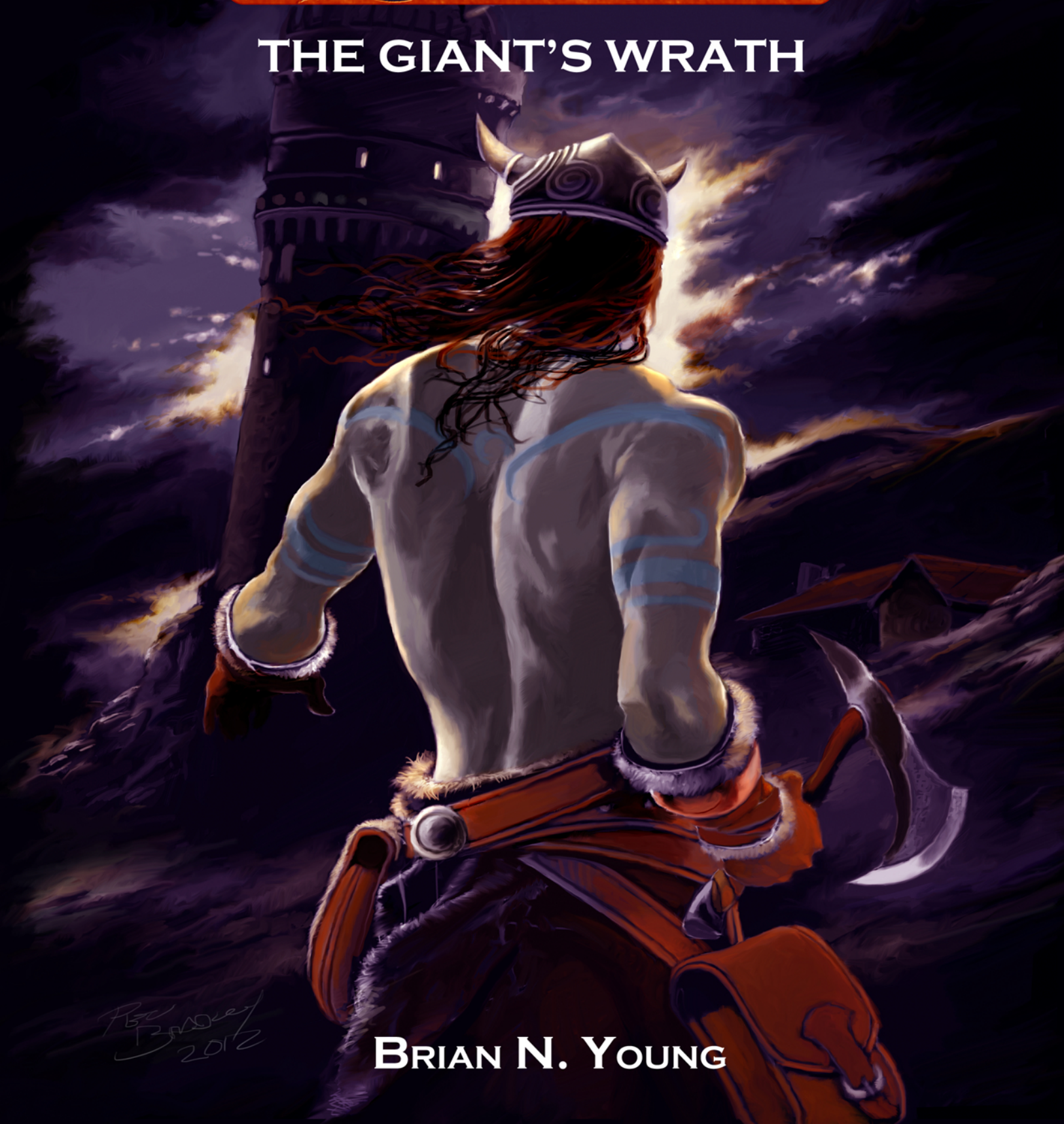


CASTLES[®] CRUSADES

THE GIANT'S WRATH



BRIAN N. YOUNG

THE GIANT'S WRATH

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OGL



This module is designed for 3-4 characters at 3rd-8th level or higher, with predominantly warriors and those capable of sustaining themselves in combat against epic odds.

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THE GIANT'S WRATH



he choppy, foam-covered seas thrashed the rocky coasts with supernatural fury. The sea was at war with the land and the waves proved it with their rage. Storms filled the dark skies and the sea was impassible, leaving nowhere but the land by which to journey. Unfortunately, that option was too far away for Tywyn, who is the only survivor from his ship.

Tywyn's captain, Bryn ap Aled, had sailed out the previous day with his band of warriors from the coast of Gwynedd, to harry the pirates from Éire but this quest quickly turned foul. The seas and skies grew strangely dark and turbulent out of nowhere, and before they knew it they were being attacked.

Almost instantly, another ship fell broadside to their own in the storm and waves. It was no pirate ships from Éire, but far larger, and much more menacing. Bryn's warriors attempted to withstand the assault but quickly found the efforts futile because the assailants were not men – at least not Mortal men.

Within minutes, every member of the crew was netted by the monsters; the warriors were butchered where they stood by the invaders. Tywyn remembered their harsh, large eyes, black and bottomless like a shark's, yet glowing eerily like an ember at the back of a dead fireplace. It wasn't their inhuman eyes that chilled him to the core, however; it was their overwhelming size and terrifying voices. Tywyn realized in the fray that these were the sea demons and recalled that their fury was legendary.

It wasn't long after the last of the other crewmen was captured that Tywyn slipped over the side of the deck and dove into the cold water to escape the beasts. The Sea Giants capsized his ship and began sailing off, but not before mounting Captain Bryn's head on a spike at the prow of their hellish boat.

Tywyn drifted for a few days on planks of wood after the unusual storm died down, but calm seas led him nowhere. His fleeting sleep was filled with nightmares of the Giants and their voices. Exposure gnawed at him, but he was more afraid of the return of the Sea Giants. Each time the sea turned choppy, or clouds darkened in the distance, he tensed and scanned the horizon nervously.

A storm is coming. In the foamy waves, Tywyn can see a distant coastline and sighs in relief, not caring on whose land the waves have deposited him. If it be the Gaels or Saxons, it would be better than those Giants. Without weapons he would be taken captive, but with a blade in his hand he would surely become an instant victim, like his fellow shipmates.

Lightning slices across the stormy skies above and thunder growls. Tywyn can feel an ominous energy afoot; they have returned...

These adventures are for a band of 3-5 or more, at 3rd to 5th levels, who are brave enough to confront the Fómorian Sea Giants on their home turf and stop the marauding.

The campaign is about the terrible raiding the Sea Giants are doing to the coastal villages in the Mortal world and the sinister



plans of their leader, a Human wizard called the Stormgazer. In the progress of these adventures, the characters must make their way across the seas to the Otherworld to confront the wizard and his Giants and put an end to the terror.

This story deals with many strands of Celtic mythology, both Irish and Welsh, and places them in the context of a fantasy setting that is easily integrated into Castle & Crusades' Aihride. This series of adventures places the characters into a tough and brutal story where there is little subtlety once the blood begins to flow.

In the Mortal world, this adventure module takes place in a semi-mythical Celtic Britain where the Romans have only left a generation ago, while the Saxons are encroaching westwards into the island. As with all of the modules in this series, the island is called either 'Prydain' or 'Ynys Cedym' (The Island of the Mighty). It is a time when giants, monsters and the magical Otherworld co-exist with Man, but that ancient bond is starting to slip due to the missionaries of the Church from Rome who brings Christianity. This setting, in both worlds, can be fully explored in the Codex Druidum.

INTRODUCTION

For only a few years the attacks by the Sea Giants, known as the Fómorian in Mortal lands, have been increasing. They are now becoming more aggressive and daring than ever before, and are always preceded by storms. These turbulent skies make defense and preparedness on the part of the Mortals extremely difficult, but strangely they do not seem to affect the Giants.

Every land on the western coast has been attacked, leaving no one alone. Many of the great kings and warlords of the preyed-upon lands have tried to send their finest warriors to watch for and stop the next Giants' assault but they fail. No one is sure where they will attack next, and no one can be everywhere at once to prevent the attack when it comes.

The Stormgazer, a Mortal man that has acquired great magic, is leading the Giants and lesser Dark Fey from an island in the Otherworld. He wants his children, stolen from him by his servants in bitterness, and he will stop at nothing to get them. The wizard has sent his Giants and other minions to plunder and wreak havoc in the Mortal lands, ever searching for his three little children.

Unbeknownst to the Stormgazer, his progeny have been hidden and kept within the former Imperial Roman fort of Caerleon to be safe among the court of the warlord Arthur. His champions have dealt with the bloodthirsty Giants before in the past and have little fear of them. The druidic protections of his court have clouded the Stormgazer's magical vision of the children, but his smaller minions have been sent out to spy for him.

Before each attack of his Giants, the Stormgazer summons terrible storms down upon the enemies from his tower in the Otherworld. The druids know that the weather is acting unusually, and that it always turns terrible preceding an attack by the Giants. The adventurers will be thrust into the story by being caught in the wrong place at the wrong time during another Giant attack.

The many chiefs, kings and warlords harassed by the Giants have tried to resist the attacks but have since fallen lax in their efforts. They assume that the threat will eventually die out over time.

FOR THE CASTLE KEEPER

This adventure module can be approached in several directions once started but is perhaps easiest if the players take it directly, head-on. This is a battle-heavy adventure that will reward the players well for their efforts if they can think fast and survive the many difficulties.

The evil plans of the Giants and their sorcerous master the Stormgazer will be tough to tackle and thwart by a squabbling adventuring band. Only a strong band of adventurers using teamwork can accomplish this and not cave in along the way.

The CK should be merciless in the administering of this module to emphasize the ruthless and brutal nature of the Giants. As it should be, this adventure is unpredictable and once it begins, very few things will be as they appear. Although the quest will be apparent at the start ("to slay the Giants and their leader"), it is a far more complicated matter.

There are many hooks that may be used to integrate the party integrated into the story, or the CK can incorporate this story into their current campaign. Here are a few ideas which could incorporate the characters into the Stormgazer's path:

HOOK 1: Perhaps some of the adventurers' kin have been caught up in the Sea Giants' attacks and were taken captive or slain by them recently, and sent out a call for aid. The adventurers arrive just when another raid is about to occur.

HOOK 2: While traveling by sea or on land, the adventurers are simply in the path of the next Fómorian attack and must fight to survive while assessing what is happening.

HOOK 3: A local ruler hires mercenaries to oppose and resist the Sea Giants and will pay them well if they can not only stop the next boatload of raiders, but also track them down to their source and put a stop to it.

HOOK 4: The adventurers hear talk of the Sea Giants' raids from elsewhere and meet fleeing groups of people, families, etc., making their way into the interior of the land, away from the sea and the threat of the Giants.

ACT 1 – THE BLOOD SOAKED RAID

THE STORM RETURNS

Hours before dusk, fierce dark storms arrive from the sea as they have many times before. The seas are grey and choppy, making sea travel difficult (CL: 17), while journeying on land is just as difficult due to the winds, rain and gloom. The day had been perfect with calm seas for much of the day, but then turned dire and foul in no time at all.

The closest village to the adventurers is Brechfa, a fishing village gathered inside a rocky cove. Many clans live and work here and have had not yet been threatened by the Sea Giants. Where ever the adventurers are, on sea or land, a Fómori dragonship is making its way to Brechfa. Unlike the rest of the surrounding boats, the Sea Giants' ship is unaffected by the storms. The many dark wood oars churn their way forward by the power of slaves. A hellish fire burns from atop a brazier in the prow, an ominous beacon.

THE GIANT'S WRATH 3

In the grey seas and dark skies of turbulent chaos, you see a long black dragon-shaped ship. A dozen massive oars on each side row to the beat of a thundering drum beat. Tall, harsh-faced, dark-hued, and fully-armored forms walk the deck, shouting orders in terrifying voices.

The villagers of Brechfa notice almost too late the arriving ship, closing into the cove. The large ship forms a wall, blocking the villagers' attempts at escape from the cove. Its dark sail looms high, lit by the fires on the prow's brazier. This Fómorian ship is ominous and unsettling and means only danger to those trapped.

Rain falls heavy and lightning flashes like a strobe in the gloomy skies. A constant rumble from the thunder makes everything around you hum. A dismal atmosphere hangs from the sky above. Before the resident warriors can assemble, the Fómorian ship rams ashore, crushing the little boats in its way, and throws a ramp to the sands.

Many large Sea Giants, wielding intimidating long swords and axes, disembark with many Goblins into the village. The next raid has begun...

The village of Brechfa is small with a population of close to 50 people, a mere dot on the coast that had been mercifully overlooked by the Giants until now.

Round, stone houses with thatched roofs line the stone-tiled walkway along the docks. One tavern sits amidst them. Village fighters assemble, arming themselves for the onslaught to come.

The Goblins and Giants attack quickly. Though seemingly chaotic in their carnage, they have a plan (to look for the children). Anyone who gets in their way will be slain or taken captive for an awful fate of interrogation and torture.

The Goblins will look in each house and set fire to them with torches as they go, while the Giants slay any threats and bag captives for their ship.

COMMON GOBLINS X 15 (*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 1d6, knife 1d4+2, bite 1d3+1 or claw for 1d3 points of damage. They have twilight vision and dark vision. They have 2d6 gp each.*)

FÓMORÍ GIANTS X 10 (*The chaotic evil giants' vital statistics are HD 4d12, AC 14 and HP 15. Their primary attributes are physical. They attack with a war-axe 3d12, sword 2d10, bite 1d6 and claw for 1d6 damage. They have dark vision and Water Breathing.*)

If the assault is stopped, the surviving villagers will celebrate by burning the ship and letting it drift out to sea. The storms will die out once the raiding party is stopped and the dusk will be calm, almost serene.

NOTE: If the Giants' ship is searched the adventurers will find:

- 2d10 X 25 gp, 1d8 X 10 sp, 1d6 gems.
- 1d10 slaves in the hold (Fey, Mortals and other races).
- A couple of documents written in Dark Tongue (orders from the Stormgazer, but they are vague, garbled, and incomplete).

4 CASTLES & CRUSADES

It is clear that the dragon-ship was made in the Otherworld by its design and aesthetics. It is well-crafted, if crude in places, but no Mortal ship can compare to its masterful construction.

If the Giants overwhelm the adventurers, they will be subdued and bagged and tossed in the slave cages to be taken (after a couple more raids) to the Stormgazer's isle in the Otherworld. This might cut short the length of the entire adventure unless the wizard's missing children element is dealt with afterward.

However, if the adventurers win the battle, it will set a precedent with the Stormgazer and his raiding parties in the Mortal world. The wizard will increase the strength of his raiding parties and make their frequency greater, out of wrath for the act of defying him.

Whatever the outcome of this initial battle, one slave, an old Irish fisherman named Faolan, will inform the adventurers of what he knows:

"I was picked up by these monsters days ago when I was fishing for my people. Storms arose and before I knew it they tossed me aboard in here with the rest of these... these strangers.

But I did overhear them mention someone who must be their master. The name of the Stormgazer was spoken by them in dread. Whoever he is, he is powerful and controls the storms that the Giants depend on to make their bloody raids.

The Giants spoke of their home lying in the Otherworld, the land of the gods. Are you... are you going to stop them from doing this? What are they looking for? Can you please help us from them?"

Another slave, a local Briton named Celyn, tells the adventurers:

"The last I heard, they were planning on raiding the village of Cerrig-is-Nant. They are indeed looking for something. These are not just raids to cause havoc and death, but carnage with purpose. Their master will likely send more in another ship to continue their search.

Cerrig-is-Nant is a day's ride from here to the south. There is no telling how long it will take another boatload of those monsters to arrive if they are from the Otherworld, but if you make your way there quickly you can prevent another attack. May the gods protect you, friends; we will remember your names always!"

The surviving villagers and slaves (if the battle is won) will pack up their goods and travel inland towards a fortress for protection. It will take them the rest of the evening to do so. If the adventurers do not own horses, the villagers will be more than happy to give them one for payment after withstanding the attack.

THE JOURNEY BY NIGHTFALL

The lands grow dark and shadowy and stars shine above. If the adventurers keep an eye on the shores along the long journey to reach Cerrig-is-Nant (25 miles), they will not find any sign of other Fómorian ships on the horizon all night. The Stormgazer has other plans afoot while he regroups in the Otherworld.

The night will be fairly quiet and peaceful for most of the journey on horseback. The lone road that skirts the sea and the rocky coasts is devoid of traffic or encounters.

Distant misty mountains and forests are close to the road the adventurers travel. They do not know that the Stormgazer is watching them from the Otherworld through the magical lens in his tower and is marking them to be the next target.

If the adventurers choose to camp that night, the Stormgazer's attack will ambush them as they rest. Otherwise they will be attacked on the roadside in the darkness by his minions as they issue forth from the portals in the earth.

The adventurers will pass through a rocky gorge that sits high over the coasts when the minions of the Stormgazer appear. Goblins, Ciuthach and Duergars emerge from the rocks amidst the swirling green glow and mists from all sides to attack the adventurers.

NOTE: Due to the precarious nature of the ambush location in the rocky gorge atop the cliff, the CK can decide how often to make the players roll Dexterity Saves. If they fail, they will fall about 50 feet below (3d12 damage).

CIUTHACH GIANTS X 2 (*These chaotic evil creatures' vital statistics are HD 5d12, AC 14, and HP 25. Their primary attributes are physical. They attack with an uprooted tree club 3d10 and pummel 2d8 of damage. They have dark vision.*)

DUERGAR X 8 (*These chaotic evil fey dwarves' vital statistics are HD 3d6, AC 13 and HP 6. Their primary attributes are physical. Duergar attack their foes with short swords 1d6 and daggers 1d4. They have dark vision.*)

NOTE: The adventurers likely have Mortal-made iron on their side in this struggle against the Otherworldly foes. This will give them the advantage of +3 damage every time they hit. Iron is a well-known repellant of the Fey folk and can apply here if the CK decides.

CERRIG-IS-NANT

The large coastal village of Cerrig-is-Nant comes into view. The round houses straddle the semi-circular bay. Although it is night, fishermen ply their trade, drifting along the waters in a couple of small, hide coracles.

The villagers are mostly in their homes by nightfall but many are in the tavern, the Golden Prawn, having a good night's drink, song, and gossip session. Strangers in town will bring suspicion and the villagers will go silent, watching in paranoia.

NOTE: The Stormgazer has sent a group of Shapeshifters to the village before the next boatload of Giants arrive. They will be skulking about the village in the shadows looking for the missing children.

Unless the characters have a means to detect shape-shifting beings, the Bogies will creep about, spying for their Otherworldly master. If the characters do catch the Bogies, the evil shape-shifting faeries will try to cause havoc before they flee (e.g.; catching buildings on fire, etc.).

BOGIES (*These chaotic evil faeries' vital statistics are HD 2d6, AC 14, and HP 10. Their primary attributes are physical. Bogies mainly attack by bite 2d6 and claw 1d4 damage. They are Shape-shifters with dark vision.*)

The village's warriors (15) will come forward to defend their town if needed, but they will not be amiable to the characters out of territorial jealousy. If the news of the Stormgazer's anticipated attacks is told, no one in Cerrig-is-Nant will believe the characters, so assured that their little village is safe and overlooked.

If the characters are too aggressive or insisting about the Giants and what is about to happen, the village warriors (3rd level Fighters) will return the favor and try to show force.

VILLAGE FIGHTERS X 15 (*These chaotic neutral warriors' vital statistics are HD 3d6, AC 10, and HP 12. Their primary attributes are physical. They attack by spear 2d8, axe 2d10, and dagger 1d6 damage.*)

Whatever the circumstances become in the presence of the village fighters, the adventurers will not be allowed to simply take any fame or glory for 'protecting' the village and its people; the locals are too jealous for that. If anything, the adventurers will be made to leave and kicked out as trouble-causers and a jinx.

THE STORM COMES AGAIN

However the encounter in Cerrig-is-Nant plays out, the CK can decide when to begin the process of detailing the arriving storms and next attack.

The description and arrival of the storms need to be slow and dramatic. This needs to be an event that brings a great anticipation amongst the players as the storms that fill the sky and sea are epic in nature, with the characters knowing what will come under the cloak of it all.

At first, a mighty and heavy cool wind sweeps across the seas and comes ashore, stirring the reeds and disturbing the wildlife with its unexpected suddenness.

One roar of thunder rumbles from the cloudy skies like a monstrous growl, followed by flashes of wild lightning from sky to sea. In seconds, storms begin to boil and rage in the dark clouds overhead.

Winds stir madly and dense rains shower down from the clouds, instantly dousing the world around you. Choppy, foamy waves surge from the seas, slowly swelling in size and power. The fishing boats, both at sea and moored at the docks are tossed about in the waves.

Powerful, blinding bolts of lightning strike the waters and the skies grow terribly dark, darker than before, right before your eyes as another unusual storm comes.

Villagers run about, trying to secure their shutters and doors in their round houses, while others hurry to the tavern against the fierce winds and rain. The waves surge with such force that they splash against the houses and other structures along the edge of the village.

The storm clouds swirl and boil supernaturally. Lightning dances about dangerously and seems alive in the skies. The rain and wind grow to such a strong force that the biting drops hit the face and eyes, making it very difficult to see.

NOTE: The adventurers need to make a Listening/Wisdom check in this furious stormy atmosphere. If they succeed, they can hear a deep, steady drum beat forming a rhythm amidst the supernatural weather.

THE GIANT'S WRATH 5

The supernatural storm will give the adventurers a -3 to their combat and various spell-casting skills due to the intensity of it. In fact, this storm will make all concentration spells uncastable.

This encounter is mostly identical to the first Giant and Goblin raid in this module, except that the raiding party leader is a 6th level Fómorian named Aodh Dúb.

COMMON GOBLINS X15 (*These lawful evil creatures vital statistics are HD 1d6, AC 13, and 4 HP. Their primary attributes are physical. They attack with a short sword 1D6, Knife 1D4+2, bite 1D3+1 or claw for 1d3 points of damage. They have twilight vision, dark vision. They have 2d6gp a piece.*)

FÓMORÍ GIANTS X 10 (*The chaotic evil giants' vital statistics are HD 4d12, AC 14 and 15 HP. Their primary attributes are physical. They attack with a war-axe 3d12, sword 2d10, bite 1d6 and claw for 1d6 damage. They have dark vision and Water Breathing.*)

The death of Aodh will outrage his older brother, Alaois, who will in turn have a personal vendetta (thus the 'Giant's Wrath'). However, Alaois will not yet know about the events that transpire in this world until Act 2 of this module.

Unless the characters find a way to sink or burn the Giants' dragon-ship in the bay, if they are brave enough they could reuse it to sail to the Otherworld to confront the Stormgazer on his own home turf.

Simply put, unless the adventurers deduce on their own that confronting the Stormgazer is the only way to stop this, the raids will continue incessantly. The depths of this story will not unfold until the adventurers decide to brave certain dangers along the way; otherwise, the party could be stuck in a loop.

SAILING TO THE OTHERWORLD

This is not lightly done and can just as easily fail disastrously than not. It is foolhardy (and to some, suicidal), but it would end the Stormgazer's reign of terror in a way that no other option would allow.

If the adventurers deduce that this is the next step, then they can prepare for a sea voyage that will require them to do the navigation, sailing, etc., as a team against terrifying odds. It would catch the evil wizard off-guard if they choose to sail there.

Using whatever means the adventurers can to get to sea, they will need to make plentiful skill rolls that will get increasingly more difficult as they arrive nearer to the Otherworld while at sea.

It is known that to reach the Otherworld, one can sail on the western seas during sunset, and if everything is right, make it there. Many lost travelers find their way to the Otherworld by these means, although it usually ends in disaster.

The first skill roll to get on the Môr Iwerddon (Irish Sea) is against a CL: 8. This will place the adventurers on the semi-calm grey waves of the large dividing waters that lie between Prydain and Éire. The adventurers will have to navigate around Éire (CL: 10) and the trip will take most of the night. By dawn, the adventurers will be upon the western waters of the Atlantic.

While sailing the murky and unsteady waves, there is a chance of encounters along the way to increase the difficulty of the journey.

6 CASTLES & CRUSADES

The CK can either pick from the table below or roll, whichever he deems is best for the style of their group and campaign. He can also include more than one along the way to keep the players on the edge of their seat, if they are not already there.

D6 ENCOUNTER	
1	SEA GIANT SHIP: 12 Fómorians and d6 Goblins aboard an ominous ship. The Giants will have d20 gp each and the Goblins 2d6 sp each.
2	MAELSTROM: A terrible, large, and roaring whirlpool opens up in the seas to pull the ship into it. CL: 12 X 3 to avoid death and destruction (3d10 damage to everyone present and the ship is destroyed).
3	SEA MONSTER: A giant monstrous beast, part squid and part shark, attacks the ship. It is hungry and relentless.
4	MÓR BHEASD (<i>This chaotic evil monster's vital statistics are HD 2d10, AC 13 and HP 14. Its primary attributes are physical. It attacks with bite 3d6, crush 2d8 and grab. It has dark vision.</i>)
5	STORM AT SEA: An awful storm hits at sea (not the Stormgazer's doing) and it will make travel nightmarish for a time. CL: 15 X 3 along the way over many hours of sailing or the ship will be capsized and the adventurers might drown. Swim vs. CL: 13 x 2.
6	BOOBRIES: Large Northern Diver type Fey birds (d4) will prey on the ship and its crew. They will fly out of the sky and attack.
	BOOBRIES (<i>These chaotic neutral bird-beasts' vital statistics are HD 3d10, AC 15, and HP 15. Their primary attributes are physical. They attack by bite 4d6 and claw 3d8.</i>)
	GAELIC PIRATES: d10 pirates in a small grey/blue boat shadow the adventurers' ship and then attack, seeking loot and captives to take back to Éire.

GAELIC PIRATE (*These chaotic neutral pirates' vital statistics are HD 2d6, AC 9, and HP 12. Their primary attributes are physical. They attack by spear 2d6, dagger 1d4 and hand-axe 1d8 damage.*)

The Atlantic Ocean is ahead of them with endless miles of open waters by the morning light. No ships, islands or much else are spotted for the rest of the long day. Sailing here for the greater part of the day takes only a CL: 5.

NOTE: An option that the CK can include on this voyage, if it is plausible, is adding a stowaway. How to introduce this unique stranger is an individual decision, but this Faery stowaway will add some extra character to the adventure.

ANAOE THE ERRATIC: Anaoc is a small elfin stranger that has been fleeing from Dark Faery dangers back on the mainland. The elf is a gambler and worse, a cheating liar, but has escaped from Faeries that are darker and more dangerous by far. He is dressed in silken green and gold clothes, once fine and in decent shape, but now fallen into stained tatters. Anaoc is savvy to the Otherworld, being one of the Fey, but he is twitchy and beady-eyed. This NPC will probably need to gain the players' trust slowly if he isn't picking pockets and robbing them blind along the way.

ANAOOC THE ERRATIC (*This 4th level chaotic neutral faery's vital statistics are HP 15 and AC 12. His primary attributes are physical. He attacks with a dagger 1d6 damage. He has poisons skill and a vulnerability to iron.*)

Anaoc can help the adventurers, to some capacity, as they sail into the western seas during sunset, hoping to reach the Otherworld. If told what the adventurers are doing, Anaoc will say to them:

"Traveling to my world by the ocean is perilous but not impossible. Few Mortals do it, and when they do make it, it is often wrought with terrible consequences. It angers the gods when strangers find this land, especially when they do so of their own ingenuity.

Do not be surprised if unusual and strange occurrences find you here. There are thousands of islands, sometimes more, in Faery. Even if you can get past the Torc of Storms alive, you have no way of knowing which island you are searching for!

This is a foolish journey, just so you all know. We do not know who will come back... if any of us do."

Sailing across the Atlantic Ocean on a sunny day, the adventurers will find few distractions or obstacles. The CK can decide to throw in another Gaelic pirate attack if he wants, since they are so close to the island.

By late in the day the adventurers have left all signs of land so far behind that anything disastrous that occurs will leave the adventurers stranded at sea. Exactly at sundown, the adventurers will witness a magical and profound event:

As the red sun dips low on the horizon to the west, ahead of you the colors of earth and sky shift and revolve, leaving everything seeming and feeling topsy-turvy and confusing within seconds.

A dark red glow shines from the half-disc form of the sun, and it illuminates the shadowed seas, turning them an inky dark blue, nearly black.

In a flash, a blink of white energy shoots across the skies and fades to the other horizon in the east. Unfamiliar tingles wash over your bodies from head to toe, and the twilight gloom grows darker into blackness.

Before you know it, powerful waves slam into the ship on the prow, hurling the ship wildly to the side. Lightning streaks across the dark skies and illuminates the thick foggy air around you.

With every flash of the blue-red bolts of energy, vague, slender and curvy shapes of unusual islands become apparent. Many crowded isles come into view, surrounding your ship on all sides.

The storms rage high and low around you in this foggy, lightning-wracked location. The ship bumps many small rocky islets, scraping the hull in spots, as you bounce your way through the unusual archipelago, shrouded so deeply in fog and storm.

Anaoc (if he lives and is in the game) remarks aloud in both terror and surprise, "The Torc of Storms! You have made it to the edge of Faery, friends; I never thought it was possible."

The 'Torc of Storms' is a circular ring of red lightning-wracked storms that encircles Faery from the outside worlds. It is constantly filled with powerful storms and dangerous seas, but nestled on

the inside edges are the misty Shrouded Isles. Thousands of ever-changing Faery isles emerge and vanish in these mists; it is said they are created by the dreams and nightmares of men.

The helmsman will have to do a sailing skill roll at CL: 15 to gain control of the ship. If he fails, it slams into an exotic and possibly dangerous isle. Roll (or pick) below to determine the nature of the isle:

D6 FAERY ISLE

A dark, rocky isle filled with ominous caves comes into view. The storms surround, but do not affect the isle in any way. There are d12 Goblins, d6 Ciuthachs and d6 Spriggans laired in this obscure isle.

- 1 **SPRIGGANS** (*These chaotic evil faeries' vital statistics are HD 1d8+3/4d8+5, AC 15, and HP 11/18. Their primary attributes are physical. They attack by club 1d10/3d10, and bite 1d6/2d8 damage. They have giant's growth.*)

The isle is a pleasant, small place filled with forests, flowers, strong-scented herbs, and buzzing insects and hummingbirds. However, this isle is also inhabited by deceitful and sneaky Small Folk (or Ellyllon) who will try to trap and enslave the adventurers.

- 2 **ELLYLLON** (*These small chaotic good/neutral faeries' vital statistics are HD 1d4, AC 25, and HP 4. Their primary attributes are magical. They attack by spear 1d4 +1 and sword 1d6 damage. They have vulnerability to iron and magic resistance.*)

This swampy, gloomy isle is inhabited by an evil monster. The adventurers will unknowingly be lead into the middle of the boggy isle by a string of odds and ends that lead to a stranded person, seemingly needing help. Use Green Hag in Monsters & Treasures book page 46.

- 3

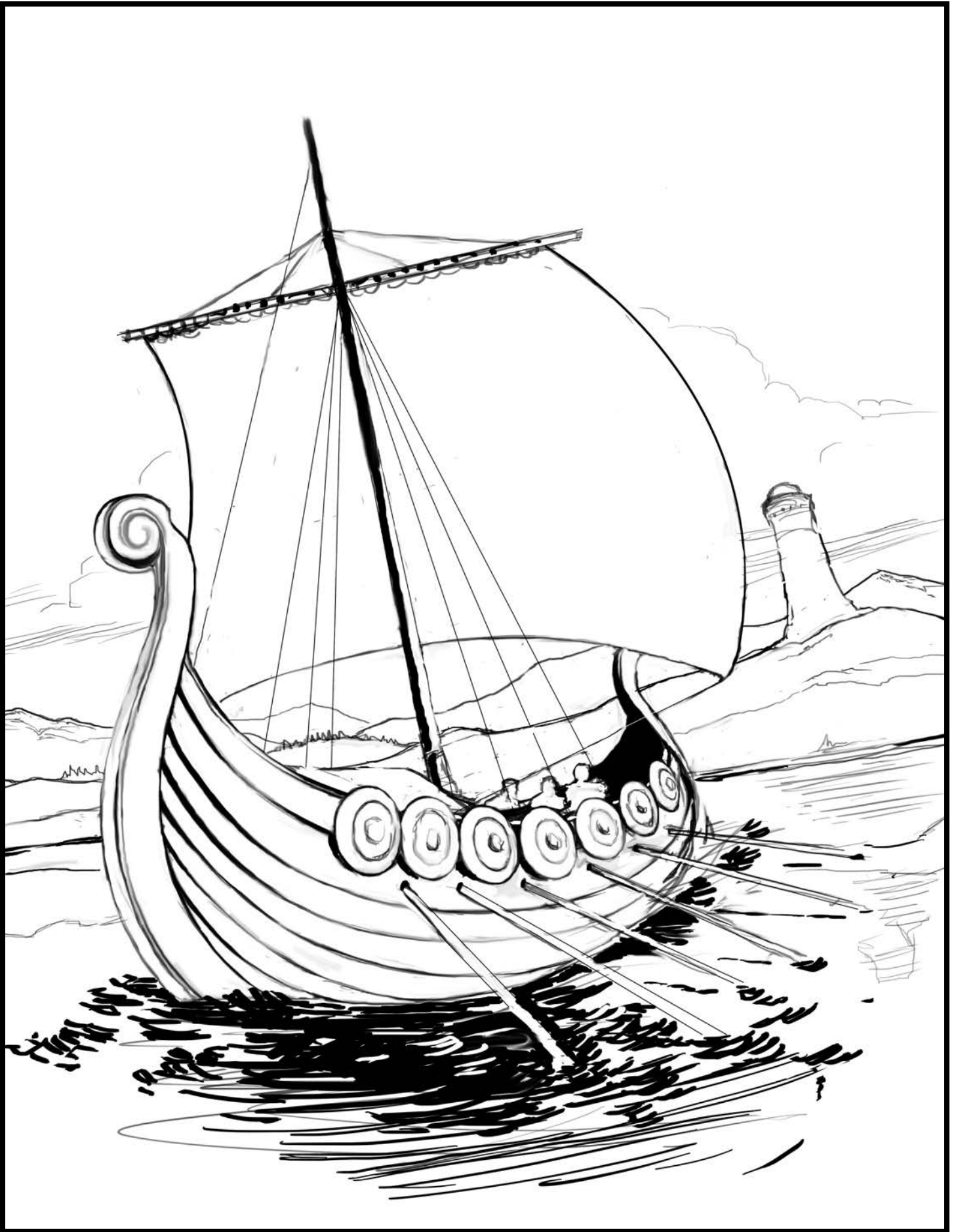
A desolate, barren isle without anything unusual awaits. There are perhaps tell-tale signs that various travelers once found their way here, only to leave. The CK can add more to this isle if they need to make matters more interesting. Here lies an isle of ruins. Massive mounds of crumpled stonework from various towers and former fortresses are strewn everywhere. There is a 3 or less chance on a d8 that there are Dark Faeries present. If so, the CK can add as many as needed once the depressing isle is explored.

- 4

THE ISLE OF THE STORMGAZER: See the section in the next pages on the isle for more. If they adventurers land here they do not have far to go now to confront the leader of the Giants.

- 5 If the adventurers make the sailing roll, they pass dozens upon dozens of unusually shaped islands in the foggy, stormy seas. These islands often appear and vanish from nowhere, or rise and sink into the waters without warning. They will sail for a time in the stormy seas within the Torc of Storms. The wondrous spectacle of the many enchanted isles surrounds the adventurers for a time as they sail.

- 6 Anaoc will point out the isle that he believes is the Stormgazer's along the way. He finds a rocky isle with some scattered dark forests about; a dock sits nestled close ashore with three large Fómorian ships moored, and a cluster of rough stone buildings near a large dark tower where a strange white light shines.



THE ISLE OF THE STORMGAZER

To sneak ashore and not be caught by the Goblin or Spriggan sentries will be a CL: 16. If the adventurers are caught, d20 minions will arrive to surround them and take them captive, and d12 Giants will arrive as well. To fight at this point is suicide, if they chose to do so. The adventure could end if the adventurers foolishly want to take on the Stormgazer's isle full of minions at this point.

The adventurers will find many buildings on the isle as they sneak along.

BUILDING 1: A storeroom. This stone rectangle building is guarded by two Goblins, but contains bags and crates of pillaged goods from coastal villages in the Mortal world (food, etc.).

BUILDING 2: Goblin barracks, where at any given time there are d12 present sleeping, eating or gambling. It reeks and is filthy as is expected from the Goblin-kind. There is a total of 4d10 gold, 3d8 silver and a 1d10 gems here. Any magical items (low level) can be decided upon by the CK.

BUILDING 3: Fómorian barracks. A d8 Giants are present at any time here. It is a large wooden and stone building where the Sea Giants rest when they are not working for their master. Upon searching, the party will find 4d20 gold, 3d12 silver and a d20 gems and d4 magic items inside.

BUILDING 4: Shipping storeroom. This rectangle-shaped stone building has extra goods needed to maintain the Sea Giants' ships and little more of worth. Extra nets, oars, ballast stones, etc. are in this rat-infested building. There is a 3 or less chance on a d6 that Goblins (3d4) are present here doing work.

BUILDING 5: Holding cells. d12 prisoners taken from both worlds are in this cell. Four Fómorian guards stand at the door at all times, watching the Faery and Human prisoners. The iron lock is a CL: 14 to pick by an able rogue.

STORMGAZER'S TOWER: Constructed of black stones with a large base, this tower has two large doors that are guarded by Giants inside (4) and Goblins (8) outside; it is the only way in, aside from the three shuttered windows.

FLOOR 1: Immediately inside the doors is the main-hall, a large feast-hall type of arrangement with a hearth pit in the center on the floor. It has a stone-tiled floor with massive rafters overhead. The Stormgazer has designed this hall to resemble a king's. Kitchens are off to one side, where the slaves cook and serve the food for those in the hall. A stairwell leads upwards to the strange tower. Hidden (CL: 15 to spot) below several stone floor tiles is a stairway to a subterranean level where the Stormgazer's secrets are kept with his monstrous minions (the adventurers shouldn't find this until the third act in the module when they return to the isle).

NOTE: If the adventurers discover the hidden passageway that goes under the isle, they will find many levels that eventually go to the underworld of Annwn.

SUB-LEVEL 1

The Stormgazer keeps his most loathsome of minions here, to guard over his most important possession, next to his magical lens. These are dark stone caverns that have bare lighting but many threats.

ROOM A: This is a spacious rocky cavern covered in multi-colored phosphorous fungi and molds which glow eerily. Noises travel far down the resonant walls. From here, many caves exit deeper into the earth. Hidden in the glowing cave growth are a dozen hungry Violet Fungus, ready to strike.

VIOLET FUNGUS X 12 (These neutral plants' vital statistics are HD 2d8, AC 13, and HP 11. Their primary attributes are physical. They attack with 1-4 tentacles doing 1d4 damage. Their abilities are poison, twilight vision and plant traits.)

ROOM B: This small cave, covered in more glowing fungi, is the lair to 2d10 Duergar fey dwarves that will protect their home with violent force and signal an alarm by a draw-string and bell for the Stormgazer to react.

The Duergar have among them 3d12 X 5 gold, 2d6 silver, and d6 gems. They also have:

- **Brooch of Shielding** (a golden Celtic-designed cloak brooch in the form of a dragon that can absorb magic missiles derived from spells or magical means. It can absorb 101 points of damage before it dissolves.)
- **Folding Boat** (a small wooden box covered in design work that is 12 inches long, 6 inches wide and 6 inches deep. Using the first command words, 'Open Thou', it will unfold to form a 10 feet long, 2 foot deep, and 4 feet wide boat. It has a mast, oars, anchor and a lateen sail in this form. The second command words, 'Open Thou I Command to Thee', expand the box/boat to a larger one, 24 feet long, 8 feet wide and 6 feet deep that has single rowing seats, five sets of oars, a steering oar, an anchor, a deck cabin and a mast with a square sail. With the third command words, 'Close Thou', it will fold up and return to box form instantly.

The Duergar prize these items which were given by their master. They use the boat to travel about the Faery Isles when serving their master or visiting their own kind for various nefarious purposes. The leader of the Duergar present in the cave possesses both of these magical items.

ROOM C: This is a store-room that holds cheese and salted meats, mainly. Though it is chilly and an ideal room for storage, there are plenty of pests running about and the majority of the food has been left to spoil.

ROOM D: This cavern leads to a crudely made stairway that goes below to the next level of caves. It is guarded by two Ciuthach that watch over the single doorway.

SUB-LEVEL 2

This level is more barren and wild than the first under the tower. The Ciuthach dwell here; an outside cave leads here as well, which the minions of the Stormgazer use when they need. Wealth is kept on this level by the Stormgazer knowing this his Fey giants can protect it.

ROOM A: This large cavern with rushes covering the floor is where the fey giants share sleeping quarters. At any one time there are d6 Ciuthach here. If an alarm sounds, they will hurry to the surface to serve their master. Debris litters this chamber, but there is no real bedding as the Giants lay where ever they please when the time is

THE GIANT'S WRATH 9

right to sleep. A visitor has to get past this chamber in order to get to the other caves and chambers.

ROOM A1: A crude iron door, with a lock (CL: 15 to pick) secures this treasure room. The wealth stored here is destined to be paid to the Stormgazer's minions. The party will find 3d100 X 5 gold, 4d100 silver, d100 gems of various worth, and much in the way of valuable plundered items (clothing, candle-holders, etc.). The wealth in this room was taken from the Mortal world and the many villages that the Sea Giants have raided at the sorcerer's bidding.

ROOM B: This cavern leads to a large pool inhabited by monstrous things. Even the Ciuthach do not occasion here because of the danger. Two Darkmantles live in this cavern and will use their tentacles to pull in anything that lingers too close to the entrance, then feed on it ferociously.

DARKMANTLE X 2 (These neutral beasts' vital statistics are HD 1d10, AC 17, and HP 10. Their primary attributes are physical. They attack by bite 2d4, and constriction 1d4. They have darkness ability, improved grab, constrict and blindsight {90 feet}. They are worth 17+1 experience each.)

A decent amount of wealth has been collected over time in this watery lair: 2d20 X 3 gold, 1d12 silver, 1d20 gems and two magical items:

Amulet of Health: This Celtic-style, complex pendent gives the wearer a +2 Constitution.

Belt of Giant Strength: Once owned by a Goblin, this black hide belt gives the wearer a Strength of 20 (BtH/Damage +4).

ROOM C: Bone room. When the Giants are fed, they toss their bones into this room. It is rank, maggoty, and visited by many pests. There is little of worth in here except for the collection of various skeletal remains of many animals.

ROOM D: This cavern is a makeshift tunnel that goes deeper to the next level in the earth within Faery and Annwn.

SUB-LEVEL 3

This level merges into the ghost-haunted underworld of Annwn. Not even the Stormgazer's bravest minions dare to journey too far here because of the many dangers.

ROOM A: Covered in multi-colored, glowing fungi, the size of this chamber is overwhelming. Stalactites and stalagmites have grown thick over time, making movement limited and strained. Currently, d20 Violent Fungi live here and prey on the unwary.

VIOLET FUNGUS (These neutral plants' vital statistics are 2d8 HD, AC 13, and 11 HP. Their primary attributes are physical. They attack by 1-4 tentacles doing 1d4 damage. Their abilities are poison, twilight vision and plant traits.)

Many caves exit out from this large central chamber into the rest of the underworld in all directions.

ROOM B: This cavern is split in half by a massive rift that falls into a seemingly bottomless abyss. It plunges over 500 feet into the

heart of Annwn. On the other side of the 35-foot rift is another long tunnel that angles ever deeper into the underworld beyond the Stormgazer's isle.

ROOM C: Another sizable, fungi-filled chamber where a high ceiling is carved out of the earth. Dotted in the glowing fungi are many Screechers that are in place to alert the many Spriggans guarding the Stormgazer's secret 'panic' room nearby. Screecher X 5 (These neutral fungi's vital statistics are HD 3d8, AC 8, and HP 16. Their primary attributes are physical. They shriek and have twilight vision. Killing them brings 30+1 experience points each.)

ROOM D: Two large, dark wood, iron-bound doors with locks (CL: 14) create a barrier which the Stormgazer uses to protect his private rooms, away from the surface world. Three Spriggans also stand guard here at all times, on rotating shifts. Inside either door is a richly-decorated chamber which clearly show the tastes of a wizard and a Human. Large bookshelves with hundreds of tomes of history, magical knowledge, and a few scrolls fill the walls.

If matters in his tower above require a hasty retreat, the Stormgazer will use his teleport ring to appear here and wait out the crisis until he can regain control. All of the comforts of an affluent wizard can be found in this room.

Most importantly however, his personal collection of items and wealth is here. Kept in a chest with a trap door (Level 4 Poison if tripped) are:

Medallion of Thoughts: This pendent can grant the wearer the detect thoughts spell when it is on.

Periapt of Health: This blue gem-inlaid necklace makes the wearer immune to all diseases, including the supernatural.

Ring of Lightning: This ring has a Dragon-Stone in it that gives the user lightning balls for 2d6 damage spell with three charges.

Gem of Seeing: This gem, placed in a golden belt buckle, enabled the Stormgazer the ability to see others before he acquired his scrying lens, and has true seeing placed in it. The item is limited 30 minutes of use per day, divided up however the user chooses.

Also in the chest are d20 gems, but no coinage, since the Stormgazer considers such currency worthless. Many valuable robes are folded neatly in the chest. Each robe is worth 250 gp when traded.

Silent and inconspicuous in the corner is an Iron Golem which serves the wizard. The Golem is made to resemble the Stormgazer in a dramatic pose with his flamboyant robes flying open. If anything in this room is tampered with by strangers (not including his children), the Golem will animate.

IRON GOLEM (This neutral golem's vital statistics are HD 14d10, AC 30, and HP 34. Its primary attributes are physical. The golem attacks by slam 4d10 and breath weapon. It has immunity to magic effects.)

SPRIGGANS X 4 (These chaotic evil faeries' vital statistics are HD 1d8+3/4d8+5, AC 15, and HP 11/18. Their primary attributes are physical. They attack by club 1d10/3d10, and bite 1d6/2d8 damage. They have giant's growth.)

10 CASTLES & CRUSADES

ROOM E: This rocky, dust-covered chamber leads into the true realms of Annwn. After climbing over a mound of cold, partially collapsed black stones, the room opens up into an eerie corridor tiled in black stone. If the adventurers linger here and wish to explore Annwn, the CK can use their imagination or the Codex Druidum for how to run the unique and exotic world of the Underearth of Annwn.

One dangerous encounter that may keep low-level adventurers from loitering in Annwn too long is the chance of finding the wandering ghosts here. There is a 3 out of a d6 chance that ghosts (x d4) will be traveling the lone, dark corridors. If so, maybe the brief encounter will change their mind.

GHOSTS (These lawful evil creatures' vital statistics are HD 10d8, AC 20 and HP 50. Their primary attributes are magical. They attack by slam. Ghosts have the touch of death, frightful moan, telekinesis and incorporeal.)

FLOOR 2: Atop ten stories of stairs, red doors guarded by two Giants lead to the Stormgazer's children's room. The door is locked, CL: 17. Inside they will find a well-maintained room for several children. Toys, lush beds, and windows with scenic views of Faery are in this room. There are many gold- and silver-gilt items and toys in this room that could be worth about 1d100 X d4 in gold.

FLOOR 3: This is the Stormgazer's study. Filled with books and scrolls in piles and falling out of the wall shelves, his study is a busy place. Two Goblin servants work here for him, trying to categorize the mess and organize it when he is away. These books and scrolls detail magic, the geography of the worlds, and other wonders.

FLOOR 4: A richly kept chamber that holds wealthy furniture, art and globes with the Three Worlds comprises the Stormgazer's room. The colors are grey, dark blue and silver to match his stormy ways. The many items and decorations that fill this chamber are made of gold and silver, and are inlaid with gems worth 2d100 X d10 in gold if taken. The CK can add magical items if they choose, as well.

FLOOR 5: The Stormgazer's Observatory is dedicated to his unique lens-scope. It is a large round glass lens, mounted on a golden frame that can be spun around to look beyond the tower and isle into the other worlds. To use the Stormgazer's Lens: The user must concentrate while gazing into the lens, and in seconds it will pass through the veil between worlds and can focus wherever the user wishes. The view is from above in the skies and can give some details. To summon storms out of the lens the user must repeat these words to the glass lens while aiming it:

I call upon you,

Winds that stir, rains that fall, and lightning that strikes,

To come forth from where I dwell to where my eyes now gaze,

And do not relent until I command!

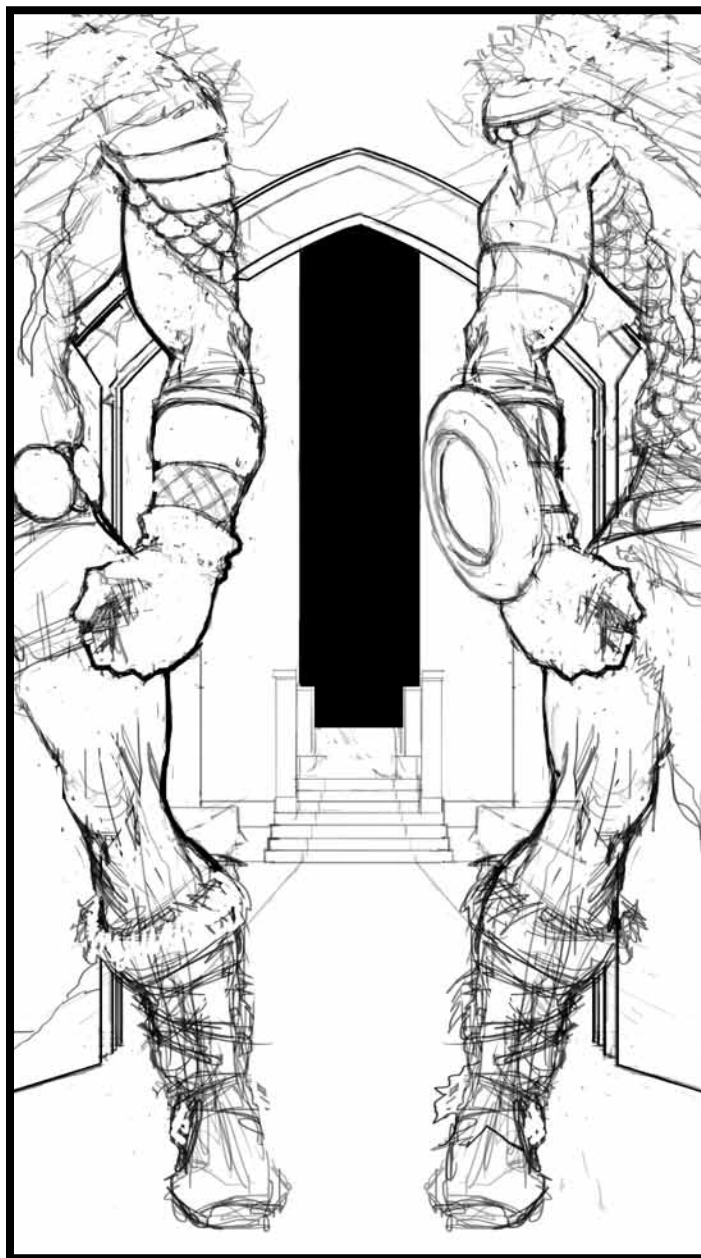
Lens of the Eye: This enchanted glass lens, if looked through from a great height can view in detail both the Mortal and Faery worlds. The lens is six inches in radius and thick. If the lens is moved around, a different world can be viewed. Storms can be summoned from within its glassy interior if the magical words are spoken.

This room has two large glass doors that open out onto the balcony. Black and grey storms surround the isle, partially obscuring the multitude of Fey isles bobbing forth and vanishing. A large hand-drawn map of the western coastlines of Prydain is spread over a table, with lines drawn and dots scattered across it, evidencing the Stormgazer's attempts at finding his missing children.

If the adventurers are captured:

The adventurers will be put in shackles and dragged by the minions of the Stormgazer to the tower on the storm-swept isle. The Goblins and lesser dark faeries will spit on the adventurers and be rough with them as they take them to the tower's main hall.

Two large wooden iron-bound doors are opened by Giants and the adventurers are placed inside the hall where rows of long tables sit surrounded by ornate wooden columns, leading to a throne-like seat. Unlike most grand halls in Faery, there are no elaborate or richly-crafted decorations.



A Mortal Human sits on the throne, clean-shaven, wearing a long black and blue robe covered in complex Celtic design work, with his long black hair braided and hanging over his back. His face filled with impatience at the band's presence, he looks down at the adventurers with disdain:

"Why have you come to my private island? You have braved much to get here, just to perish at my hands.

I suppose you are wondering why I am sending my minions to terrorize the villages of your land, and where the storms come from? Perhaps I can tell you this before I have you slain; it will give you some comfort that your foolhardy quest wasn't completely wasted.

My servants have taken my children. They fled into your world and have hidden themselves from me and my eyes, so I send my minions to look for them, village after village.

Anyone who dares stand in my way will be destroyed. No king or army can prevent me from finding my children Peren, Telethion and Fuandrec. Their mother is hidden from me as well. When my family is returned to me, the attacks on your world will cease."

If the adventurers want to work for the Stormgazer and help look for his children (and save themselves from his fury in the process) he will change his tone and tell them:

"If you want to look for my three children I will spare you... for now. Your reward will be great and well worth your troubles traveling here from your own world.

The villages that dot the coasts of Prydain do not harbor them, so I move next to the forts of chiefs and kings in my search. I am sending my warrior Alaois to lead the search.

We will assault these petty rulers until I find them. You can precede my storms and minions if you wish. If you find my children and return them to me, I will spare the people who harbored them.

Even now, my Bogies move into place in the many forts' halls and courts to look for my children too. I will send you to Caerleon, home of a warlord ruler. Rumors have come my way that his court possesses many Faeries.

If you can find my children there, I will spare them my wrath. What do you think of my deal? Am I not fair?"

The Stormgazer will allow the adventurers to return to their ship and meanwhile let Alaois and his crew of Giants and Goblins assemble in their many ships on the docks. The adventurers can see that five large dragon-ships are being filled with an army of Dark Faeries, ready to serve their wizard master. It will be grim quest back to the Mortal world.

NOTE: The Stormgazer will secretly hire Anaoc to work for him since he is a scheming and devious Faery. Anaoc's job from here on out is to spy for him and watch over the adventurers and, if they become too much trouble, poison them or find another way to have them killed. One function Anaoc can serve is imparting to Alaois the knowledge that the adventurers had a hand in his brother's death earlier, even if the elf wasn't there to witness it personally.

12 CASTLES & CRUSADES

ACT 2: KINGS, PAWNS AND FOOLS

THE RETURN TO THE MORTAL WORLD

Thanks to the Stormgazer's magical assistance and Anaoc's aid, the sail back will be less difficult. It will take the helmsman at CL: 12 to make their way back through the Torc of Storms and away from the Shrouded Isles without crashing or encountering more danger. If Anaoc is not present however, the difficulty to get through the obstacles will increase to CL: 14.

By dawn the adventurers will arrive back upon the Atlantic Sea to find calm waters for miles. Unbeknownst to the adventurers, d6+3 years have passed since their brief stay in Faery (unless the CK decides not to do so, but the children of the Stormgazer will need to age by some means).

The CK will have interesting possibilities to deal with once the adventurers return back to their world. If the passage of Time is used, the adventurers will return to a plethora of change that they must contend with. This has huge storytelling potential.

The sail back to Prydain on the semi-calm seas will be easy (CL: 9) for the day it takes to arrive near the coastline of Éire. Somewhere miles behind them comes the war-fleet of the wizard.

While sailing near to Éire there is a chance that more pirates will prey on them. There is a 3 out of a d6 chance that more will come. If so, another grey/blue painted boat, low in the water, will creep forth and get close enough to allow the d12+3 Gaelic pirates to attack.

If the attack is less than the CK desires as far as strength and difficulty, additional attacks occur somewhere along the trek to Ynys Cedryn.

Gaelic Pirates (These chaotic neutral pirates' vital statistics are HD 2d6, AC 9, and HP 12. Their primary attributes are physical. They attack by spear 2d6, dagger 1d4 and hand-axe 1d8 damage.)

As the sun sinks near the horizon, the distant coasts of Prydain finally come into view. The seas are choppy and dangerous with turbulent skies above.

CAERLEON – A FORT OF ARTHUR

Caerleon lies on the river Wysg inland from the seas. Sailing and rowing on the reed-choked river waters, the adventurers will see many farms dotting the lands in scattered settlements.

It will take many hours of trekking up the Wysg before arriving at the large, populous old Roman fort of Caerleon. Docks are stacked along the shore near the large rounded stone fortress. The smoke from dozens of round houses floats high into the night sky, obscuring the forms of numerous warriors atop the mighty walls.

Trees and healthy woods sit around the gathering of Caerleon. The adventurers will likely not know that this is one of the warlord Arthur's premiere forts in the island. Many ships are moored on the docks and the constant presence of a guard is obvious.

If the adventurers arrive in a giant's ship, 3d20 guards will arrive quickly after an alarm sounds through the massive fort. Otherwise the adventurers can dock, tether their ship and come ashore to be greeted by guards who will take them to the gates to enter into the city within.

CAERLEON GUARDS *(These chaotic good warriors' vital statistics are HD 4d10, AC 13, and HP 15. Their primary attributes are physical. They attack with spear 2d6, short sword 1d8 and bow 1d6 damage.)*

The adventurers will need to pay either 20 sp or 1 gp to be given entrance into the city at night; otherwise they will be turned away out of suspicion. Anaoc will sneak inside by his own Fey abilities unnoticed unless he is prevented and forced to travel with the adventurers.

NOTE: This Arthur is not the medieval king wrapped in heavy armor and defender of Christendom. He is a rough, Dark-Age warlord that helps to defend the rulers of the Britons with his large band of exotic and unusual champions. He is, in this module and the others like it, the legendary Celtic portrayal. Arthur is a monster-killer, slayer of the Saxons, Irish and Picts, and honored as a hero by the native people of Prydain.

Once entering the gates to the city, clustered inside the well-defended walls of Caerleon, the adventurers see:

1. Three dozen or more mud, daub, and thatch homes and buildings consisting of stables, silos, houses, and a few taverns.
2. Shadowy, dark streets that crisscross each other, filled only with pairs of guards on foot and horse. Dogs, cats, and rodents slinking about in the trashy alleys between the buildings.
3. The main hall of Arthur sits in the middle of the fort. It is a magnificently large stone and timber building with a strong Celtic aesthetic. A dozen warriors stand guard around its perimeter.

Unless the adventurers tell the guards their purpose, they will be allowed to walk the dark streets of Caerleon unescorted.

A tavern is open, populated by a few people drinking and gossiping about politics and current events. Unless the characters make a scene or draw undue attention to themselves, they will be ignored by the locals. If they wish to speak to the tavern patrons about local rumors in order to find out if three mysterious children are present, the villagers will divulge this information:

1. The presence of Faery is strong here in Caerleon. The Otherworld has a link to this place.
2. Druids are welcome here, even if the priests from the Church also have a presence. They keep a quiet census on the Fey and Fey-blooded that lives both inside and out of the walls.
3. Cai Gawr, one of Arthur's closest friends and fellow warriors, keeps orphaned and stray children to protect and raise them. He stays in the main hall with rooms in the back devoted to housing the strays.
4. Arthur and his champions are not present in Caerleon at the moment. They are somewhere in the Lost Lands warring against the Saxons.

With a bribe of 35 gp the adventurers can have access to Cai's orphan housing in the main hall. They will need to ask around for the children Peren, Telethion and Fuandrec.

One of the young charges of Cai, a local boy in his early twenties

in drab peasant garb, will be excited and take them to one of the many quarters in the hall.

If the adventurers are foolish enough to explore and sneak about Arthur's magnificent hall to steal or cause trouble, it is the CK's duty to make it almost impossible. This is, after all, Arthur's chief fort and base of operations. Only those of 10th level or higher could dare to accomplish such folly, and even then should most likely fail.

The adventurers are taken to meet the three teenage children of the Stormgazer. They have been living in a nice spacious room with decent beds, writing desks, and other luxuries. The adventurers will notice that the three children are half-elven in appearance: beautiful, golden-haired, with green and blue eyes and a preternatural grace about them. The two girls, Peren and Fuandrec, sit in richly-cushioned chairs, while the boy Telethion hovers over a writing desk. All three turn to look at the visitors, but do not move to speak. Once one of the party members mentions their quest or the names of the children, Fuandrec comes forward to speak to the adventurers, worried and nervous.

"Our mother brought us here many Mortal years ago to hide us from our cruel and insane father. Now he is terrorizing thousands of innocent people in this land just to find us. He won't stop until we are back in his hands. Can you help us?"

Only our mother is immune to his magics and lens in his tower. But she... she is not here now. She had to go somewhere else. Your arrival here means he can see us now if he is watching. If he is, then we are found and our hiding is now over.

Our mother has gone to seek aid to shelter us from him. She cannot protect us alone, not for long. Our father will use any means necessary to get us. What can you do to protect us?"

Anaoc will try to find a way to separate the adventurers from the children long enough to kidnap them. He will try to put sleeping powder into everyone's drinks (Constitution Save, -3, and if failed the victim is out for d6 hours).

But if Anaoc is caught in the act, he will use some tricks that the Stormgazer gave him in secret. The ragged old devious elf will toss two golden eggs on the floor which will explode in flashes of magical green light, and two monsters will come forth to attack the adventurers:

RIVER TROLL X 2 *(These chaotic evil creatures' vital statistics are HD 6d8, AC 16, and HD 24. Their primary attributes are physical. River trolls attack with two claws 1d4, bite 2d6 and axe 1d6+3 damage. They can rend, have dark vision (60 feet), twilight vision and regeneration 2.)*

During the battle with the Trolls, Anaoc will have the children bound up in ropes and two griffin-like beasts will fly to the fort to take the elf and his captives back to the Stormgazer. They will burst into the windows obediently and wait for the captured children to be thrown on their feathery backs.

The beasts are Adar Llwyd Gwin, large fierce animals from the Otherworld. The two that arrive are the wizard's personal trained pets.

ADAR LLWCH GWIN (*These neutral beasts' vital statistics are HD 5d8, AC 14, and HP 25. Their primary attributes are physical. They attack by beak 3d8 and claw 4d10. They have magic resistance and regeneration 1.*)

While the adventures contend with the trolls before them, Anaoc and the children will fly away into the dark overcast night to the Otherworld on the backs of the winged pets of the Stormgazer.

As the battle ensues, an alarm sounds throughout Caerleon. Unseen by anyone in the fort, whose attentions are focused on the monstrous trolls causing such a ruckus in the hall, a storm is slowly rising from the sea, and the armies of Alaois are sailing down the river Wysg to attack.

Alaois will know by now that the adventurers were responsible for his brother Aodh Dúb's death. The adventurers are completely unprepared for the fury and power of the Giant's rage.

THE SIEGE OF CAERLEON

Alaois will not give a second thought to tearing down Arthur's own fort, just to repay the adventurers for killing his brother. He knows the children are already well gone from the fort, so his attack is now a personal vendetta rather than a search-and-raid.

Unnoticed by the gate-keeper or guards, the five dragon-ships slip down the waters of the Wysg and arrive near the docks of Caerleon.

Inside the fort, the Stormgazer has placed two concealed Bogies. Once the ships arrive, they take action and open the large, solid wooden gate doors to the invading enemy.

While the adventurers are finishing up their battle with the trolls in the hall, the battle of Caerleon begins outside. Panic sets in as the townsfolk scream and flee in all directions and the guards come forward to stop the arriving Giants and dark folk.

Once the adventurers exit the hall, they will immediately be confronted with the bloody carnage of battle between guards and Fómorians and Dark Faeries in the gateway, and scattered around the entrance to the fort.

The siege situation is this:

- There are 30 Goblins/Spriggans, 20 Sea Giants and four Ciuthach present.
- The Fómorian leader Alaois shouts orders not far from the fort's walls. Once the adventurers are seen by him, he will shove everyone else out of the way to face them in person.
- Fires are springing up in the village as the Dark Fey send blazing arrows over the wall.
- Caerleon's 100 guards are descending on this unexpected assault from all directions.
- Storms are brewing in the skies. It may be the work of the Stormgazer.

Every round of combat each adventurer has a one percent chance that random enemy arrows will hit them: 3 out of a d6. If they do hit, d3 arrows will find them and do d6+1 damage each. Goblin archers fire into the thick of the defenders of Caerleon until they are all slain or the Goblins are stopped.

If Alaois confronts the adventurers, the blue-skinned giant growls to them in rage:

"Now I can avenge my brother's death at your incompetent hands! Your usefulness to the Stormgazer is now at an end, fools. I will send your bodies to the worms and your souls to Annwn."

ALAOIS (*This chaotic evil giant's vital statistics are HD 4d12, AC 15, and HP 30. His primary attributes are physical; strength 18, constitution 15 and dexterity 14. He attacks with an elfbane axe 3d8+3, great sword 2d8, bite 2d6, and dagger 1d4+3. He has a cloak of alignment shielding and dark vision {60 feet}. 1,500 experience points for killing him.*)

BOGIESX 2 (*These chaotic evil dark faeries' vital statistics are HD 2d6, AC 14, and HP 10. Their primary attributes are physical. They attack by dagger 1d6, claw 1d4 and bite 1d6+2 damage. They shape-shift and have dark vision to 60 feet.*) and have dark vision (60 ft.)

SPRIGGANS X15 (*These chaotic evil faeries vital statistics are 1d8+3/4d8+5 HD, AC 15, and 11/18 HP. Their primary attributes are physical. They attack by club 1d10/3d10, and bite 1d6/2d8 damage. They have giant's growth.*)

COMMON GOBLINS X15 (*These lawful evil creatures vital statistics are HD 1d6, AC 13, and 4 HP. Their primary attributes are physical. They attack with a short sword 1D6, Knife 1D4+2, bite 1D3+1 or claw for 1d3 points of damage. They have twilight vision, dark vision. They have 2d6gp a piece.*)

FÓMORÍ GIANTS X 20 (*The chaotic evil giants' vital statistics are HD 4d12, AC 14 and 15 HP. Their primary attributes are physical. They attack with a war-axe 3d12, sword 2d10, bite 1d6 and claw for 1d6 damage. They have dark vision and Water Breathing.*)

CIUTHACH GIANT X4 (*These chaotic evil creatures vital statistics are HD 5d12, AC 14, and 25 HP. Their primary attributes are physical. They attack with a uprooted tree club 3d10 and pummel 2d8 of damage. They have dark vision.*)

During the many rounds of the long, epic siege at Caerleon, the adventurers must personally start taking down the numbers of the enemy or the guards' numbers will decrease rapidly. Once Caerleon begins to rally, the Giants and Dark Faeries will realize they are being defeated and will flee into the countryside under the shadow of night. Caerleon's warriors will hunt them down until dawn.

In the aftermath the bloody fray, a frazzled old lady with one glassy white eye staggers up to the adventurers. Obviously frazzled, the village elder says to them:

"You seek an elfin mother, do you not? I suppose you strangers brought this upon us too? Never you mind, she hides for a good purpose.

Her name is Onguen and she has gone to the wilds of Dyfed to seek the assistance of another Immortal. How do I know this, you wonder?

I was the nursemaid to her children, and blessed I am for being so. My name is Tangwystl.

A storm is coming... by his hand! You best be ready when it comes. Now that he has his children, he has no need for the rest of us and will easily rid us from existence.

14 CASTLES & CRUSADES

Onguen seeks a druidess named Anarawd, who can help her and her children in a way that her own magic cannot. I suggest you go and seek her out before Arthur and his champions return to find their homes in flames. He will most certainly be furious..."

THE WILDS OF DYFED

The rolling green hills and small forest patches stretch for miles in the darkness. Small farms and settlements dot the land in all directions. There are rocky outcroppings in places, but few true mountains.

It will take some tracking to find Onguen's trail (CL: 16). She is an elf and her tracks will be difficult to locate in comparison to Mortals. If her slight tracks are found in the grass and weeds, they will lead to a hill-top grouping of rocks many miles into the wilderness, far beyond the region of Caerleon.

High above in the rocks and stony hill-tops the adventurers notice hints of many caves, and a thin wisp of smoke drifts out from one dark cave into the night sky.

As they scale the hillside to the rocks, strong winds blow about in the air. This location seems truly ominous.

They will follow the smoke to find a deep opening in the rocks. Unusual primitive cave art in red, orange, blue, and black paint covers the inner walls, showing scenes of carrion birds, monsters, and warriors with spears. The smell of burning candles chokes the air.

Far in the back of the cave is a dim flickering light and the murmur of voices, talking excitedly. A woman's voice, faint but pleasant, echoes in the cavern.

The adventurers will find a beautiful fair-haired elfin girl, dressed in a dark green and gold-laced gown, with her head bowed in respect before an old hag.

The hag is scabby and hideous, wearing blackened tattered remnants of what used to be a dress and cloak. The hag speaks to Onguen as the adventurers approach.

The hag turns to look at the adventurers, malice in her eyes:

"Strangers have come seeking you, Lady Onguen. Methinks they have been sent by the Stormgazer to find you. It is trouble they bring.

Speak now your purpose, outsiders, or you will regret trespassing my lair, fools!"

Onguen looks to the adventurers in surprise and appears ready to cast a spell if needed. If the adventurers speak of the situation they are in, the Hag and Onguen relax a little.

The beautiful elf maiden Onguen steps away from the hag and comes forward to the adventurers to speak to them in hushed tones:

"I do not know you, but I am pleased that you are here to help me. He took the children, did he? The one time I turned my back to him just to come here and speak with Anarawd about what I can do to protect my children, he seizes the chance.

Anarawd's advice has been invaluable to fighting the Stormgazer. She has been a wondrous help to me. You arrived just when she was about to cast a spell on me so that I can impart the magic on the children. Anarawd is a mighty druidess and I am lucky to know her."

NOTE: The adventurers do not see a druidess before them in the cave. Instead they see a seemingly evil, foul, wretched old hag. In reality Anarawd is a Night Hag using a Glamour spell over Onguen to hide her true self. Anarawd works for the Stormgazer and has been misleading the elf so that her master can obtain the children.

If there is doubt, Anarawd will creep closer and say to them:

"I appear differently to anyone that gazes upon me because of a curse the Stormgazer placed on me years ago. Do not let my appearance fool you. I am here to help Lady Onguen and her children."

Anarawd will do whatever it takes to win the trust of the adventurers and return to the spell she was about to cast on Onguen. Anarawd plans to cast a Feeblemind spell on Onguen to disable her reasoning, and then set her on her way to wander aimlessly.

ANARAWD THE NIGHT HAG (This 5th level chaotic evil hag's vital statistics are Hd 8d8, AC 22 and HP 16. Her primary attributes are magical. Her attacks are battle-axe 3d8, bite 2d6, and claw 1d8. She has dark vision and spells.)

If Anarawd's plans and true purpose become apparent to the adventurers, she will lash out and attack them all. The hag will try to slay Onguen with the battle-axe while casting horrible spells on the adventurers. If Anarawd is somehow left alive, she will be a problem later in this adventure and be there to help the Stormgazer when the adventurers presumably seek revenge and want to slay him.

However this situation ends with Anarawd in the cave, the next objective is clear – to return to the Stormgazer's isle and rescue the children while exacting revenge. If Onguen is still alive, she will lead the adventurers away from the wilds of Dyfed to the western woods to prepare for another voyage to Faery.

It will take a few hours to make their way into the thick woods. Onguen will guide them to her hidden Fey-made boat concealed in a leafy cove.

She will say with some glee and a touch of anger:

"This is my craft, the Wave Treader. It will take us to the Otherworld without any lapse in time. In your world, time is important, so we need to leave. We sail the Wysg out to sea; now is the time to give the Stormgazer what he deserves!"

Onguen will take the delicate swan-shaped ship out of the cove and, with the adventurers, sail it down the length of the river for the rest of the night until they reach the Môr Iwerddon.

THE RETURN TO THE WESTERN SEA

The voyage back to the Otherworld will be another difficult travel. The CK can use the same random encounter table for their travels if needed, or give the adventurers a respite aboard the sensational elfin maiden's ship before they plunge headlong into a much worse situation.

THE GIANT'S WRATH 15

ACT 3- TO END THE STORMS

HUNTING THE WIZARD OF WIND & RAIN

Onguen's vessel gracefully sails swiftly upon the open seas. An entire day will pass before the 'gate' into the Otherworld can be entered.

On the voyage, the elf maiden will be mostly silent, keeping to herself and not taking part in conversations. Unless she is made to talk, she won't freely.

If asked about her history with the Stormgazer she will tell the adventurers:

"The Stormgazer, as he calls himself, and I fell in love many, many Mortal years ago. I came to your world after tiring of my own seeking change and new experiences, and found him one day. He was trying to learn his magic, but wasn't yet very skilled. I found him very attractive and full of personality. It took no time before we became close and soon married. Our first child, Peren, is so full of brilliant magical potential.

With each pregnancy, Meinir, that is the Stormgazer's real name, convinced himself that a great and powerful child was being born. He swore that our blood combined would bring about the birth of gods. By the time of our third child Fuandrec came along, Meinir forgot me and cast me aside. He focused only on grooming his half-fey children with no regard for his abandoned bride.

In short time, Meinir moved to his island in the Shrouded Isles to focus his studies on mastering his magic and to trying to bring the divinity out in our poor, frightened children. His servants, who were my own at one time, found an opportunity to take my kids away from Meinir and bring them to me.

I hid in the fort of Arthur, knowing it would be one of the safest in which to do so with my children. Being of Fey blood, I knew I could seek asylum in Caerleon if I asked. But Meinir watched with his magical lens, ever-hoping to find a sign that I slipped in my attempts at hiding from him.

He sent Bogies, and as you saw, deceitful hags and other minions after me. If his clever and crafty minions could not uncover my whereabouts, then his brutal plundering of seaside villages in Prydain would cause enough havoc – and it did. You are now involved and this has changed everything. It's something he didn't expect.

Meinir's magical skill is very powerful and no one here can defeat him; I am sure of it. We need to trick him, draw him away from his island and lure him into a place where another threat is more powerful than he is. I have a plan, but only if you wish to take part in something so dangerous."

By dusk of the next day Onguen has spent time to herself quietly going over the plan she is about to propose to the adventurers. The time of arrival to the sunset 'portal' of the Otherworld draws nearer.

The red sun sets on the far horizon. Onguen tells the adventurers her plan:

"Once we get to Meinir's isle, I plan to find and free my children, and leave in this ship of mine to hide deeper into Faery. Until my children are adults, I will not let them mingle amongst Mortals.



While I am making my way to the chamber where he may be hiding my children, I need you to distract him and his minions. Use whatever method you feel is best, but take his attention and make him focus on you.

Once I am free, I will alert you with magic words on the wind. Find a ship and leave the isle. Meinir will not be so vulnerable that you alone could slay him, but if you do manage to accomplish this feat, I will reward you. Meinir or his minions will follow you.

If his minions realize that he is no longer all-powerful, his hold over them will fail and they will likely revolt against him. The Sea Giants will be the first to turn on him. As a group, they will order the lesser dark faeries to pillage the isle and its buildings.

Though his magic is great, if he lost his lens the minions would quickly notice. If his lens was turned against him, the revolt would be instant. The choice of plan is your own. You know it will be dangerous; I do not need to tell you this. Prepare to enter Faery now, my new friends."

Just as the sun sets, Onguen chants to herself under her breath and places her hand on the railing. The ship shines in a golden, blinding flash, and before the adventurers know it they are safely floating in the foggy Shrouded Isles, on the other side of the Torc of Storms.

The familiar sight of exotic and plentiful magical isles appear, sink, and move about the waters of the fog-heavy seas. Not far ahead in the gloomy mists looms the familiar rocky isle with the single tall stone tower at its center.

16 CASTLES & CRUSADES

DEALING WITH THE STORMGAZER AGAIN

The Stormgazer is well aware that the party will most likely come after him, so he has prepared his minions.

Onguen will transform into a white sparrow and fly off into the gloomy mists, leaving the adventurers to their own devices.

Storms are hovering over the isle, prepared by the Stormgazer for the adventurers' arrival. Once they set foot ashore, the storms will come alive. They will give the Stormgazer's enemies (mainly the player characters) a -3 in their combat rolls due to the intense winds and rains and will make any concentration-based spells impossible to cast.

The Stormgazer will have his usual minions guarding and watching his island so as to not let on that he is prepared for the adventurers' return.

To sneak into the tower, the character(s) will need to enter the shuttered windows or side doors. From there, it will require many sneak/stealth checks (from CL 12 to 15) from the first floor upwards into the tower.

The Stormgazer will place his Adar Llwh Gwin beasts on guard at the first doorway onto Floor two (the children's chamber and floor). These pets will attack the adventurers relentlessly until they are slain.

If the adventurers fail to make their way up the tower, the entire force of minions will be on them with orders to kill on sight.

ADAR LLWCH GWIN (These neutral beasts' vital statistics are 5d8 HD, AC 14, and 25 HP. Their primary attributes are physical. They attack by beak 3d8 and claw 4d10. They have magic resistance and regeneration 1.)

During the fight with the Adar Llwh Gwin, Onguen will snatch the children from their chamber. He will return to his Observation Chamber unless the adventurers devise some clever means to distract him and take him elsewhere, as Onguen wishes.

During the battle with the Stormgazer, if the adventurers manage to either, take the magical lens, or somehow impair the Stormgazer's might, interesting things will happen on the isle.

Automatically, there is a 4 out of a d8 chance that his minions will rebel against him. If so, they will run wild, plundering, burning and going mad with pent-up fury. The Dark Faery are chaotic in nature, and their leaders keep a tenuous grip on them at best. Only displays of power and occasional threats can force them in line. The moment a leader shows weakness or an inability to control his minions, they will seize the opportunity.

If, however, the minions do not instantly rebel, they may do so at any time. This occurs at the CK's discretion after the first failed roll. The uprising, if it occurs, will be in the adventurers' favor when it does happen, since it will send everything into chaos.

Also, the shady elf Anaoc will be present to serve his master again. The elf will do whatever he can to make the adventurers' efforts more difficult until he is stopped. He might cut ropes they are climbing, make noises to attract attention, etc. the CK should make Anaoc a nuisance, if he wasn't one already.

THE STORMGAZER

This enemy of the adventurers should be one of the most powerful they have faced in their gaming history so far. It is very unlikely that they can slay him outright, even with a team effort.

The wizard will use any tricks he can to demoralize and destroy his enemies with as much shock and terror as he can inspire. His every action needs to be well chosen and dramatic in effect.

STORMGAZER (A 7th level wizard/illusionist with vital statistics of HD 6d8, AC 18, and HD 45. His primary attributes are magical, wisdom 17, intelligence 16 and charisma 18. He can cast spells appropriate to his level and class in the Wizard and Illusionist lists. He attacks by a sword 3d6 (+3) and dagger 2d4 (+5).

One of the CK's options is to let the Stormgazer escape, only to return again in future adventures. If the characters choose to continue fighting the wizard, he will gradually wear them down until they must choose to flee, or another opportunity must arise which would allow the sorcerer and adventurers to part ways and regroup, such as Onguen's wind call that she is clear of the tower with the children. Her message is thus:

At some point during this part of the adventure the Castle Keeper can decide to send the Wind Words from Onguen to the adventurers as she promised once she has found the children:

"I have the children, and we will be sailing to one of the main islands of Faery. Thank you for your work, now leave the isle if you can.

I will find you very soon and reward you for what you have done for me and my children."

The only way this cannot occur is if the adventurers were somehow brave enough to find and save the children themselves. As mentioned earlier in this last act of the module, the Stormgazer is keeping his three children in their chamber in the tower. It is assumed that the adventurers would automatically be busy fighting the many minions elsewhere in the isle.

IF THE WIZARD IS NOT SLAIN

If the Stormgazer is not slain during the whole adventure module and the adventurers move on to their next adventure, the Stormgazer and his minions can return to menace them.

With his children taken from him and his private isle likely in ruins, with his minions now rebelled against him, the wizard will go into hiding, possibly using disguise. He will obsess on exacting his vengeance on the adventurers at any cost, sure to strike when they least expect it.

Once trick he will use is to influence them through their dreams. With his magic, he will deceive them and bring them to a place where he can ambush and take them captive for questioning on the whereabouts of his missing children and Onguen.

The dream he will send them is thus:

"Your dreams merge and blend into another; a sunlit forest where butterflies and hummingbirds fly about the colorful flowers and plants and honeysuckle fills the air.

THE GIANT'S WRATH 17

Somewhere the laughter of children plays upon the wind. They are obviously at play. In the greenery of the woods, you see the three forms of Onguen's children playing chase and tag among the groves and glades. They run swiftly and show much merriment. Happiness fills the woods.

Beautiful Onguen, with her long golden hair blowing in the breeze and a smile on her face, comes forward in the dream; her elfin eyes sparkle. She steps forward in the strange magical dream and says to you:

'You have been brave and valiant, and have risked much for a family that is not your own. Now you shall be rewarded. Meet me in the Woods of Dyfed, near the old druid's grove and the ring of stones, in one day's time and I will give you your due rewards. I cannot praise you enough for what you have done for us.'

The dream fades to black with lingering aromas of the woods, the faint sound of chirping birds, and the feeling of a light breeze on your cheeks."

The magic in the dream cannot be ignored. If there any Elves or Fey in the adventuring party, this dream will feel special to them, like a touch of home or bliss.

Using their best tracking and geographical skills, the adventurers will find their way to the designated woods without incident or dangerous encounters. It will be pleasant and eventless.

An ancient oak grove and a nearby ring of standing stones sits deep in the woods in the kingdom of Dyfed as Onguen said in the dream it would be.

NOTE: The Stormgazer will have many of his newly-hired minions hiding in the surrounding woods with nets and weapons, ready to ambush and capture the adventurers when the time is right. He will have a Bogy shape-shifter appearing to them as Onguen. The Dark Faery will be lingering about the ring of standing stones, dressed in a white and gold dress and appearing exceedingly beautiful.

The Stormgazer's plan to capture the adventurers is as follows:

1. The Bogy will lure the adventurers out to a spot in the woods where the minions await.
2. After they let their guard down, a spell will be cast to take them: Wall of Fire.
3. If the adventurers resist, the minions will emerge from the woods to net them.

The Bogy Onguen will be pleasant and happy to see the adventurers. She will tell them:

"I see you have all made it here as I hoped. We have all been through a lot over my children and I am greatly sorry. This was not your battle, your dilemma, nor your family.

Measures have been taken to keep the children safe from his gaze now. He cannot find them and that makes me happy. Now it is time to reward you for what you have done."

The Bogy Onguen carries a shiny green and golden-laced bag. She opens it up, dramatically taking her time so as to give the Stormgazer time to cast the Wall of Fire spell.

Once the spell is cast, a roaring wall of fire erupts from the earth around them and the Bogy changes back to reveal its true hideous appearance. The Bogy laughs sinisterly at them and steps aside as a cloaked figure comes forward; it is the Stormgazer.

His voice drips with anger as he speaks:

"Your gullibility is profound, as is your greed and quest for personal gratification. Now that I have you where I want you, I will give you a chance to answer my questions or I destroy you if you refuse.

Where did Onguen take my children? In what world did she go? Answer me now."

Obviously the adventurers have no clue since Onguen did not tell them where she fled to except to one of the main isles of Faery, a vague answer. Since they cannot answer his question, their only choice is to find a way out of this situation, through magic or force of arms and fight the Stormgazer once more.

Hidden in the trees, the wizard has 10 Goblins, 2 Spriggans and 5 Duergar waiting to fight for him. A daylight battle in the woods is in the adventurers' favor, since the Dark Faeries are normally repulsed by it, but it was the only way that the Stormgazer could lure the adventurers without great suspicion.

If the adventurers fail to take down the Stormgazer this time, he will slip away to be a nuisance in the future if the CK decides. This NPC may return in a future module to threaten and bother the adventurers repeatedly.

Once most of the minions are slain, the rest will flee into the woods, running in fear as far as from the adventurers as possible.

ONGUEN'S REWARD

Wherever the adventurers may be residing or traveling in the aftermath of this module, the elf maiden Onguen will contact them by Otherworldly means.

If the adventurers are in a social gathering (tavern, etc.), they will discover the note somehow placed close to them. It is folded and has the name of Onguen written in Faery penmanship on it.

If they are traveling in the wilds, she will send a crystalline red Fey bird that will land near them. It will chirp an enchanting tune and drop a folded mini-scroll at their feet that reads:

Saviors of my children three,

I have a reward I promised to thee.

Look beneath a lichen stone,

And your reward will be known.

Through Otherworldly means Onguen has placed a small wooden chest under a fairly large stone covered in lichen (CL: 12 to spot in the woods). Inside it they will find:

200 gold, 5 gems, one Dragonstone, and Vial of the Dust of Appearance, Eversmoking Bottle, Chime of Interruption and Circlet of Persuasion.

NOTE: The Dragonstone is a magical stone found only in Faery. It appears like an amber stone but with a living fire inside. The stone will light up when near sources of magic and can be used as a spell store gem (d10) to use in spell casting. If the Dragonstone is inlaid into any object, it will, by default, turn the item magical. In this small stone's case, it will give the said item a +1. Only the Pixies of the Land of the Burning Stones, led by King Bucca Wyn, can mine and craft these rare stones.

Vial of Appearance: Inside the vial is a fine, metallic dust. A handful thrown will cover a ten-foot area in radius and reveal anything invisible by magic, or negate the blur spell. This dust will reveal all projections and mirrors of images, and will make hiding for coated beings a -15. This dust lasts five minutes before its effects wear off.

Eversmoking Bottle: A perpetual smoke will billow out of the bottle when the cap is opened. In one round it will obscure a 50-foot area, and add an extra 10 feet every round thereafter until a 100-foot area is covered. A command word must close the cap, which will dissipate the smoke. A moderate wind (11+ mph) can disperse the smoke in 4 rounds, while a strong wind (22+ mph) will do so in 1 round.

Chime of Interruption: This ornately-detailed chime, once rung, will emit a resonating tone that will make spells requiring a verbal component ineffectual for a 30-foot radius. It can be used every 10 minutes and will last three minutes at a time. A spell caster can attempt to cast while in the chime's radius, but will need to do an intelligence save (or wisdom if cleric or druid) at a -5 penalty.

Circlet of Persuasion: This graceful elfin hand band gives the wearer a +3 bonus on charisma based checks.



MONSTERS

CIUTHACH

(Giant Fey)

NO. ENCOUNTERED: 1-3

HD: 5d12

MOVE: 80 feet

AC: 14

ATTACKS: Sword 4d12, Axe 5d20

SPECIAL: Faery Abilities

SAVES: P

INTELLIGENCE: Inferior to Average

TREASURE: Standard (or many levels higher)

ALIGNMENT: Neutral Evil

EXPERIENCE: 250+5

Ciuthach are cave-dwelling giants that have fallen out of their former glory in Faery. Before the rise of the Tuatha Dé Domnu and the Raven-King, Ciuthach controlled large areas of the Immortal Lands for themselves. Although these giants are taller than the Fómori by far (an average of 25 feet high), they are not as coordinated or organized. Many Ciuthach are Twilight (Neutral) as well, and even rarer Light (Law), but they all are dreadful, mighty warriors in battle. At times, a symbiotic relationship has developed between the Fuath (Goblins) and the Ciuthach, working as a team to defeat their enemies.

DUERGAR

(Small Fey)

NO. ENCOUNTERED: 2-6

HD: 3d6

MOVE: 45 feet

AC: 13

ATTACKS: Spear 2d8, Sword 3d10

SPECIAL: Unseelie Member

SAVES: M

INTELLIGENCE: Average

TREASURE: Standard

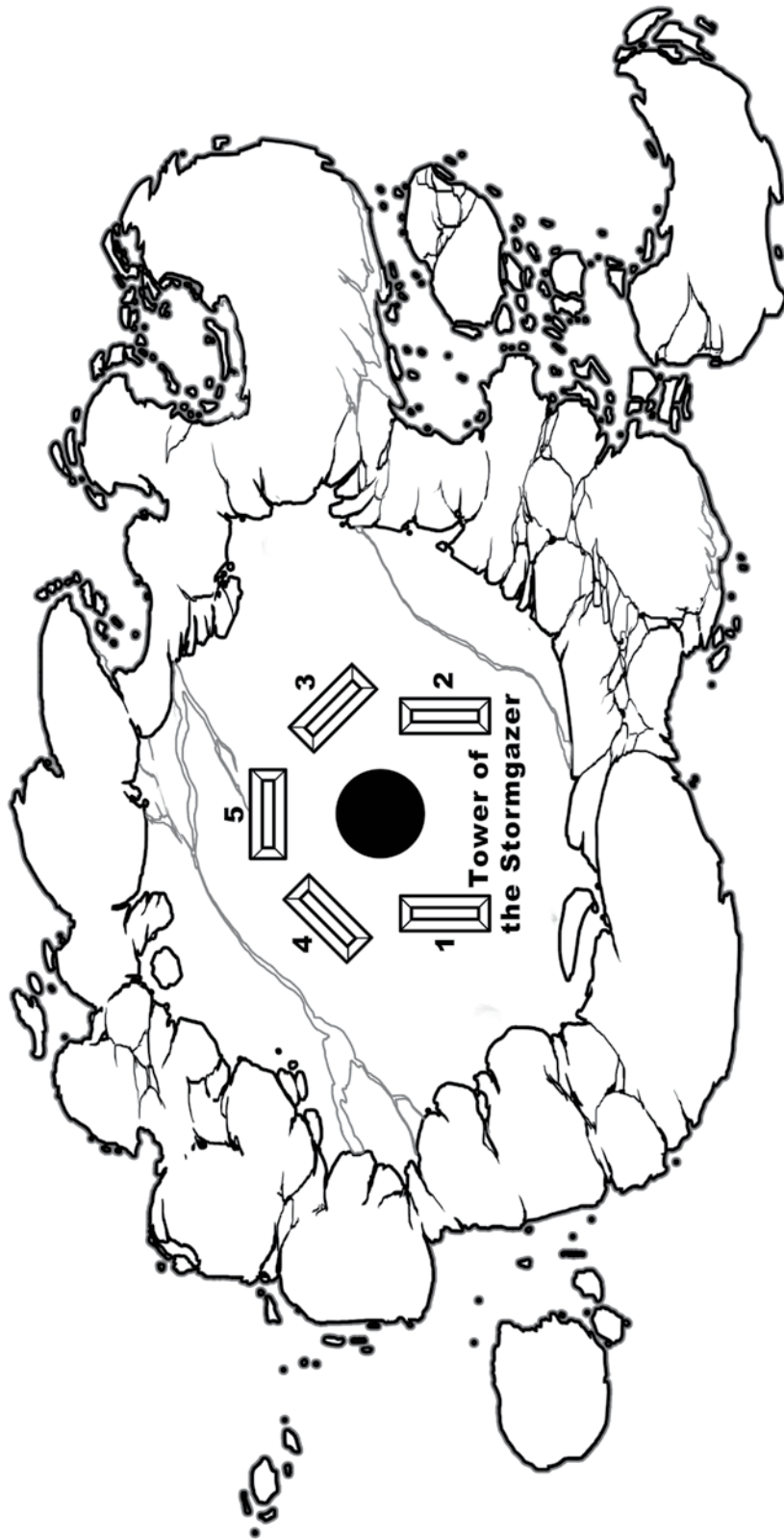
ALIGNMENT: Chaotic Evil

EXPERIENCE: 125 +3

These black dwarves are full of malice and hate, and they despise all other races. They form the bulk of the Unseelie Court in Faery and the Mortal world and serve the Raven-King, doing his dirty work when it requires competent skill and a black heart. Masterless Duergars live alone and commit acts of ruthlessness against others for their own enjoyment. While in the Unseelie Court, they attack as a mob and use multiple attacks, or they grab and hold their victims to drag them away. They are also called the Corianied and have plagued Prydain in times past until their reign of terror was put to an end by the efforts of Lludd and Llefyllys.

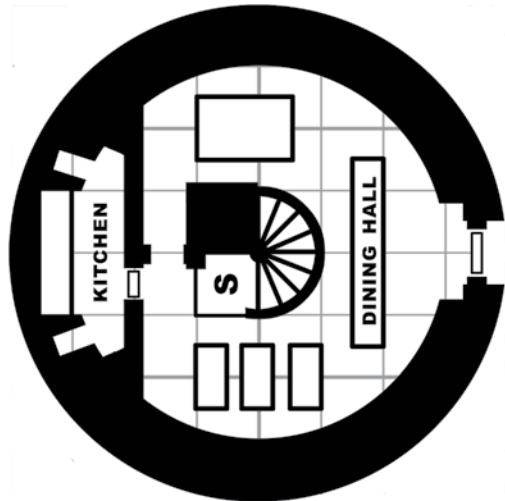
If any of the minions are forced to talk, they will only repeat the words, "...our master, the Gazer of Storms, wants you slain for what you have done, fools!" Unless a powerful spell is used to make them confess more, they will leave the adventurers clueless as to who the Stormgazer is, and how he knows who and where they are. The minions will not betray their master in the Otherworld. The Stormgazer will not give up on his attempts to stop the adventurers before they get too far to stop him.

THE ISLE OF THE STORMGAZER

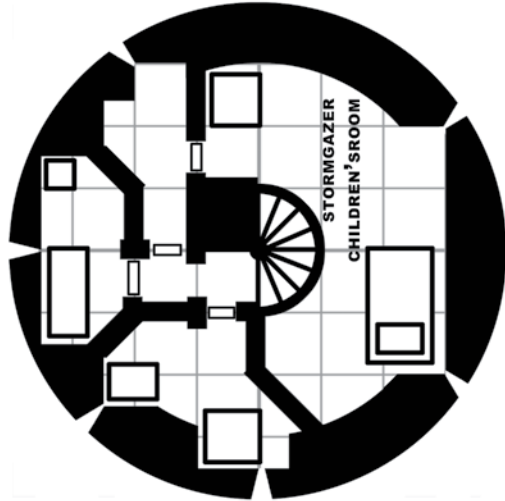


STORMGAZERS TOWER

1 SQUARE = 5 FEET



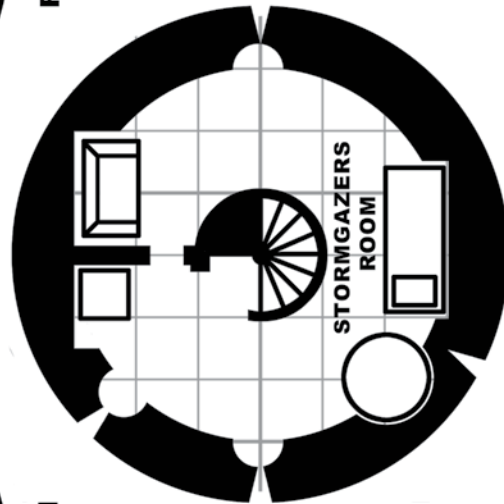
FLOOR 1



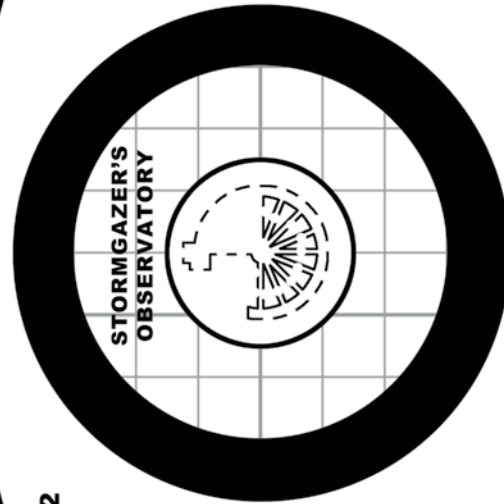
FLOOR 2



FLOOR 3



FLOOR 4



FLOOR 5

SUBLEVEL 1

1 SQUARE= 5 FEET



TO FLOOR 1

ROOM A

ROOM C

ROOM B

ROOM D

TO SUBLEVEL 2



SUBLEVEL 2

TO SUBLEVEL 1



ROOM A

ROOM C

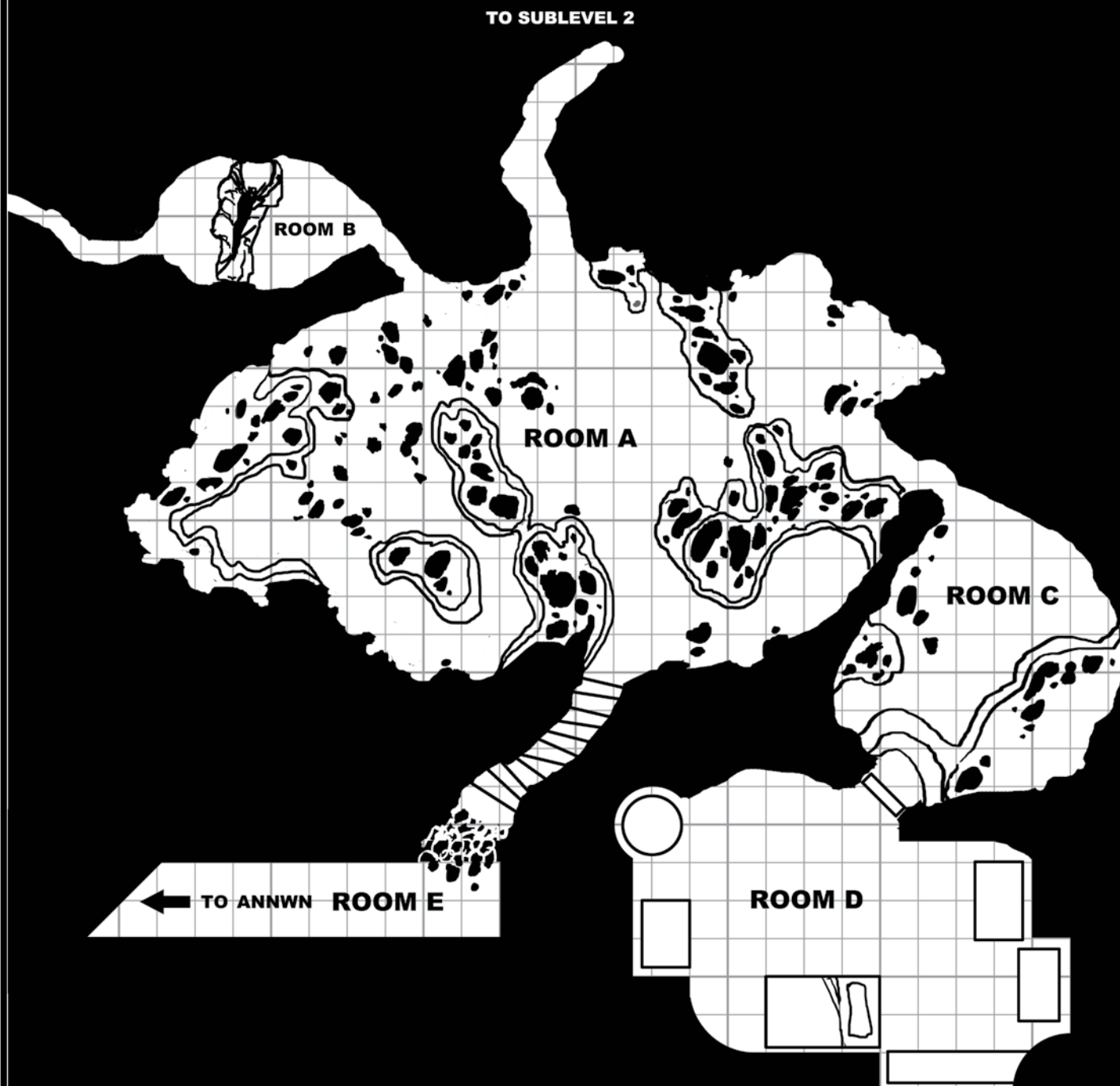
ROOM B

ROOM A1

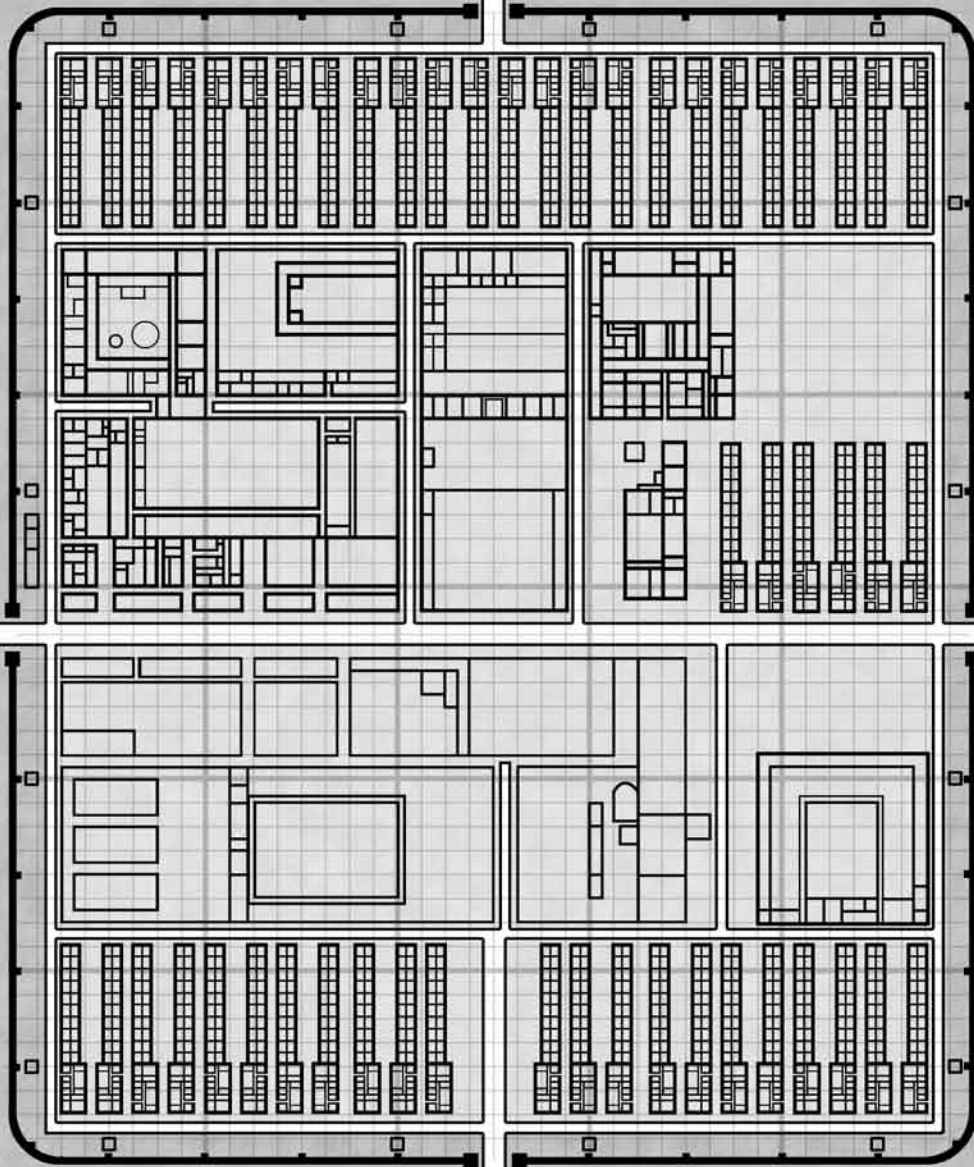
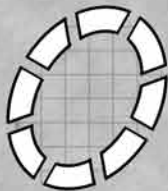
ROOM D

SUBLEVEL 3

1 SQUARE = 5 FEET

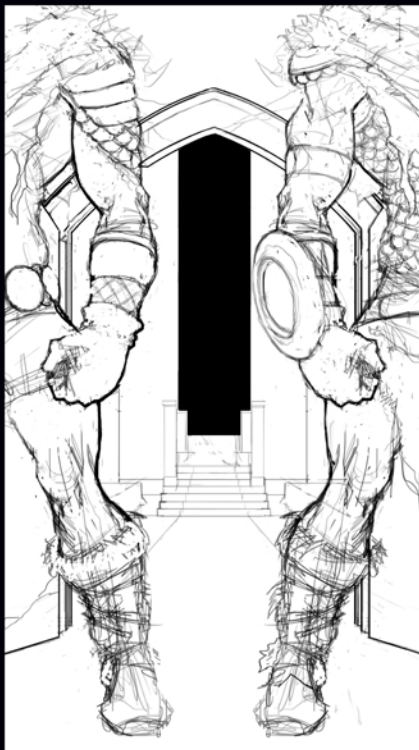


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