

THE GREY PRINCE

The Grey Prince is a terrible and wicked thing which has long haunted the characters. It feeds on the fears and dreams of human children. It can take any shape it pleases and traverse the world in the blink of an eye. The Prince enters the world through dark places of fear, and often drags victims back to its otherworldly home as playthings. The characters faced the Grey Prince when they were children, and it fled in the face of their friendship. Of late, the Grey Prince has found its way back to the world, and seeks revenge against those who defied it years ago.

This Threat Pack will make a campaign about facing fears and growing up. Unlike with many other possible Threats, the characters will be able to face the Grey Prince at almost any time they decide, provided they have the courage. It is a good choice for players interested in exploring their characters' haunted pasts and their friendships.

DURING CHARACTER CREATION

The GM should note the first six skills that the player characters learn, including the skills that come with their character packs. Learning these skills will be a big part

of the characters' childhoods, and so will be important to the Grey Prince later.

The second village map location that the players develop is strongly related to the the Grey Prince. This location may have beneath it a series of tunnels in which the Grey Prince likes to hide, or the location may be in some way particularly attractive to the Grey Prince.

The GM should add to the village map a frightening and somewhat supernatural spot, such as a ring of earth where nothing will grow, or a cursed well the villagers never use. The Grey Prince did something horrible here long before the characters were born, and the adults do not speak of it. the Grey Prince can use this location as a means of entry into the world.

When the players roll on the second table for their childhood (the one which asks, "How did you distinguish yourself as a child?"), the Grey Prince gains extra powers. Make a note of each player's results and refer below.

Some Playbooks do not have this table, notably the Playbooks for Elves, Dwarves, and Halflings; these charac-

CHARACTER HISTORY

1d6	How are you connected to the Grey Prince?	Gain
1	Your parents rarely mentioned the child they lost to the Grey Prince. Does your sibling still wander in the Prince's realm?	-1 Cha, Skill: Alertness
2	The Prince managed to take you away to his home when you were small, but you mostly escaped.	-1 Int, +1 Wis
3	One of the older children tried to give you up to the Prince when you were very small. Your first steps were made running away.	-1 Wis, +1 Dex
4	You were trapped, alone, for three days in one of the Grey Prince's dark places. Eventually the Prince let you find your way out, and you are still not sure why.	-1 Str, Skill: Direction Sense
5	When you were small you were very frightened by a plague which took the lives of several villagers. The Grey Prince often sent you touches of this disease over your childhood.	-1 Con, Skill: Herbalism
6	You spent one whole night staring into the Prince's face beside your bed. Sometimes you still shake with the memory.	-1 Dex, +1 Wis

ters do not give power to the Grey Prince as the others do. Instead, these characters' pasts have been affected by the Grey Prince's mischief, and he is likely behind their leaving their own lands and coming to the lands of men.

When the characters were small, they were all haunted by the Grey Prince, but eventually faced their terror and drove it back. The characters and GM can narrate this confrontation if they wish, and it should end with the Grey Prince fleeing back to the frightening place in the village mentioned above. The important thing is that the Prince seemed unwilling or unable to face the bond of the characters when they became friends and faced it together.

Finally, at least one character should make a roll on the table above as their fourth roll during character creation.

ON THE CAMPAIGN MAP

The Grey Prince affects the campaign map very little, but reaches into all of the lands of men. When the players create the campaign map, make a note of every location currently or previously inhabited by humans, whether major or minor. Each of these locations contains a fearsome place the Grey Prince may use to enter the world and devour people. These will always be the types of places which children fear; the Grey Prince loves empty wells, the crypts beneath holy sites, and abandoned mills. These are the Prince's dark places, the points where its realm connects to ours.

THE PRINCE'S REALM

The Grey Prince lives in its own realm, a place of dreams and nightmares. If the characters enter any of the dark places which connect to this realm, there is a chance they will become lost and wander into the realm of the Prince. At some point, the characters may also intentionally go to one of the dark places and seek to enter the Prince's realm, though this is a fearful prospect.

If the characters are in one of the Prince's dark places within our world, they will inevitably become lost and must then pick a desired destination: either the home of the Grey Prince, or their own world. To reach their goal, they must negotiate a nightmarish maze of dream-like scenes that conjure their childhood fears into horrifying reality.

NIGHTMARE SCENES

The characters progress through the Prince's realm under the rules and structure of dreams, not the physical world. Each scene in the realm is disconnected from the last, and the characters will find themselves faced with a challenge in each scene before starting anew in the next. Each scene has a challenge associated with one of the character's skills, and a complication which will distract the characters. The GM will need to tailor these scenes to the characters' personalities and experiences.

When the players enter a scene, the gamemaster should roll two separate d6s and a d12. If the d12's result is less than the Grey Prince's Imminence, it can choose to appear in the scene; if its Imminence is rolled exactly, it must appear to the characters. The d6 rolls determine the composition of the dream scene: assign 1d6 to the Challenge table to select one of the PC's skills, and the other to the Complication table to provide details of the dream's ominous nature. One of the characters must now attempt to overcome this challenge.

Failing one of these challenges can have dire consequences for the characters. If the first player to take the test fails, she cannot try again. In order to escape the nightmare, she must roll on the Damage Table below, or rely on another player's character to save the group. If none pass the test or take the risk, the group will be stuck in that particular nightmare forever, or until they are rescued.

CHALLENGE

Fill this table on the Threat Pack worksheet with the first six skills that the PCs learned in character creation. If you can no longer remember those six skills, or if new characters have joined, simply use any six skills known by characters in the group. The skill rolled on this table determines the challenge that the players must overcome to move forward in the Grey Prince's realm. If you roll a repeat, move on to another skill until they have all been used at least once.

COMPLICATION

1. Imprisoned. Someone is being held prisoner in this dream, and is begging the players for help. Perhaps it is someone from the village whom the Grey Prince has captured.

2. Attacked. One of the Grey Prince's monsters attacks the characters to stop them from completing the challenge.

3. Separated. The players are separated, and cannot help each other in this dream. Still, once one player succeeds, all move on.

4. Deprived. The players cannot use any of their gear, allies, henchmen, or pet dogs in this scene.

5. Debased. No player can succeed in any roll on his or her highest attribute. Give a warning before the attempt that they can tell they are not right.

6. Deceived. A false friend is found. This NPC will betray the players in a later scene. This could be a fake guide, someone pretending to need rescue, or a "native denizen" of the Grey Prince's realm.

DAMAGE RESULTS

1. Lose 1 point from random attribute

2-5. 2d4 Hit Points of damage

6. Lose a random skill

In order to reach their destination in the Grey Prince's realm, each of the PCs must successfully resolve one of these nightmare scenes. If they wish to turn back and return home, they must pass through a number of scenes equal to the level of the lowest level PC in the group; they may successfully resolve these nightmare scenes or not.

Example: John is running his players through a series of nightmare scenes in the Grey Prince's realm. The Grey Prince is at Imminence 4. John rolls 2d6 and finds that the characters must overcome a challenge involving the Athletics skill and with the 'Imprisoned' complication. He rolls a 2 on the d12, which means that the Prince may or may not show itself this scene; John decides that it is too early, and so holds back on the Prince's appearance.

Using the characters' pasts and fears, John describes an enormous and swift-flowing river directly in the characters' paths. The river is filled the run off from a slaughterhouse, and several of the Prince's minions hop about on the opposite side. In the center of the river is a small island, and one of the characters sees her missing sister sitting on the island picking the petals off a flower.

Easily making her Athletics check, Jill's nobleman's wild daughter recalls swimming lessons in the castle moat. She swims out and rescues the lost child. The scene shifts... Now the characters are on to the next nightmare scene, and a different character must resolve the challenge.

THE RITUAL OF BONDING

Many generations ago, the people of this region were suffering the attacks of another creature like the Grey Prince, or perhaps the same creature in a different guise. A group of commoners eventually drove it away. These were not mighty heroes, but common men and women who stood together in the face of fear.

They were able to do battle with the Prince only after enacting a powerful ritual which bonded them to one another. This was not an act of arcane sorcery, but rather a sign of their love for one another. The full details of this ritual are now lost, but bits remain in the stories of these brave friends.

In order to piece the ritual together, the characters must learn seven separate, specific pieces of information about it. Learning each of these pieces of information requires a separate ability score check and each piece of information must come from a different source. Appropriate sources would include the stories of elders gained from Charisma checks when the characters meet a new storyteller, pieces of forgotten lore gleaned through Intelligence checks when the characters find recorded information, or other, more creative means, such as Wisdom checks to interpret dreams. It is imperative that this information not all come at once to the characters, but rather that they learn more and more as they encounter more stories.

Once the characters have successfully pieced together the Ritual of Bonding, they may enact it on the night of the crescent moon. Any group of heroes may enact this ritual, and no mage is needed. From then on, they receive several benefits against the Grey Prince. First, they recognize any and all of the Prince's illusions as mere trickery, and can always see the true Prince. Secondly, they are no longer affected by the Prince's 'Exploit Strength' power. These effects are lost forever and may not be regained if any of the characters abandon their friends, such as fleeing in the face of danger.

IMMINENCE AND SCHEMES

The Grey Prince is a constant source of quiet terror, causing children to disappear and villages to degenerate into madness while it works beyond the sight of men.

The Prince begins the campaign with an Imminence rating of 2. Mark each solstice on the game calendar. If the characters have not faced the Grey Prince and driven it back since the previous solstice, it will gain a point of Imminence. If the characters have faced the Prince and not fled, it remains at its previous rating. The Prince always uses the following activation table:

1d6	Threat Effects
1	The Prince snatches a victim from the characters' home village and takes the unfortunate away to its dark home. The Prince's favorite victims are children and those who live alone, but anyone is fair game.
2	The Prince causes madness and fear at the characters' home village. One random, important NPC begins to see terrible visions sent by the Prince; roll a saving throw versus polymorph for this NPC. If the roll fails, the NPC does a terrible thing in the village, such as murder or arson.
3	The Grey Prince snatches a victim from a human settlement other than the characters' homes. This is the same as the first result on this table, but it happens in a random, other place inhabited by humans on the campaign map.
4	The Grey Prince causes madness and fear in a human settlement other than the characters' homes. This is the same as the second result on this table, but it happens in a random, other place inhabited by humans on the campaign map.
5-6	Still angry at the characters for defeating it years ago, the Grey Prince sends terrifying dreams to one random PC. That character must make a saving throw versus polymorph each night. If the character succeeds, the dreams cease. If the character fails, she suffers a -2 to all rolls the next day and the dreams will continue; make a new saving throw the next night.

PLAYER ACTIONS

As mentioned above, the Grey Prince will continue to grow in Imminence if the characters do not face it. Note

that the characters do not have to defeat the Prince in order to stop it from increasing in Imminence, only face it bravely and survive to tell of it. This is the only way to affect the Prince short of defeating it.

The most likely way the characters will defeat the Prince is by fighting it directly, and they may do this at any level, as the Prince's power grows with the characters'. They will fare better if they have performed the Ritual of Bonding with one another before facing the Prince.

Creative players might, of course, come up with any number of other means to deal with the Grey Prince. For instance, what might happen if the characters promote good will throughout the village (or the whole land) and then lead all citizens in a massive version of the Ritual of Bonding? Or what if they found some way to seal the Prince's realm forever?

NPCs AND MONSTERS

PRINCELING

These horrendous, tiny followers of the Grey Prince harass any who approach their master's realm. They may simply be facets of the Prince itself. They appear as indistinct and shadowy bug creatures. They are nearly harmless on their own, but become terrifying in groups.

Hit Dice: 1d4 (3 HP)

AC: 8

Attack: +1 to hit, 1 damage (nibble)

Alignment: Chaotic

XP: 10

Notes: *Scurry* (unless the Princlings outnumber the heroes, they always surprise their prey and get a free round of actions), *Scuttle* (a Princeling may skip its attack to get immediately behind its foe and gain +3 to hit next turn), *Swarm* (the Princlings get +1 to hit anyone covered in the remains of another Princeling)

DREAM DWELLER

The Dwellers are strange creatures who live in the Prince's realm and dark places. They do not appear to be connected to the Prince, and have even been known to help others who are lost there. They may be the spirits of those who were killed by the Prince, or they might be relatively benign kin of the Grey Prince itself.

Hit Dice: 3d8 (11 HP)

AC: 10

Attack: +1 to hit, 1d6 damage (touch)

Alignment: Neutral

XP: 75

Notes: *Unlooked for Aid* (a Dream Dweller can give any character +2 on a single challenge roll within the Prince's realm)

GREY NIGHTMARE

The greatest of the Prince's followers or facets, these nightmare beasts appear as whatever their target fears most.

Hit Dice: 5d8 (18 HP)

AC: 17

Attack: +5 to hit, 1d10 damage (pummel)

Alignment: Chaotic

XP: 250

Notes: *Horrific* (a character directly attacked by a Grey Nightmare must make a saving throw versus Polymorph or flee in terror for 1d12 rounds), *Scuttle* (the Grey Nightmare may skip its attack to get immediately behind its foe and gain +3 to hit next turn)

THE GREY PRINCE

The Prince is a frightening foe, and one who does not conform to the standard expectations. Two of the Prince's rules are complicated, and are presented beneath the entry.

Hit Dice: Xd12 (?? HP)

AC: 20 + X

Attack: +X to hit, Xd4 (touch)

Alignment: Chaotic

XP: special

Notes: *Exploit Strength* (see below), *Fear* (all foes must make a saving throw versus polymorph or be gripped by a powerful physical fear, receiving a -3 penalty to all rolls unless they flee the Grey Prince's presence), *Master of Illusion* (the Grey Prince may cast the Glamour Weaving cantrip with automatic success while in the real world, the Greater Illusion spell while in one of its dark places, and any illusion cantrip, spell, or ritual while in his own realm), *Maximum Hit Points* (the Grey Prince does not roll for its hit points, but rather gains the maximum 12 per hit die), *Nightmare Speed* (when not in combat, the Grey Prince can move at the speed of thought in its realm or ours, and between its dark places), *Special Experience* (any character who takes part in the destruction of the Grey Prince automatically gains a full level), *True*

Name (the Grey Prince has a true name which gives its foes power over it), *Variable Stats* (the Grey Prince's statistics change based on whom he is facing; every X on the stat line above equals the level of the highest level character in the group), *Weakness* (see below)

Exploit Strength - The Grey Prince weakens all characters whom it touched as a child. The effect of this power is tied to a character's result on the second childhood table of most Character Playbooks. The table below reproduces the characters' second childhood tables from their Playbooks and lists the Prince's power for each result.

1. *Children often fight, but you never lost.* The Grey Prince is immune to physical attacks from this character.
2. *There wasn't a game you couldn't win.* This character fails all Dexterity rolls made at one of the Grey Prince's places of fear; the character may spend a Fortune Point to make the roll anyway.
3. *You were the toughest kid around.* The Grey Prince automatically hits if making any attacks against this character.
4. *No secret escaped you.* This character fails all Intelligence rolls made at one of the Grey Prince's places of fear; the character may spend a Fortune Point to make the roll anyway.
5. *Your empathy made you a sought after confidant.* When in the presence of the Grey Prince itself, this character must make an Intelligence check to remember any important facts, including those relating to any magic he might know.
6. *You never met someone who didn't like you.* This character fails all Charisma rolls made at one of the Grey Prince's places of fear; the character may spend a Fortune Point to ignore this prohibition.
7. *You solved everyone else's problems, and never mentioned your own.* If this character tries to help anyone when in one of the Grey Prince's dark places of fear, the helped character gets a -2 penalty and no bonus.
8. *Everyone has something to teach and you learned a little from them all.* This character does not gain the benefit of any skills and may not be helped when in the presence of the Grey Prince itself.

Weakness - The Prince's only real weakness is to friendship and camaraderie, and the players may realize this and exploit it. While facing the Grey Prince, any character may give up his turn to give one of his comrades a significant bonus against the Prince. The aided character gains +5 to hit and does maximum damage.

THE GREY PRINCE

IMMINENCE

THREAT EFFECTS:

1

The Prince snatches a victim from the characters' home village and takes the unfortunate away to its dark home. The Prince's favorite victims are children and those who live alone, but anyone is fair game.

2

The Prince causes madness and fear at the characters' home village. One random, important NPC begins to see terrible visions sent by the Prince; roll a saving throw versus polymorph for this NPC. If the roll fails, the NPC does a terrible thing in the village, such as murder or arson.

3

The Grey Prince snatches a victim from a human settlement other than the characters' homes. This is the same as the first result on this table, but it happens in a random, other place inhabited by humans on the campaign map.

4

The Grey Prince causes madness and fear in a human settlement other than the characters' homes. This is the same as the second result on this table, but it happens in a random, other place inhabited by humans on the campaign map.

5-6

Still angry at the characters for defeating it years ago, the Grey Prince sends terrifying dreams to one random PC. That character must make a saving throw versus polymorph each night. If the character succeeds, the dreams depart and cease. If the character fails, she suffers a -2 to all rolls the next day and the dreams will continue; make a new saving throw the next night.

RITUAL OF BONDING CLUES



Effects:

Cast on crescent moon, no mage needed.

1 - See through Prince's illusions

2 - Immune to Exploit Strength

Loses power if any character abandons their friends.

THE GREY PRINCE ITSELF

Hit Dice: __d12 () (max HP)

AC: 20 + __ = ____

Attack: +__ to hit, __d4 damage

Alignment: Chaotic

XP: special

Fear: foes save vs polymorph or -3 until flee

Master of Illusion: cast Glamour Weaving for free, Greater Illusion in dark places, any illusion in own realm.

Nightmare Speed: move at speed of thought when not in combat

True Name: +5 if you know and use its name

THE GREY PRINCE'S REALM

Each character must win a scene to traverse the realm.

Each scene, roll Challenge d6, Complication d6, and Imminence d12. Prince may appear if you roll below its Imminence, and must appear if its Imminence is rolled exactly.

CHALLENGE (fill with characters' skills)

1

2

3

4

5

6

COMPLICATION

1 Imprisoned

Someone is being held prisoner in this dream, and is begging the players for help.

2 Attacked

One of the Grey Prince's monsters attacks the characters.

3 Separated

The players are separated. Still, once one succeeds, all move on.

4 Deprived

The players cannot use their gear, allies, familiars, henchmen, or pets in this scene.

5 Debased

No player can succeed on any roll on his highest attribute. Give a warning first.

6 Deceived

A false friend is found. This NPC will betray the players in a later scene.

DAMAGE TABLE

1 Lose 1 point from a random attribute.

2-5 Take 2d4 Hit Points of damage.

6 Lose a random skill.

Exploit Strength:

The Grey Prince has a special power against each character:

Player *Power*

Weakness: A player may give up a turn to give another player +5 to hit and maximum damage.