

YK1

FOURTH EDITION

HACKMASTER®



Dungeon Module YK1

The Hungry Undead

by Jolly R. Blackburn

This electronic document forms a complete module for use with HackMaster®. It contains background information, a color referee's map, referee's notes, encounter and map matrix keys as well as illustrations for the players.

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DUNGEON MODULE YK1 THE HUNGRY UNDEAD

by Jolly R. Blackburn

INTRODUCTION: This adventure is recommended for use with a party of 3rd to 5th level. However, it is incumbent upon you as GM to read the adventure thoroughly and (possibly) adapt it for use with your particular group by boosting or lowering the strength of the foes described.

You should re-read the description of Pseudo-Vampires (Hacklopedia of Beasts Volume 6, pages 97-98) before beginning this adventure, as they comprise the principal foe and function quite differently from normal Vampires.

BACKGROUND: Sleeping Bear Rock is located deep in the desolate country of the Sanakir Hills, north of the City State of P'Bapar, in the Young Kingdoms. There, between the Sanakir and the Shashyf Hills, a large column of rock rises 300 feet up from the valley floor. This pinnacle of rock is all that remains of an ancient volcano (similar to, but much smaller than the Devil's Tower in Wyoming).

There are various stories on how the Sleeping Bear Rock derived its name. Some claim that, from a distance, the rock resembles a large sleeping bear. Others claim that numerous caves of the rock were once a haven for hibernating bears during the severe winters of the area.

Sleeping Bear Rock is composed of volcanic rock and riddled with caves and fissures. The site has been used as a burial place for thousands of years by various races. Fifteen hundred years ago, (ca. -500 YK) a Deji tribe brought the area under its control and utilized the Rock to bury its chiefs and shamans.

The Deji were the first to tunnel out the Rock and construct various burial vaults and shrines within. A pan-tribal cult rose to power shortly thereafter within the local Deji tribes in -300 YK. They chose the tombs as their place of worship and as the exclusive burial place of their own dead. This cult was known as the Sharjani, the Drinkers of Blood.

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Publisher's Note: This is a work of fiction. Names, characters, places and incidents either are the product of the author's imagination or are used fictitiously, and any resemblance to actual persons, living or dead, events or locales is entirely coincidental.

This tribal cult rose up around several charismatic sub-chiefs and shamans who were obsessed with immortality. The leaders and their followers were ousted from the Deji tribes out of fear in -270 YK. The cult's members worshipped a strange gawd associated with dark magic, blood drinking and human sacrifice. Unbeknownst to these true-believers, their "Gawd" was merely a vampire-priest of the Great Deceiver. Followers sought immortality through the magic of the "Gawd", which granted a special form of vampirism.

The most powerful of the chieftains and shamans became the Inner Circle of this cult, and were transformed into Greater Pseudo-Vampires. The chieftain of the cult was transformed into a Pseudo-Vampire Lord (also known as Sharjani), and served the "Gawds" as high priest, the Grand Sharjan.

The Grand Sharjan presided over cult members who were now entirely based within the tombs. At night they led their warriors on raids against the surrounding tribes, now considered their enemies. The purpose of these raids was to obtain captives for use as food and sacrifices for the nightly rituals worshipping their Dark Gawd, whom they called Sharjanjir. The cult ruled the area for generations; even now their names are spoken in hushed tones around the campfires of the Shadoji Deji tribes.

As time passed, the immortal members of the Inner Circle of the cult became insane and maniacal. Jealous of each other and of the Grand Sharjan, the elite of the cult began to assassinate one another in -150 YK, beginning with the Grand Sharjan. Finally, after a generation of battles, one Sharjan rose out of the chaos in -120 YK as the new Grand Sharjan, Krajan Sharjanjirdan, the "Chosen One of Sharjanjir."

For hundreds of years the cult, led by Grand Sharjan Krajan, terrorized the area. During this time (-120 through 180 YK), they expanded the tombs and conducted their worship in its great temples. Then an earthquake caused a wall of rock to dam the river in 180 YK and the valley quickly flooded. The rock became an island and its tombs inaccessible. The cult was trapped within the rock and their immortality became a curse. For centuries they starved and ranted in their prison. Finally, in the early 7th century YK, several seasons of unusually high rainfall deteriorated the dam and the lake drained. Centuries of sediment had buried the entrances to the tomb beneath 20 feet of mud. The local Deji tribes had inherited legends of the evil site from their ancient forefathers. This dark history caused many to shun the site.

When one Deji clan attempted to locate the entrance in order to find the great treasure legend said lay within the tombs, a plague swept the area. In time, these events were interconnected in Deji legend and the Sleeping Bear Rock became an omen of evil for the local people and the area was avoided.

ADVENTURE SYNOPSIS

In this adventure the characters stumble upon a dying man who appears to be quite insane. His wild accounts of a great tomb laden with treasures and blood-drinking creatures should pique their interest enough to warrant further investigation.

The PCs discover a map on the body of the man. When they investigate, they find a recently-uncovered lair of the Sharjani cult. The PCs face many dangers within the lair, and must eliminate all of the pseudo-vampires and monsters therein, or the threat remains to plague the area.

ADVENTURE HOOK

While moving along a seldom-used trail in a remote area of the Sanakir Hills the party stumbles upon a campsite. Around a dead fire lie three human corpses. They appear to have been dead for several days.

If the party examines the bodies, they note a variety of claw and bite wounds, all which have been dressed. There is no treasure or weaponry. While the PCs are examining the bodies, Jorvan Ekrad charges from the bushes swinging a broken lance at the nearest player. Roll for surprise as normal.

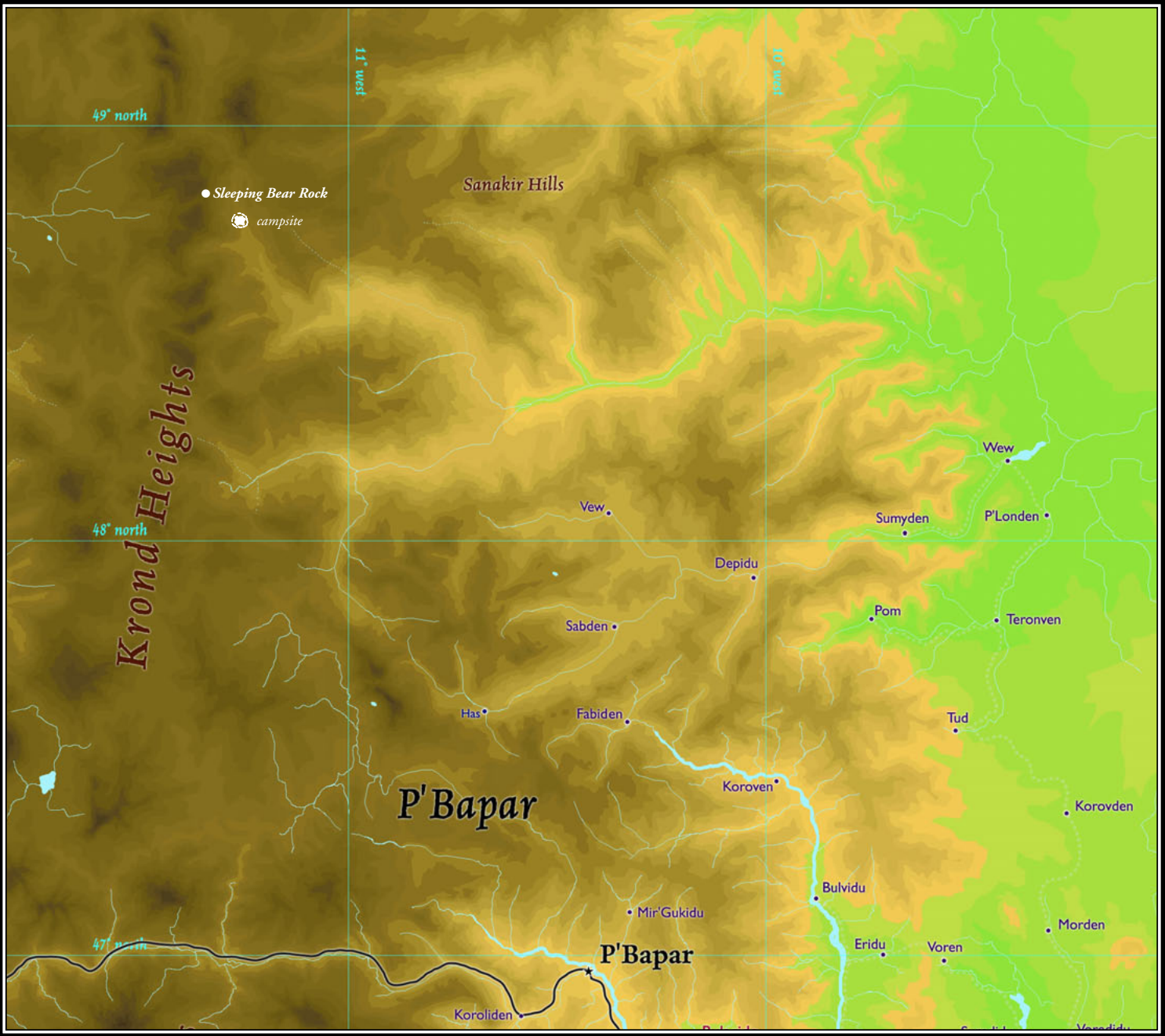
A man in shredded mail bursts from the bushes at the edge of the clearing. He wields a broken lance and shrieks "Defilers! Infidels!"

Jorvan Ekrad (HF 0, EP 68, Int 12, AL NG, AC 7 (damaged chain mail + 14 Dex), MV 9", Ftr 3, HP 2 (44) (Con 14), #AT 1 (medium horse lance, head sheared (-50% to damage)), D 1d4+1/1d6+1/2d6 x½, SA: +1 to-hit/+3 damage from 15/68 Str, ML 20, TOP: 22, Crit BSL: Def AC, FF 7, Quirks: Chronic Nightmares, Delusional, Psychotic Aversion to Monster (Vampires), Paranoid

HPs:

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Chain mail AC: 5 □□□□□□□□ 6 □□□□□□ 7 □□□□ 8 □□ 9 □





Jorvan is seriously wounded, weak from blood loss and suffers from an acute case of post-traumatic stress disorder. If subdued or captured, he recites his tale over and over at an increasingly frantic pace. He is incapable of responding to questions, and mental probing such as ESP reveals nothing but a maelstrom of jumbled thoughts. The substance of his manic rant goes as follows:

"Fent? Yurdin? You're alive! I knew you would be... we found it my brothers! It exists and we found it... great treasures, and the temple! It is beautiful! To think of all the thousands who were laid to rest there! Mustn't go there though... mustn't anger the Lords of Blood. We were wrong to go there and we were punished. No one may follow. Yurdin, I beg you, destroy the map and put the Sleeping Bear out of your... mind... arrrghhhh..."

Jorvan continues in his rant until freed, at which point he bolts away still babbling "Wrong to go there, wrong to go there...". His wounds may be tended to, but his mental afflictions guarantee his future as a crazy hermit.

If the players search him, they find a map soiled with blood. Upon examination of the map, it should be clear that the tomb is a scant 10 miles off the main trail to the northwest. Jorvan has no other treasure.

If slain upon initially encountering the players, Jorvan will, of course, be unable to relate his cautionary tale.

ARRIVAL AT SLEEPING BEAR ROCK

As you clear the forest's edge you emerge into a small valley. Rising dramatically from the valley floor nearly 300 feet is a large shaft of rock.

The PCs approach the Rock from the eastern side. There are no apparent trails or tracks leading them to the entrance and they must ride around the perimeter of the Rock until they reach location 1 or 14 (refer to the map on page two).

1) ENTRANCE TO THE TOMBS. Display the illustration on the back cover and read:

There is a 20 foot semi-circular clearing at the base of the Rock. A large pit descends into the ground flush with the Rock face. Numerous tree stumps and saplings lie at the clearing's edge. Dirt and rubble from the base of the Rock has been piled nearby. The remains of a campfire lie at the center of the clearing. Three shovels and a pick lean against the face of the Rock.

Jorvan and his associates made this clearing. They located the entrance and spent several days digging the pit to the main entrance. If one of the PCs thinks to search the immediate area, the remains of several horses can be found scattered about the clearing. The pit itself is 5 feet in diameter and descends 20 feet. A crude wooden ladder allows the PCs to descend into the pit, though they might wonder about its reli-

ability. At the bottom the pit opens up into an area roughly 20 feet by 10 feet and gives full access to a set of double doors leading into the tomb.

The doors are not locked and have been blocked partially open with a large rock, allowing one PC to squeeze through at a time. The doors are made of bronze and covered with the hieroglyphs of a long-forgotten script used in the ancient Deji Empire. For those who can decipher it, the text reads:

"Here lie the Lords of Blood — Great Lords that dream through long ages awaiting the falling of the stars, the death of the sun and the weeping of the moon. A curse upon those who would defile their remains or remove the smallest grain of sand from within these halls. May the Drinker of the Blood of the Gods strike out your eyes and break your minds! Go from here, if you would desecrate those who lie within! Flee from here if you would rob the dead! For Sharjanjir stands watch over his faithful."

Note: If the PCs traveled by horse, there is a 40% chance that the Sturm-wolves in Area 15 pick up the scent and attack the horses. Chances should be checked once per hour. If the Sturm-wolves attack the horses, they kill them all unless a guard or some sort of magical protection is present. If the PCs are in the pit or in Area 2, there is a 60% chance they hear the attack.

2) OUTER SANCTUARY.

This is a large room, about six by ten paces. The floor is buried under mud and debris while the melted remains of ancient clay jars line the perimeter. The walls are carved in bas-reliefs of various scenes. On the north end of the room stands a set of double doors made of bronze. The room otherwise appears empty.

This room was known as the Outer Sanctuary. Here worshippers prepared themselves through rituals of cleansing before entering the temple (Area 4). The scenes on the wall tell of the great deeds performed by various heroes of the Sharjani cult.

If the players examine the bas-reliefs they find that they depict human sacrifice and battle scenes. One particularly gruesome scene shows a cleric stacking the skulls of his enemy before an altar.

A secret door in the southwest corner leads to Area 3.

3) PRIMITIVE BURIAL CHAMBER.

The corridor leading here is a roughly hewn passageway three feet wide and four feet high, opening up to a large natural cavern. The western end of the cavern has been expanded and squared off. The floor of the room is carpeted with neat piles of bones. Each pile of bones appears to be a complete human skeleton, the bones neatly stacked like cordwood with the skull resting

on top. The walls are damp and blanketed with a thick covering of moss.

This is one of the first burial chambers of Sleeping Bear Rock used prior to the cult taking it over. Many of the skeletons here were removed from other chambers in the tombs and placed here in order for the cult to make room for their own dead.

If the PCs make an extensive search of the room (at least twenty minutes) they find an ancient gilded bronze short-sword among one of the bone piles. The sword is non-magical, but it is worth at least 50 gp due to its superior craftsmanship. As a melee weapon, it is comparable to an ordinary steel blade (but immune to rusting).

4) TEMPLE OF THE SHARJANI. This is the primary temple and area of worship. The walls are lined with statues representing various heroes of the faith.

This large room is irregularly shaped with a high-arched ceiling. The walls have been daubed white and the floor covered with finely dressed stone. The north, east and southern walls are lined with statues; all are roughly human size and face the center of the room. In the northwest corner of the room a battered iron door stands ajar.

If the PCs examine the statues, they find that each one has been damaged. The eye sockets have been chiseled away. The statues were originally set with gemstones that have long since been stolen.

5) SEPULCHER OF THE SEVEN KINGS. This is the earliest crypt of the Sharjani Cult within the Rock. As the Player Characters enter, display the illustration on the following page and read:

A large column of rock descends from the ceiling to the floor in the center of the room. The column is covered with intricate bas-reliefs of various scenes of daily life. The walls of the room are painted with murals depicting scenes of great battles. On the west wall are seven marble plaques about four feet square and evenly spaced. Each block is inscribed with writing.

The marble plaques are actually blocks of stone sealing the tombs of the seven warlords. Each block has two iron loops set into it. A bronze bar could be inserted through the loops, to allow the block to be pulled out of the wall. The bronze bar is now missing. The writing on the blocks is in the forgotten script of the ancient Deji Empire.

PCs need to make an Open Doors check to pull the blocks out of the tombs without the bar. If two characters work in tandem, they can add their chances together (i.e. two characters each with 16 or higher Strength will automatically succeed).

5a) TOMB OF JANIR KODAJY.

The marble block on this tomb is inscribed: *"Janir Kodajy — Lord of the Northern Clans. Here lies the*

5c) TOMB OF JANI JAVIJI.

The marble block on this tomb is inscribed: "*Jani Javiji – Son of Shajar Vunjas. Served Sharjanjir for sixty years with honor.*"

A headless skeleton lies within the tomb. Its hands, folded across its chest, grasp a bone scroll case. Within the case is a scroll (written at 11th level caster effect) containing three spells: **Detect Magic**, **Darkness**, **15' radius** and **Dispel Magic**.

5d) UNNAMED TOMB.

The marble block on this tomb has been damaged. The letters on this block appear to have been deliberately chipped away.

This tomb is empty.

5e) TOMB OF RANJAR THE GREAT.

The marble block on this tomb reads: "*Here awaits Ranjar the Great. Ranjar the Great, he who could find no foe in life or unlife to defeat him waits for he who would defeat him in death.*"

There is a short passageway three feet wide leading to another tomb. As the player characters enter the tomb proper, display the illustration on the following page and read:

A large mummified corpse dressed in bronze armor sits against the back wall of the tomb. A khopesh sword, covered with cobwebs and sheathed in dust, rests in its lap. A glimmer of gems reflects from the great necklace draped about the body's neck. Before the corpse lies an array of weapons and personal belongings. Three skeletons lay along the east-north wall of the tomb.

Ranjar is a warrior mummy in stasis. He will not animate unless he is touched or someone attempts to take his sword. The reanimation process will be somewhat slow, taking 2d6 rounds. The players should have plenty of time to grab any treasure and flee if they choose to do so.

Ranjar (Mummy, Warrior): HF 37, EP 4,000, Ftr 10, Int Ave, AL LE, AC 4, MV 8", HP 65, SZ M, #AT ½, D 2-8+4 (khopesh **Sword +2**), SA: +1 to-hit, viewer must save vs. spell or become paralyzed with fright for 1-4 rounds (humans save at +2, additional +1 if friendlies number 6 or more) SD: +1 weapon to hit, weapons inflict only half damage (rounded down), immune to sleep, charm, hold, cold, poison and paralysis, fire vulnerabilities TOP n/a, Crit BSL: Def AC +9, FF: n/a, References HoB 5 p. 52

Items of Note: He is clad in bronze plate mail and wields a khopesh **Sword +2**.

HPs: 

Bronze Platemail AC: 4 5 6 7 8 9


Treasure: The necklace hanging around Ranjar's neck is gold and set with gems (worth 5000 gp). The other weapons and grave goods in this tomb are in an advanced state of decay and are worthless.

Development: If the characters flee before the reanimation process is complete, he searches the tunnels for any intruders and attempts to eliminate them. When finished with his task he reseals any disturbed crypts and returns to his tomb.

5f) UNNAMED TOMB. Appearance is the same as 5d, however there is no name on the tombstone, nor any occupants.

5g) UNNAMED TOMB. Appearance is the same as 5d, however there is no name on the tombstone, nor any occupants.

6) CHAMBER OF THE BLIND MAGE. This tomb is a shrine to one of the great mages of the Sharjani cult.

A rough-hewn column of white rock about four feet tall stands in the center of the room. A large urn made of bronze rests atop the column. Similar columns stand in each corner of the room. Atop each sits a single, dust-covered human skull. A large gold banner hangs from the ceiling on the northern wall, the entirety of which is covered by a colorful mural. The banner, written in the script of the ancient Deji Empire reads: "*When the stars fall and the sun grows dark, when the moon weeps blood and the sky grows white as bone, the blind one shall rise to behold these things with his new eyes. And Sharjanjir shall escort him from the grave to rule at his left hand.*"

The bronze urn holds the ashes of the blind mage of the legend. If the players move or lift the urn, a cloud of poisonous gas that fills the chamber is released from the column.

Poison Gas Trap: The gas is an aerosol variety of Type P poison. All characters in the room must make a saving throw versus Poison. Those succeeding incur no ill effect while those failing incur symptoms of the common cold for d3 turns. After this time, all ability scores are reduced by half as is movement. This debilitation lasts for d3 days unless neutralized. **Slow Poison** will, however, alleviate the effects for the spell's duration.

Be sure to annotate the full gamut of debilitation for each PC affected. Not only can AC and to-hit/damage bonuses be compromised, but hps (due to lowered Con) may need to be temporarily recalculated and the chance of spell failure or mishap considered!

Treasure: The urn contains three large rubies (with minor inclusions) worth 5,000 gp each, as well as ashes. One of the rubies is an ordinary gemstone while the other two are enchanted. If the possessor holds both magical gems to his eyes, the pair



functions as a **Gem of Seeing** (GMG p. 253). The gems only work together; one is useless without the other. However, the enchantment has a baneful effect such that every time the character uses the gems he has a 5% cumulative chance of gaining the Delusional quirk (the affected character believes that he is a Vampire - he avoids sunlight and running water and insists only drinking blood for sustenance. He will not, however, believe that he has turned evil if not already such. The PC may feel compelled though to adopt a bad Slavic accent, pet rats and any other trappings he feels appropriate to his new lifestyle!)

The ashes are actually a dehydrated **Potion of Undead Control (Pseudo-Vampire)** (speciality variant of the standard Potion - see GMG p. 224). The potion can be reconstituted by adding water or a tasty beverage.

The skulls are unremarkable, save that they each bear 1-inch-long fangs. The banner is worth 200 gp.

7) SOUTHERN CHAMBER. This area was the last portion of the Rock to be finished and was an extension of Area 8. Here lie the wives of Lord Krajan.

This room is suffused with a crimson tint. Delicate floral patterns in blue and green have been painstakingly painted around the borders of the walls and ceiling. Two sarcophagi lie side by side along the western wall. A body draped in white silks and surrounded with wilted flowers lies upon a shelf in a small hollow carved into the eastern wall.

7a) TOMB OF JARBYR RAJI. This is the body of one of the Lord Karjan's favorite wives. She was also a great wizard and a priestess of the cult.

Trap: Her body, at the height of beauty (Comeliness 22) and appearing merely to be asleep, is preserved by a special enchantment. If it is disturbed in any way the body rises from the waist, looks about in anger, reaches with claw-like hands to the nearest PC, shrieks horribly and then explodes into dust. This dust, which fills the area in front of the hollow for 20 feet in all directions, has the same effect as the poison gas in room 6 (though non-cumulative for PC already debilitated).

Treasure: Around her neck is a gold mesh necklace worth 500 gp; a silver sacrificial dagger (fully combat worthy) resting in her left hand is worth 75 gp; and her feet are shod in slippers of gold inlaid with pearls worth 2,000 gp.

7b) EMPTY SARCOPHAGUS. A dusty skull lies in the middle of this sarcophagus. The sarcophagus is empty except for the skull.

7c) EMPTY SARCOPHAGUS. A skeleton covered in cloth of gold lies in this sarcophagus. It is unremarkable save for the fact that it is missing its skull.

If the PCs are foolish enough to place the skull from 7B in its proper position with this body, it will regenerate in 1d8 rounds. This is Vejra Karjanoji, a Greater Pseudo-Vampire.

Vejra Karjanoji - Greater Pseudo-Vampire: HF 34, EP 1400, Int Very, AL CE, AC 3, MV 13", HD 6+1, HP 62, SZ M, #AT 1, D 1-6, SA: There is also a 40% chance per bite, plus 10% per subsequent bite, that a bitten victim becomes Paralyzed (saving throw vs. paralyzation). Anyone drained to 0 hit points by a Pseudo-Vampire attack must make a System Shock check at 50% the normal roll, minus the amount of damage done to the victim by the Pseudo-Vampire. Victims who miss the roll rise immediately as a Least Pseudo-Vampire. SD: **Spider Climb** at will, regenerate 2 hit points per round, TOP 31, Crit BSL: Def AC +4, FF: 6, References HoB 6 p. 97

HPs: 

8) GRAND CHAMBER OF LORD KRAJAN. This was intended to be the tomb of Krajan the Merciless.

A large sarcophagus lies in the center of this room. It is raised on a tier of granite slabs, forming four steps reaching to six feet in height. The steps and sarcophagus are deeply engraved with blasphemous symbols and motifs. A gigantic wooden chariot covered in gold filigree and harnessed to four huge bronze horses sits along the northwestern wall. The chariot is heavily loaded with a variety of personal belongings and weapons. A huge tapestry, gaping with holes and entirely blanketed with a layer of moss and mildew covers the wall behind the chariot. A large bronze shield hangs in front of two enormous spears that are crossed at right angles upon the southern wall.

Treasure: The sarcophagus is empty, save for a cloth of gold funerary shroud worth 100 gp. Fortunately for the world at large, Lord Krajan the Merciless was destroyed by the flood that struck the valley centuries ago.

The chariot was intended to carry the personal effects of Lord Krajan into the next life. It is rotten to the point that simply touching it would cause it to fall into pieces. However, the golden filigree, if collected, is worth 500 gp. The chariot is loaded with the following: four bronze longswords, one bronze spear, one pair of rotting leather boots, a small copper chest containing six average violet garnets (500 gp each), and a scroll containing the history and deeds of Lord Krajan the Merciless. The bronze horses each weigh about a ton even though they are hollow. The horses, each worth 1,500 gp, contain the mortal remains of a Deji chieftain in their hollow bellies.

The bronze shield upon the wall is a medium metal **Shield of Missile Attraction -1**.

The bronze spears upon the wall are unremarkable; each is worth perhaps 10 gp to a collector.

9) EMPTY CRYPT. This is an unremarkable tomb that was never used. It may prove useful to enterprising characters as a place of refuge. A large slab of stone leans against the eastern wall of the tomb; this slab can be rolled over the entrance

from the inside, though moving it requires a successful Bend Bars/Lift Gate check.

10) INCOMPLETE TOMB. This is an extension of the tombs that was never completed. Work was still underway when the valley flooded. Picks, shovels and loose rock lay strewn about the room, left by the workmen whose tasks were abruptly ended.

11) TEMPLE OF THE PURPLE HEAVENS. This is perhaps the most beautiful and remarkable area in the whole structure. Display the illustration on the following page and read:

The ceiling of this room is 50 feet high and dome shaped. It is painted black with white stars of phosphorescent chalk that map out the heavens. Torchlight gives the painted sky a very realistic effect and the stars appear to shimmer and twinkle. An altar of white marble stained dark red stands at the center of the room.

This altar was where the cult fed on their victims and performed their sacrifices. The altar is enchanted with a Fear spell. Anyone coming within five feet of the altar must save versus Death Magic (Wis bonuses/penalties apply) or flee the room in terror for 10 rounds unless immune to fear. A successful save still causes the character to have a deep feeling of dread and a sense of great evil. If anyone sprinkles holy water on the altar, the water sizzles and the marble shatters, causing 4d6 damage to anyone in the room (save versus Breath Weapon for half damage). If destroyed, the altar no longer radiates fear.

12) THE GREAT CRYPT. This room, hidden by a secret door, is where the priests of the cult were laid to rest. This is also the most dangerous area of the entire tomb, and is intended as an equalizer. If PCs are not faring well, you may consider reducing the number of Pseudo-Vampires or removing this area entirely. A greater challenge can be offered by leaving the secret door open.

The chamber appears to have been hastily constructed. Deep chisel and pick marks mar the walls and shards of shattered rock still lie about the room in small piles. Bones litter the ground where they have been haphazardly strewn about the chamber. Eleven deep niches are carved into the walls about the perimeter of the room. Skeletal and mummified remains protrude from many of the hollows.

The occupants, though not all priests, are all Lesser Pseudo-Vampires. When the valley flooded, these Sharjani were trapped within the rock; they quickly consumed the Least Sharjani who were trapped with them and then starved for generations without blood. They now lie in a form of hibernation; they quickly awaken at the scent of warm flesh. They rise 1 to 3 rounds after the characters open the secret door and will attack the players in a ravenous frenzy (all bonuses for Blood Rage apply, see below). The Pseudo-Vampires pursue the players relentlessly throughout the tunnels and only cease their chase if confronted with sunlight or if killed. The hit points

listed for the Pseudo-Vampires have been reduced to ½ their normal maximum due to lack of blood. If a player character is downed, any Pseudo-Vampire not engaged in combat will fall upon the character to feed.

Blood Rage: Pseudo-Vampires in a weakened state due to lack of feeding will enter Blood Rage when encountering possible sources of blood. In this state, they temporarily gain +4 to strength (for melee purposes this translates to a bonus of +1 to-hit and double listed damage) plus they receive a bonus of -4 to all initiative rolls. For every 2 points of damage the monster inflicts, it regenerates 1 hit point (not exceeding its total). Once total hit points have been restored, the Pseudo-Vampire ceases the Blood Rage and regains the ability to regenerate.

12a) **Sajan Shirinir - Lesser Pseudo-Vampire:** HF 22, EP 650, Int Ave, AL CE, AC 5, MV 12", HD 5+1, HP 30 (60), SZ M, #AT 1, D 1-4, SA: **Blood Rage** (see above), There is also a 20% chance per bite, plus 5% per subsequent bite, that a bitten victim becomes paralyzed (saving throw vs. Paralyzation). Anyone drained to 0 hit points by a Pseudo-Vampire attack must make a System Shock check at 50% the normal roll, minus the amount of damage done to the victim by the Pseudo-Vampire. Victims who miss the roll rise immediately as a Least Pseudo-Vampire. SD: immune to sleep, poison, paralysis and mind-influencing spells, regenerate 1 hp/round, TOP 30, Crit BSL: Def AC +3, FF: 6, References HoB 6 p. 97

HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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12b) **Loji Burjan - Lesser Pseudo-Vampire:** HF 22, EP 650, Int Ave, AL CE, AC 5, MV 12", HD 5+1, HP 25 (50), SZ M, #AT 1, D 1-4, SA: **Blood Rage** (see above), There is also a 20% chance per bite, plus 5% per subsequent bite, that a bitten victim becomes paralyzed (saving throw vs. Paralyzation). Anyone drained to 0 hit points by a Pseudo-Vampire attack must make a System Shock check at 50% the normal roll, minus the amount of damage done to the victim by the Pseudo-Vampire. Victims who miss the roll rise immediately as a Least Pseudo-Vampire. SD: immune to sleep, poison, paralysis and mind-influencing spells, regenerate 1 hp/round, TOP 25, Crit BSL: Def AC +3, FF: 6, References HoB 6 p. 97

HPs: 

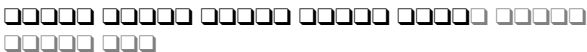
12c) **Adev Rajen - Lesser Pseudo-Vampire:** HF 22, EP 650, Int Ave, AL CE, AC 5, MV 12", HD 5+1, HP 21 (42), SZ M, #AT 1, D 1-4, SA: **Blood Rage** (see above), There is also a 20% chance per bite, plus 5% per subsequent bite, that a bitten victim becomes paralyzed (saving throw vs. Paralyzation). Anyone drained to 0 hit points by a Pseudo-Vampire attack must make a System Shock check at 50% the normal roll, minus the amount of damage done to the victim by the Pseudo-Vampire. Victims who miss the roll rise immediately as a Least Pseudo-Vampire. SD: immune to sleep, poison, paralysis and mind-influencing spells, regenerate 1 hp/round, TOP 21, Crit BSL: Def AC +3, FF: 6, References HoB 6 p. 97

HPs: 

Treasure: Gold ring worth 75 gp and an ornate empty scroll case worth 5gp.

12d) EMPTY.

12e) **Ribanji Rijiki - Lesser Pseudo-Vampire:** HF 22, EP 650, Int Ave, AL CE, AC 5, MV 12", HD 5+1, HP 19 (38), SZ M, #AT 1, D 1-4, SA: **Blood Rage** (see above), There is also a 20% chance per bite, plus 5% per subsequent bite, that a bitten victim becomes paralyzed (saving throw vs. Paralyzation). Anyone drained to 0 hit points by a Pseudo-Vampire attack must make a System Shock check at 50% the normal roll, minus the amount of damage done to the victim by the Pseudo-Vampire. Victims who miss the roll rise immediately as a Least Pseudo-Vampire. SD: immune to sleep, poison, paralysis and mind-influencing spells, regenerate 1 hp/round, TOP 30, Crit BSL: Def AC +3, FF: 6, References HoB 6 p. 97

HPs: 

Treasure: Gold ceremonial dagger worth 200 gp.

12f) EMPTY.

12g) **Thinoyt Tanon - Lesser Pseudo-Vampire:** HF 22, EP 650, Int Ave, AL CE, AC 5, MV 12", HD 5+1, HP 21 (42), SZ M, #AT 1, D 1-4, SA: **Blood Rage** (see above), There is also a 20% chance per bite, plus 5% per subsequent bite, that a bitten victim becomes paralyzed (saving throw vs. Paralyzation). Anyone drained to 0 hit points by a Pseudo-Vampire attack must make a System Shock check at 50% the normal roll, minus the amount of damage done to the victim by the Pseudo-Vampire. Victims who miss the roll rise immediately as a Least

Pseudo-Vampire. SD: immune to sleep, poison, paralysis and mind-influencing spells, regenerate 1 hp/round, TOP 25, Crit BSL: Def AC +3, FF: 6, References HoB 6 p. 97

HPs: 

12h) EMPTY.

12i) EMPTY.

12j) **Sanaj Roketi - Lesser Pseudo-Vampire:** HF 22, EP 650, Int Ave, AL CE, AC 5, MV 12", HD 5+1, HP 18 (36), SZ M, #AT 1, D 1-4, SA: **Blood Rage** (see above), There is also a 20% chance per bite, plus 5% per subsequent bite, that a bitten victim becomes paralyzed (saving throw vs. Paralyzation). Anyone drained to 0 hit points by a Pseudo-Vampire attack must make a System Shock check at 50% the normal roll, minus the amount of damage done to the victim by the Pseudo-Vampire. Victims who miss the roll rise immediately as a Least Pseudo-Vampire. SD: immune to sleep, poison, paralysis and mind-influencing spells, regenerate 1 hp/round, TOP 30, Crit BSL: Def AC +3, FF: 6, References HoB 6 p. 97

HPs: 

12k) EMPTY.

13) HALL OF THE THOUSAND.

This enormous room is filled with the bones of what appears to be thousands of human skeletons. The entire floor of the room is covered with bones; numerous heaps reach a height of 10 feet or more. All four walls are covered with skulls stacked in rows from floor to ceiling.

There is nothing of value in this room. This is the mass tomb for the ordinary followers of the Sharjanjir cult.

13a) TREASURY.

This small room is filled with racks of weapons, most of bronze, though some appear to be made of stone or beaten copper. The stench of musty, rotten wood permeates the room.

This is where the personal weapons and valuables of the dead were stored. There are hundreds of longwords, spears, bows, arrows etc. Most are badly rotted and will not appeal to the PCs. There is also a chest trapped with a poisoned (Type F) needle.

Treasure: Bronze long **Sword +1** (net +0 to-hit due to bronze material), a silver-tipped spearhead, 10 silver arrowheads, and a chest. The chest contains a poison needle trap, plus 10 bars of gold each weighing four pounds and worth 192 gp each.

A weaponsmith can fit the spearhead to either a spear of great spear for 4 sp. A fletcher can fit the arrowheads to either flight or sheaf arrows for 3 cp each.

14) CAVE. This small cavern once penetrated deep into the Rock across Area 8. When Area 8 was constructed, the passage was bricked off. The brickwork is discernible from this cavern though undetectable from Area 8. The wall can be broken through in 1d10 minutes.

15) STURM-WOLF LAIR. This large cave network is the lair of a pack of Sturm-wolves. This cave is the lair for four adult wolves and four cubs. The cubs will be found at 15c. There is a 50% chance that the adults will be in the cave. If they are in the cave each has a 50% chance of being at either 15a or 15b. Otherwise, the Wolves are hunting and will return in 1d20 rounds. If the PCs need a reference image for Sturm Wolf attacks, display the illustration below.

Sturm Wolves (4): HF 12, EP 1400, Int Animal, AL CE, AC 5, MV 15", HD 6+6, HP 63, 58, 51, 42, SZ L, #AT 3, D 1-4/1-4/1-12, SA: On a to-hit roll of 18 or better (with the bite attack), the beast thrashes its victim for an additional 2-8 points of damage. Anyone of medium size or less must make a system shock check or have his neck broken by this attack. TOP 31, 29, 25, 21, Crit BSL: Def AC +5, FF: 11, References HoB 8 p. 92

- 1). HPs:

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- 2). HPs:

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Sturm Wolf cubs (treat as **Dawg, Rottweiler**) (4): HF 1, EP 65, Int Animal, AL CE, AC 7, MV 18", HD 2+3, HP 32 each, SZ M, #AT 1, D 2-5, SA: On striking with a bite, the Sturm Wolf cub can hold on with its jaws, doing 5 points of damage each round until they are struck for at least 8 hp of damage. Additionally, they do 1-4 points of damage with their claws as they maul their victim. TOP 16 each, Crit BSL: Def AC +1, FF: 8, References HoB 2 p. 50

- 1). HPs:

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- 2). HPs:

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- 3). HPs:

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- 4). HPs:

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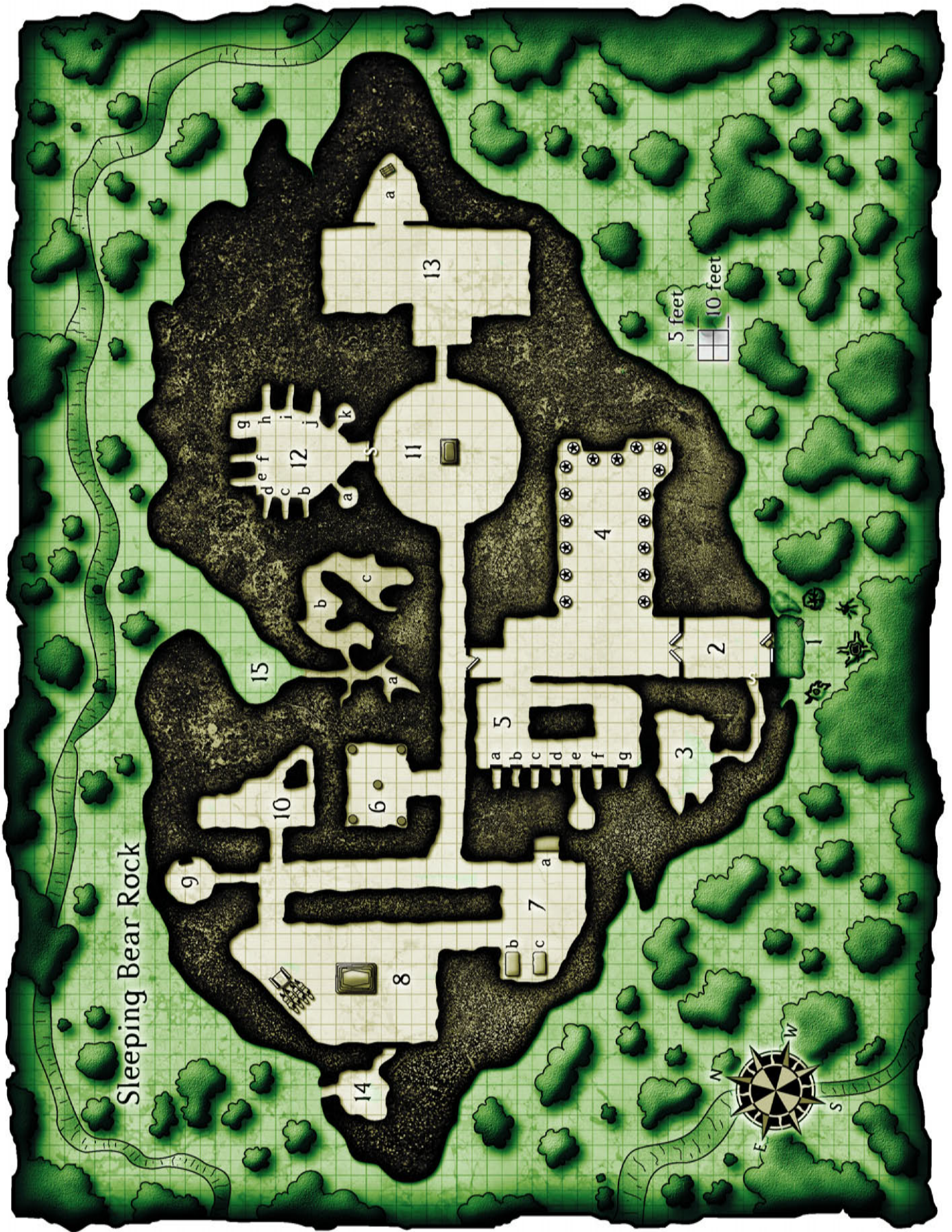
The cubs are worth 200 gp each to the right buyer. There are no other treasures in this area.

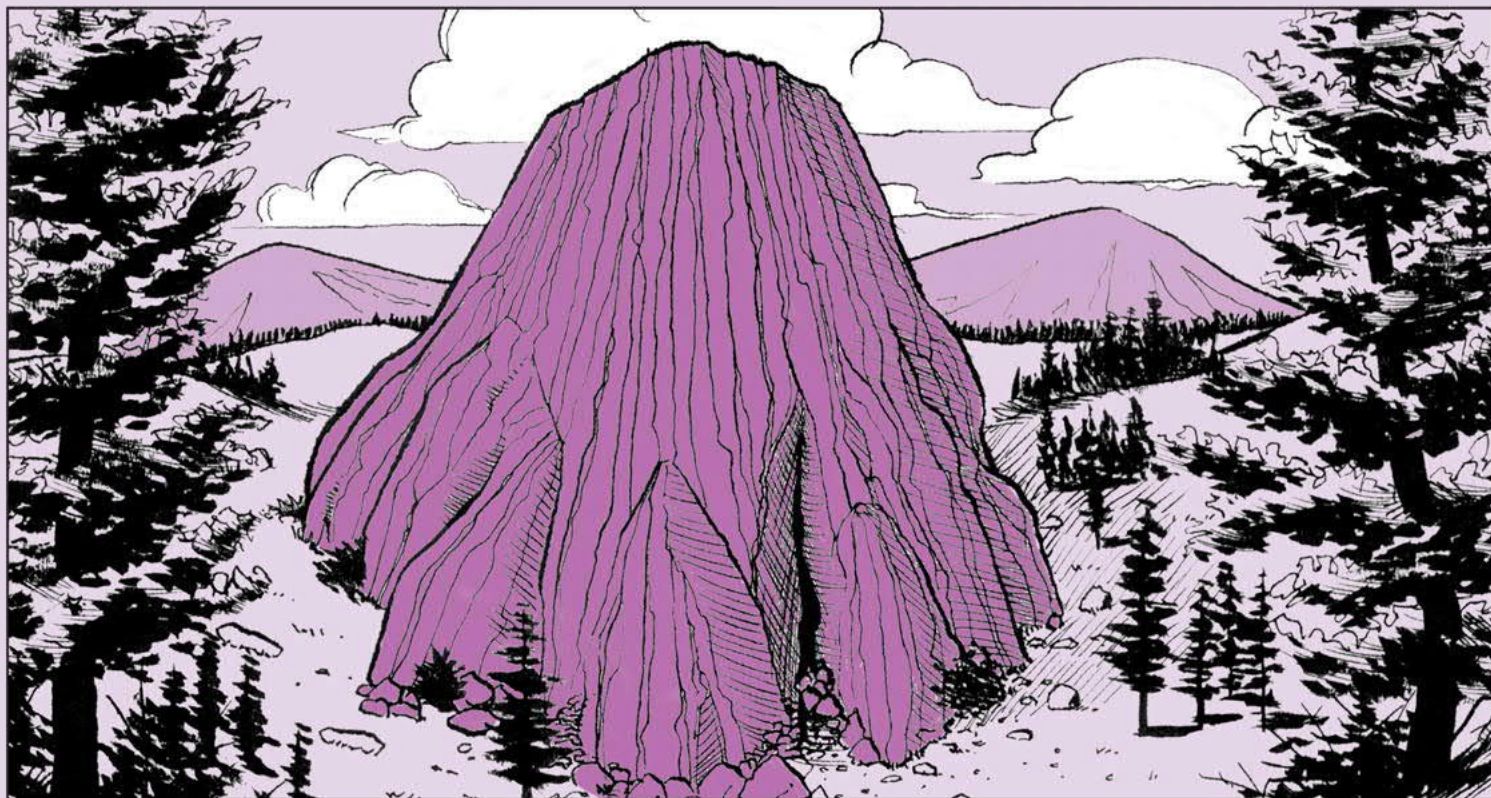


CONCLUSION

If the players do not kill all of the Pseudo-Vampires in the temple, then the cultists' reign of terror begins once again. Since the entrance to the network of tombs has been opened once again, they venture forth each night. If the players do not kill the Pseudo-Vampires, but have the insight to fill the pit back in, the cult members are trapped until someone foolish enough to expose the entrance again comes along.

If the players do not slay all the Pseudo-Vampires and they leave the tombs open, the Pseudo-Vampires eventually track them down. Though they did free the cultists from their tomb, they are considered desecrators. If, however, the characters show "promise," they are invited to become lay members of the cult, and after a few years of loyal service are considered for membership in the Inner Circle of a new cell as Lesser Pseudo-Vampires.





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