

The sharp-pointed hills huddle closely together as the land rises inexorably through the deepening shadows toward the looming titanic bulk of the Mottled Spire. Shrieking wind scours the desolate, treeless hilltops and fills the tangle of uncharted steep-sided, rock-strewn valleys cutting through the hills.

The creeping tendrils of civilisation did not linger long in such a hard place. A century ago, settlers from Languard founded Greystone as a fishing village and rebuilt the shattered ruin of the Shard, but the harsh weather, isolation and events of a certain terror-filled night doomed their efforts to failure.

The decayed ruins of Greystone yet cling to the vertiginous, landward flank of the Mottled Spire and are still visible from Languard's ramparts. Most of the buildings are little more than crumbling facades built over the mouths of the numerous caves riddling the rock. Linked by steep and narrow roads hacked from the Spire's living rock, these homes once housed almost 200 souls. Sickly briars and the flotsam of countless winter storms now choke many of the roads rendering them all but impassable—only the nimblest or strongest travellers find the going easy.

A nameless aura of fear and decay hangs over the crumbling, wind-blasted ruins. Seemingly perpetually shrouded in shadow by the Mottled Spire's looming bulk dark legends cluster thickly about the place. Stories of ghoulish hauntings and myths of degenerate, inbred survivors of the original settlers lurking amid the ruins along with the village's isolated position conspire to keep decent folk away.

DEMOGRAPHICS

Ruler Uljas Alanen
Government Overlord
Population 68 (68 degenerate humans)
Alignments NE
Languages Abyssal, Common

NOTABLE FOLK

Few folk dwell in Greystone anymore; any who do so are the degenerate, inbred descendants of the village's original settlers:

Ilari Alanen (location 6; CE male degenerate human ranger 2)
Ilari stalks the Mottled Spire and knows its secret paths well.

Marja Alanen (location 6; NE female degenerate human wizard 4)
Uljas' wife, Marja is even more depraved than her husband

Uljas Alanen (location 6; NE male degenerate human cleric [Dagon] 3)
The depraved leader of the cultists, Uljas enjoys sacrificing yet living victims to his dark god.

Vilho Alanen (location 6; CE male degenerate human fighter 2)
Bloodthirsty and hideous to look at, Vilho loves fighting.

NOTABLE LOCATIONS

Most of the village comprises nothing but ruined peasant homes. A few locations, however, are of interest to adventurers:

1. **The Docks:** Pummelled by winter storms and high tides, the docks and the tumbled stone breakwater protecting them are battered and cracked.
2. **Hall of the Storm Mistress:** Dedicated to Serat, mistress of Storms, this ruined building stands hard against the docks.
3. **Shrine of the Father:** The walls of this building still stand proud, but surely they must soon collapse. Fallen rubble hides the entrance to a crypt.
4. **Forge of the Dead:** A small cave-home at the back of this forge is home to several ravenous ghouls.
5. **Alanen Manor:** This ramshackle manor house hides a bone-filled shrine dedicated to the Shadow in the Sea in its cellar.
6. **The Caves:** Caves honeycomb the rock, and the settlers used these as part of their home.
7. **The Twisted Path:** This precipitous path links Greystone to the Shard.

HISTORY

Born of a foolish, and ultimately doomed, attempt to bring civilisation to the Mottled Spire, Greystone's history is short and cloaked in sorrow, suffering and mystery. Founded 200 years ago, the village stood for only 20 years before disaster overtook its folk.

Almost wholly dependant on supplies from the mainland for fresh vegetables, grain and other staples, the villagers were often malnourished and ill. A shortage of fresh water further exacerbated the villagers' health problems. Rumours in Languard at the time placed a strange invisible miasma over the village that made its folk sick with its noxious vapours.

Such suffering and depredation created a fertile breeding ground for Dagon's sinister message. By chance, the Alanen's built their manor over an ancient place of worship of the Shadow in the Sea. Discovered when the foundations were laid, the patriarch of the family—Armas Alanen—became obsessed with the shrine and quickly fell under Dagon's fell influence. From then, like a disease or cancer, his worship spread slowly, but surely, through much of the populace until—in one terrible, bloody night—slaughter was visited on the unbelievers.

The few right-minded survivors of that terrible night fled to the mainland while the remaining cultists made their homes among the bones of their slain neighbours. With no outside influence working to keep their souls safe from eternal damnation, the cultist' fall was soon complete and they became degenerate, twisted perversions of what they once were.

VILLAGE LORE

Through dint of their personal local knowledge or their efforts to gather information, the PCs likely know some generally accepted facts about Greystone.

- Greystone has been abandoned for decades, after a night of madness and slaughter left most of its folk dead.
- Although the ruins are visible from Languard, few bother to investigate the fallen ruins.
- The villagers lived in caves screened by normal building frontages. Passages and tunnels riddle the whole area.

VILLAGERS

Appearance Pale of skin and dirty the folk of Greystone are an ugly, loathsome folk. Inbred, they are aggressive and violent and do not venture out willingly during the day. They avoid contact with others and viciously defend their cavern homes.

Dress Dressed in a patchwork of rags and ripped clothes they wrap their feet in strips of cloth and leather scavenged from the settlement's ruin.

Nomenclature *male* Atro, Jani, Raimo, Valto; *female* Aila, Emmi, Laina, Satu; *family* Aalto, Keto, Outila, Takala.

WHISPERS & RUMOURS

The PCs might learn one or more rumours about the ruins of Greystone. If they do, consult the table below to discover what they uncover.

D8	RUMOUR
1*	The spirits of all those who died in the ruins haunt Greystone. It is a cursed place.
2	The nobles of the village—the Alanen—went mad and delved too deeply into ancient, best-forgotten lore. An invisible miasma hung over the village in the old days.
3*	It made the villagers sick; some went mad while others died young.
4	Something large and dangerous lives in Greystone's harbour. After several fishermen disappeared in the harbour, no one voluntarily docks there anymore.
5	The nearby waters are particularly cold, but teem with fish.
6*	An invisible demon lives in Greystone and whispers maddening thoughts to those sleeping in the ruins.
7*	Expeditions to Greystone always end in disaster.
8	Lord Villamor dreams of re-establishing Greystone as a functioning settlement, but even if the place were made safe no one would voluntarily live there.

*False rumour

Village Above Ground Map

NOTABLE LOCATIONS

Most of the buildings in Greystone are little more than stone facades built across a cave mouth. Most such homes are nothing but the abandoned home of a typical peasant family.

Within, the caves has been improved and expanded to meet the needs of the original settlers. Living spaces, kitchens, storage areas and even craftsmen's workshops can all be found cut into the Mottled Spire's living rock. Narrow, rough-hewn tunnels link many of the homes to one another, and these enabled the settlers to move about freely during even the most savage winter storms. (See location 6, for more details).

A few locations, though, are of note to adventurers exploring the place.

1: THE DOCKS

Crumbling and cracked docks, protected by a breakwater of jumbled, slick stones, offer a safe haven of sorts for explorers' vessels. Thick seaweed of unwholesome aspect grows in profusion here across the stones and rotting wrecks of long-abandoned fishing vessels.

Crabs—some grown monstrously large on some unknown food source—swarm in the harbour's deeper water; swimmers have disappeared in the harbour and few local fishermen will put in here even in the face of the worst winter storm. One crab in particular has grown to truly gargantuan proportions and unwary explorers have reported being attacked by veritable swarms of normal-sized crabs driven by some insane hunger.

2: HALL OF THE STORM MISTRESS

Dedicated to Serat, Mistress of Storms, the Hall of the Storm Mistress stands close to the docks. At high tide, part of the temple is inundated and it was then her worshippers praised their patron. Now rubble from the collapsed roof chokes the sacred pool and seaweed of an unhealthy hue grows voraciously about the hall.

3: SHRINE OF THE FATHER

Here the followers of Conn, the Father, gathered to pray. This building has suffered extensive damage and is little more than a shell. One of the only freestanding buildings in the village, the shrine's remaining walls stand stark against the gloomy sky. It will likely soon collapse.

A small crypt—its entrance masked by fallen rubble—remains undisturbed. Within lie the remains of several priests of the father, a few magical traps of undimmed potency and the faithful's small store of treasures hidden when madness began to claim the villagers' minds.

4: FORGE OF THE DEAD

The crumbling façade of this building masks a deep cave with a high, soot-stained roof. Within, all is dust and decay; the tools of the blacksmith's trade lie forgotten—slowly rusting away. Several skeletons lie scattered about the chamber; all show signs of a violent death.

A small network of caverns behind the main cave comprise the blacksmith's living quarters; protected by a stout, iron bound door set with deep hinges, they yet remain undisturbed. This is fortunate for previous explorers as the blacksmith's family—his wife and three small children—starved to death within and have transformed into ghouls. Tormented by their unending hunger, they savage anyone breaking into their home.

5: ALANEN MANOR

The heavily fortified manor-home of the Alanen family overlooks the village. Built atop a ledge of sorts, it huddles hard between a precipitous drop and a sheer cliff. The only way to access the place is through a steep, winding tunnel leading up from the village. At two points along its length, great wooden, iron banded doors warded the tunnel; their hacked and scorched remains now do little to deter interlopers.

The manor house was never a luxury abode and the years since Greystone's fall have not been kind. Its windows—once protected by fragile glass panes—now stand open to the elements, with predictable results for the interior. Water damage, along with the actions of previous explorers, the leavings of the bats swarming in the attic and the bloody events of that terrible night years ago have rendered the manor's interior uninhabitable (and dangerous in places).

Occasionally, the degenerate remnants of the Alanen family creep up from their deep tunnels to wander through the ruin of their former greatness to stare up at the peeling, water damaged portraits of their progenitors.

The manor's most horrifying secret, however, lurks in the cellar where hidden deep among the shadows and echoes of an elder age lies a small shrine dedicated to the Shadow in the Sea. The shrine stands in a cavern discovered when the original builders were sinking the manor's foundations. Here, the Alanen prostrate themselves before a huge and unknowably ancient carving of an open octopus eye set high up on one wall. The cavern links to the sea through a submerged tunnel and the smell of salt hangs heavily in the air. Heaps of pale green luminescent seaweed cover the floor, and strangely disfigured, malformed crabs swarm within. Bodies left in this room are flensed to the bone in a matter of hours.

6: THE CAVES

Caves riddle the stone bulk of the Mottled Spire. The settlers used these caves for shelter and storage. Over the years, they connected and improved the caves so they could move about in even the worst weather. Explorers can easily note the signs of tools in many sections of these caves. The original caves were cut over millennia by streams and the inhabitants used these streams for bathing and fresh water—something in short supply in such a remote, foreboding spot.

The cultists' degenerate descendants dwell in the caves, and jealously guard them against all comers. They number but 68 folk now, and few babies survive the rigours of their early years.

The cultists know the caves intimately and use the twisted, confused passageways to their advantage when battling intruders. Numerous pits, tripwires and deadfalls protect the caves and explorers often withdraw from their confines without ever clapping eyes on a cultist.

Notable sections of the caves include:

- **The Shadow Fane:** Set upon a small, low island in the middle of a deep and wide pool, bones choke the surrounding area. Here the cultists venerate their terrible, ancient patron.
- **Alanen Hall:** After moving underground, the Alanen's claimed this large cavern as their home. It is the most heavily trapped

and protected area in the caves. The Alanens brought much of the wealth and possessions here from their manor, and the cavern (strangely) has the feel of a noble's mansion (all be it a mansion fallen into decay and squalor).

- **The Pit:** Here the cultists incarcerate any travellers falling into their hands. This is a place of despair and death. The Alanens delight in torturing any unfortunate to fall into their hands. Often those sacrificed in the Shadow Fane have suffered days or weeks of brutalising abuse. Some welcome death, little knowing the torment their souls will face in the Abyss.

7: THE TWISTED PATH

A narrow trail—now all but disused and abandoned—leads from Languard upwards to the Shard. Once used by the villagers to supply and maintain the lighthouse, few now dare this twisted, overgrown pathway.

In places, minor landslides have blocked or partially blocked the route. The path takes a circuitous route up the Mottled Spire's flank following natural clefts in the rock and a riot of vegetation chokes the sheltered sections with thick, cloying bramble bushes.

View of village from boat on water/cave map