

L8

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Mini-dungeon Module L8

Ghosts of Graygrim

by Matthew E Kline

AN ADVENTURE FOR CHARACTER LEVELS 8-10



The ruins of Graygrim Manor sat silent for years. Now sounds drift from the ruins at night that suggest they may be haunted. And travelers to the sleepy town of Shadywood have begun to go missing. Again...

Ghosts of Graygrim is part of a series of mini-dungeons designed to drop into existing adventures or campaigns. Use them as side quests or a way of getting in a quick adventure when you're short on time.



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Dazegoneby

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Writing, design, layout: Matthew E Kline

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Dungeons of Dazegoneby

Mini-Dungeon Module L7

Ghosts of Graygrim

For years the ruins of Graygrim Manor stood, high on a hill above the sleepy town of Shadywood, serving as a reminder of darker times. Now sounds drift down from the hill at night, sounds that suggest the ruins may be haunted. What's worse, travelers and townsfolk have begun disappearing. Again...

About This Product

Although it can be scaled by the Gamemaster for groups of other sizes, Ghosts of Graygrim is designed for 4-6 adventurers of level 8-10. This product is part of a line of mini-dungeons designed as quick, drop-in adventures. They're ideal for use as short side quests, or for gaming sessions where you're pressed for time. You could even string them all together as a mini dungeon campaign.

Gamemasters should feel free to adjust this adventure to suit their group's style of game-play or level of difficulty.

It's recommended that the Gamemaster read through this product at least twice in order to familiarize themselves with the adventure prior to playing. They should also take note of any new monsters or magic listed at the end of the document.

This product requires the use of the *Swords & Wizardry* rules. More information can be found online at www.swordsandwizadry.com

On the pages that follow you'll find boxes like the one surrounding this text. These boxes hold suggested descriptions of the rooms that can be read out loud to the players.

After most of the room descriptions you'll find one or more of the following symbols:



This symbol indicates that there's a monster or monsters in the room.



This symbol indicates there's treasure in the room.



This symbol indicates that there's a dangerous obstacle in the room.

A description of the monsters, treasures, or obstacles encountered follows after each symbol.

About Dungeons of Dazegoneby

I can remember a time in my distant past when I could head to the local mall walk into one of the two bookstores they had at the time, plunk down around five dollars, and walk out with a brand new Dungeons & Dragons module. Our *Dungeons of Dazegoneby* line is a tribute to old school gaming, paying homage to a time filled with graph paper maps, wandering monster tables, hand-drawn character sheets, and lazy afternoons filled with adventure and wonder. We hope you enjoy playing these products as much as we enjoyed making them.

You can find more of our RPG products on RPGNow. Please feel free to visit us at www.creationsedggames.com or like us on Facebook. Thank you for your support!

Gamemaster's Eyes Only:

Graygrim Manor had grown into its name over time. There was a brief period of happiness in the manor's history however a series of unfortunate tragedies led the Graygrims to believe the family was cursed. They turned to sacred rituals and practitioners of holy prayer and magic to coax fate back into their favor, however things just seemed to get worse.

Finally, Zaida, one of the last of the Graygrims, feeling as though the options on the light side of the magic "coin" had been exhausted turned her attention to the other. Just as the manor had once opened its doors to the sacred it now opened its doors to the profane.

Soon there was talk of ritual sacrifice and blood magic being practiced at the manor. Travelers passing through Shadywood and even some townsfolk began to go missing.

One day a group of adventurers arrived at the town. They made several inquiries about the Graygrims before setting off up the hill towards the manor. That night the manor burned to the ground. That was presumably the last of the Graygrims.

Unfortunately, in inviting evil into the manor, Zaida at some point had become infected by vampirism. She retreated into a crypt hidden below the manor where she remained for years while her corpse slowly regenerated. While resting she had plenty of time to reflect upon the family's history of misfortune. She decided that the reason why the myriad of attempts to remove the family curse didn't work was because they weren't really cursed; that it was all just a string of terrible luck. She vowed "revenge" for this injustice against whatever she could take revenge on. Regrettably Shadywood was the closest...

Set Up

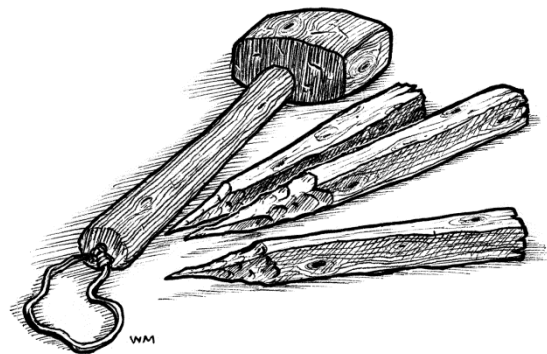
The party hears of a town offering 2,000gp to investigate some possibly haunted ruins perched atop a nearby hill. Seems the residents of Shadywood are terrified of the remains of a place called Graygrim Manor. No one in the town wants to journey to the top of the hill to investigate the strange sounds coming from it each night. At the same time the site has a dark history, a past rife with rumors of ritual sacrifices and profane magic. If something evil's going on in the ruins the last thing they want to do is let it fester and grow.

Arriving at Shadywood they find the town recovering from a recent "ghost" attack...

A Note to the Gamemaster

The set up described here is only a suggestion. Feel free to introduce this scenario to your group in any way you see fit.

Possibly the party is hired by a relative of a traveler who went missing in the vicinity of Shadywood and is sent to the town to investigate the disappearance. The townspeople tell a tale of disappearances that occurred around Graygrim Manor years ago, and the recent sounds of renewed activities at the ruins.



Arrival at Shadywood

At some point prior to the party's arrival at Shadywood the town's attacked by a group of stirgelins (see New Monsters.) In the aftermath they discovered Liam Carson, the town's blacksmith, missing.

It's up to the Gamemaster to decide when exactly the heroes arrive. The attack occurs at night. If the players arrive at night they could arrive moments after the attack ends, a few hours after the attack ends, or just as the attack ends, giving them the opportunity to witness some of the "ghosts" as they run off, possibly even fighting a few. If the heroes arrive in the daytime they find the townsfolk picking-up-the-pieces from last night's attack.

Arriving just after the attack they'll be greeted by battle weary townsfolk frantically pointing in the direction of the hilltop ruins shouting "The Graygrim ghosts! Hurry! You can still catch them!"

Arriving any time after that they'll receive a warm greeting from half the village who view them as potential saviors, while the other half will want to know why they couldn't have arrived sooner, going as far as to blame them for lost or injured loved ones.

The mayor of the town and the one offering the 2,000gp, Sirius Dibny, will arrive in time to quell any "blame the heroes" sentiment. He'll try to usher the heroes towards the ruins as quickly as possible adding that the ghosts that haunt the ruins attacked the town and made off with their blacksmith.

If the party informs Dibny that they wish to rest or seek to purchase equipment before heading to the ruins he'll reluctantly direct them to a small inn and/or shop while reminding them that

the blacksmith's life could be in danger. At that point a party member or even one of the townsfolk could point out that if the ghosts took him they probably wanted him alive for some reason, which leads to the question; what would ghosts want with a blacksmith?

Equipment can be purchased at twice the cost listed in the core rule book while rooms and meals are available at a small inn (1gp for a room. 1-5sp for meals)

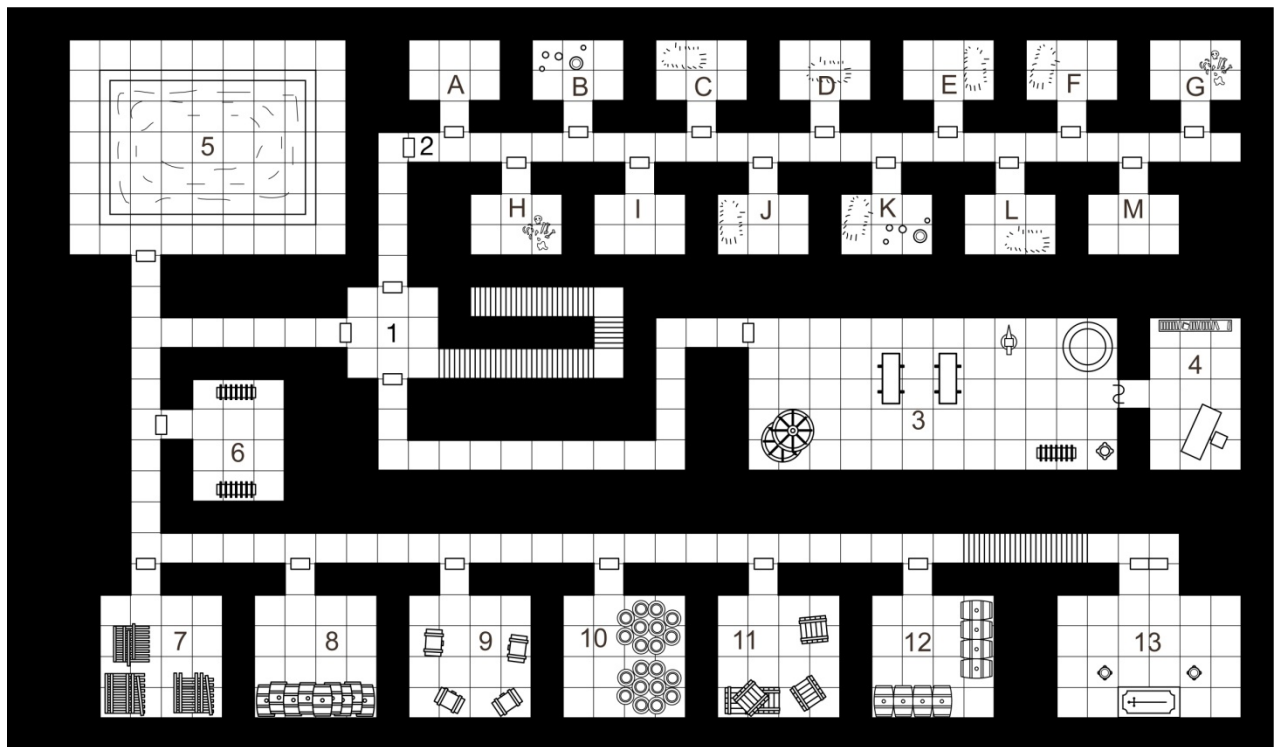
The Path to Graygrim

A path runs up the hill just outside of town, cutting through a covering of sparse trees and heavy brush. The path has the look of being overgrown for years yet shows signs of recent activity.

If the party arrived in town in time to fight or spot fleeing stirgelins they may be able to follow the creatures back to their lair.

If the party decides to wait until morning shortly after setting off they'll be met on the path to Graygrim by Logan, a young boy from Shadywood,. He tells the group that he and a few kids from the town were playing up by the ruins when they heard noises coming from below the ground. The other kids thought it was the ghosts and ran off but he stayed and found a secret door leading down. He didn't want to say anything at the town because he isn't supposed to be at the ruins and didn't want to get in trouble. He offers to show the party to the door for a gold coin.

If the party fails to tell Logan to return to town he'll linger in the ruins for a bit after the characters descend the stairs, then cautiously follow in their footsteps. It's possible that the party may encounter him again, wondering the long hall between **Area 1** and **Area 13**.



Secret Lair

1sq = 5'

Key to the Secret Lair

If the group's following Logan, once at the ruins of Graygrim he carefully makes his way across the charred and fallen remains of the structure to a wide stone hearth, one of the few remaining features that still stand. Moving a loose brick on the side of the hearth causes its stone floor to slide to one side revealing a wide staircase with a low ceiling heading down into darkness (heroes over 5' tall will have to stoop down.) As stated previously Logan plans on lingering in the ruins while the players adventure below, following them once he feels it's safe.

A group following the stirgelins will see them "disappear" into the hearth, adding to their ghost-like mystique. By the time the heroes get to the hearth the floor will have slid shut. They'll have to search the hearth to find the stairway on their own...

1. Guard Room

A long flight of stairs descends from the secret door in the hearth, entering a 15' X 15' square room from the east. Doors lead to the north, south, and west.

The ceiling of this room and rooms throughout the lair are at a height of around 12', allowing characters who stooped to descend the stairs to stand once again.

There are three stirgelins stationed here as guards, if the party chased a few from the town and the creatures realized they were being followed the number here increases to six.

The stirgelins were mistaken as nasty little ghosts from the manor by the townsfolk who caught glimpses of them and were already made half hysterical by

rumors of haunted ruins. In short, they were expecting ghosts so that's what they saw.



Stirgelins (3): HD 6; HP 33,30,24; AC 4[15]; Atk 2 claws (1d4), or weapon (1d6), and/or 1 bite (1d4); Move 12; Save 9; CL/XP 8/800; Special: Damage from sunlight, Regeneration.



One stirgelin wears a ring on its thumb, black onyx set in silver engraved with a vine pattern (worth 1,000gp)

2. Hall of Doors

The door opens up into a long hall heading east. Doors line the walls to the north and south. The wooden doors look sturdy and are reinforced by metal bands.

This was the manor's private dungeon, used during its times of dark magic and sacrifices. Now this area serves a dual purpose, some of the cells serve as "living" space for the stirgelins, while others are still utilized as cells.

The doors that open into living space are missing their hasps and padlocks.

The "locked cell" cell doors are each with a sturdy padlock. The keys to these doors can be found in Rendrip's possession in **Area 3**. There's also a chance that the locks can be picked.

If the party makes a considerable amount of noise in this hallway there's a possibility that the stirgelins who inhabit it may move to investigate. They're used to the sound of the occasional roughhousing and noises made by rowdy prisoners so they may not act right away. Also if the

prisoners are aware of the party's presence they may start making a ruckus in an attempt to mask the sounds of combat. The stirgelins have learned to ignore the prisoners.

Room A

This cell serves as living space for two stirgelins. Through the day they will be here asleep under a collection of moldy blankets.



Stirgelins (2): HD 6; HP 31,26; AC 4[15]; Atk 2 claws (1d4), or weapon (1d6), and/or 1 bite (1d4); Move 12; Save 9; CL/XP 8/800; Special: Damage from sunlight, Regeneration.



If the moldy blankets are searched the players will find a black opal attached to a silver necklace worth 1,200gp. The necklace will have to be cleaned up a bit first. It's covered in blood and bits of flesh, evidence of it being removed forcefully from its last owner.

Room B

This cell now serves as living space for two stirgelins. At one time it seems dogs were kept in this room. Several wooden water bowls are scattered across the floor. Most are empty however two contain blood and one holds a collection of small bones.



Stirgelins (2): HD 6; HP: 28,23; AC 4[15]; Atk 2 claws (1d4), or weapon (1d6), and/or 1 bite (1d4); Move 12; Save 9; CL/XP 8/800; Special: Damage from sunlight, Regeneration.



Beneath the bones in the bowl is a small leather pouch containing 50sp and a +1 *ring of protection*.

Room C- Locked cell

This cell is empty. The phrase "The forge hides secrets" (alluding to Rendrip's secret study at **Area 4**) is scrawled on the rear wall. Until recently this cell was home to a blacksmith who toiled in the forge at **Area 3** his recent passing prompted the kidnapping of Shadywood's smith.

There is a 20% chance that Liam Carson can be found here; otherwise he'll be working in **Area 3**.

Room D- Locked cell

Twenty lines in groups of five have been scratched on the wall near the door as though someone were keeping track of the passage of time. The cell is empty.

Room E- Locked cell

This cell belongs to Vamol Forgefumes, an apprentice blacksmith traveling with a caravan enroute Ironhome to study under the dwarven forge masters.



His fellow travelers wound up helping supply the blood pool in **Area 5** while he wound up imprisoned here. His work is better than Dok's (**Room J**) and he suspects that the dwarf isn't really who he says he is, since his work is subpar for a dwarven smith. If confronted Dok will counter with the fact that they're making weapons for the enemy. "Do you really want them to have quality work?" Vamol's not very good with a weapon however he'll help the party as best he can if he's supplied with one.

There is a 40% chance that Vamol can be found here; otherwise he'll be working in **Area 3**.



Vamol (dwarf): HD 1; HP: 7; AC 4[15]; Atk 1 weapon (1d8); Move 6; Save 17; CL/XP 1/15; Special: Detect attributes of stonework.

Room F

This cell is covered in a layer of straw. Two stirgelins will be here trying to get some sleep. They've stuffed their ears with straw to block out the sound of the wight next door's almost constant clawing at its door. As a result the stirgelins are automatically surprised.



Stirgelins (2): HD 6; HP 26,24; AC 4[15]; Atk 2 claws (1d4), or weapon (1d6), and/or 1 bite (1d4); Move 12; Save 9; CL/XP 8/800; Special: Damage from sunlight, Regeneration.



A total of 123sp are spread out across the floor beneath the straw.

Room G- Locked cell

This cell contains a scattering of bones and a wight. If it's not clawing at its door trying to escape it will be huddled in the

back corner of the cell facing the wall. It's unknown how long the creature's been down here. It's possible the wight is one of Zaida's great ancestors who was tossed down here and forgotten.



Wight: HD 3; HP: 21; AC 5[14]; Atk 1 claw (1hp + level drain); Move 9; Save 14; CL/XP 5/240; Special: Drain 1 level with hit, hit only by magic or silver weapons.

Room H

This cell serves as living space for two stirgelins. A collection of bits of leather serves as a sleeping pallet.



Stirgelins (2): HD 6; HP 31,26; AC 4[15]; Atk 2 claws (1d4), or weapon (1d6), and/or 1 bite (1d4); Move 12; Save 9; CL/XP 8/800; Special: Damage from sunlight, Regeneration.



There's a suit of +2 *leather armor* mixed in with the bits that make up the pallet.

Room I

This cell was home to two stirgelins until recently. The crumpled body of one lies stuffed in the corner while the other sits in the center of the cell stroking a ring still attached to a severed hand muttering something that sounds like "precious".



Stirgelin: HD 6; HP 36; AC 4[15]; Atk 2 claws (1d4), or weapon (1d6), and/or 1 bite (1d4); Move 12; Save 9; CL/XP 8/800; Special: Damage from sunlight, Regeneration.



The ring the stirgelin is holding is a *ring of firestrike* (see New Magic)

Room J- Locked cell

This cell contains a sleeping dwarf named Dok Ironfoot. He claims to be a blacksmith who came to Shadywood to visit friends when he was captured by the stirgelins and forced to work in the forge at **Area 3**. In reality he's an adventuring thief who was caught while searching the manor ruins for valuables. Lucky for him he has just enough smithing experience to be of use to Zaida. He'll accompany the party until an opportune moment to make his escape presents itself at which point he'll flee, taking with him something of value belonging to the party if possible.



Dok (Dwarf): HD 5; HP: 18; AC 4[15]; Atk 1 weapon (1d8); Move 6; Save 17; CL/XP 5/240; Special: Thief's abilities, detect attributes of stonework.

Room K- Locked cell

A collection of empty bowls, dishes, and mugs are scattered across the floor of this cell along with a thick layer of dust. Cobwebs hang in the corners. There's currently no occupant in this cell and there's nothing of value here.

Room L

The floor of this room is covered with straw and small twigs. Two stirgelins dwell here.



Stirgelins (2): HD 6; HP 26,23; AC 4[15]; Atk 2 claws (1d4), or weapon (1d6), and/or 1 bite (1d4); Move 12; Save 9; CL/XP 8/800; Special: Damage from sunlight, Regeneration.



A pair of silver bracelets can be found beneath a pile of straw in one corner (worth 25gp each)

Room M

This cell serves as living space for two stirgelins. There's a collection of wooden slats here, possibly the side panels of a wagon at one time. Now they're used to form makeshift coffins that the stirgelins here sleep in through the day.



Stirgelins (2): HD 6; HP 26,21; AC 4[15]; Atk 2 claws (1d4), or weapon (1d6), and/or 1 bite (1d4); Move 12; Save 9; CL/XP 8/800; Special: Damage from sunlight, Regeneration.



If the coffins are searched the players find a silver hand mirror studded with gemstones. The glass has been smashed but it could still be worth up to 175gp.

3. The Forge

This large room holds a functioning forge.

The site where some of the manor's darker rituals were preformed has been transformed into a forge. Zaida plans on outfitting her stirgelin minions with weapons and armor. She's also made a deal to provide nearby bugbear and lizardmen tribes with dwarven quality weapons in exchange for their allegiance. In this manner she hopes to build an army to wage war against the local civilized settlements for revenge against an imagined wrong.

The forge is turning out weapons but not dwarven quality weapons. Between the apprentice blacksmith Vamol in **Room E** and the masquerading blacksmith Dok in **Room J** the weapon output hasn't been that good.

Zaida hopes that her recent move of "borrowing" Shadywood's blacksmith will change this. There is an 80% chance that Liam is working here; otherwise he'll be in **Room C**. There's a 60% chance that Vamol will be working here as well; otherwise he'll be in **Room E**.

A flesh golem named Rotstitch stands guard here. The flesh golem has been instructed not to let the blacksmiths leave the forge unless they're being escorted by the stirgelins, Rendrip, or Zaida.



Rotstitch (Flesh Golem): HD 10 (45hp); AC 9[10]; Atk 2 fists (2d8); Move 8; Save 5; CL/XP 12/2000; Special: Healed by lightning, hit only by magic weapons, slowed by fire and cold, immune to most spells.



Cooling racks in the southwest corner and a wooden rack in the southeast corner of the forge hold a number of daggers, as well as short swords, and long swords. These appear normal to the untrained eye, however a dwarf will be able to pick out subtle imperfections which cause their welder to suffer a -1 to hit with them and a -1 to damage inflicted.

4. Secret Study

A large desk sits in the southeast corner of this room. A bookcase to the north holds an assortment of moldy books.

This secret area served as a sort of safe room for the Graygrims. At some point in the past a desk, chair, and bookcase were added. It then served as a study for some time, the shelves holding tomes of mostly

dark magic, however there may be a few holdovers from better times.

This area now serves as an office for a werewolf named Rendrip. He oversees activities in the forge and keeps records of materials required, supplies used, and items produced. There's a peephole in the secret door through which he can view

Area 3. If he hears the sounds of battle he'll use the peephole to keep an eye on how it progresses, possibly joining in at an opportune moment but only if it looks like the outcome would be in his favor. Most likely he'll remain hidden in his study.

Sitting on his desk in an *orb of angry winds* (see New Magic) left over from the room's safe room days. If it looks like his secret room is going to be found he'll smash it to summon an invisible stalker to guard him.

A journal on the desk holds information regarding the forge's operations. It doesn't take a dwarf to see that it hasn't been very productive. A desk drawer contains two contracts offering to supply weapons to someone named Ookaresh (bugbear chief) and Rivass (lizardmen chief) in exchange for more or less an oath of fealty to Zaida Graygrim. Both are signed with a red "X". The drawer also holds keys to the cells in **Area 2**.



Rendrip (Werewolf): HD 4+4; HP 26; AC 5[14]; Atk 1 bite (1d6+1); Move 12; Save 13; CL/XP 5/240; Special: Lycanthropy.

Invisible Stalker: HD 8; HP 39; AC 3[16]; Atk 1 "bite" (4d4); Move 0 (Fly 12); Save 8; CL/XP 9/1100; Special: Invisible, flight.



As stated above there's an *orb of angry winds* here although unless

Rendrip can somehow be taken by surprise it's probably been used.

The two contracts could be of value to local authorities. They'll want to be aware of allegiances made among such creatures.

The bookcase contains mostly rotted and moldy tomes. A spell caster can identify them as books on good and evil magic from some of the bits that still remain legible. If the bookcase is searched roll four times on the list below. Ignore repeated results.

Roll 1d10	Object found
1	<i>Manual of Intelligence</i> (cursed).*
2	A semi-rare fantasy book called <i>The Sorrowmill</i> about an enchanted millstone which grinds happiness to dust (worth 10gp).
3	A titleless book in a brass sheath containing information on forgotten gods aligned with chaos (worth 50gp).
4	The contents of this book are illegible however its cover is studded with a collection of gems (worth 80gp).
5	A titleless book in a copper sheath containing information on forgotten gods of evil alignment (worth 150gp).
6	A white pearl on a gold chain being used as a bookmark (worth 125gp).
7	A titleless book in a silver sheath containing information on forgotten gods of good alignment (worth 200gp).
8	A journal containing a ritual of summoning. If it's worked the ritual will summon an imp which will turn into a copper statue with gemstone eyes (worth 222gp).
9	A titleless book in a gold sheath containing information on forgotten gods aligned with law (worth 250gp).
10	<i>Manual of Intelligence</i> .

* The cursed manual reduces the reader's intelligence by 1 instead of increasing it.

5. Blood Pool

This large rectangular room holds a sunken pool. The pool seems to be filled with blood.

One of the most vital considerations to be made prior to preparing for war is how to keep the troops fed. Zaida used a combination of dark sorceries and necromantic magic to create a blood elemental (see New Monsters). She plans on using these elementals as a mobile food source for her stirgelin troops.

The blood of unfortunate travelers fills this pool, kept "fresh" and circulating through a special enchantment. She's only succeeded in creating one blood elemental so far but has the means to create additional ones once it's time for her war to begin (and she's had the opportunity to acquire some new blood.)



The blood elemental will form if the party enters more than 10' into the room. It will not attack unless it's attacked first. The elemental's regeneration will function as long as it's in contact with the pool. There's a 70% chance that it will follow fleeing characters, taking 1d4 rounds to flow through the door if it's shut. The elemental's regeneration will cease to function if it leaves the room.



Blood Elemental: HD 12; HP 54; AC 2[17]; Atk 2 strikes (1d8); Move 10 (Swim 18); Save 3; CL/XP 12/2000; Special: Regeneration.

6. Armory

This room holds a significant number of weapons.

There are two stirgelins here, practicing fighting with daggers (or possibly fighting for real). Roll 2d4 for each to determine how much damage they've dealt each other and subtract the amount from their hit points.



Stirgelins (2): HD 6; HP 30,21; AC 4[15]; Atk 2 claws (1d4), or weapon (1d6), and/or 1 bite (1d4); Move 12; Save 9; CL/XP 8/800; Special: Damage from sunlight, Regeneration.



The rack to the south holds 24 short swords. The rack to the north holds 34 daggers with two empty slots for the ones the stirgelins are currently using. These appear to be the work of a previous smith, lacking the slight imperfections of those found in **Area 3**.

One of the short swords appears to be of exceptional quality and is actually a *short sword +1, +2 vs. demons*.

7. Forge Storage

This room contains excess material for crafting weapons in the forge.

There are three wooden platforms here, each containing 74 blanks for creating long swords in the forge. A few smaller blanks for creating daggers and short swords are scattered across the tops of these. The smaller weapons were created initially with the goal being to arm her minions first. Now that Zaida Graygrim has contracts with the bugbears and lizardmen her focus has turned to creating larger weapons.

Two sacks in the northeast corner of the room each contain 2 dozen pommels, guards, and strips of leather to wrap around the hilts.



Mixed in with the strips of leather is a leather coin purse containing 200sp

8. Water Supply

The start of a pyramid containing 15 barrels lay on their sides, stacked against the rear wall of this room.

This was originally emergency drinking water storage for the manor. The water in the barrels has long since turned brackish and undrinkable. Occasionally a barrel of water is taken from here and used in **Area 3** during the forging process. This room is also home to six stirgelins.



Stirgelins (6): HD 6; HP 33,30,26, 24,23,21; AC 4[15]; Atk 2 claws (1d4), or weapon (1d6), and/or 1 bite (1d4); Move 12; Save 9; CL/XP 8/800; Special: Damage from sunlight, Regeneration.

9. Treasury

This room holds four large treasure chests.

The door to this room is locked. The key can be found in Zaida's possession. This room held some of the Graygrim's more valuable possessions in the past. It's been raided several times over the years to pay for magical tomes and ritual related paraphernalia but there's still a good bit of it left.



Chest #1: A backpack containing a torch, flint and steel, 50' silk rope, 402gp, 573sp, and 9,390cp; an empty scroll case made of brass with brass endcaps and decorated with 3 white opals worth 441gp; a sealed clay jar containing 643gp and 308sp; and a sack containing 2,500sp, 5,224gp, and 20 gems worth 100gp each.

Chest #2: Empty save for 2 silver coffers worth 100gp each. The first coffer contains 1,000gp marked with a scorpion image. The second contains 1,000gp marked with the head of a bull. These coins are rare and can be worth 2 to 5 times the normal trade rate to a dealer in old coins (or they can be spent as 1gp each...)

Chest #3: An exquisite purple robe with silver trim worth 60gp. The robe is wrapped around a golden ceremonial mask and dagger set worth 1,000gp and a

lizard skin eye patch set with a golden yellow topaz crafted to resemble a cat's eye (worth 580gp); a wooden case containing two pewter wine glasses, studded with gems worth 225gp each; a pouch containing 8 fire opals of exceptional quality (worth 1,000gp each); and 4,090gp lay loose in the bottom of the chest.

Chest #4: This chest is filled with copper pieces, 128,900 of them to be exact.

10. Provisions

This room contains a number of wooden casks standing in two groups of ten each.

This room contained emergency rations for the manor. The group of 10 casks to the north contain hardtack while the 10 casks to the south contain salted pork and dried fish. The rations are now used to feed the prisoners, a fact that they're not happy about. A total of four casks have been broken open; two of the hardtack, one pork, and one fish.

11. Supply Room

There are five wooden crates here. One lies on its side. A number of red hooded robes have spilled from it and lie scattered across the floor.

This room was storage for the manor. There are five stirgelins here. Two of them are trying on red hooded robes that are way too big on them. If combat breaks out these stirgelins will take 1d3 turns to untangle themselves from the robes before they can join in.

The broken crate contained two dozen red hooded robes. The remaining crates hold supplies for magic rituals.



Stirgelins (6): HD 6; HP 31,25, 20,19,19; AC 4[15]; Atk 2 claws (1d4), or weapon (1d6), and/or 1 bite (1d4); Move 12; Save 9; CL/XP 8/800; Special: Damage from sunlight, Regeneration.



Among the otherwise mundane supplies the crates contain are a set of six silver candleholders worth 30gp each, a collection of rare incense worth 250gp, and a golden chalice worth 500gp.

12. Graygrim Dark Ale

There are eight barrels in this room, four line the south wall and four line the east wall.

Apparently at some time in the past an ancestor of the Graygrim's practiced a different kind of dark art, creating a wonderful dark ale. Eight kegs of it sit here well preserved and intact.



The kegs of Graygrim Dark could be sold for up to 50gp each. They'll have to be transported elsewhere to be sold, probably to a city where more expensive tastes are sated, or somewhere the Graygrim name doesn't hold so much of a stigma.

13. Crypt



The stairs that descend to this room bear a magical trap that alerts Zaida to intruders. If Logan was wandering the hallway there's a 70% chance that Zaida pulled him into **Area 13**. The vampire will

know the party's on their way once they set foot on the stairs. A thief checking for traps may discern that something's not right with the stairs giving the party the possible opportunity of taking the vampire by surprise (if they can figure out a way to descend the stairs without touching them.)

Two lit braziers stand at either side of a coffin. There's evidence that suggests the lid had been used as a sacrificial altar at one time; blood stains and scraps of bindings are present.

Once the site for some of the manor's blood sacrifices the tomb has now become Zaida's home.

If the vampire is aware of the party's approach and she has Logan she'll attempt to use the boy as leverage, offering to leave him go in exchange for her safe passage out of her lair (she has back up coffins hidden away with both her bugbear and lizardmen allies.) If she doesn't have Logan she'll be near the doors looking to attack the party as they enter. She'll attempt to charm the first one through the door.

If the party managed to sneak down the stairs without alerting Zaida, there's a 50% chance she'll be asleep in her coffin.



Zaida Graygrim (Vampire): HD 8; HP 46; AC 2[17]; Atk 1 bite (1d10 + level drain); Move 12 (Fly 18); Save 8; CL/XP 11/1700; Special: vampire powers and weaknesses.



Zaida possesses *Shadowedge* (see New Magic). She also wears the key to **Area 9** on a chain around her neck.



Wrapping Up

The party returns to Shadywood, hopefully with Liam the blacksmith (and Logan if he stuck around). Sirius and the rest of the townspeople are eager to hear about the party's adventure at the manor. The mayor organizes a feast during which he and the other inhabitants of the town expect to hear tales of their heroic battle against the "ghosts" of Graygrim manor. At one point during this feast the mayor will hand over the 2000gp reward.

If the players decide they don't want to hang around for a party the mayor will reluctantly hand over the gold however he'll still expect a briefing of what transpired in return. If he's informed that there was a vampire at the manor he'll want to know its current state. Sirius will become quite concerned if he's informed that Zaida Graygrim was allowed to flee...

Continuing the Adventure

Here are some suggestions for further adventures:

✂ If the party allowed Zaida to flee it may be in their best interest to track her down. Failing to do so may result in them being attacked by a band of vampire lizardmen or vampire bugbears at some point in the future.

✂ A cult seeks the *sorrowmill*, believing it to actually exist. It's rumored that the book (possibly found by the players in **Area 4**) contains a hidden code that will lead the faithful to it.

✂ The blood pool in **Area 5** somehow becomes connected to an elemental plane of blood. It starts producing elemental after elemental. A difficult ritual must be performed in order to sever the pool's tie to the blood plane.

✂ A powerful organization aligned with good tasks the group with destroying *Shadowedge*. Unfortunately doing so releases sixty-six shadows...

✂ The threat of Zaida Graygrim won't truly be over until all three of her coffins are located and rituals of purification are performed on each to prevent her from regenerating her form.

✂ If Zaida got away from the group it's possible Sirius will insist that the vampire be hunted down and destroyed. He asks that the group take Liam along with them, who is slowly turning into a vampire.

✂ The four titleless books concerning ancient gods that can be found in **Area 4** are part of a larger collection of sacred books housed in a temple that's been converted into a library. The ghost-like forms that serve as the library's custodians are interested in retrieving them.

✂ A bounty hunter confronts the party asking them if they've seen a thief that fits the description of the dwarf from **Room J**. Apparently someone's offering a 1,000gp reward for Dok; dead or alive...

NEW MAGIC

Orb of Angry Winds

This item is a sphere of glass roughly 8" in diameter. It's usually found in a stand designed to keep it from rolling from its resting place. The slightest hint of a tiny specter-like apparition can be seen within. Smashing the orb releases an invisible stalker which serves the one who released it as though they summoned it by spell.

Ring of Firestrike

When worn this silver ring appears to be surrounded by a shimmering blue flame. The wearer's melee attacks (and even unarmed attacks) have a chance to deal additional flame damage. Each successful melee attack deals an additional 1d4-1 fire damage. When worn by a spell caster each time they cast a spell that inflicts fire damage that spell deals and additional 1 point fire damage.

Shadowedge

This sword is only usable by creatures of evil alignment. Creatures of other alignments risk having a level drained if they attempt to wield it. It functions as a *long sword +1, +4 vs. undead* and appears to feature a blade comprised of shadow. It's most horrifying aspect however is that the first living creature it slays each day is transformed into a shadow. Shadows created in this way ignore the wielder of this blade as though the wielder were invisible.

NEW MONSTERS

Blood Elemental

A blood elemental is created through an obscure ritual that binds the spirit of a water elemental to some sort of container filled with blood gathered for this purpose. They usually take the form of bulky 8' tall humanoids. At rest in their blood filled container they're indiscernible from the rest of the fluid. The creature has the ability to flow like water through small openings if need be.

A blood elemental regenerates 3 hit points per round while in contact with its container. For this reason it rarely ventures far away from it. This regeneration ceases if the creature is reduced to zero hit points or less.

Blood Elemental: HD 12; AC 2[17]; Atk 2 strikes (1d8); Move 8 (Swim 12); Save 3; CL/XP 12/2000; Special: Regeneration.

Stirgelin

Stirgelins take their name from stirge and goblin and are a form of goblin vampire. They regenerate a number of hit point each round equal to the amount of damage they dealt with their bite attack. They take 1 point of damage each round they're exposed to direct sunlight.

They have a strange affinity for silver and will seek to hoard it if they can. Stranger still, exposing a stirgelin's skull to sunlight will cause it to gradually transform into silver (worth around 150gp)

Stirgelin: HD 6; AC 4[15]; Atk 2 claws (1d4), or weapon (1d6), and/or 1 bite (1d4); Move 12; Save 9; CL/XP 8/800; Special: Damage from sunlight, Regeneration.



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