters find the street ahead blocked by fallen timbers and have to move the debris or navigate some smaller side streets to continue their journey. A character can move the timbers with a successful saving throw on Endurance. Unless a successful saving throw is made on Agility as well, the character will take 1D6 points of fire damage (direct to Wounds). Navigating the side streets requires a successful saving throw on Knowledge to avoid wedging the cart down a narrow alley, requiring some careful manoeuvres to back out.

3: The characters stumble across 2D6 locals engaged in a brawl in the street. Some are fighting, others trying to break it up, while a couple eggs the combatants on to greater acts of violence. It would appear that the fight is over possessions one claims belongs to them. A character can make a successful saving throw on Persuasion to break the fight up, though a critical failure makes them the new target.

4: 1D6+1 armed guardsmen jog along the street towards the characters. They are weary and paranoid, and unlikely to allow the characters to pass without a search, especially as the cart is heading towards the castle in the midst of an all-out attack. Persuasion may sway them (modified by -10). The characters might also mention Iestyn and Pedran in passing (+10 to Persuasion attempt) to add some weight to their story (make the player come up with the fabricated details, not just get away with a saving throw!).

5: A mob of panicking locals washes around the characters and the cart. A successful Perception throw saves any characters walking next to the cart from losing their loose possessions (e.g. purses) to pickpockets. Anyone rolling a critical success grabs hold of the pickpocket before he can get away.

6: Fear-stricken animals fill the street ahead, trying to escape the encroaching flames. Roll a 10-sided die. 1-3: Horses; 4-6: Cows; 7: Bulls; 8: Chickens; 9-10: Sheep. A couple of minutes after the characters first reach the living blockage a couple of farmers arrive, apologetically trying to control and channel the herd along the main street.

7: The characters pass (roll a 10-sided die, and roll again as appropriate) -

1: a broken down cart (1-6: abandoned, 7-8: with a merchant trying to right it, 9-10: being looted);

2: a dead body;

3: a frightened dog;

- 4: a separated child (1-4: who can't find his/her parent, 5-7: can't find his pet, 8-10: steals a character's purse and makes a run for it);
- 5: a wailing priest (1-5: seeking help rescuing people from his chapel, 6-8: pleading to be rescued, 9-10: overcome with fear and seeking forgiveness from the Lord);
- 6: a pilgrim (1-5: trapped by burning wreckage, 6-7: being mugged by 1D6 locals, 8-9: lost and seeking assistance in getting out of the town, 10: sermonising the end of the world);
- 7: a wild-eyed beggar;
- 8: a grief-stricken mother calling for her child;
- 9: a guardsman pursuing a thief;
- 10: 1D6 locals looting a store.

8: Loose bricks and timbers fall from a burning building onto the characters and the cart. A failed saving throw on Agility results in 1D6 damage, while a critical failure knocks the character out cold. If burning debris is not cleared from the back of the cart, anything flammable (e.g. crates, chests, tarpaulin) will catch fire in 1D6+2 rounds (roll separately for each item). Grabbing flaming requires a successful Agility save to avoid suffering 1D6-1 damage (unless precautions are taken, like wrapping hands in damp cloth or wearing gloves).

9: 1D6+1 rebels jog along the street heading towards the castle. When they see the characters and the

cart, one of the rebels splits off and sprints back along the road towards the gate, while the remaining rebels seek to stall the carts progress. Rhain has heard about the stone in the cart and wants to see it for himself - suspecting it could be a valuable asset in the future of the rebellion against the English.

The Trebuchet

The rebels have their siege weapon perched on a wooded hillside south of the town walls. The location can be reached on foot or horseback, but the characters would be ill advised to come with their cart.

If the characters do come to the location, the trebuchet sits amidst the trees, though any obstruction in front has been cleared. The rebels firing at Pembroke get a variance in the angle and distance of their strikes purely down to the size of the counterweight and a measure of crosswind.

Rebel lookouts keep watch for anyone approaching the location (-10 on any saving throws made to approach by stealth) and a dozen others either stand guard or assist in the firing of the weapon. Tanwen controls her kite from nearby, with a bodyguard of two further rebels.

10: A projectile from the rebels' trebuchet lands squarely in the street in front of the characters. Roll a 6-sided die to determine the type of projectile. 1-2: A flaming ball of oil-soaked rags and straw; 3-4: An oil-soaked rag-wrapped hunk of rock; 5-6: A smoking firebomb. Unless a character succeeds in a saving throw on Agility, they suffer damage: **Flaming Straw** - impact and flames cause 1-6 damage; **Hunk of Rock** - considerable impact causes 2-12 damage; **Firebomb** - will cause 4-24 damage to anyone when it explodes, unless they can find cover with a successful saving throw on Speed, reducing damage to 1-10. Any flaming projectiles need to be smothered to stop the fire spreading.

Delivery at the Docks

The characters must take the wagon to the dockyard, where - unexpectedly - they will find Adwr standing with several English guardsmen and the captain of a small trader vessel.

“Events have not gone quite how I had expected, my friends. It would seem certain complications have arisen in respect of your cargo. You have completed your deliveries so far? And, you still have the crates, the chest... and the stone?”

If the characters have everything, Adwr pays as agreed and takes possession of the cart. The guardsmen mount the cart and carry the stone between them, shifting it steadily across the dockside towards the waiting ship.

At this moment, **Rhain** and his band of rebels arrive, swords drawn. He commands the guards to set down the stone and hand it over to him without resistance. The rebels outnumber the guards two-to-one, but that does not account for Adwr, who will seek to recruit characters to protect the stone. The captain of the ship, and his crew, will stay well clear of any fighting.

Rhain uses weight of numbers to his advantage and seeks to push the guards back towards the edge of the harbour to put them off balance and cut off any route to escape.

The guards seek to put the cart between them and the rebels, ideally returning the stone to the cart and getting the horses moving - though this would seem far-fetched under the circumstances. After a couple of rounds of combat, Adwr will suggest the guards instead dump the stone over the edge into the harbour - as it will then be beyond the reach of the rebels and could be retrieved later. He will seek to coax the ship's crew into moving the stone, leaving the guardsmen free to hold off the rebels. While fighting, the guardsmen will holler for assistance from any other guards nearby.

How the characters react will likely determine the ultimate conclusion:

Help the Guards. The guards manage to hold off the rebels until reinforcements arrive. Adwr convinces the crew to drop the Stone into the harbour. The rebels, realising the prize has slipped from their grasp, retreat. Other rebels will have succeeded in entering the Castle in the meantime and gathered arms and armour to continue the fight. The characters will have made fresh enemies for inclusion in future games.

Help the Rebels. Turning the tide against the guards allows the rebels to overpower them and take control of the Stone. They load it on the cart and escape through the town. Adwr slips away in the confusion, sure to report the activities of the characters to the Justice. The characters may find themselves having a hard time with the forces of Law in future.

Help themselves. As Adwr has already paid, the characters can simply slip away and leave the two sides to fight.

Appendix I

Cast of Characters

The following section details the statistics, appearance and brief background of the many characters encountered in this adventure. If you use this adventure as the start of a campaign, many of the characters can make repeat appearances, either as allies, contacts or returning adversaries.

The statistics include *Advanced Rules* notation for *Attack* and *Defence Skill* modifiers. Where marked with an asterisk (*) *Attack* and *Defence Skill* modifiers have been improved by Mercenary special weapon familiarity and/or training experience.

Adwr, cowardly merchant / agent of the Crown

Attack: 30
Defence: 34
Knowledge: 44
Will: 39
Endurance: 30
Persuasion: 65
Perception: 47
Speed: 31
Agility: 30



Age: 31; Living: Trader / Agent;
Abilities: Contacts; Weapon: Dagger (2-12, AS -4*, DS -3*); Armour: None;
Equipment: Purse (15s.), Silver hip flask

Adwr makes his living from brokering deals and carrying goods, while using this cover to serve as an informant for the Crown. He has a slick of black oily hair scraped back into a ponytail and a small paunch born of a little too much carousing in inns and taverns. He relies on his silver tongue to protect him rather than any particular skill with a blade.

Contacts - Adwr has acquired a number of key contacts in and around Swansea

from whom he can extract information. Basically, a successful Knowledge roll identifies the most suitable informant, while a successful Persuasion roll extracts the information required. More information on Agents and their abilities can be found in the *Maelstrom Companion*.

Dogs, a pack of wild, hungry mongrels

Attack: 30
Defence: 22
Knowledge: n/a
Will: 22
Endurance: 28
Persuasion: n/a
Perception: 65
Speed: 49
Agility: 44

Weapon: Bite (1-6); Armour: None

Feral hounds intent on filling their bellies and determined to overwhelm their prey. A dozen dogs attack the characters. The dogs will continue to attack until the characters incapacitate three. At this point, roll a ten-sided die. A roll equal or greater to the number of dogs remaining means the whole pack flees, screeching and howling as they retreat. Once the number of characters exceeds the number of dogs, the animals flee automatically.

Fferyll, itinerant poet

Attack: 24
Defence: 27
Knowledge: 46
Will: 38
Endurance: 28
Persuasion: 51
Perception: 42
Speed: 33
Agility: 31



Age: 34; Living: Poet (Minstrel);
Abilities: Lore; Weapon: None; Armour: None; Equipment: Purse (4s.)

The Welsh poets served a broad function beyond that of the simple English bard. Poets told tales and sang songs to catalogue great events, convey mythology, foretell through prophetic verse, and generally chronicle Welsh history. Fferyll is a fine example of a Welsh poet, travelling the land to expand his repertoire, and keeping a breadth of history and lore beyond that of most common libraries of the time. Yes, that knowledge might at times prove difficult and awkward to delve into, but the Welsh people value their poets highly, providing food and lodgings gladly in return for an evening of entertainment, song and news.

Fferyll dresses in a colourful manner. He has sandy coloured hair that hangs down to his shoulders and a slight paunch from a few too many free meals. He has keen eyes and ears, always ready to listen without interruption where he might garner a fresh snippet of news or gossip.

Caddock / Newlin, guerrilla leaders

Attack: 56 / 51
Defence: 42 / 41
Knowledge: 33 / 31
Will: 34 / 33
Endurance: 34 / 39
Persuasion: 38 / 30
Perception: 32 / 33
Speed: 36 / 39
Agility: 32 / 35



Age: 29 / 26; Living: Mercenary;
Abilities: Improved Defence, Weapon Mastery; Weapon: Sword (1-10, AS +4*/+2*, DS +1*/+2*); Armour: Leather Jerkin (3); Equipment: Purse (3s 4d / 2s 9d), Justice of the Peace papers (*stolen*)



Caddock and Newlin have been friends since their youth, and maintain a relationship akin to brothers. While the English sought to suppress the beating heart of Welsh independence, their

family, reliant on the income of a small farm, suffered severe hardship and their youngest brother, Alawn, died a dozen winters back. When the brother caught a whiff of rebellion in the air, they couldn't resist and Rhain acquired two able and driven soldiers in his local cadre.

Both brothers have sandy hair and the weathered skin of labourers. Caddock is slightly taller than his brother is and sports a broken nose. Newlin is left-handed and has strong opinions about the God-given right of the Welsh to have their freedom.

Rhain, guerrilla lieutenant

Attack: 57
Defence: 42
Knowledge: 31
Will: 36
Endurance: 41
Persuasion: 37
Perception: 32
Speed: 37
Agility: 31



Age: 32; Living: Mercenary; Abilities: Improved Defence, Weapon Mastery; Weapon: Sword (3-18, AS +1*, DS -1*); Armour: Leather Jerkin (4); Equipment: Purse (6s 10d), Bone dice

Rhain's father fought under Owen Glendower during the rebellion at the turn of the century, and the drive for freedom has passed on to the next generation. Despite the failure of that early effort, Rhain firmly believes the Welsh can once more know independence from English misrule. He garners respect from his men by his direct involvement in everything. Rhain has a wild, black mop of hair, impressive skill with a sword, and a weakness for gambling.

Iestyn / Pedran, representatives of the Justice

Attack: 45 / 47
Defence: 38 / 36
Knowledge: 36 / 34
Will: 35 / 37
Endurance: 40 / 36
Persuasion: 25 / 24
Perception: 32 / 34
Speed: 37 / 41
Agility: 34 / 33

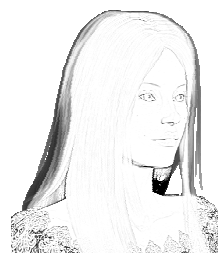


Age: 31 / 30; Living: Scrivener / Mercenary; Abilities: Legal Lore, Prepare Legal Document, Improved Defence, Weapon Mastery; Weapon: Sword (1-10, AS +2*, DS 0*); Armour: Leather Jerkin (3); Equipment: None

Both Iestyn and Pedran have spent time pen pushing in service to the Crown, but driven by an inner purpose they have laid ink and nib aside to take up the sword. As representatives of the Crown in South Wales, the pair travels far and wide, providing judgment on minor legal matters where local officials fail to reach a final decision. Since they started working alongside Adwr, the Justice of the Peace has extended their remit to following up on fresh leads of criminal activities and treasonous unrest.

Tanwen, guerrilla mage

Attack Skill: 21
Defence Skill: 28
Knowledge: 64
Will: 55
Endurance: 28
Persuasion: 38
Perception: 33
Speed: 29
Agility: 34



Age: 36; Living: Mage; Abilities: Casting Spells; Weapon: None; Armour: None; Equipment: Purse (8s 6d), Codex Umbrae, Kite-making materials and tools

Tanwen discovered her gift at an early age and learnt to harness the Maelstrom from a secretive coven of witches who lived deep within the mountains of Snowdonia. She loves her country and wants to free it from the greedy grasp of the English. Tanwen has been studying the Codex to develop her control over shadows, to assist the rebels in scaring complacent locals and distracting English forces.

Tanwen stands particularly tall for a woman of the time, just short of six foot, with a slender frame and long platinum blonde hair. She has a six-pointed star tattooed in red ink around her left eye and favours wearing black robes or full-length dresses.

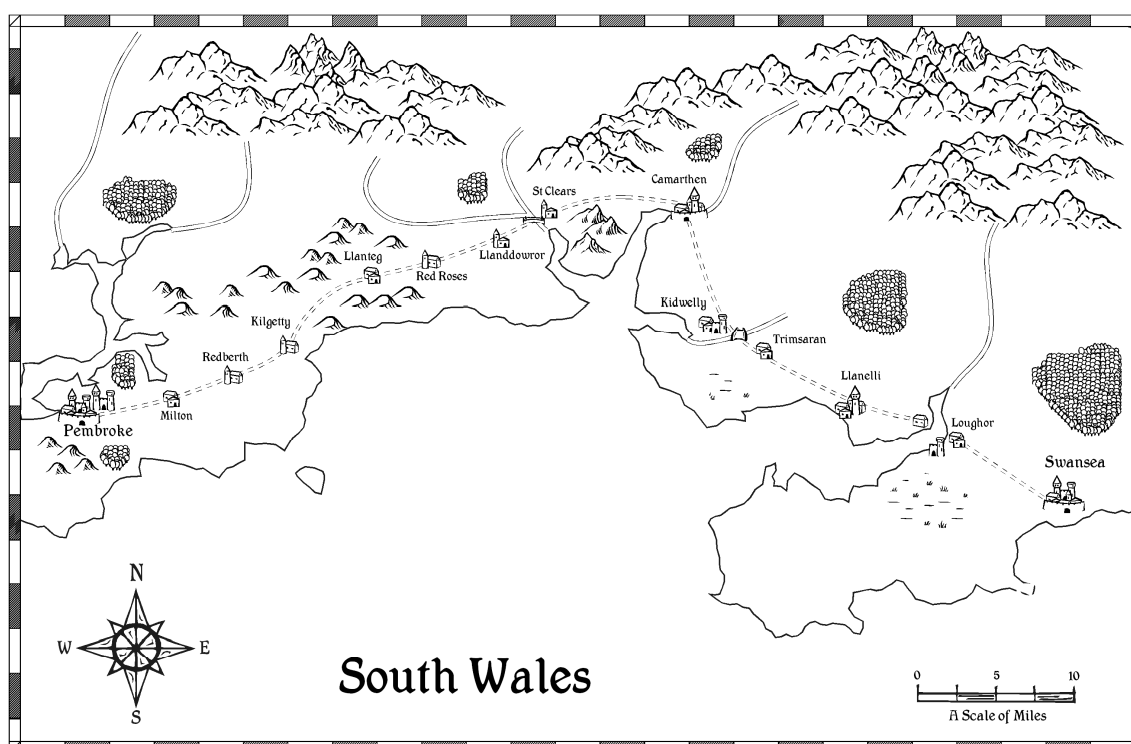
Rebels and Guardsmen, rank-and-file

The Rebels are all Labourers, trained by Caddock and Newlin. Each Rebel wields a sword (1-10, *AS* +1, *DS* -1), wears a leather jerkin (3) and carries 1d6 pennies.

The Guardsmen of Pembroke are trained militia - but mechanically Labourers - given arms, armour and licence to maintain law in the town by the Earl of Pembroke. Each Guardsman wields a sword (2-12, *AS* -1, *DS* -2) and wears a reinforced cuir-bouilli jack (5).

	#1	#2	#3	#4	#5	#6	#7	#8	#9
Attack Skill:	46	49	42	47	48	45	41	47	44
Defence Skill:	43	45	47	44	44	48	46	41	43
Knowledge:	31	28	27	29	29	26	30	31	30
Will:	34	30	32	28	31	29	31	30	33
Endurance:	37	36	39	41	33	38	40	35	36
Persuasion:	26	28	30	29	31	27	31	29	32
Perception:	31	33	32	32	31	30	29	33	34
Speed:	39	41	43	40	44	46	34	42	38
Agility:	33	30	30	30	29	31	31	32	30

Gazetteer of Southwest Wales



The character's journey has the following key milestones, as they pass through various settlements and over waterways:

Miles	Landmark	Miles	Landmark
0	Swansea (castle)	44	River Tâf (ferry)
1	Tawye River (bridge)	45	Llanddowror
8	Loughor (castle)	49	Red Roses
9	River Loughor (ferry)	51	Llanteg
14	Llanelli	55	Kilgetty
20	Trimsaran	59	Redberth
23	Gwendraeth Fawr (bridge)	62	Milton
23	Kidwelly (castle)	66	Pembroke (castle)
33	Carmarthen	68	Pembroke Dock and Pater Church (Hospital)
43	St Clears		

0 - 8: The road rises out of the centre of **Swansea**, the land thick with ancient trees, scattered homes giving way to fields and farmsteads. Travelling amidst low hills, with plenty of sheep/goats scattered around and many areas of cultivation, the road - four miles out of Swansea - passes through the flower-speckled field of Garngoch Common, where a great battle between the Welsh and the Anglo-Normans saw the death of more than five-hundred soldiers.

The track winds down valleys and cuts across low hills, before the landscape levels off into plains near a tributary of Afon (*river*) Lliw. **Loughor** overlooks the river, a small settlement scattered around the walls of a disused castle. Loughor castle, consisting of a low stone walled fort with dual two-floored towers flanking the gate, fell into disuse

following Edward I's subjugation of the Welsh and has started to crumble. Local farmers have taken to using the place to house livestock during the winter months, with the disused towers holding feed.

The Lliw, at low tide, appears almost fordable on horseback, but such an act would likely lead to tragedy. Instead, a sturdy ferryboat can handle movement of cart and horses, though two trips will be necessary to get everything across costing a penny, or whatever characters care to barter.

9 - 14: An inn lies just across the Lliw, where basic provisions can be purchased, as well as a few small homes belonging to fishermen, who can provide supplies of fresh and salted fish, fish oil, and fish glue. The road continues between scrubby fields, peppered with marshy ground, and sand dunes, with a clear view of the sea to the south and hills to the north. After a couple of miles, the ground begins to rise until it finds Llanelli at the foot of a hill to the north. **Llanelli** supports a mining community as well as a brewery, with the Church of St Ellyw at the centre of the town. The Church sits at the head of the main market area, where characters can find provisions, simple crafted goods and fine ale.

15 - 22: The road cuts through foothills that lie to both the north and south. Halfway through the hills lies the tiny settlement of **Trimsaran**. The settlement supports a few miners and goat farmers, but little else. Beyond the settlement, the road leads out of the hills and meanders through rough ground and thick forests until it reaches the west-flowing **Gwendraeth Fawr** (*Large Gwendraeth*). On the south side of the river sits the priory church of St. Mary's - and beyond that, a stone bridge leading to the village of **Kidwelly**.

Fish Glue

Extracted from boiled fish bones, skins and internal organs, fish glue was valued in peace and war alike.

Monks and scholars used the glue, mixed with pigment, to create illuminated scripts.

Bowyers and fletchers used the glue in the manufacture of bows and arrows.

23 - 32: Over the bridge, **Kidwelly Castle** sits at the east edge of the settlement and overlooks the tidal river. The village has a flourmill and an inn, 'The Millstone.' Beyond the walls of Kidwelly, scrubby fields, speckled with trees, run for miles, dotted with farms and smallholdings. The road runs parallel with **Gwendraeth Fach** (*Small Gwendraeth*) to the east for three miles and high ground to the west. Beyond this, the road runs parallel with the **River Towy** in the west (all the way up to Carmarthen), with the high ground switching to the east. The settlements along the road are small hamlets supporting a couple of families at most, all farmers.

33 - 42: The great castle dominates the walled town of **Carmarthen**, which straddles the River Towy. The ancient fortification sits atop a rocky prominence, overlooking the river. Carmarthen is probably the oldest settlement in Wales, dating from Roman times, and supports a thriving river trade, as well as a cattle and dairy market.

The road west of Carmarthen runs between substantial hills to the north and south, rising to heights of more than 400 feet. Forest and rock outcrops dot the landscape, making it prime territory for ambushes.

43 - 45: **St Clears** is a small village spread in a crescent around a mound with the deteriorating remains of a Norman castle. St Clears supports a small population and a

healthy industry in dairy products, beef and wool. Bridges allow passage across the Afon Dewi Fawr and Afon Cynin.

46 - 55: Farms and several small hamlets litter the countryside about the road between St Clears and Pembroke. Thick forest clusters about the roadside, blotting out the view completely in several places. **Red Roses** has an inn - expecting a delivery from the character's cart - and there are iron mines to the southeast of **Kilgetty**. There are low hills to both the north and south of the road, with greater peaks visible to the north.

56 - 65: On the final stretch of the journey, the landscape does not change significantly, except the hamlets become a little larger and the farmland cuts through the hills and forests more regularly. At **Milton**, the characters can see the glint of the **Carew River** to the north.

66 - 68: Farmland finally gives way to the walled town of **Pembroke**, with an imposing dual towered gatehouse in the east and Pembroke Castle visible on a rocky promontory to the west. Trees cluster thick around the walls and blanket the surrounding hills. Several roads join around Pembroke, so the characters can see travellers and traders with carts approaching from the south and west. There are hills to the north of Pembroke River and the south of the town. Within the town, the road runs almost as straight as an arrow's flight from east to west, with the bridge across to the docks just short of the castle walls (accessed through a secondary gatehouse).

Disclaimer

This adventure is a work of fiction. The author has extrapolated, manipulated and, in places, entirely fabricated various real world events in the spirit of entertaining role-playing. The text makes reference to certain individuals (all deceased), actual locales and historical events without necessarily presenting them with any guarantee of accuracy. Under no circumstances should any of the content of this adventure form the basis of any serious historical study or dissertation, unless failing your course is a genuine priority.