

# The Redcap

([Paul Partington](#))

*"I heard the sound of iron-booted footsteps on the cobbled courtyard before I caught sight of the bizarre creature. It resembled a wizened old goblin, but despite its appearance and the heavy iron boots it wore, it was fairly spritely, racing after me at great speed. It had sharp teeth, long clotted hair beneath a filthy red cap, and in one of its taloned hands, held a wooden staff. "Seeking to escape from the enraged creature, I retreated to the castle chapel. Having no weapon myself, I grabbed a wooden cross and held it before me, ready for a desperate battle. But of the creature, there was no sign. Breathing a sigh of relief, I left this cursed ruin in hope of finding safer shelter."*

**Description:** Redcaps<sup>1)</sup> are malevolent fey that inhabit desolate out-of-the-way places. They prefer to live in the ruins of old castles or in the depths of forests. Redcaps delight in causing misery and torment and will venture out of their lairs in search of humans to prey upon.

Redcaps are small humanoids, resembling gnarled goblins or tough old men. They have protruding teeth and tough leathery skin. Beneath their red headwear they have long unkempt hair.

**Habitat:** The lair of a redcap is a disgusting place. They collect the bones of their victims, which are often strewn about the place. They often keep the blood of their victims in a wooden bucket, into which they can dip their revolting headwear. Indeed, a redcap can only heal its wounds by soaking its hat in the blood of its victims. This, of course, is where their name derives.

**Society:** An individual redcap is not much threat to a party of adventurers, but they will often gang together in groups. Strangely, they have only ever been seen in groups of prime numbers – 3, 5, 7, 11 and so on – although why this is, scholars have not explained. Although extremely sociopathic, redcaps will, given the right incentive, work for evil sorcerers, hags, and other supernatural entities.

**Combat:** If any travellers enter the lair of a redcap, or if the redcap is foraging for victims, it will begin its attack by flinging a rock. Such is the strength in the sinews of the redcap, this counts as a slingshot. The rocks thrown by redcaps are usually coated in a weak poison that causes the victim to fall unconscious if a Strength roll is failed. It will follow this up by attacking with its pikestaff.

Redcaps are so swift that they can run in one combat round and then attack in the next. Redcaps are extremely vulnerable to the sight of a cross; if a cross is presented before them, they are instantly slain, disappearing in a fine red mist.

REDCAP		RE 1	
<b>ATTACK</b>	14	Staff (d6, 3) or Rock (d6, 3)	
<b>DEFENCE</b>	6	Hide (AF 1)	
<b>MAGICAL ATTACK</b>	N/A	<b>Magic Points</b>	None
<b>MAGICAL DEFENCE</b>	7	<b>Health Points</b>	1d6 +5
<b>EVASION</b>	3	<b>Movement</b>	10m (20m)
<b>STEALTH</b>	12	<b>PERCEPTION</b>	4 (Panoptical)

## Elder Redcaps

Redcaps who have survived for many years and slaughtered dozens of victims will become even more sadistic and powerful. The constant wearing of the gore-soaked cap renders the recap more formidable and grants it minor magical powers, able to cast *Illusion* twice a day. Elder redcap are often encountered alone; most likely they have slaughtered their erstwhile companions, or been driven out before they have a chance to do so. Elder redcaps are no longer susceptible to the sight of a cross.

<b>ELDER REDCAP</b>		RE 6	
<b>ATTACK</b>	20	Staff (d6 +1, 4) or Rock (d6, 3)	
<b>DEFENCE</b>	13	Hide (AF 2)	
<b>MAGICAL ATTACK</b>	N/A	<b>Magic Points</b>	None
<b>MAGICAL DEFENCE</b>	10	<b>Health Points</b>	2d6 +10
<b>EVASION</b>	5	<b>Movement</b>	10m (20m)
<b>STEALTH</b>	20	<b>PERCEPTION</b>	14 (Panoptical)

This article first appeared in [Casket of Fays Issue 5](#).

1)

The Redcap originally appeared in Sleeping Gods p62.

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Last update: 2023/11/29 22:10

