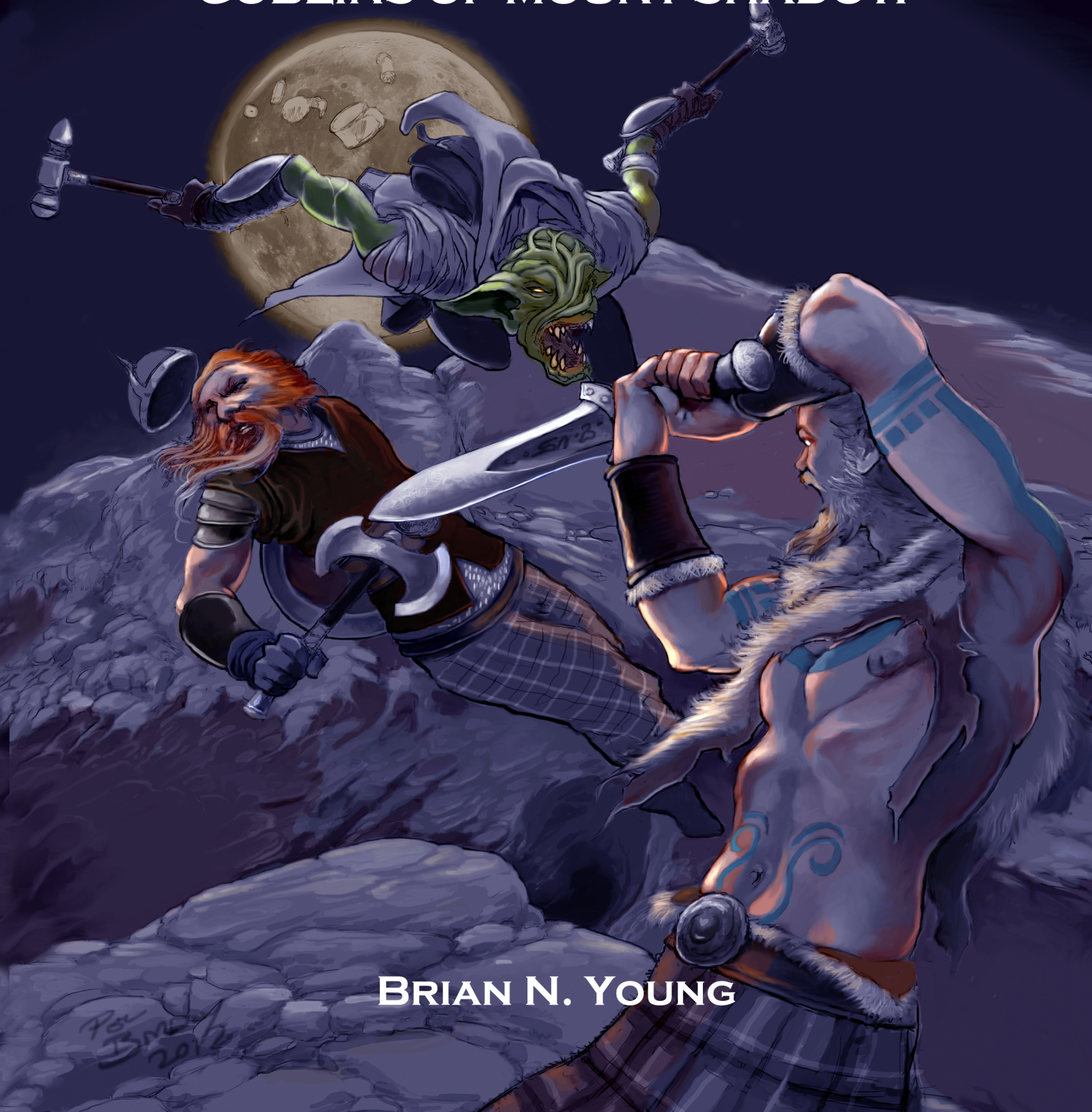


CASTLES & CRUSADES

GOBLINS OF MOUNT SHADOW



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THE GOBLINS OF MOUNT SHADOW

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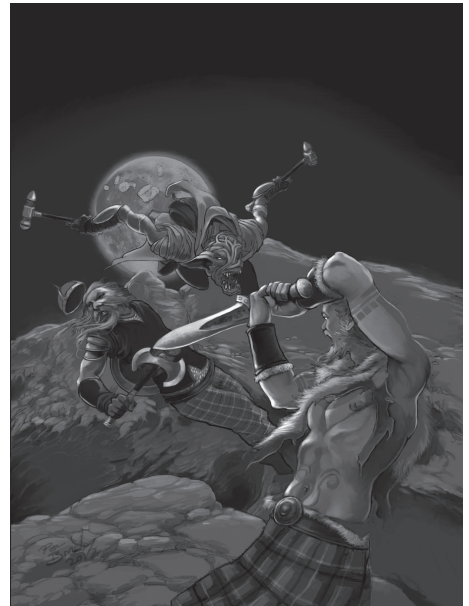
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THE GOBLINS OF MOUNT SHADOW



he traveler had made his way through the war-torn eastern lands where the Saxon invaders were making life difficult for the native Britons. He thought that his way here to the wild northern mountains and isolated woodlands would be far easier, but he was wrong.

Cadfan, the weary old drab visitor, spoke over his mug of ale in the tavern in the city of Din Gwrygon, "I found nothing but death there in the mists and shadows about that mountain, it was terrible. Their fierce glowing eyes, rotten scent and steely teeth coming at me from the woods, it was too much for one man to endure alone."

He swigs a large drink and wipes his dark beard with his sleeve and continues, "My blade wasn't swift enough to stall them. I took down about six of the goblins before aid came my way. Warriors from the local tribe arrived and drove off the monsters, making them flee back to the mountain, back to Yr Wyddfa, the Giant's Grave. A druid told me about the leader of the goblins, a mist shrouded figure of great mystery that people call the Grey King."

It seemed as though Cadfan was jumpy and erratic, his behavior shaken by what he encountered around the mountain. Another large swig was downed as he spoke to the onlookers in the smoky tavern. "Rumor has it that the king and his lords refuse to handle the problem around the mountain and won't even acknowledge it, so glory-seeking heroes are never found ready and eager. But rumor also has it that deep inside Yr Wyddfa a great treasure rests, glittering and untarnished by time."

Unsaid but implied by the expressions on the faces of the clientele, the question remained why he did not seek such fame and riches himself. Cadfan finishes his mug and tears into his warm bread and soup, "I suppose you are wondering why I am not there now seeking the Grey King's wealth? I value my life. I want to remain in this world. No treasure is worth this danger friends, now let an old man eat in peace."

This set of adventures is made for characters numbering 2-5 from 1st-5th level or higher, employing a diverse band of adventurers with preferably an elf or two. The campaign centers on the haunted dark mountain of Yr Wyddfa and the rise to power of the dark faeries within, being guided and led by their mysterious leader the Grey King or the Brenin Llwyd ('Brin-een Thloo-id').

The story focuses on Celtic myth and folklore but can be integrated into any fantasy setting and Ahrde with ease. The locations in this adventure are essentially fictional but taken from actual Welsh sources with only a few real place-names (Yr Wyddfa, Penllyn) but the rest are contrived Brythonic locations.

Drawn by a string of random attacks on the locals, vandalism and sightings of eerie beings about the mist shrouded mountain, the characters must band together to discover the cause. To save the local villages from further devastation, the characters will need to hunt down the goblins and find the source of their rise to power.



INTRODUCTION

The Grey King has arisen. Goblins and other evil faeries deep inside Yr Wyddfa ('Ear-oo-with-va') are gathering strength after centuries of dormancy. Arriving from the Otherworld, the blood heir to an ancient royal goblin dynasty has seized control of the Wicked Fey to reclaim his birthright and plots to re-conquer the, now Human populated, lands of the past. Common and Eldritch goblins dominate the Grey King's ranks, with Spriggans and other Dark Faeries also under his reign.

A thick grey fog surrounds the Grey King at all times, hiding his true presence. Whenever a glimpse of his visage is seen, however, fear strikes in the hearts and minds of men and beast equally.

A decade has passed since the Grey King emerged from obscurity and took control over the less savory inhabitants of Yr Wyddfa and the surrounding regions. Recently, he has sent his minions out to plunder, loot, and slaughter from the local Humans. Many Humans were either slain or taken into the mountain for a fate unknown. As a result, the locals are now very afraid of any non-humans.

The adventure will begin when the party travels through a village and find it a ghost-town, with odd traces of some battles and fires. Nothing more than empty houses and a few chickens remain. However, they do find an old man, crazed, and hiding in the well with a small iron knife. He will tell them about the Grey King and his armies within Yr Wyddfa.

The adventurers will need to explore the various sites around the ominous mountain for signs of entrances, while also finding out more about the mysterious goblin king. The Grey King will send-out scouts and guardians to discourage them.

The Grey King has kidnapped many of the most beautiful local peasant women in the region as concubines. He is hoping to breed a royal progeny that will soon dominate his newly conquered regions.

Many villages in the region have sent their finest warriors and wizards to put the goblins in their place but none have ever returned alive.. If the adventurers manage to defeat the Grey King and his minions, the villages will honor them with festivals and honorific titles, even if the local nobles and ruler ignore their efforts.

FOR THE CASTLE KEEPER

This mini-campaign involves a mix of investigative work and fierce battle as the adventurers go from village to village and other locations around Yr Wyddfa trying to discover more about the Grey King. There are two other mountains located to both side of Yr Wyddfa, Crib Goch (Creeb Goch) and Y Lliwedd (Ee Thli-ew-eth), and several lakes.

There is a sequence that needs to be followed in which the adventurers must accomplish to lead them eventually to the interiors of Yr Wyddfa. Deduction and research is needed in places, but is not the main focus of the story.

It is essential that the Castle Keeper does not play his/her hand too early with the Grey King and his closest guard, but makes the players earn their way to confront him dramatically. Each stage of

the adventure is like an onion's layer and needs to unfold on the players' journey. Ultimately, the characters will not only confront the mysterious king but also have to defeat the giant Rhitta Gawr (R-hitta Gaw-oo-are), who will be brought back to life by the king. The giant was slain by the great warlord Arthur ap Gwythur a few years ago and entombed within this mountain, but the Grey King seeks to resurrect the hill-giant and cause havoc on the Human and Fey settlements equally.

The Grey King's plan to resurrect the giant is not known by anyone, especially the party members, and unless the characters have knowledge beforehand about Rhitta Gawr and Arthur's previous involvement, this was come as a terrible surprise to them as they storm the mountain.

NOTE: This 'Arthur' is **NOT** the Medieval Christian king where heavy suits of armor or massive stone castles were common, but the Post-Roman Celtic warlord from pseudo-history and myth that was the famous monster slayer, enemy of the Saxons, Irish and Picts, and adventurer.

The Castle Keeper will notice that many of the Fey beings and creatures in this module are both slightly familiar to what they know from previous books and also very different. That is because many of these beings and monsters derive from Celtic myth and more and are analogous in places to many found in Monsters & Treasures. The 'Gwyllgi' and 'Cwn Annwn' both are the Welsh traditional 'Hell Hounds' and so their attributes reflect this in this module. The other modules in this series explore this more, expanding on these different races and monsters from mythology and lore and will be fully explored in the forthcoming Celtic Otherworld World Book.

Both the Treants and Sentients are a 'lesser' breed in this module, meant to accommodate the low level characters played within, and to be formidable terrors for starting level party members. It is advisable that the Castle Keeper should decide if using even these weaker versions of the sylvan creatures is a good idea or not, due to their halved strength.

There will be many moments when the players may be overwhelmed by the goblins, but teamwork is essential to defeat the Grey King and his growing horde. The Castle Keeper's judgment is also needed on increasing or decreasing the number of the foes, based upon the party's level and strength. . Several Hooks are given below as examples of ideas that could give the Castle Keeper a means to place his players into this adventure:

HOOK 1: The characters overhear somewhere, in a tavern, market-place, court, etc, about the rise of goblins and Dark Fey around a misty ominous mountain to the north. They might hear talk of a fog shrouded king and a great treasure stored deep in the mountain.

HOOK 2: A ragged and crazed survivor from one of the villages attacked by the Grey King's minions find his way to the characters. He provides a cryptic summary of the situation before dying.

HOOK 3: Dreams or nightmares might plague the characters, stirring them to action.. The dreams or visions may be vague and filled with images of a misty king.

THE GOBLINS OF MOUNT SHADOW 3

HOOK 4: Fleeing peasants from the territories around Yr Wyddfa in Penllyn might be making their way to where the characters are and spreading stories of the horrors. Their stories could be the impetus needed to make the players go.

ACT I – FINDING THE TRAIL

THE VILLAGE OF PENNANT (PEN-NANT)

Through the mist-shrouded forest road, a village comes into view. It has many stone and mud round houses with thatched roofs. Wooden silos sit on stilts and there are several empty stables. Smoke drifts from the various tops of homes and smithies. An unusual silence hangs over the village and there is no sign of people or their animals. Tracks and signs of struggle cover the dirt underfoot in all directions.

Everything is left where it once was: sewing looms, blacksmithing coals still smoking, pottery left on wheels, etc.

Just a few livestock remain in the village, wandering lost and frightened. Tracks and signs of disturbance are everywhere, but essentially Pennant is still whole. No bodies are found anywhere in the village (the villagers were taken by the goblins of the Grey King and are in the mountain). Houses are stone and thatch roofed, round, and quite spacious. There are many homes, with silos and stables for horses, but aside from the grain and other crops, everything else is either left where it was or missing. No gold coins are to be found; only some cheaply made shell jewelry and rings of no value.

Ask the players to roll for Hearing to notice a splashing and muffled man's voice. They will hear the sounds coming from the bottom of the village well. Peering inside they find a wild-haired old man, up to his waist in water with tattered clothes and a knife in hand. Fear is in his face when the characters arrive.

He will speak with madness before he can see the adventurers:

“Begone you foul creatures! Your attack failed because I still live and will seek out your leader and slay him personally if am able! Beware, my dagger is magical and can slay your kind with a mere slice.”

Once the adventurers make their presence known to him and they are not goblins or other evil faeries, he will still not put away his knife. Unless he is helped out of the well, he will not talk about what happened:

“Goblins, many of them, with others stormed over the hills from the mountain of Yr Wyddfa. They swarmed our people and dragged them off. No one could defend themselves against them; I have never seen the like before. Goblins were acting like...like berserkers and fighting as though they were giants. They were unstoppable.”

The old man, if freed, runs about the village crazed, but looking for anything left in the aftermath from the goblins. He turns to look at the adventurers studying them closely.

“My name is Colwyn and...and I think you strangers to this part of the kingdom would be perfect. Yes! Perfect for what is needed to put the Grey King to an end, before his reign of terror is impossible

to hold back and he sweeps across the land unhindered by the puny force of Man. He is said to be laired in that mountain somewhere deep, guarded by his goblins and other evil beings, but...but many of them cannot be seen by the eyes of Mortals.”

Colwyn runs from house to house gathering goods and placing them into a woolen bag. He seems to be hurried and looking about him with paranoia. Once he has enough supplies to survive, he says to the adventurers:

“It is best that you make your way to the village of Trefwyd and speak to the druid Anian (An-ee-an), if he still lives. He can tell you everything. Trefwyd is a few miles from here to the north near Llyn Tegid (Thlin Teg-id). Anian is wise about the goblins and their mysterious leader that has been seen but not seen. May the gods protect you on your way friends, I am leaving this kingdom to head to safer ground before the Grey King is completely unstoppable.”

Colwyn will dash off into the surrounding wooded hills, not looking back. He will not be easy to stop or capture, and if so or prevented from leaving, he will babble insanely and be of no further use to the adventurers.

If the adventurers study the surrounding woods and hills near Pennant, they find the tracks of many goblins as well as larger unidentifiable prints. Many deep furrows may also be seen (the villagers in bags carried by giant spriggans). Ultimately, these tracks all are directed towards Yr Wyddfa.

There are several villages and lone cottages in the region that the adventurers can travel to (CK's decision) before ever reaching Trefwyd, to find the druid Anian. Each location can be made into its own mini-adventure before the adventurers ever arrive at Trefwyd. These villages and their details in brief are given below: Ucheldref, Penwynt, Trehenaif, Teion.

UCHELDREF: (OO-CHEL-DREV)

Dark columns of smoke spiral high from the burnt remnants of dozens of round houses. This is all that is left of Ucheldref. This village was destroyed by fire; assorted skeletal remains of sheep, chickens and goats litter the earth. Whoever attacked the village did so with great wrath and hatred to its inhabitants.

This village, once populated by a couple hundred people, is now smoldering cinders and charred remains. The goblins of the Grey King recently attacked Ucheldref leaving nothing standing after the villagers' brief resistance, and took the people off to Yr Wyddfa. The partial skeletal remains of the sheep, poultry and other domesticated animals lie scattered about the destruction but no traces of the Human inhabitants (they are in the mountain). There is nothing salvageable in Ucheldref worth scavenging, not even evidence much concerning the actual events that unfolded here and where the innocent villagers were taken.

As with all the attacked villages around the ominous mountain, there is a chance that Dark Fey sentries or scouts might still be lingering. In Ucheldref (and the other villages) by day there is a 1 in a D8 (2 in a D6 by night) that the adventurers will be attacked. If so, refer to this table (for all villages):

4 CASTLES & CRUSADES

D6	ENCOUNTER
1	2D10 Goblins (use stats from first encounter)
2	1D3 Gwyllgi/Hell Hounds
3	1D4 Spriggans
4	2D6 Dark Faeries mob (CK's call on what or whom)
5	2D4 Kobolds
6	2D8 Hobgoblins

PENWYNT: (PEN-WENT)

Penwynt sits atop several prominent hills overlooking the lowland valley opposite to Yr Wyddfa. A small stream runs through the serene but desolate village and falls into a large clear blue pond below Penwynt. The same still silence falls heavy over this village as with the rest, only the chirp of birds and the blowing breeze make a sound.

Located on a series of hillocks and exposed to the winds that come down from the mountains Penwynt is devoid of residents, just like Pennant. Unlike Pennant, however, this village is in pristine condition. Food is left in bowls and on tables; ale and mead are in wooden cups. The hill-top village is eerily quiet without people or livestock. At the base of Penwynt is a large pond of clean mountain water where the villagers would irrigate and swim, the pond is inhabited by two Undines.

TREHENAIF: (TRE-HEN-AYV)

Deep inside a grove of old and large oak trees, Trehenaif sits in a deafening silence. The roofs of the many homes are collapsed and fallen in; the thatch is strewn over the earth around the round houses. Grass and weeds have grown high in this nestled little village. About three dozen people once lived here but it is clear that none remain now. The misty jagged peak of Yr Wyddfa is in view over the tree-tops not far from the village. It pokes into the skies with an ominous presence.

This village is nestled in the woods more than others in the region. Trehenaif is surrounded by large (6) evil trees (Lesser Sentients) that were set into action by the Grey King. The villagers were rounded up and taken by these Sentients. The tree folk are ready and waiting for anyone else foolish enough to come along. They will attack if strangers arrive, day or night. It is advised that the party should leave swiftly before these massive tree beings attack, because there is no way to stop them with such low level characters.

(NOTE: Once the Grey King is defeated, these Lesser Sentients will return back to peaceful old trees and harm no one.)

TEION: (TIE-ON)

Amidst the tall grasses and ferns sits the village of Teion. A light mist creeps about the greenery and the ruins of round houses wait in gloomy silence. Thick ivy has now overgrown the buildings, strangling them and sending them back to Nature.

Teion has been devastated by the minions of the king. It is partially burned to the ground and there are bloody traces of its inhabitants and their animals. The village was one of the first hit during the

rise of the Grey King's power years ago. Ivy has grown over the houses, silos and barns and thick foliage in the streets and interiors until there is no room left. The forest has taken back Teion in time, leaving only hints of its past before the villagers were taken to Yr Wyddfa. There is nothing worth taking in the village.

THE ROAD TO TREFWYD (TRE-VOO-ID)

The leafy, shadowed wagon trail covers the boundaries of the woods that encircle the mountains and sits high above the low dipping valleys across northern Penllyn. A slow moving, almost oozing fog moves through the woods, often creeping into the road. Its presence sends a chill to the air and evokes a feeling of claustrophobia.

Leaving the desolated village of Pennant far behind, somewhere ahead on this old road Trefwyd should lay. Within the ebbing and flowing fog a dense silence dwells.

Taking the road or going by foot in the woods, the characters must make the difficult journey to the village of Trefwyd after searching the almost desolate region. Heavy mists fall over the countryside, making perception difficult. An eerie atmosphere hangs over the region.

An hour after leaving the dead village of Pennant, the characters will begin to feel that something is wrong and that they are being watched from the foggy shadows of the woods. This feeling is ever-present, regardless of where they travel in the surrounding forest.

Every little noise from the misty forest sounds potentially threatening. Few bird calls and animal sounds are perceived in the growing silence. After a while, a band of goblins ambush the characters, trying to surprise them. These goblins are garbed in dark clothing with hoods. They are repulsive in appearance and possess glowing red eyes. They wear shabby armor, over their scabby and pus-covered skin.

COMMON GOBLINS X10 *(These lawful evil creatures vital statistics are HD 1d6, AC 13, and HP 4. Their primary attributes are physical. They attack with a short sword for short sword 1D6, Knife 1D4+2, bite 1D3+1 or claw for 1d3 points of damage. They have twilight vision and dark vision. They have 2d6gp apiece.)*

No goblin will answer any interrogation if they are kept alive, but instead spit in the characters' faces and remain defiant to the end. They will praise the Grey King to their dying breath and be as repulsive and foul mannered as possible. If the surrounding hills are investigated, the adventurers will find the traces of the goblins' looting and raiding; several bags can be found, stuffed full of food, provisions, and a little gold.

NOTE: If the goblins manage to severely wound or disable many of the characters during the ambush, they will take the victim(s) back to their lair for a terrible fate (see Yr Wyddfa). These goblins were on a raiding and looting spree and the characters just happened to come across them by mistake.

The lone country road is mostly desolate. No travelers can be found along the way, just misty woods and hills surrounding the grim and ominous mountains. Owls hoot and occasionally fly overhead but there is little else of Nature that can be perceived.

THE GOBLINS OF MOUNT SHADOW 5

TREFWYD AND THE DRUID

Ahead on the lone country road is a large village, it is spread out from the woods down the slopes of the valley. Smoke puffs out of the tops of the many round houses into the sky. Unlike the other villages skirting the mountains, this one has people. They are doing chores and working as any normal settlement of people would on an average day. The mists from the woods and mountain do not seem to penetrate very far into Trefwyd.

Bleats from sheep and goats from their pens fill the air, along with the snorts of horses and cackles of chickens. The dark enchantment of Yr Wyddfa does not seem to have much of a hold on this village, unlike the rest in this region.

Making their way on the lone country road, the characters find a larger sized village than Pennant. It is home to a lot of people, all peasants, and skirts the hillside in the woods. Many round houses with thatched roofs dot the village. Livestock are being kept in pens around many houses and the village already appears to be very unusual.

The villagers are in the midst of an average day of chores and little else when the characters arrive from the road. The people seem to be hesitant about speaking and are wary of strangers. Children are taken by parents into homes to hide them; the characters notice that fear is in the eyes of the villagers.

If the druid Anian is mentioned, one peasant will point to the woods a little beyond the borders of the village to a separate round house, but the peasant will say nothing.

Hidden in the foliage surrounding the village of a few dozen families, the characters spot the village warriors. They are strong, wild men. Their bodies are covered in bright tattoos of complex patterns and beasts. They carry spears and shields in their hands, hairy headed and faced. These men appear quite feral.

Anian's house sits alone from Trefwyd, a few hundred feet away. A carefully tended garden is near the house. Pruned trees, shaped into fantastic patterns, surround the solitary house. The characters will need to knock on Anian's door to stir him.

Once Anian's attention is gained, the elderly druid comes to the door. He is dressed in faded green robes, with old Celtic patterns sewn into the trim and seams. Anian has long grey hair and a beard. He will invite the characters into his quaint home.

He has a fire going in his hearth; charms and symbols hang on the walls. The druid will speak to the characters when they present themselves to him with politeness.

"The goblins yes, they have become a plague in this land since the change of the seasons. Normally they are a slight menace and cause a little havoc in the region...But since their rumored leader has come, they are now great in number and power, greater than they have ever been in this land.

My magic and blessings are the only things that keep our village protected from their raids, but that won't last. Their leader, called the Grey King, is a mysterious mist-shrouded figure who is always escorted by his elite goblins.



In the last month, there have been dozens of kidnappings of beautiful girls from the villages. They were taken from their homes, while they were outside doing chores or foraging in the woods. What the Grey King needs of them, we can only guess.

Warriors have tried to stop the raids and hunt their king down, but have never succeeded. The king and his nobles of the region have kept a distance from this situation for some reason. We druids have tried to advise his majesty about the growing crisis but he ignores it entirely, so we are left to our own devices.

Whatever power this Grey King has over the goblins and other dark folk we druids can only surmise. Whoever he is, he has changed the way these evil beings live. We know that he must be stopped however possible.

There are many entrances into Yr Wyddfa but they are guarded well. It is a large mountain, hollow inside, and dangerous. I do not know the number of goblins and minions of the Grey King, but there must be many.

Whoever should be so bold to risk his mountain lair would gain treasure and wealth and become heroes to the locals in Penllyn. The king and his jaded nobles have no reward given for the extermination of the Grey King and his people.

I must warn you, the Grey King has many Dark Folk in his ranks that cannot be seen by the normal eye. They are enchanted and given invisibility to walk among Humans unnoticed, to spy on us. It is not known yet how many of the king's folk are invisible, obviously. One must be able to see them, by spell or by using a special ointment."

Anian stirs the fire with a stick and he grabs a folded map from the mantle. The druid opens it up and reads over it slowly.

"If you want to use the special ointment, I can teach you how to find it. It comes from an herb that grows in only one place. But dangerous creatures dwell there and you must overcome them to gain this herb. I must caution you that this ointment only lasts for a limited time in each use and each plant only has a small amount.

The plant is called Wermwd. Wermwd is only found in the glade of Dwfr Ysgod. Collect what you need of it and extract the juices, then you need to dab a little in your eyes to see the invisible folk. Do not let them know you can see them or the surprise will be ruined."

Anian the druid studies the characters, his eyes look them each over slowly. He smiles and tosses more wood on the fire.

"You look to be the heroes we need to rid of the menace of the Grey King and his minions. No one can reward you; they are poor folk mostly but take whatever loot you find for your own. Unfortunately I must remain here to protect Trefwyd with my blessings and spells; these people are among the last remaining so close to Yr Wyddfa.

It is most important that the Grey King is kept from gaining in any more power or else his hordes will surely flood this kingdom and broaden their horizons beyond Penllyn (Pen-thlin), perhaps to Gwynedd (Goo-in-eth) or southwards. Sadly I cannot tell you much more about this Grey King. Fortune needs to be on your side when you face him."

Anian hands the characters the hastily drawn map. On it is drawn the surrounding key locations near Yr Wyddfa: the villages, roads, ponds, etc. He also hands them a dried specimen of the Wermwd herb as an example. The old druid escorts the characters to his door and sees them out.

As the characters leave Trefwyd, the warriors watch them with stern glances. They mumble to themselves, perhaps jealous of the party's mission. The day is now a little after Noon but appears darker due to the hanging fog surrounding the ominous Yr Wyddfa.

THE GLADE OF DWFR YSGOD

Past a certain point in the woods, the chirping birds and chattering squirrels stopped their noise. Although the sun streams through the branches above, it is dark with heavy shadows as the wild, overgrown glade of Dwfr Ysgod comes into view. Leaves scarcely sway in the breeze within the glade. Dragonflies buzz about the many grasses and plants and a small trickling is heard in the glade.

A small stream with frogs, turtles, and small fish runs through Dwfr Ysgod. The plantlife is so thick that walking through them is very difficult. In this part of the forest, a peaceful air is felt and for a change the ever-present form and shadow of Yr Wyddfa cannot be seen.

If the characters choose to find the glade on the map, they must navigate away from all signs of civilization and journey into the woodlands at half their normal rate. Navigation/Geography skill rolls (CL:8) are needed to find the bearings on the way to the glade where the herb lies. Castle Keepers take note that as the characters are closer to Yr Wyddfa there is a constant chance that frightful, intelligent trees will attack them (CK's decision as to how frequent or how many), protecting the region for the Grey King .

The trek to Dwfr Ysgod ('Doo-ver Is-god') or 'Shadow Deep' takes the characters closer to Yr Wyddfa than they have been yet, up into the thickly wooded hills where the mists are even thicker. This travel will take a few hours of travel on foot in the woods.

A strange silence is heavy in this part of the woods near the glade, where every noise is amplified in the mists. Several encounters may occur before the characters find Dwfr Ysgod, this is up to the Castle Keeper's discretion.

D6 ENCOUNTER	
1	2D10 Goblins (use stats from first encounter)
2	1D3 Gwyllgi/Hell Hounds
3	1D4 Spriggans
4	2D6 Dark Faeries mob (CK's call on what or whom)
5	2D4 Kobolds
6	2D8 Hobgoblins

The monsters will rush out of the mists towards the adventurers with fury. Note these encounters, as those earlier, are just purely random without a guidance or order by the Grey King.

Once they reach the glade, they find a small calm stream trickling from an underground source. Thick trees and foliage line the banks to the wild glade. The Wormwood plant grows here in profuse numbers, filling the pebbly and sandy surface around the waters.

THE GOBLINS OF MOUNT SHADOW 7

To use the Herb: Herb skill (CL: 10) and Potion skill (CL: 12) to cook the herb over a fire in a pot, etc and extract the fluid necessary for seeing the invisible dark faeries. One pound of Wermwd will produce just a mere 3 drops each and must be kept in a vial or other container. Each drop in the eye will give the user the ability to see the Invisible for thirty minutes at a time.

NOTE: Even if the adventurers do not acquire the herb, it is the CK's decision to pick and choose which foes are invisible. Most Fey beings already have the magical ability, but due to the Grey King's aid, many more can be given this power under his influence. Every encounter that involves the evil king's minions can have several or all of the enemy invisible if that is what the CK desires.

THE LAKES AND SURROUNDING MOUNTAINS AND HILLS

Two slightly smaller mountains, Crib Goch and Y Lliwedd, sit to either side of Yr Wyddfa. Each mountain is barren and devoid of foliage or signs of 'special' activity. The Castle Keeper can add more elements to these two mountains close by as they deem appropriate. The Grey King's power is strong over these mountains and the lakes in the region and numerous Dark Fey inhabit these places. The Human presence that was once here is now eroded into ruins, covered in ivy and only the bare foundations remain from whatever structures where once in those locations.

The lakes (See Map) that sit in this region are fairly large and full of the usual wildlife that travelers would expect to see, but they also harbor Dark Fey that have driven out whatever good folk that had once inhabited the waters. If the adventurers choose to camp out by the waters of one of the lakes, they may draw the attention of the minions of the Grey King that travel to and from Yr Wyddfa. There is a 3 in 8 chance that an encounter may happen if the adventurers camp or linger around the shores of the lakes. The Castle Keeper can roll or pick from the table below to determine the encounter.

D6	ENCOUNTER
1	1d4 Dryads
2	Giant Frog
3	1d8 Goblins
4	1d10 Hobgoblins
5	1d4 Nymphs
6	1d6 Satyrs

SATYRS (These neutral creatures' vital statistics are 3d8 HD, AC 15, and 24 HP. Their primary attributes are magical. They attack with head butt for 2d4, and a magical weapon. They have pipes, SR 6, twilight vision and blend.)

NYMPHS (These neutral good beings' vital statistics are 3d6 HD, AC 17, and 18 HP. Their primary attributes are physical. They have no means of attack. They have divine beauty, spells at 7th level druidic class, dimensional door, twilight vision, SR 4.)

GIANT FROG (These neutral animals' vital statistics are 2d8 HD, AC 12, and 16 HP. Their primary attributes are physical. They attack by tongue doing 1d4 damage. They can swallow their opponents.)

DRYADS (These neutral beings' vital statistics are 2d8 HD, AC 17, and 16 HP. Their primary attributes are magical. They attack by dagger doing 1d4 damage. They have spell-like abilities, tree dependent, tree stride, wild empathy and SR 10.)

8 CASTLES & CRUSADES

There are several entrances that the Grey King's minions use. Each one is very dangerous and is not easy to sneak into. It will take many hours to search them all out and it will likely involve encounters with the minions and their guards. By the time that most of these options are discovered, night will come and it will become far more ominous and threatening to be near Yr Wyddfa (see Act 2). By dusk, the encounters will increase and become more frequent in the woods.

D20	ENCOUNTER
1-4	Eldritch Goblins (2-4) encamped in a glade with loot from a raid.
5-7	Spriggans (2+) Scouting the land about Yr Wyddfa.
8-11	Kobolds with Hell Hounds (CK's call on numbers)
12-15	Random mob of Dark Fey about to raid (2-5)
16-18	Common Goblins (2-4)
19-20	Hobgoblins (2-5)

It is the Castle Keeper's discretion as to which entrance the players take. Alternatively, the CK can use the random table to choose the entrance:

D6 – YR WYDDFA'S ENTRANCES

- 1 – **'BLOOD PASS'** A rocky path that leads straight into the mountain and the most direct route. It is guarded by common goblins (D20+5) at all times with various others Dark Faeries (CK's call). Stones line the large pass where wagons go. This route will take the adventurers into the heart of Yr Wyddfa and is the most dangerous. It would take Stealth vs. CL: 15 to simply sneak in by this means. If caught, an alarm will sound and mobs of goblins and evil faeries will arrive to stop them.
- 2 – **'THE GOBLIN'S DOOR'** This acts as the goblins' servants' entrance. It is a split in the mountainside rock that is small in size and accommodates the short goblins, but can be difficult and slow for taller races. There are always goblin servants (1d6+2) somewhere nearby, dumping out rotten food, garbage, etc.. This entrance is a twisting and weaving tunnel that is unlit and uncomfortable. Gradually it leads to the kitchens and slave/servant sections of the interiors of Yr Wyddfa. To sneak inside is easier with a Stealth skill roll vs. CL:5.
- 3-4 – **"NATURAL CAVERN"** This is a natural cavern, fairly large and moss covered, with pools of water. Goblin guards (D10) are usually on watch and in hiding (during the day) around the entrance or within. This cavern leads directly into the main center of the Grey King's lair. Stealth skill rolls vs. CL: 10 are needed to sneak in.
- 5 – **"DRAINAGE POOL"** To locate this entrance it will require several Perception rolls (3 X CL:12). The waters from the interior of Yr Wyddfa drain out from several cracks in the rock into a pool. It will take the characters many DEX saves to squeeze through, based on that frame of the character (Small: 2, Medium: 3, Large: 4). It will require a lot of climbing in a tight space up an incline for a time before the characters find themselves in a large pool of cold water in the mountain. There are no goblins or other Dark Faeries present. Several Undines inhabit the waters, prowling for scraps of food or victims.

6 – “MINIONS’ ENTRANCE” This is the usual entrance that the many Dark Fey use in and out of their master’s lair. It is the most dangerous way in as it is always occupied by the various minions crowding the stony door way. During the day there are usually about D8+2 Minions and by night D12+3 around the entrance/exit.

NOTE: If the players choose to take this (“Minions Entrance”) option early in Act 1 of the game, then the Castle Keeper would need to skip onto Act 3 as it will make the various encounters and situations that occur in Act 2 irrelevant.

The many various Dark Fey races that populate Yr Wyddfa are listed below for this section of the campaign and the rest. The Castle Keeper can increase or lower whatever aspects of their stats as needed to keep balance and/or personal preference. Assigning the Dark Fey additional magical abilities and powers can help heighten the drama and excitement.

MINIONS OF THE GREY KING

COMMON GOBLINS (These lawful evil creatures vital statistics are HD 1d6, AC 15, and HP 6. Their primary attributes are physical. They attack with a short sword for short sword 1D6, Knife 1D4+2, bite 1D3+1 or claw for 1d3 points of damage. They have twilight vision and dark vision.)

ELDRITCH GOBLINS (These chaotic evil dark fey’s vital statistics are HD 1d10, AC 24, and HP 8. Their primary attributes are physical. They attack with a sword 2d6, knife 1d6, bite 1d4+2 or claw for 1d4 points of damage. They have twilight vision and vulnerability to iron.)

SPRIGGANS (These chaotic evil fey’s vital stats are HD 1d8+3/4d8+5, AC 15, and HP 15/30. Its primary attributes are physical. It attacks with a tree-like club doing 1d10/3d10 damage. They can grow into a gigantic form if angered and have a vulnerability to iron.)

GWYLLGI/CWN ANNWN (These lawful evil hounds vital statistics are 4d8 HD, AC 16, and HP 20. Their primary attributes are physical. They attack with bite 1d6+1d6 or fire breath 2d8. They have immunity to fire; they also have tracking and dark vision.)

KOBOLDS (These lawful evil fey’s vital statistics are 1d4 HD, AC 12 and HP 4. Their primary attributes are physical. They attack by bows 1d6, slings 1d4 or by throwing darts/spears 1d4+1. They have light sensitivity and dark vision.)

WORG (These neutral evil hairy beasts’ vital statistics are 4d8 HD, AC 14 and HP 16. Their primary attributes are physical. They attack by bite 2d4 and claw 1d4. They have dark vision, twilight vision, scent ability, and track.)

WILL O’THE WISP (These neutral evil feys’ vital statistics are 9d6 HD, AC 29 and HP 54. Their primary attributes are mental. They attack by touch 2d8. They have immunity to magic and natural invisibility.)

LESSER TREANTS (These neutral tree beings’ vital statistics are 2D10 HD, AC 14 and HP 20. Their primary attributes are physical. They attack by pummel 2d8 and trample 4d4 damage. They have blend, animate trees, twilight vision, and a vulnerability to fire.)

HOBGOBLINS (These chaotic evil creatures’ vital statistics are 1d8 HD, AC 15 and HP 8. Their primary attributes are physical. They attack by sword 1d4+3, spear 1d6 and bite 1d4. They have dark vision.)

NIGHT HAG (These neutral evil beings’ vital statistics are 8d8 HD, AC 22 and HP 24. Their primary attributes are physical. They attack by bite 2d6 or claw 1d8. They have dark vision and spells.)

LESSER SENTIENTS (These varied alignment creatures’ vital statistics are 9d6 HD, AC 15 and HP 54. Their primary attributes are physical. They attack by pummeling 2d8, grab/crushing 3d12 or impaling 3d10. They have blend, animate trees, vulnerability to fire, and twilight vision.)

These Dark Fey and monsters can be used at the Castle Keeper’s call to spice up the adventure or to increase the tension during an encounter.

ACT 2 – THE NIGHT COMES HEAVY

THE MOONLIT WOODS OF YR WYDDFA

If the players choose to camp the night before their attack on Yr Wyddfa, they will need to locate a suitable site in the mist-haunted woods. It would be far wiser to camp miles from the mountain lair, but this is also not feasible if the players want to remain close.

Once the sun goes down the Grey King sends his hordes out into the surrounding region to plunder, cause havoc, and take captives. Nowhere within 2 miles of Yr Wyddfa is safe, unless magical means are used to hide the encampment.

If the players do not have magic to cloak their presence in the dark forests, then they will be at the mercy of the night (and the CK’s mood). The night can pass by peacefully or be one of constant horror until dawn’s first light. If the adventurers have done something to disturb the Grey King, then they will be hunted all night long.

The Castle Keeper may choose to use this table of random events and encounters throughout the night:

D6 – EVENT/ENCOUNTER

1 – **RAIDING PARTY:** Sent straight from the mountain out to do their nightly work in the surrounding countryside, these Dark Fey have a clear objective: loot, kill, and capture. The Castle Keeper can decide on the composition and strength of the raiders, but it should be enough to make the players worry and struggle. The raiding party might possibly take them prisoner and force them into Yr Wyddfa.

2 – **GOBLIN SORCERERS(S):** Several (or one) strong sorcerer leaves Yr Wyddfa to roam the countryside, looking for worthy items, sacrifices, etc. He/they will wander into the camp of the characters looking for trouble unless stopped. Castle Keeper should set the sorcerer’s strength at least a few levels higher than the greatest magic user in the character party.

3 – **GROVE OF DEATH:** Unbeknownst to the characters, they made camp in a grove of Lesser Sentients (see stats) and the angry tree beings will attack the characters when they are at their weakest moment. Under orders by the Grey King, they will wound and incapacitate the characters, and hold them until minions come to take them into the mountain.

4 – **TRIBAL ATTACK:** Driven by jealousy, local tribal warriors (D20) attack the characters seeking to deny them the opportunity of the wealth and glory. These men will be relentless and only retreat once 90% of them are depleted. Their tribe’s origin is not known. The Castle Keeper can create suitably strong warriors a few levels under the characters’ own to challenge them in the unexpected attack.

5-6 – **ENCHANTED STRANGER:** An elf, flamboyantly dressed as a wizard, arrives in the campsite seeking protection and

THE GOBLINS OF MOUNT SHADOW 9

company by the fire. He wants to defeat the Grey King and his minions. His name is Afarwy (A-var-oo-we) the Golden and he was sent from the Otherworld to stop the Dark Fey. If role-played correctly, his presence among the characters should inspire paranoia and suspicion even though he is noble and his cause is to stop the Grey King. Afarwy will tell them what he knows about the Grey King and his minions:

- a) The elves in both worlds have deduced that the Grey King is likely a powerful goblin or even an evil elf that has assumed power.
- b) There is no history known about the Grey King and no spell can penetrate his aura to divulge it. He appeared out of nowhere in the recent decade.
- c) The Dark Fey are drawn to the Grey King. The word is being spread across many lands and worlds about the growing power of the King. It is feared that thousands will soon be under his power unless he is stopped.
- d) Some great secret rests inside Yr Wyddfa that originally made the Grey King choose that particular mountain from all of the others.

Afarwy can join the adventurers, if they choose, or he can go his own way, but it is clear that the elf wizard has a similar goal to the adventurers.

DARK DREAMS COME

Apart from the random occurrences above, the party's dreams will be disturbed by the Grey King's nearby presence. Each player must make a Magic SAVE or be swept into a terrifying and revealing dream. The radius around Yr Wyddfa affected is within 2 miles.

NOTE: This dream is meant to lure people to Yr Wyddfa so they can be captured. The visions will play on the greed and magical aspirations of those that fail their save. The dream will repeat every night they are within the 2 mile radius and fail to make their Magical SAVE.

The Characters experience this brief dream of temptation:

What dreams you were having are blown away by a dark foggy wind. It is intrusive and forceful and fills your senses. When the fog clears from your vision you see a dark cavern, just a small part of a much grander one. What shimmers within catches your mind's eye in the voluminous cavern.

Wondrous gold items, gathered from all manner of places lies on the rocky cavern floor. Gems, large and shining, dot the horde; it's worth is almost priceless. The dazzling colors of rubies, sapphires, emeralds and diamonds are nearly blinding.

Several magnificent crowns,, richly ornate necklaces, dazzling rings, shining coins and royal scepters are scattered in the many mounds of goods. Chests and tomes of magic also sit in the plethora of goods; the pull of magic is strong in these items. (Insert any book, item, etc that the characters maybe seeking into the treasure horde).

10 CASTLES & CRUSADES

A literal sea of wealth and magical items sits in the cavern and stretches on for a hundred yards or more in all direction. In the shadows lurk dark, wiry figures with red glowing eyes. They snarl and snicker and dash about, often entering or leaving. More wealth is tossed within occasionally to add to the mounds.

THE HESITANT BUT ARROGANT HERO

This is the Castle Keeper's decision since it might alter the story and add an extra heightened level of tension in the story therefore making it more difficult, but fun as well.

By Dawn the characters notices movement in the woods. They will discover a noble warrior (essentially a 'knight') riding a richly-barded charger and accompanied by his squire and three servants. He rides armed with a great sword, axe, dagger and armor and trots with much pomp towards Yr Wyddfa in his sights.

The man's name is Sir Maelgad (Mail-gad) and he is one of the King of Penllyn's sons. He seeks-out glory by defeating the Grey King and his minions. If confronted, he will look down on the characters in arrogant scorn from under his helm and speak to them boldly:

"I am Maelgad ap Gwgon, a prince of the realm of Penllyn and I am about to send this Grey King to his rightful grave! Who by the gods are you?"

This Dark Fey and his ilk have long plagued the kingdom and no hero has come forward to stop them until now. It is only right that I do so, in the name of my father and our people. It is better this way, for this is no place for outsiders."

Maelgad will not be swayed from his quest. His goal isn't just for pure glory and fame but for the treasure of Yr Wyddfa. Unless tricked or magically made incapable, he will not stop on his way to the mountain this morning. He will ride on and assault Yr Wyddfa rather foolishly at the Blood Pass. This will agitate the Grey King and his followers and ruin any surprise the characters may seek in their own raid.

He can be 'used' by the characters as a decoy, however, if they enter Yr Wyddfa by a different route. They can also join him and have one (annoying) NPC in the party.. If the party chooses not to ally themselves with Maelgad, he responds:

"Stand aside strangers and let a man more noble and able slay this evil king. I need no army or magic, just the purity of my steel and the experience of my well-honed skills. By dusk you will know me as Maelgad, the Bane of the Grey King! Do not get in my way as I carve out my glory peasants."

He will then gallop into the woods to Yr Wyddfa towards Blood Pass, ready to plunge into battle (with his squire and servants scrambling after him. It is up to the Castle Keeper as to where Maelgad goes within the mountain and if he succeeds or not, but it is would be anti-climactic to have him slay the Grey King since that is the players' task. There are several possibilities where Maelgad's story can lead the adventure:

1. Maelgad could fight his way far inside only to fail and be slain, his body and goods looted by the goblins and corpse left to be eaten upon.

2. The prince could fail as above but instead be taken captive and held in a cell with the other prisoners until he is saved by the characters.
3. Prince Maelgad could fight his way into Yr Wyddfa only to be outnumbered and flee, leaving the confines of the mountain lair. He might hide in the many corridors until he is found by the adventurers.

LORD MAELGAD AP GWGON OF PENLLYN

LORD MAELGAD is a 5th Level fighter and his vital statistics are STR 15 DEX 15 CON 13 INT 11 WILL 10 CHA 12. He is Lawful Good with an AC 22 and HP 65. He wears +3 Scale Armor and wields a broadsword (+4 Goblin Bane) and a spear (+3).

NOTE: Maelgad will act as an almost comical NPC by his behavior and attitude towards being a 'hero' and his 'noble quest' and can be played as such if he is left alive or with the adventurers.

ACT 3 – THE ATTACK ON THE TUMULUS

THE LAIR OF YR WYDDFA

The Grey King's master plan is to raise the slain giant Rhitta Gawr from his grave. The Grey King will make Rhitta his thrall and send him out to topple fortresses in his bid for power over the world of Man. While the adventurers make their way deep into the mountain, the spell to resurrect the dreaded giant will be completed. The adventurers will NOT be able to prevent the resurrection, as it is essential to this adventure's plot. Grey King from succeeding it as it is essential that he does so. In addition, there would be no way that the adventurers would know the Grey King's plan of resurrection with Rhitta Gawr unless they use a spell that divines or can glimpse the future by some means.

Yr Wyddfa has become its own microcosmic world led by the Grey King and his Eldritch Goblin assistants. The inner sanctum of Yr Wyddfa is filled with the Dark Fey running about doing their chores. The Grey King does not slumber and he presses his followers to work day and night.

LEVEL 1 'THE DEPTHS OF YR WYDDFA'

This level can be entered by the Drainage Pool, or by various small corridors from the upper levels. Lightless and damp, this level is filled with refuse and debris. It is guarded neglectfully. Common Goblins and/or Hobgoblins (2D6) usually are found here laboring for their master.

Encounters here with Eldritch Goblins and other Dark Fey are infrequent since they are all serving the Grey King in the higher levels. There are dangers here, but they are fewer in number.

AREA 1: This area contains a pool of cold mountain water. Undines dwell here (2-4) and they guard their territory well. Many foolish souls have perished by their hand in this large pool over the past decade. The dead adventurers have left scraps of their belongings at the bottom. The water itself streams down from the walls and ceiling and collects in the pool. It is waist deep and channels out of the mountain through the rocky canals cut by time.

AREA 2: This bone-filled chamber of rotting, half-eaten victims smells foul and is sticky with clotted blood and gore. There is no way to guess the number of the slain that have been tossed here from the upper levels down various shafts. Maggoty and disgusting, this refuse pit will reduce the adventurers' movement to one-third while treading through it. The tattered remnants of clothing and gear are here, along with the bones, but nothing is of worth. Bones and refuse may fall from above without warning.

AREA 2A: With a CL: 10 to spot it, there is small crevice in the stone floor underneath the festering and rotting piles that the goblins have stashed. Hidden are an assortment of items and wealth: 4D10 gp, an Amulet of Fire Protection, a +3 Short Sword, and two potions of Healing.

AREA 3: This is a simple, almost bare cavern that leads to three other tunnels that branch out into Yr Wyddfa (two going to Level 2 and one to Level 3). A scone is on the wall where an old torch sits unused by the Goblins. One hidden tunnel (characters need to roll Perception vs. CL: 12) leads deep underground into the shadowy ghost-populated plane of Annwn. This is realm that is ruled by the Head of Annwn (Pen Annwn) who leads his spectral court and Dark Fey. (This is an entirely separate setting with endless adventures).

LEVEL 2 'CAPTIVES AND TREASURES GALORE'

This level is reachable by the two tunnels below in Level 1 or by the three from above in Level 3. There is also access from the Grey King's secret passage on Level 4. This is one of the most important levels in Yr Wyddfa second only to Level 4. Always guarded and well maintained by the Dark Fey, it is a very dangerous part of the mountain to traverse.

Encounters here are common and expected, since the prisoners and wealth are kept here. Encounters occur on this level if a 1-3 are rolled on a D8, but the Castle Keeper can change the odds if desired.

D10 ENCOUNTERS

- | | |
|----|--|
| 1 | Eldritch Goblin Messenger* |
| 2 | Night Hags (D4) |
| 3 | Common Goblin guards on the prowl (D6+2) |
| 4 | Spriggan Patrol (D4) |
| 5 | Hobgoblins (D6) |
| 6 | Escaped Human captive on the run |
| 7 | Goblin Wizards (2-4) 3rd-5th level. |
| 8 | Worg(s) (1-3) |
| 9 | Hellhounds (D4) |
| 10 | Kolbold servants running about doing chores. |

*This is a one-time encounter involving a hurried Eldritch Goblin sent from the Otherworld with an important parcel. The scroll is written in Dark Tongue and details elaborate plans between the Dark Fey in both worlds plotting over the gradual conquest of their many foes.

This level is mostly lighted by torches on wall sconces at irregular intervals. Debris covered floors and bare, rocky walls greet the adventurers while they travel the bowels of Yr Wyddfa. There are many rooms and chambers on this level to explore, but doing so also risks the raising of an alarm throughout the mountain.

THE GOBLINS OF MOUNT SHADOW 11

kingdom of gwynedd

trefwyl

yr wydd

yr aran

penwynt

uchelwr

kingdom of p

GLYNDEIRAU

TEION

Llyn Clun-ffynnon

TREHENALF

Llyn Llydaw

PENWIGIT

Llyn Gwynant

Llyn Dinas

PENLLYN



1 INCH : 25 MILES

AREAS 3, 4, 5 & 6 - GUARD QUARTERS

These quarters are unlit small rooms carefully located throughout the level to place guards near to the prisoners and the treasure room. Each room holds an average of six to eight goblins, spriggans, or other Dark Fey. Flea and lice ridden bedding is on the floor where the minions rest. The floors are covered in waste, trash and some limited wealth. 1 in 4 beds contain some form of stashed treasure is found (Use the Monster Treasure Table in Monsters & Treasure book pgs. 21-25). The HD of the Fey is 3D8 for purposes of treasure selection.

AREA 7 & 8 – HOLDING CELLS

These two large caverns are barred by iron bars and doors and guarded by two goblins and two spriggans (3rd level each). One goblin has the key ring that unlocks the heavy iron door. Two torches are lit on either side of the door casting a decent light.

Held inside cell 7 are 20 captives of all ages and both genders, taken from villages like Pennant from around Yr Wyddfa. Mixed in with the Humans are some elves, Halflings, and a few other races. They are ragged and starved with a touch of madness in their eyes. Unless prevented, they will simply flee off into the mountain, blindly hoping to find a way out.

In cell 8 there are 15 captives within its walls in the same condition as the others in Area 6. Many of them are villagers from Pennant. Freeing all these prisoners and seeing them safely home will gain each adventurer 3,500 EXP.

NOTE: The longer the characters spend at the cells the higher the chance for more Dark Fey (D10) to arrive. They either plan to drag off more victims for food, sacrifices or other sick and depraved reasons, or they are bringing more (D6) in from the outside to add to the population - 2 in a D8/round that more minions arrive. Once the prisoners are freed, it will be difficult to hide this from the Dark Fey, and an alarm will sound throughout Yr Wyddfa.

AREA 9 – THE DWELLING OF THE NIGHT HAGS

The Grey King gave a group of Night Hags this section to dwell in. Unless ordered, they remain in their murky, foul cavern. Waist high stagnant water sits in the foreboding cavern chamber dotted with carcasses and bones. 1d4 Night Hags occupy this cave and will ferociously defend their lair. They possess treasure of their own, independent of the rest of the Grey King's minions.

NIGHT HAG (These neutral evil beings' vital statistics are 8d8 HD, AC 14 and HP 64. Their primary attributes are physical. They attack by bite 2d6 or claw 1d8. They have dark vision and spells.)

AREA 10 – KING'S TREASURY

A large secure iron door with a complex lock CL +4 hinders access to anyone but the key-holder. The key-holder is always near the Grey King's side, unless he is needed to go within the treasury. Four high level Eldritch Goblins (4th level) guard the treasury vigilantly at all times.

Normally no other minion in the whole of Yr Wyddfa is allowed to stand within ten feet of the treasury. Unless the Eldritch Goblins are slain quickly, they will attempt to signal an alarm.

THE TREASURY INCLUDES: 2D10 X 2,000 Gold Coins, 3D6 X 2,500 Copper Coins, D6 gems, a +3 *Dagger of Protection*, a +5 *Sword*, 1D4 *Slaying Arrows*, a *Speed Potion*, a *Healing Potion*, *Boots of Elven Kind*, a +3 *Defending Sword*, a ruby ring, and a gold dragon comb.

The Book of Mystic Shadows is stashed in this room, partially covered in coins and goods. The Book is an ancient druidic collection of spells and potion formulae meant to aid Humans against the enchantments, curses and tricks of the Fey. (The magical data kept in the tome's covers is from 3rd to 6th level for users.)

This treasure horde can be as magnificent and grandiose as the Castle Keeper wishes for their game or even as anti-climactic too. The wealth that is collected is used for paying his minions and for bribes. The Grey King stores his secret collection of treasure in his own chambers on level 5.

AREA 11 – TEMPLE TO THE GODS BELOW

Before you in the near darkness are many crude and savagely carved entities on both sides within the wall made by diabolical hands and minds. The bleached white skulls of many humanoid races are nestled in between the many deities, perhaps as offerings or for some form of appeasement. The stone floor is worn smooth and ahead is a dim flicker from candle-light out of the entrance of a chamber.

Before even entering the chamber you can see a large semi-circular shrine scooped out of the mountain's rock, it is abhorrent and disturbing. Dark gods, three, stand with their feet heaped in rotted offerings and other items that only the Dark Fey who put them forth can understand why, are stacked high.

The gods are bestial with fangs, the eyes of hawks and other features that blur the line between Fey and animal. A stale odor from candles lingers in the chamber, mixed with the stink of the dead. Harshness glares out from the eyes of the three-faced deities towards you, it is sinister and foul.

Frightful stone carved images of monstrous bestial gods are made in the long corridor that leads to the shrine. Crusty skulls of humanoids are set in niches by the devoted worshippers along the walk to the hideous holy location.

Cut, clawed and pick-axed from the grey stones in Yr Wyddfa is a large semi-circle shrine. Simple made steps are cut that lead up to the idols. Three bestial images of gods stand amidst a pile of bloody and tossed offerings. The gods are three faced idols, the right face is evil, middle stoic and the left furious. Who these deities are, if they are divine, is not known. Amidst the offerings is a small share of treasure worth: 1D6 gp, 1D12 cp, 1D4 gems, one piece of jewelry, and a potion of Castle Keeper's choosing.

This crudely designed temple is meant to satisfy the religious needs of the common Dark Fey. There is a 2 in 10 chance that a few devout worshippers will be present. The table below determines the nature of the encounter:

14 CASTLES & CRUSADES

D6 ENCOUNTER

- 1 1D8 Common Goblins, worshipping and praying with a dead Fey sacrifice laid out on the stone floor.
- 2 2D6 Hobgoblin attendants taking care of the shrine.
- 3 1D8 Kobolds huddling to pray to their dark gods.
- 4 1D4 Spriggans.
- 5 1D6 Hellhounds resting near the statues.
- 6 1D10+3 mix of Dark Fey in a wild ceremony.

NOTE: If, during a confrontation, blood splashes upon the statues of the gods there is a 3 in D12 chance that the blaspheming adventurers will be given a curse. If this occurs roll or pick from below a curse that will infect the unfortunate adventurer (if they fail their Magic SAVE):

D8 CURSE

- 1 Loss of Direction (Victim cannot find their own way unless aided)
- 2 Pus-covered, scabby rash
- 3 Loss of Hearing
- 4 Blinded
- 5 Alignment Change
- 6 Hair Loss
- 7 Nightmares (2 out of a D6 chance per night/sleep)
- 8 Roll Twice

AREA 11A – SECRET PASSAGE

Hidden behind the three idols (CL:10) is a small stone switch that opens a sliding door into a passageway. This passage is used by the Fey priests and the Grey King when they wish to traverse Yr Wyddfa quickly.

This passage has a few unlit candles sitting in rocky niches on the wall along the steps that lead up to levels 3, 4, and 5. There is likely a goblin wizard present in the passageway (they are constantly traveling about the mountain interior, spying for the King). There is a 2 in 6 chance that 1-4 goblin wizards are in the passages..

LEVEL 3 ‘GARRISONS & SERVANTS’

Level 3 is the most accessible part of the mountain from outside, but it also leads directly into the heart of it all.

This level is always occupied by Dark Fey. Guards, raiders, and servants travel through this area night and day. This level is riddled with many tunnels and caves; every crevice, nook and niche is likely inhabited by a Dark Fey trying to protect and serve the Grey King.

AREA 12 – GARRISON

This massive geode-cavern has been refitted into a garrison. Many Dark Fey rest and dwell here during daytime, hiding from the bright sunlight. Lice-ridden beds are chaotically arranged throughout this smelly and unpleasant chamber. There is no door to this garrison; the entrance is open at all times. Elf skulls, lighted by candles, sit forebodingly on both sides of the entrance.

Purple, red, and blue fungus glow in this cavern, providing a dim light. At any time, there are D20+5 Dark Fey present. They might be resting, gambling, eating, counting their loot, etc.

The mix of Dark Fey that reside here include: Common Goblins, Eldritch Goblins, Hobgoblins, Kolbolds, Spriggans, Gwyllgi, and many smaller races. Most of these minions are warriors and scouts.

An armory is not needed by the warriors of the king because each individual is required to bear and maintain their own weaponry. Stuffed in hiding holes and bedding are scattered loot from the residents. There is a 15% chance per bed that some loot is found. The table below determines the nature of the treasure::

D10	GOLD	SILVER	COPPER	GEMS	MAGIC ITEM
1	2D20x3	D8x2	D20x5	D6	CK's Call
2	D20	D10	D20x3	D5	CK's Call
3	2D10	D8	D10+5	D4	CK's Call
4	D10	D6x2	D10	—	—
5	D8	D6+5	D8+2	—	—
6	D6+3	D6	D8	—	—
7	D6	D4+1	D6+1	—	—
8	D4+1	D4	D6	—	—
9	D4	D2	D4	—	—
10	D2	—	D2	—	—

NOTE: The Gwyllgi/Cwn Annwn can sense Good Alignments and smell them out if they are hiding. Usually, they are posted as watch dogs in the mountain interior to root out any escaping captives or wannabe-heroes. Magic can be used to cloak the presence of the adventurers if the Hellhounds are not killed outright.

COMMON GOBLINS (These lawful evil creatures vital statistics are HD 1d6, AC 15, and HP 4. Their primary attributes are physical. They attack with a short sword for short sword 1D6, Knife 1D4+2, bite 1D3+1 or claw for 1d3 points of damage. They have twilight vision, dark vision.)

ELDRITCH GOBLINS (These chaotic evil dark fey's vital statistics are HD 1d10, AC 24, and 8 HP. Their primary attributes are physical. They attack with a sword 2d6, knife 1d6, bite 1d4+2 or claw for 1d4 points of damage. They have twilight vision and vulnerability to iron.)

SPRIGGANS (These chaotic evil fey's vital stats are HD 1d8+3/4d8+5, AC 15, and HP 15/30. Its primary attributes are physical. It attacks with a tree-like club doing 1d10/3d10 damage. They can grow into a gigantic form if angered and have a vulnerability to iron.)

GWYLLGI/CWN ANNWN (These lawful evil hounds vital statistics are 4d8 HD, AC 16, and HP 20. Their primary attributes are physical. They attack with bite 1d6+1d6 or fire breath 2d8. They have immunity to fire, tracking, and dark vision.)

KOBOLDS (These lawful evil fey's vital statistics are 1d4 HD, AC 12 and 4 HP. Their primary attributes are physical. They attack by bows 1d6, slings 1d4 or by throwing darts/spears 1d4+1. They have light sensitivity and dark vision.)

WORG (These neutral evil hairy beasts' vital statistics are 4d8 HD, AC 14 and 24 HP. Their primary attributes are physical. They attack by bite 2d4 and claw 1d4. They have dark vision, twilight vision, scent and track.)

WILL O'THE WISP (These neutral evil feys' vital statistics are 9d6 HD, AC 29 and 54 HP. Their primary attributes are mental. They attack by touch 2d8. They have immunity to magic and natural invisibility.)

HOBGOBLINS (These chaotic evil creatures' vital statistics are 1d8 HD, AC 15 and 6 HP. Their primary attributes are physical. They attack by sword 1d4+3, spear 1d6, or bite 1d4. They have dark vision.)

THE GOBLINS OF MOUNT SHADOW 15

If able, the Dark Fey will signal an alarm throughout Yr Wyddfa. There are several means this is possible: a.) exit the garrison chamber screaming for help in the corridors, b.) use the hidden passage at Area 12a to run for help, c.) ring the bell on a red cord located in one corner of the chamber (the bell will echo throughout the entire mountain). During the battle, the adventurers will need to deny the enemy these options while facing them in combat. It might become complicated quickly unless magic or some other ingenious method is used

AREA 12A - HIDDEN PASSAGE

Hidden behind a moldy tapestry is a small cave (CL: 10) that is used by Dark Fey informants. The passage reaches the upper two levels, and most of it must be climbed (CL:8).

This passage is a quick escape route if trouble comes, but during the occupation of Yr Wyddfa by the Grey King, it has not been needed. But the Dark Fey, most often cowardly by nature, dug this passage out to ensure they would have an option.

AREA 13 – CWN ANNWN KENNEL

This unlit and rank-smelling cavern chamber houses the king's loyal hellhounds (5D10). These beasts serve as hunting animals, as guards and as steeds (for the shorter Dark Fey).

Usually 3D8 Hobgoblins tend to the hounds at all times. If the Cwn Annwn are disturbed, they will track the adventurers by their scent and alignment where-ever they go inside the mountain. The cavern floor is covered in half eaten animals and humanoid remains, feces and urine are everywhere.

GWYLLGI/CWN ANNWN *(These lawful evil hounds vital statistics are 4d8 HD, AC 16, and 20 HP. Their primary attributes are physical. They attack with bite 1d6+1d6 or fire breath 2d8. They have immunity to fire, tracking, and dark vision.)*

AREA 14 – SERVANTS QUARTERS

This part of the mountain is riddled with caves and accesses the outside via the Goblin Door. Many small caves have been converted into quarters for the Hobgoblin servants (4D10) who work here.

Each room is crowded with the fetid bedding and belongings of the king's servants. There are about a dozen rooms and they are devoid of any wealth because the servants are essentially slaves. It is the Castle Keeper's decision to hide any items or importance in one or more of the rooms.

Goblins (2D8) walk the section of the level acting as guards. This section of Yr Wyddfa is the least dangerous because the occupants are harmless.

AREA 14A – KITCHENS OF THE KING

These are simple, but functional kitchens that can cook any food desired by the Grey King. Shelves hold pots, pans, platters, cups and other objects. Coal-burning stoves fill the cavern air with noxious fumes while Hobgoblin servants (D8) prepare the food that their king demands. There is a refuse shaft here (see Level 1 Area 2) that is used to dump the waste. It is scalable by Small

characters who succeed at six climbing rolls. Shelves hold the many pots, pans, platters, cups and countless other objects that are needed for food.

AREA 14B – LARDER

This is a cave packed with cooking supplies. Stacked high and unstable are the remains of Fey, Humans, animals, etc. They are left to fester before they are wanted or on the menu. Shelves hold spices and condiments. This small larder is covered by a shabby wooden door.

AREA 14C - PREPPING ROOM

This is a special chamber that is used by the servants to prepare the Grey King's twisted desires. The Dark Fey are notorious for being dirty and unclean creatures, but this room is a rare exception. Cleaning supplies (for sacrifices and feasts) are placed upon several large tables.

LEVEL 4 'THE KING'S FLOOR & RHITTA'S TOMB'

This level is the most important in Yr Wyddfa. It houses the Grey King, his personal entourage, his priests, and the corpse of the giant, Rhitta Gawr. While traps were absent elsewhere in the mountain, they are found here in profusion.

A handful of passages make their way up to this level from below (in addition to one secret exit for the king). The king's slaves worked incessantly to make this area a work of art. Frescoes and murals decorate the walls; columns and arches adorn the hallways. The guards of this area are both vigilant and numerous.

The Grey King is found here 95% of the time. When he is not, he might be (rarely) on a lower level, or even more rarely outside the mountain.

AREA 15 – GUARD STATION

Along the corridor that accesses this level, four Eldritch Goblins hide in niches, ever-vigilant of trespassers.

ELDRITCH GOBLINS *(These chaotic evil dark fey's vital statistics are HD 1d10, AC 14, and 8 HP. Their primary attributes are physical. They attack with a sword 2d6, knife 1d6, bite 1d4+2 or claw for 1d4 points of damage. They have twilight vision and vulnerability to iron.)*

AREA 16 – GRAND HALL

This hall is where the Grey King holds court with his allies and his closest followers. This elaborate hall is magnificent. It is cut out of the mountain rock in the shape of a large wondrous feast-hall with elaborate architecture and detail work.

Servant corridors exit the hall for when court is in session. Seven long tables are on the main floor for the guests, while the king's throne is on a dais, overlooking the gathering.

Torches in sconces line the walls and columns and candles are in large chandeliers overhead. Heads and skulls hang from the ceiling.

One corner of the hall is devoted to torture devices designed for entertainment. There is a 2 in 6 chance that a victim is still left in a device.

16 CASTLES & CRUSADES

AREA 16A – SERVANTS CHAMBER

The four rooms that are on either side of the Grand Hall are used by the servants when the court is being held.

AREA 17 – ELDRITCH GOBLIN WIZARDS' QUARTERS

Four powerful wizards act as the Grey King's advisors. A richly decorated wooden door bars this room, it has a black-iron lock (CL: 10) to open.

The room is protected by an Alignment sensitive spell (5th level) and will affect any Creeds that are not Evil who walk into the room. The spell will force the victim(s) to walk to the nearest guards and confess what they have done against the Grey King.

Four richly decorated beds sit in the chamber; along with four chests filled with magical goods (see below). The wardrobe holds robes, vestments and headaddresses for the king's personal wizards.

The four chests are locked (CL:12) and have traps. If the trap is tripped, poisonous barbs will fly out.. The poisonous barbs contain a paralyzing toxin that will make the victim incapable of movement or speech for 1D10 hours. Inside each chest are these items:

- 1.) 1D20 x 5 gp, 1D100 sp, 1D5 gems, a +3 *Dagger of Venom*, a *Potion of Giant Strength*, and *Boots of Stealth*.
- 2.) 1D20 +5 gp, 1D10 sp, 1D4 gems, a *Potion of Flying*, a *Ring of Spell Turning*, and *Gauntlets of Ogre Power*.
- 3.) 1D100 gp, 1D20 sp, 1D10 gems, a *Wand of Fireballs*, a +5 *Dagger*, and a *Rod of Suggestion*.

- 4.) 1D10 gp, 1D6 sp, 1D4 gems, a *Potion of Healing*, and a *Scroll of Anti-Magic Field*.

AREA 18 – WORG CHAMBER

The dire wolves (3D10) live in this large chamber and are tended to by their Hobgoblin servants (D10 + 3). While the Gwyllgi are used for hunting, the Worgs are for war. The king allows them to prowl the level at will if they wish with no restriction to their access.

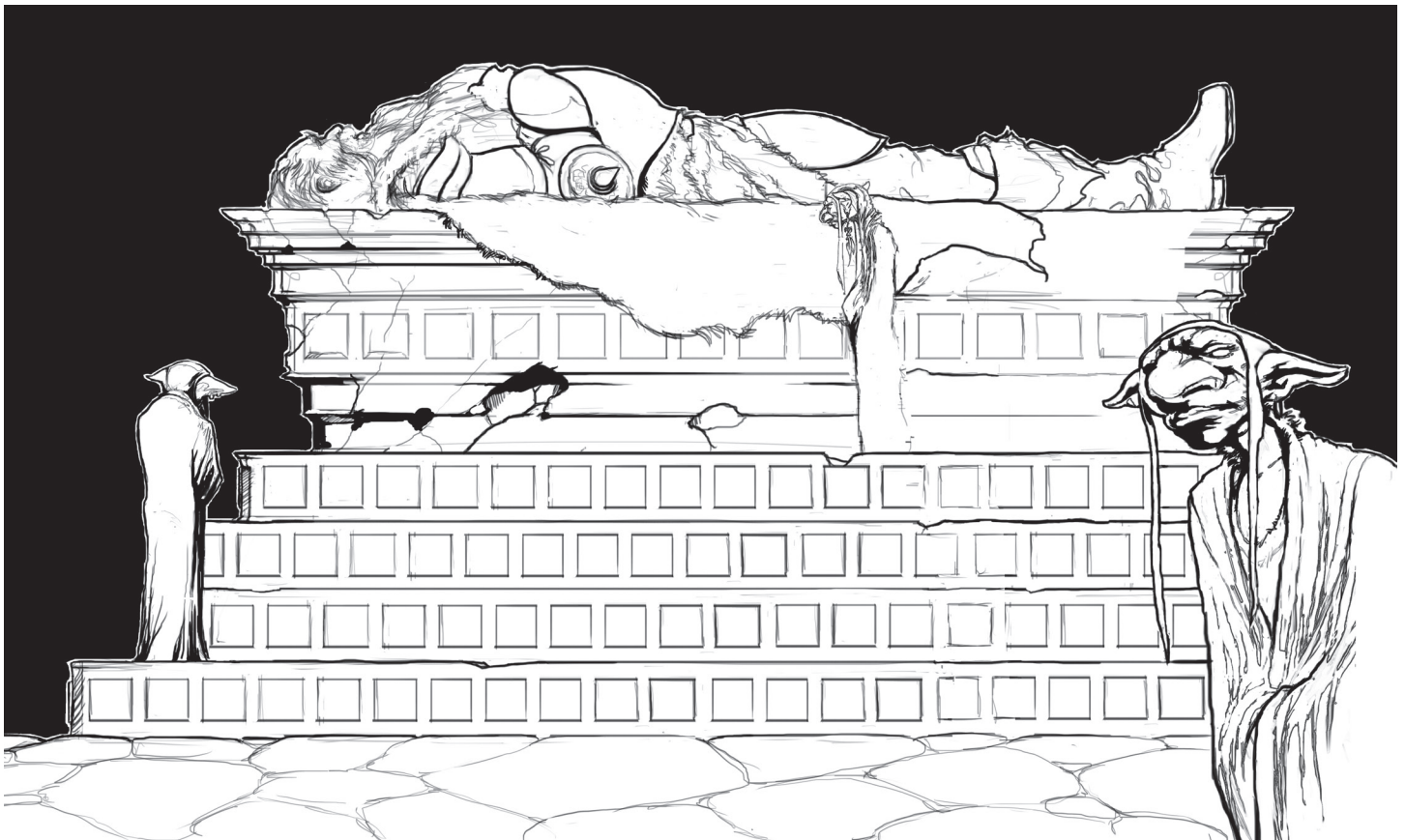
The chamber reeks of the waste of animals; the remains of their victims litter the floor. It is a filthy, dark chamber.

Pegs are on the walls hand with saddles and gear for the Worg Riders. When there is a call to a large battle, the Riders (common goblins) come here to mount up and ride.

WORG (These neutral evil hairy beasts' vital statistics are 4d8 HD, AC 14 and 16 HP. Their primary attributes are physical. They attack by bite 2d4 and claw 1d4. They have dark vision, twilight vision, scent and track.)

AREA 19 – RHITTA GAWR'S TOMB

The giant was slain by the great hero Arthur a few years ago. The battle was fought on Yr Wyddfa for several days until Arthur finally overcame the giant and slew him. Devotees that once served Rhitta, goblins erected a tomb around the massive giant's body. The crypt is a large chamber; it has to be, to house the giant. Though Arthur was a renowned giant slayer, Rhitta was a special case. Rhitta Gawr boasted that he only lacked one beard left to complete his cloak, it was Arthur's, and so the warlord sought the giant out to set the matter straight and dispose of the braggart.



A tall platform is near Rhitta's hairy head in the crypt (this is where the Grey King and his wizards will be standing to perform the resurrection). How the giant's body was brought into the confines of the mountain remains a mystery unless it was performed by magic. Rhitta Gawr is a strong, brutish giant garbed in a shaggy tunic and cloak that is composed of the beards of kings and heroes taken from Humans. He has a black beard and wild hairy head. Arthur did not cut the head off of Rhitta but only chopped him up with his deadly Fey sword Caledfwlch ('Excalibur') many times until he expired. Rhitta lies on his back in the same clothes he wore when Arthur slew him.

NOTE: By the time the adventurers reach this level and crypt, the Grey King will be completing his spell to bring Rhitta back to life. It will take five turns before the giant wakes and begins to serve his master.

Arriving at the two large double doors to the crypt, the adventurers will overhear the loud voice of a haunting voice echo:

"...and by the Gods of the Underworld, where the Shades drift under the watchful gaze of the Pen Annwn. I give you, Rhitta Gawr, your soul back to your body. I resurrect you. Serve me and reclaim the power that once we had before the Humans stepped in our way! Rise Rhitta Gawr! Rise! I command thee!"

In the Grey King's arrogance, he has no guards posted outside, or in, the crypt assuming that his mountain full of minions and beasts will serve its purpose well. When the adventurers arrive, they see the mist-shrouded Grey King standing on the high platform with four Eldritch Goblin wizards around him.

The Grey King's form is a grey silhouette covered by swirling dark fog. His four wizards defend their master.

Unless the situation turns dire for the king, he will stay and make sure the adventurers are stopped and that Rhitta is completely brought back to life. If all are defeated, the minions in Yr Wyddfa will flee out into the outside world in a panic. Only the fear and terror of the Grey King keeps the followers enthralled.

THE GREY KING He is a 5th level Lawful Evil elf cleric/wizard whose vital stats are HD 5d6 AC 16 and HP 60. His primary attributes are intelligence, wisdom, and dexterity. His significant attributes are wisdom 14 intelligence 16 dexterity 16 and charisma 18. He carries a Lightning Wand with 25 charges and a golden ring of Goblin Control that allows him to control all Goblin kind/Dark Fey within 400 yards of him. On his wrists are +4 braces of defense and 1000gp in jewelry are on his body. He can cast spells appropriate to his level and class (5th level Druid and Cleric). His mists are formed by the Golden Torc around his neck. The Torc generates a constant shroud that makes viewing him difficult. Slaying him will bring each adventurer 5,500 EXP.

ELDRITCH GOBLIN WIZARDS X 4 (These lawful evil creatures' vital stats are HD 3d8 AC 15 and 24 HP. Their primary attributes are mental. They can attack with weapons, or with 2 claws for 1-2 damage. or gore for 1-6+2 damage. and 120gp worth of jewelry and coin. They each can cast the following number of wizard spells: 0-3, 1st - 2, 3rd -1.). Each wizard is worth 3,500 EXP)

RHITTA GAWR (This chaotic evil creature's vital stats are HD 10d8, AC 19, HP 73. Rhitta's primary attributes are physical. The giant attacks with a giant great club (a tree) for 2-16+2 damage, or he can throw rocks for 2-16+2 damage. He carries a giant great club and a +5 ring of protection. Rhitta Gawr is worth 4,500 EXP.)

Rhitta Gawr will leave Yr Wyddfa if his master is slain and the adventurers do not stop him from doing so. The giant will thunder his way through the mountain fastness, crushing and killing everything in his path with rage. His goal is to resume his battle with Arthur if the Grey King's charm over him is broken.

During the battle between the adventurers and the enemy, there is a chance (3 out of 8) that others in the mountain will come to their king's aid and make the battle even more difficult than before. If so, this table can be used to find who arrives:

D8	ENCOUNTER
1	1D10+5 Goblin Worg Riders
2	1D10 Eldritch Goblins
3	1D10 Spriggans
4	2D8 Common Goblins
5	1D6 Gwyllgi
6	1D4+2 Night Hags
7	2D4 Kolbolds
8	1D2 Hobgoblins

COMMON GOBLINS (These lawful evil creatures vital statistics are HD 1d6, AC 15, and 6 HP. Their primary attributes are physical. They attack with a short sword for short sword 1D6, Knife 1D4+2, bite 1D3+1 or claw for 1d3 points of damage. They have twilight vision and dark vision.)

ELDRITCH GOBLINS (These chaotic evil dark fey's vital statistics are HD 1d10, AC 24, and 8 HP. Their primary attributes are physical. They attack with a sword 2d6, knife 1d6, bite 1d4+2, or claw for 1d4 points of damage. They have twilight vision and vulnerability to iron.)

SPRIGGANS (These chaotic evil fey's vital stats are HD 1d8+3/4d8+5, AC 15, and HP 15/30. Its primary attributes are physical. It attacks with a tree-like club doing 1d10/3d10 damage. They can grow into a gigantic form if angered and have a vulnerability to iron.)

GWYLLGI/CWN ANNWN (These lawful evil hounds vital statistics are 4d8 HD, AC 16, and 24 HP. Their primary attributes are physical. They attack with bite 1d6+1d6 or fire breath 2d8. They have an immunity to fire, tracking and dark vision.)

KOBOLDS (These lawful evil fey's vital statistics are 1d4 HD, AC 12 and 4 HP. Their primary attributes are physical. They attack with bows 1d6, slings 1d4, or by thrown spears 1d4+1. They have light sensitivity and dark vision.)

WORG (These neutral evil hairy beasts' vital statistics are 4d8 HD, AC 14 and 24 HP. Their primary attributes are physical. They attack by bite 2d4, or claw 1d4. They have dark vision, twilight vision, scent, and track.)

HOBGOBLINS (These chaotic evil creatures' vital statistics are 1d8 HD, AC 15 and 6 HP. Their primary attributes are physical. They attack by sword 1d4+3, spear 1d6, or bite 1d4. They have dark vision.)

NIGHT HAG (These neutral evil beings' vital statistics are 8d8 HD, AC 22 and 64 HP. Their primary attributes are physical. They attack by bite 2d6, or claw 1d8. They have dark vision and spells.)

AREA 20 – THE GREY KING’S CHAMBER

A single, richly gilded wooden door stands in the adventurers’ way into this chamber. It has an Alignment ward upon it that causes 3D10 lightning damage to any non-evil person trying to gain access.

Once the door is opened, the adventurers see a large, spacious chamber richly adorned for an elfin king. Tapestries and royal banners display images of moons and complex Celtic treskeles in black and red in the room.

Dressers are filled with assorted clothing. A large walk-in closet contains clothes worthy of an immortal king. A large mirror is fixed against one wall surface. The mirror is a viewing portal to the Otherworld (To use, one must touch it and say aloud in Elvish ‘Grant Me Thy Vision’. The mirror grants the user a means to speak with and see the Grey King’s allies on the other side).

The Grey King has a large canopied bed, covered in gold design work. Chained to the floor are three women, one Human, one elfen, and one faerie. They are terrified and seek escape.

NOTE: The Grey King keeps his special magical items and personal treasure in a separate chamber on level five. The door to this chamber is hidden in the closet (CL: 12).

A scroll case sits on a table. This scroll holds a collection of his most used spells. They are written in Elvish and Dark Tongue but involve the control over the Dark Fey. These scrolls were stolen by the Grey King when he left the world of the Immortals and Fey and he uses them to control the Dark Fey..

- a.) 5th level Control Goblin Kind* (The scroll must be reread every three months to reactivate the magic. Its radius is two miles and will draw all Goblin kind to the user enthralled as followers.)
- b.) 4th level Control Dark Fey* (This scroll, works as the one above. Dark Fey near will be drawn to its user and become enslaved.)

* If the castor is slain, the spell ceases. If the scroll is destroyed chaos will erupt and the magical hold will be broken completely. Only Evil aligned characters/beings can use these spells.

AREA 20A – SECRET PASSAGEWAY

An artfully carved panel on the inner wall of the closet hides a secret door to the King’s personal treasure. Spotting it is a CL: 15.

This stone stair is magically cut from the mountain and spirals upwards higher into Yr Wyddfa. Two glowing crystals shine from the walls to give light in the confining stairs.

AREA 21 – ELDRITCH GOBLIN CHAMBERS

The loyal Eldritch Goblin followers stay here when they are not serving the Grey King. 3D12 Eldritch Goblins can be found here.

Each room is small, but well-made and decorated for these unique goblin-folk. These goblins form the King’s entourage and follow him where ever he goes. They are pampered and spoiled by their master in return for their servitude.

ELDRITCH GOBLINS (These chaotic evil dark fey’s vital statistics are HD 1d10, AC 24, and 8 HP. Their primary attributes are physical. They attack with a sword 2d6, knife 1d6, bite 1d4+2, or claw for 1d4 points of damage. They have twilight vision and vulnerability to iron.)

The Castle Keeper can use treasure tables in the Monsters and Treasures for each room.

AREA 22 – MAGIC CHAMBER

This room is littered with tables and shelves full of ingredients for potions and spells. The majority of the objects in this stuffy room have been taken from the surrounding villages during the looting. Jars are filled with various ingredients and liquids.. Crystals, precious stones, and dried herbs sit on table tops. A large black circle on the floor has been painted with sorcerous pigments. The Grey King uses this circle for magical divinations. It is here that the Grey King and his wizards divine and calls upon spells to be cast for larger plans and schemes. The Castle Keeper should include whatever treasure is appropriate.

LEVEL 5 ‘THE TOP OF THE WORLD’

This level is the highest in Yr Wyddfa and is close to the outer surface. Only the Grey King has ever entered this chamber and knows it exists. It is chilly here due to the altitude and its nearness to the snowy peak of Yr Wyddfa.

AREA 23 – THE KING’S PRIVATE TREASURE ROOM

The adventurers will find a small icy chamber filled with chests of wealth and magical items. It contains: The items in this room derive from the loot of important people out of the villages the king’s minions plundered.

1D10 x 1,000 gp, 1D6 x 1,000 sp, 1D8 x 50 gems, a *Cloak of Invisibility*, a *Potion of Shapeshifting*, a +3 *Goblin Slaying Sword*, a *Scroll of Fireballs (5 charges)*, a *Scroll of Teleportation (One charge, at 1,000 miles anywhere in the same world)*, a pair of *Gloves that Leave No trace*, and a pair of *Stealth Boots*. (Most of these magical items were used by the Grey King in the Otherworld when he stole the Dark Fey Control scrolls).

A hidden stone (CL 12) reveals an exit. The secret passage leads to a small, icy ledge of Yr Wyddfa, 3,560 ft. over the forested landscape. The Grey King’s plan, if matters came to it with no other option, was to take the Scroll of Teleportation, and with important items in hand, depart to another place entirely.

THE END OF THE GREY KING’S REIGN AND AN UNEXPECTED VISITOR

After the Grey King is defeated and chaos erupts in the surrounding woods and mountains, the adventurers can loot the mountain lair of the fallen king and move on. Once the Grey King is slain however, Yr Wyddfa trembles and quakes dangerously. Corridors begin to collapse around them sealing in those minions left alive during the course of the adventure. The adventurers will need to flee the mountain as it internally begins to collapse in on itself. The Castle Keeper can build the suspense and the dramatic escape as the tomb of Rhitta Gawr and the many levels cascade into ruin within minutes. For each five minutes the adventuring party is spent within the mountain there is a 3 out of 6 chance that the

THE GOBLINS OF MOUNT SHADOW 19

ceiling will collapse on them, doing terrible damage, 3d10, and burying them under the rubble.

Any minions left alive will try to stop the adventurers on their way out of the mountain (if encountered) and loot them if possible. The inside of the mountain lair will gradually fall inwards leaving the outside unchanged after it is over. Once outside of the mountain and its evil atmosphere, the adventurers will perceive the many Dark Fey scattering in all directions away from Yr Wyddfa in panic in the early light.

Noises in the woods are disturbing and constant around them. It could be more goblins or Dark Fey? By dawn's light, the fleeing minions of the Grey King have now sought out dark, hidden places in the wilderness. The control that was once over them is shattered and the woods around Yr Wyddfa will resume back to the way it was before it all began.

NOTE: The players could decide to celebrate at a nearby village, possibly Trefwyd, for their deeds, or travel onwards leaving the cloud covered mountain far behind.

Whatever the reason and the players decide in the aftermath of the fall of the Grey King, the next encounter sets them up for the next adventure in the series 'The Crimson Pact':

While the adventurers are making their way in their travels across country they are blindsided by a hurried elf. The fair elf is dressed in a white and golden tunic emblazoned with a great oak tree, checkered trousers, a torc and other rich jewelry and a dark green cloak. His hair is long and fair, and his eyes are almond and a shining blue.

Amren ap Eifion is the elf's name, a warrior of the Red Branch army in the Otherworld. He views Mortals as a nuisance and little more and has no time for them to get in his way. Under his arm is a wrapped canvas holding something important. He is very impatient and fidgety for an elf unusually.

Amren will not have time to deal with the adventurers as he is trying to make his way to a Portal to the Otherworld. If he has to, he will draw his own sword to fend them off;

"Let me be on my way Mortals, I have an urgency that must be addressed with no delays. Stand aside and do not risk challenging me."

The elf will not fight if he can help it and use powers to evade the adventurers and fade into the woods with his goods unaware that he dropped a piece of the sword of his slain father.

NOTE: It is essential to the later story in this next adventure that Amren is left alive. He is needed later in the story when they journey to the Otherworld to hunt him and for the sword remains. The Castle Keeper must somehow involve the players and let them find one of the fragments while letting Amren run on.

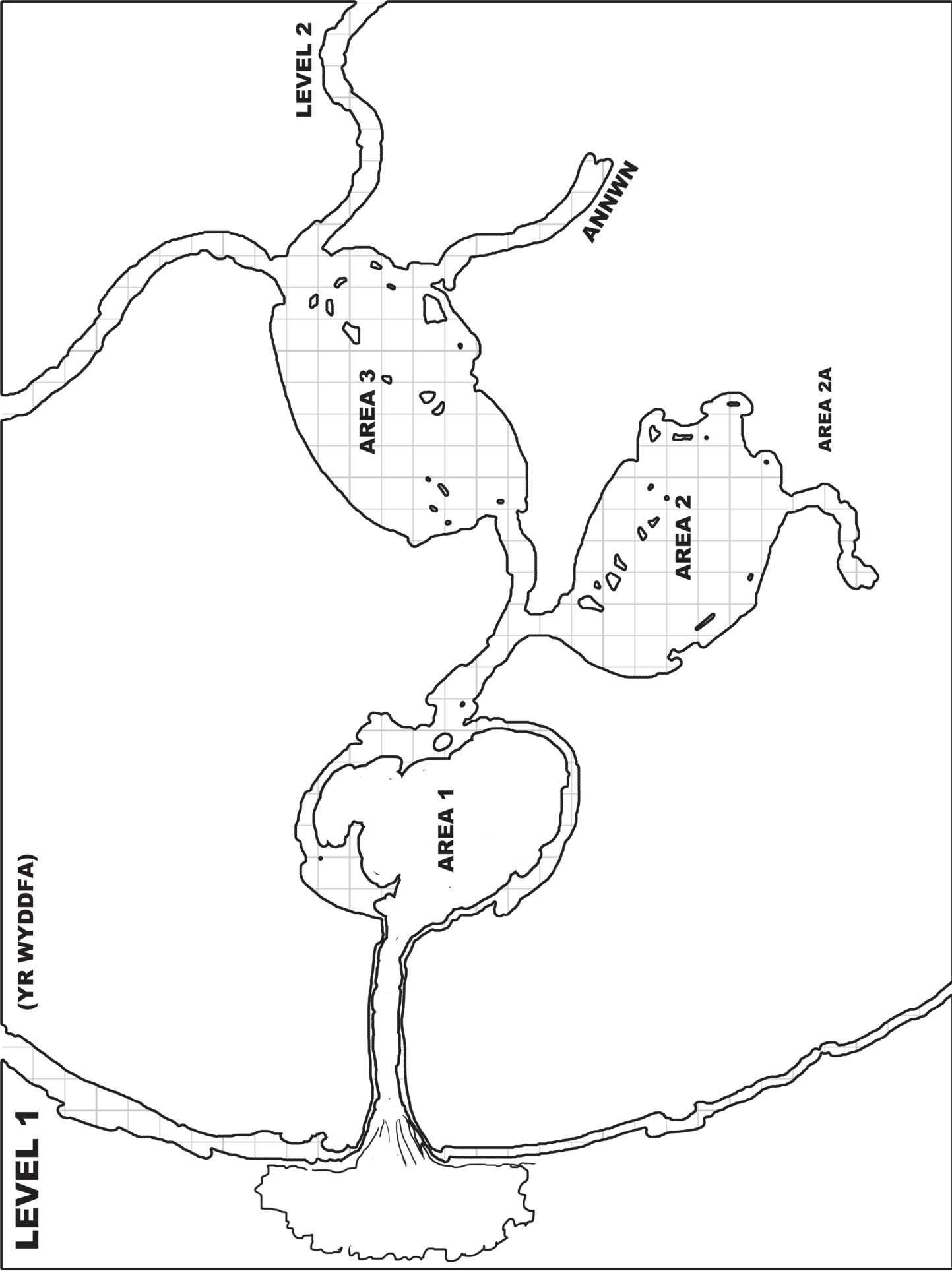
Amren's trail in the Fey haunted woods will be difficult to track (CL:13) as he is using enchanted boots. The adventurers would not be able to find the hill of standing stones that he will use this first time around however, it will evade their attempts until they first deal with the next encounter.

THE SWORD FRAGMENT PROPERTIES

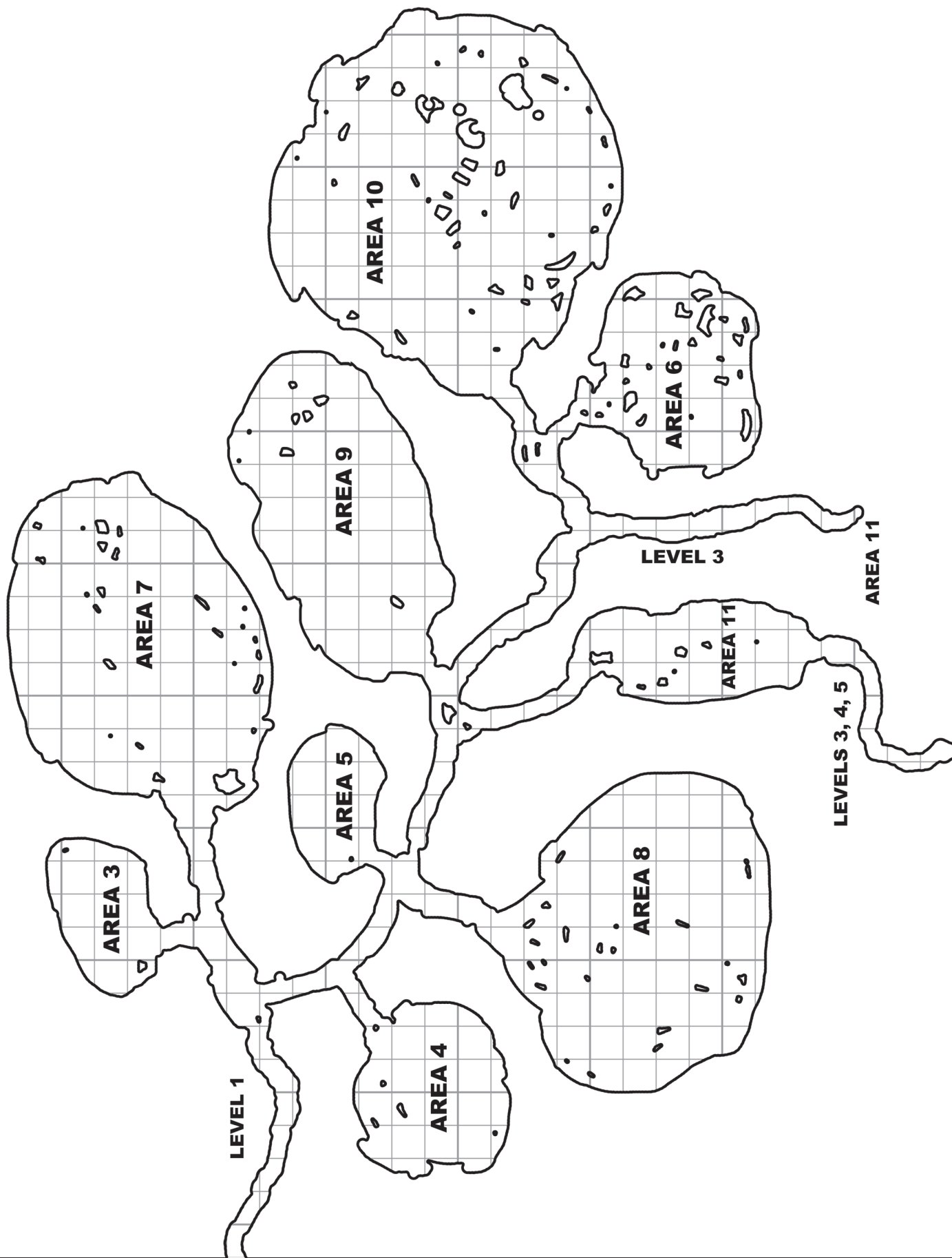
One large shard of the elfin blade is in the hands of the adventurers now. Its Fey metal is covered in highly detailed and intricate Celtic patterns, golden and shimmering, they move and have a life of their own, even though it is just a shard of metal. Its edges are dangerously sharp and cannot be dulled. It was constructed by elfin smiths and possesses limited powers of its own even in its current state.

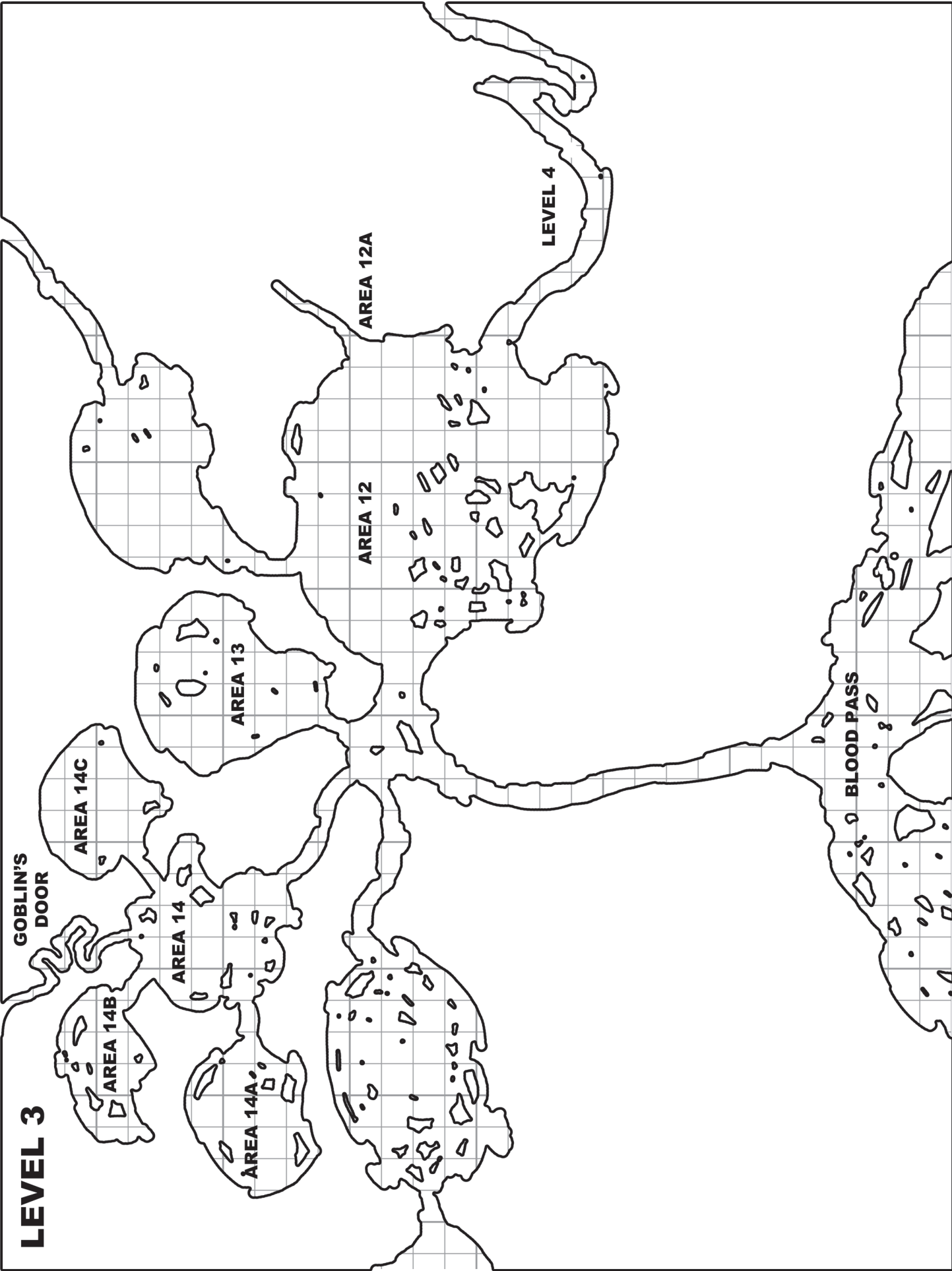
ABILITIES: Fey creatures and entities can sense the shard piece and are drawn to it at all times in the Mortal world. Used as a small knife in the palm, the fragment can be stabbed as a weapon holding a +3. The shard cannot be melted down or modified by Mortal means, only Fey magic can alter it.

THE END OF THE GOBLINS OF MOUNT SHADOW IS HERE AND THE CRIMSON PACT HAS BEGUN...

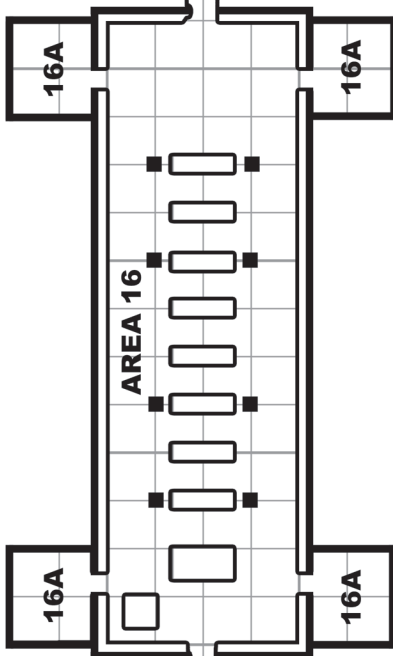
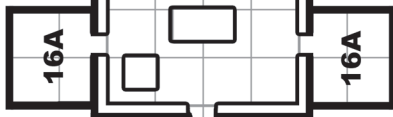


LEVEL 2

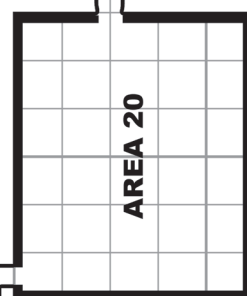
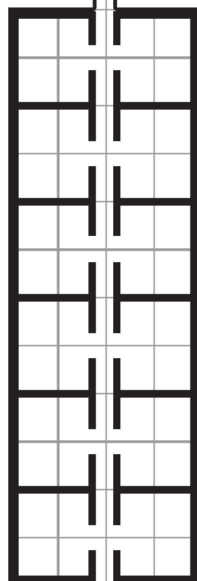




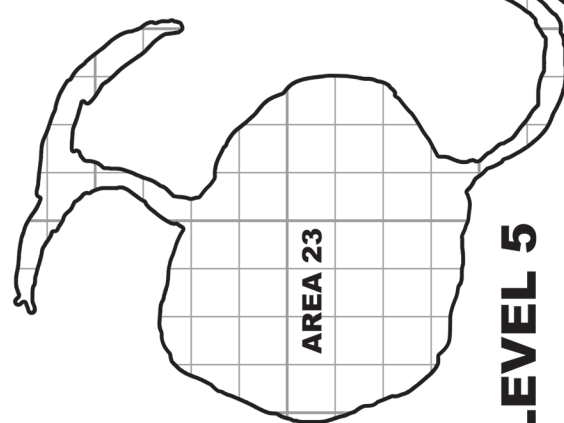
LEVEL 4



AREA 21



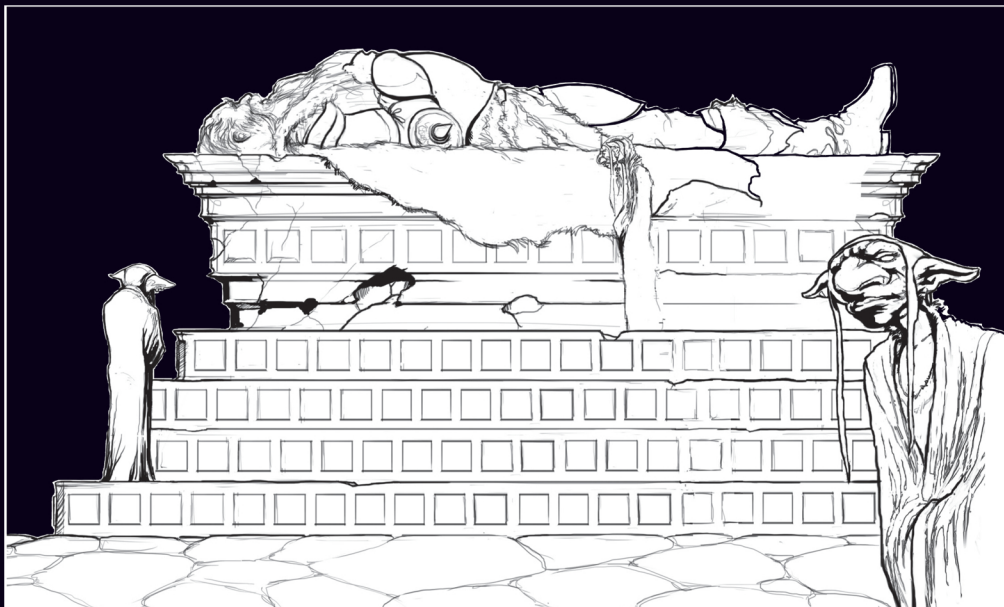
AREA 20 A



LEVEL 5

LEVEL 4

CASTLES & CRUSADES®



BEYOND THE COMFORTS OF HOME LIE WORLDS OF EPIC ADVENTURE

MANY LONG YEARS AGO THE DENIZENS OF MOUNT YR WYDDFA CRAWLED BENEATH THE EARTH; FOUL MINDED FEY, GOBLINS AND OTHER THAT ILK THEY FLED THE FOR REASONS UNKNOWN TO ANY BUT THEMSELVES. THE TERRACED SLOPES, THE VALLEYS, RAVINES AND FORESTED HIGHLANDS SETTLED IN PEACE, FARMS SPREAD ALONG THE GREENS, PEOPLE SETTLED AND PROSPERED. BUT THE WORLD UNFOLDS, FOR EVER TURNING, MIRRORING THE PAST. IT BEGAN WITH NIGHTMARES, FOLLOWED BY HAUNTS HOUNDING FARMERS IN THEIR FIELDS, TERRORIZING THEM ON THE ROADS, CHASING THEM TO THEIR SANCTUARIES. AND THEN THE GOBLINS CAME A-HUNTING. NOT SEEN IN MANY YEARS NOW THEY WAYLAY TRAVELERS, DESPOIL THEM OF THEIR BELONGS OR WORSE, KILLING THEM ON THE ROAD. AND TO ALL THIS THE TERROR ONLY ADDS, SPREADING EVEN TO HEARTH AND HOME; YOUNG WOMEN HAVE BEGUN TO DISAPPEAR, KIDNAPPED FROM THEIR HOMES. RUMORS SPEAK OF A NEW POWER, CALLED THE GREY KING, WHICH SETTLED IN THE MOUNTAIN. IT IS HE THAT STIRS UP THE CREATURES AND HAS BROUGHT THE GOBLINS TO LIFE.

DRAWN BY A STRING OF RANDOM ATTACKS ON THE LOCALS, VANDALISM AND SIGHTINGS OF EERIE BEINGS ABOUT THE MIST SHROUDED MOUNTAIN, THE CHARACTERS MUST BAND TOGETHER TO DISCOVER THE CAUSE. TO SAVE THE LOCAL VILLAGES FROM FURTHER DEVASTATION, THE CHARACTERS WILL NEED TO HUNT DOWN THE GOBLINS AND FIND THE SOURCE OF THEIR RISE TO POWER.



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