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Avalon Encounters

Tree of Woe

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The dry desert has always been a harsh place, especially for those condemned to death. It is a difficult test even for those who are prepared. The PCs face another such test as they meet a half-elf who is baking under the midday sun.

Background

Gwonidd is bound to a thorn tree, slowly dying from his wounds and exposure. This was the result for a deal that went bad in the nearby city. A group of nomadic raiders had initially paid him to unlock the city gates at night, so they could come in and take what they want. A moment of conscience caused him to go to the council of elders and tell them of the plan. Normally, the council would just have seized him and thrown Gwonidd in a dark dungeon, but the elders had another informant who verified the information. The council agreed to set a trap for the raiders, a couple of nights later, under a moonless night, the raiders crept to the city gate and entered according to their plan.

The sounds of crossbows being fired from all directions quickly turned into screams of desperate men trying to run away. A few of the raiders managed to escaped and Gwonnid thought he was safe, with a huge bribe in his pocket. However, he failed to realize that the tribe was just a front for a much larger criminal cartel.

A few of their kidnapping specialists came into the city and took him away after a brief struggle. Instead of just killing him, they threw onto a species of thorn tree locally known as a Tree of Woe.

Everyone "knows" that anyone tied to a Tree of Woe has been cursed and so will not help, otherwise they too will die a horrible death. Likewise, if someone outside of the Council uses a Tree of Woe to kill someone, then the killer will suffer far more than the victim.

The bandits tied Gwonidd with fine wire and made it tight enough to cut into his wrists. They also beat him with clubs to let everyone know that the raiders were not completely destroyed. Gwonnid has been tied for just over a day and already the vultures are circling around, just waiting for a chance to feast upon his flesh. However, the raiders have performed rituals designed to slow the loss of blood and to keep predators away until the victim dies. They want Gwonidd to suffer as long as possible for his transgression.

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