

Creatures encountered during this adventure are not truly alive or undead, but in a terrible state of existence somewhere between. As a result, any skill checks to determine abilities, strengths, or weaknesses must succeed with a -5 penalty. For example, **Knowledge (religion)** usually reveals information about undead creatures, but the character would have to get a result 5 points higher than normal (for a creature of similar HD) to find out information about Sharjani.

Additionally, when the Blood Rage takes hold of a Sharjani, they appear to be vampiric in nature – their skin is pale and sunken and their fangs become more prominent. Long periods of time without blood cause their bodies to rot and wither away. These traits can cause the creatures to be easily mistaken for undead, though characters should be able to determine the truth with a reasonable amount of examination.

All creatures in this adventure have the following special attacks or special qualities:

Blood Rage (Ex): While in the blood rage, the Sharjani seeks to drink the blood of any human or demihuman in sight. The Sharjani temporarily gains +4 to Strength, +4 to Initiative checks, and doubles all bite damage. While in the blood rage, the Sharjani loses its fast healing ability, but it regains 1 hit point per 2 points of damage inflicted by its bite (regardless of how the damage was suffered, as opposed to their fast healing ability). The raging Sharjani only uses the bite attack. Once fully healed, the rage subsides and the Sharjan regains its normal human appearance and fast healing abilities, but it loses any bonuses to hit, damage, and initiative caused by the rage. Note that a Sharjani can heal damage while in the blood rage only by drinking blood; their normal regenerative abilities are latent due to a lack of blood in their system.

Improved Grab (Ex): This ability works normally, except a Sharjan can use it on creatures the same size as itself.

Fast Healing (Ex): The Sharjan heals a certain number of hit points every round, except for damage dealt by silver or magical weapons.

Vulnerability to Sunlight (Ex): In sunlight, Sharjani lose their fast healing ability, as well as any bonuses to initiative. They also lose any attack bonuses to their base attack. Sharjani also lose one hit point per round of exposure to sunlight and cannot heal until they are out of the light for one full hour. They have additional penalties to attack and initiative in sunlight based on their Sharjan status (Least -1, Lesser -2, Great -4, Lords cannot take any action other than moving out of the light and attacking anyone preventing them from moving out of the light, as if in blood rage).

Vulnerability to Water (Ex): Sharjani lose one-third of their maximum hit points every round they are in contact with running water. After three rounds of exposure to running water, the Sharjan is permanently dead. Holy water inflicts 1d6 points of damage to the creature.

Sharjani typically have the ability to transform victims into pseudo-ghouls (*Narsharjani Affliction*). Creatures in this adventure do not have this ability; statistic blocks below correctly omit the Special Attack entry.

Encounter 5a) Tomb of Janir Kodajy

All ATLS

Janir Kodajy

Janir Kodajy is not affected by Blood Rage at ATLS 1-5. At higher ATLS, he has a 50% chance to be suffering from Blood Rage effects during combat.

ATL 1

Male Greater Sharjani (Ftr1) CR 3

Medium humanoid

HD 1d12+6 (hp 14)

Init +2 (+2 Dex)

Spd 40 ft

BAB/Grp +1/+4**AC** 19 (+2 Dex, +7 natural); touch 12, flat-footed 17**Atk** Bite +3 melee (1d6+3/x2) or shortsword +4 melee (1d6+3/19-20 x2)**SA** Improved grab, Blood Rage**SQ** Darkvision 60 ft., spider climb, immunities, fast healing 2, scent, weaknesses**AL** CE**SV** Fort +5, Ref +2, Will +0

Str 17, Dex 15, Con 16, Int 13, Wis 11, Cha 13

Skills and Feats: Hide +3, Listen +2, Move Silently +3, Spot +2; Alertness, Toughness, Weapon Focus (shortsword)**Immunities (Ex):** Greater Sharjani are immune to sleep, poison, paralysis, and mind-affecting spells, except for those caused by Sharjani Lords.**Spider Climb (Sp):** Greater Sharjani may use the *spider climb* spell at will (self only)**ATL 3**

Male Greater Sharjani (Ftr3) CR 7

Medium humanoid

HD 3d12+12 (hp 33)**Init** +6 (+2 Dex, +4 Improved Init)**Spd** 40 ft**BAB/Grp** +3/+6**AC** 19 (+2 Dex, +7 natural); touch 12, flat-footed 17**Atk** Bite +6 melee (1d6+3/x2) or shortsword +7 melee (1d6+3/19-20 x2)**SA** Improved grab, Blood Rage**SQ** Darkvision 60 ft., spider climb, immunities, fast healing 2, scent, weaknesses**AL** CE**SV** Fort +6, Ref +3, Will +1

Str 17, Dex 15, Con 16, Int 13, Wis 11, Cha 13

Skills and Feats: Hide +4, Listen +4, Move Silently +4, Spot +4; Alertness, Combat Reflexes, Improved Initiative, Toughness, Weapon Focus (shortsword)**Immunities (Ex):** Greater Sharjani are immune to sleep, poison, paralysis, and mind-affecting spells, except for those caused by Sharjani Lords.**Spider Climb (Sp):** Greater Sharjani may use the *spider climb* spell at will (self only)**ATL 5**

Male Greater Sharjani (Ftr5) CR 7

Medium humanoid

HD 5d12+18 (hp 56)**Init** +6 (+2 Dex, +4 Improved Init)**Spd** 40 ft**BAB/Grp** +5/+8**AC** 19 (+2 Dex, +7 natural); touch 12, flat-footed 17**Atk** Bite +8 melee (1d6+3/x2) or shortsword +9 melee (1d6+5/19-20 x2)**SA** Improved grab, Blood Rage**SQ** Darkvision 60 ft., spider climb, immunities, fast healing 2, scent, weaknesses**AL** CE**SV** Fort +7, Ref +3, Will +5

Str 17, Dex 15, Con 16, Int 13, Wis 11, Cha 13

Skills and Feats: Hide +6, Listen +6, Move Silently +6, Spot +6; Alertness, Combat Expertise, Combat Reflexes, Improved Initiative, Toughness, Weapon Focus (shortsword), Weapon Specialization (shortsword)**Immunities (Ex):** Greater Sharjani are immune to sleep, poison, paralysis, and mind-affecting spells, except for those caused by Sharjani Lords.

Spider Climb (Sp): Greater Sharjani may use the *spider climb* spell at will (self only)

ATL 7

Male Greater Sharjani (Ftr8) CR 10

Medium humanoid

HD 8d12+27 (hp 87)

Init +6 (+2 Dex, +4 Improved Init)

Spd 40 ft

BAB/Grp +8/+12

AC 19 (+2 Dex, +7 natural); touch 12, flat-footed 17

Atk Bite +12 melee (1d6+3/x2) or shortsword +14 melee (1d6+6/17-20 x2)

Full Atk Shortsword +14/+9 melee (1d6+6/17-20 x2)

SA Improved grab, Blood Rage

SQ Darkvision 60 ft., spider climb, immunities, fast healing 2, scent, weaknesses

AL CE

SV Fort +9, Ref +4, Will +2

Str 18, Dex 15, Con 16, Int 13, Wis 11, Cha 13

Skills and Feats: Hide +7, Listen +7, Move Silently +6, Spot +7; Alertness, Combat Expertise, Combat Reflexes, Greater Weapon Focus (shortsword), Improved Critical (shortsword), Improved Initiative, Power Attack, Toughness, Weapon Focus (shortsword), Weapon Specialization (shortsword)

Immunities (Ex): Greater Sharjani are immune to sleep, poison, paralysis, and mind-affecting spells, except for those caused by Sharjani Lords.

Spider Climb (Sp): Greater Sharjani may use the *spider climb* spell at will (self only)

ATL 9

Male Greater Sharjani (Ftr10) CR 7

Medium humanoid

HD 10d12+33 (hp 100)

Init +6 (+2 Dex, +4 Improved Init)

Spd 40 ft

BAB/Grp +10/+18

AC 19 (+2 Dex, +7 natural); touch 12, flat-footed 17

Atk Bite +14 melee (1d6+3/x2) or shortsword +16 melee (1d6+6/17-20 x2)

Full Atk Shortsword +16/+11 melee (1d6+6/17-20 x2)

SA Improved grab, Blood Rage

SQ Darkvision 60 ft., spider climb, immunities, fast healing 2, scent, weaknesses

AL CE

SV Fort +10, Ref +5, Will +3

Str 18, Dex 15, Con 16, Int 13, Wis 11, Cha 13

Skills and Feats: Hide +7, Listen +8, Move Silently +7, Spot +8; Alertness, Cleave, Combat Expertise, Combat Reflexes, Greater Weapon Focus (shortsword), Improved Critical (shortsword), Improved Grapple, Improved Initiative, Power Attack, Toughness, Weapon Focus (shortsword), Weapon Specialization (shortsword)

Immunities (Ex): Greater Sharjani are immune to sleep, poison, paralysis, and mind-affecting spells, except for those caused by Sharjani Lords.

Spider Climb (Sp): Greater Sharjani may use the *spider climb* spell at will (self only)

5e) Tomb of Ranjar the Great

All APLs

Ranjar

NOTE: The longsword used by Ranjar has been blunted by age spent inside the crypt. Its damage has been adjusted accordingly.

ATL 1

Male Greater Sharjani (Ftr1) CR 3

Medium humanoid

HD 1d12+6 (hp 14)**Init** +2 (+2 Dex)**Spd** 40 ft**BAB/Grp** +1/+4**AC** 19 (+2 Dex, +7 natural); touch 12, flat-footed 17**Atk** Bite +3 melee (1d6+3/x2) or longsword +4 melee (1d8+4/x2 bludgeoning)**SA** Improved grab, Blood Rage**SQ** Darkvision 60 ft., spider climb, immunities, fast healing 2, scent, weaknesses**AL** CE**SV** Fort +9, Ref +2, Will +4

Str 17, Dex 15, Con 16, Int 13, Wis 11, Cha 13

Skills and Feats: Hide +3, Listen +2, Move Silently +3, Spot +2; Alertness, Toughness, Weapon Focus (longsword)**Immunities (Ex):** Greater Sharjani are immune to sleep, poison, paralysis, and mind-affecting spells, except for those caused by Sharjani Lords.**Spider Climb (Sp):** Greater Sharjani may use the *spider climb* spell at will (self only)**ATL 3**

Male Greater Sharjani (Ftr3) CR 7

Medium humanoid

HD 3d12+12 (hp 33)**Init** +6 (+2 Dex, +4 Improved Init)**Spd** 40 ft**BAB/Grp** +3/+6**AC** 19 (+2 Dex, +7 natural); touch 12, flat-footed 17**Atk** Bite +6 melee (1d6+3/x2) or longsword +7 melee (1d8+4/x2 bludgeoning)**SA** Improved grab, Blood Rage**SQ** Darkvision 60 ft., spider climb, immunities, fast healing 2, scent, weaknesses**AL** CE**SV** Fort +10, Ref +3, Will +5

Str 17, Dex 15, Con 16, Int 13, Wis 11, Cha 13

Skills and Feats: Hide +4, Listen +4, Move Silently +4, Spot +4; Alertness, Combat Reflexes, Improved Initiative, Toughness, Weapon Focus (longsword)**Immunities (Ex):** Greater Sharjani are immune to sleep, poison, paralysis, and mind-affecting spells, except for those caused by Sharjani Lords.**Spider Climb (Sp):** Greater Sharjani may use the *spider climb* spell at will (self only)**ATL 5**

Male Greater Sharjani (Ftr5) CR 7

Medium humanoid

HD 5d12+18 (hp 56)**Init** +6 (+2 Dex, +4 Improved Init)**Spd** 40 ft**BAB/Grp** +5/+8**AC** 19 (+2 Dex, +7 natural); touch 12, flat-footed 17**Atk** Bite +8 melee (1d6+3/x2) or longsword +9 melee (1d8+6/x2 bludgeoning)**SA** Improved grab, Blood Rage**SQ** Darkvision 60 ft., spider climb, immunities, fast healing 2, scent, weaknesses**AL** CE**SV** Fort +11, Ref +3, Will +6

Str 17, Dex 15, Con 16, Int 13, Wis 11, Cha 13

Skills and Feats: Hide +6, Listen +6, Move Silently +6, Spot +6; Alertness, Combat Expertise, Combat Reflexes, Improved Initiative, Toughness, Weapon Focus (longsword), Weapon Specialization (longsword)

Immunities (Ex): Greater Sharjani are immune to sleep, poison, paralysis, and mind-affecting spells, except for those caused by Sharjani Lords.

Spider Climb (Sp): Greater Sharjani may use the *spider climb* spell at will (self only)

ATL 7

Male Greater Sharjani (Ftr8) CR 10

Medium humanoid

HD 8d12+27 (hp 87)

Init +6 (+2 Dex, +4 Improved Init)

Spd 40 ft

BAB/Grp +8/+12

AC 19 (+2 Dex, +7 natural); touch 12, flat-footed 17

Atk Bite +12 melee (1d6+3/x2) or longsword +14 melee (1d8+8/19-20 x2 bludgeoning)

Full Atk Longsword +14/+9 melee (1d6+6/19-20 x2 bludgeoning)

SA Improved grab, Blood Rage

SQ Darkvision 60 ft., spider climb, immunities, fast healing 2, scent, weaknesses

AL CE

SV Fort +13, Ref +4, Will +6

Str 18, Dex 15, Con 16, Int 13, Wis 11, Cha 13

Skills and Feats: Hide +7, Listen +7, Move Silently +6, Spot +7; Alertness, Combat Expertise, Combat Reflexes, Greater Weapon Focus (shortsword), Improved Critical (longsword), Improved Initiative, Power Attack, Toughness, Weapon Focus (longsword), Weapon Specialization (longsword)

Immunities (Ex): Greater Sharjani are immune to sleep, poison, paralysis, and mind-affecting spells, except for those caused by Sharjani Lords.

Spider Climb (Sp): Greater Sharjani may use the *spider climb* spell at will (self only)

ATL 9

Male Greater Sharjani (Ftr10) CR 7

Medium humanoid

HD 10d12+33 (hp 100)

Init +6 (+2 Dex, +4 Improved Init)

Spd 40 ft

BAB/Grp +10/+18

AC 19 (+2 Dex, +7 natural); touch 12, flat-footed 17

Atk Bite +14 melee (1d6+3/x2) or longsword +16 melee (1d8+8/19-20 x2 bludgeoning)

Full Atk Longsword +16/+11 melee (1d8+8/19-20 x2 bludgeoning)

SA Improved grab, Blood Rage

SQ Darkvision 60 ft., spider climb, immunities, fast healing 2, scent, weaknesses

AL CE

SV Fort +14, Ref +5, Will +7

Str 18, Dex 15, Con 16, Int 13, Wis 11, Cha 13

Skills and Feats: Hide +7, Listen +8, Move Silently +7, Spot +8; Alertness, Cleave, Combat Expertise, Combat Reflexes, Greater Weapon Focus (longsword), Improved Critical (longsword), Improved Grapple, Improved Initiative, Power Attack, Toughness, Weapon Focus (longsword), Weapon Specialization (longsword)

Immunities (Ex): Greater Sharjani are immune to sleep, poison, paralysis, and mind-affecting spells, except for those caused by Sharjani Lords.

Spider Climb (Sp): Greater Sharjani may use the *spider climb* spell at will (self only)

12) The Great Crypt

All ATLS

Lesser Sharjani x4

These creatures have a 75% chance of suffering from the Blood Rage when combat begins, except for ATL 1. Roll 1d4 for each of the creatures; the result is the round which the creature "wakes up" and joins combat after the characters enter the room.

ATL1 (CR 6)

None of the creatures in ATL 1 are in the Blood Rage state

Male/Female Lesser Sharjani (Ftr1) CR 2

Medium humanoid

HD 1d10+4 (hp 10)

Init +6 (+2 Dex, +4 Improved Init)

Spd 30 ft

BAB/Grp +1/+3

AC 17 (+2 Dex, +5 natural); touch 12, flat-footed 15

Atk Bite +3 melee (1d4+2)

SA Improved grab, Blood Rage

SQ Darkvision 60 ft., immunities, fast healing 1, scent, weaknesses

AL CE

SV Fort +7, Ref +2, Will +4

Str 14, Dex 14, Con 12, Int 10, Wis 10, Cha 8

Skills and Feats: Hide +4, Listen +2, Move Silently +4, Spot +2; Combat Reflexes, Improved Initiative, Toughness

Immunities (Ex): Greater Sharjani are immune to sleep, poison, paralysis, and mind-affecting spells, except for those caused by Sharjani Lords.

ATL 3 (CR 6)

Male/Female Lesser Sharjani (Ftr1) CR 2

Medium humanoid

HD 1d10+4 (hp 10)

Init +6 (+2 Dex, +4 Improved Init)

Spd 30 ft

BAB/Grp +1/+3

AC 17 (+2 Dex, +5 natural); touch 12, flat-footed 15

Atk Bite +3 melee (1d4+2)

SA Improved grab, Blood Rage

SQ Darkvision 60 ft., immunities, fast healing 1, scent, weaknesses

AL CE

SV Fort +7, Ref +2, Will +4

Str 14, Dex 14, Con 12, Int 10, Wis 10, Cha 8

Skills and Feats: Hide +4, Listen +2, Move Silently +4, Spot +2; Combat Reflexes, Improved Initiative, Toughness

Immunities (Ex): Greater Sharjani are immune to sleep, poison, paralysis, and mind-affecting spells, except for those caused by Sharjani Lords.

ATL 5 (CR 8)

Male/Female Lesser Sharjani (Ftr3) CR 4

Medium humanoid

HD 3d10+6 (hp 24)

Init +6 (+2 Dex, +4 Improved Init)

Spd 30 ft

BAB/Grp +3/+5

AC 17 (+2 Dex, +5 natural); touch 12, flat-footed 15

Atk Bite +5 melee (1d4+2)

SA Improved grab, Blood Rage

SQ Darkvision 60 ft., immunities, fast healing 1, scent, weaknesses

AL CE

SV Fort +8, Ref +3, Will +5

Str 14, Dex 14, Con 12, Int 10, Wis 10, Cha 8

Skills and Feats: Hide +5, Listen +2, Move Silently +5, Spot +2; Combat Reflexes, Improved Initiative, Improved Unarmed Strike, Toughness

Immunities (Ex): Greater Sharjani are immune to sleep, poison, paralysis, and mind-affecting spells, except for those caused by Sharjani Lords.

ATL 7 (CR 9)

Male/Female Lesser Sharjani (Ftr4) CR 5

Medium humanoid

HD 4d10+7 (hp 32)**Init** +6 (+2 Dex, +4 Improved Init)**Spd** 30 ft**BAB/Grp** +4/+10**AC** 17 (+2 Dex, +5 natural); touch 12, flat-footed 15**Atk** Bite +6 melee (1d4+2)**SA** Improved grab, Blood Rage**SQ** Darkvision 60 ft., immunities, fast healing 1, scent, weaknesses**AL** CE**SV** Fort +9, Ref +3, Will +5

Str 14, Dex 14, Con 12, Int 10, Wis 10, Cha 8

Skills and Feats: Hide +5, Listen +3, Move Silently +5, Spot +2; Combat Reflexes, Improved Grapple, Improved Initiative, Improved Unarmed Strike, Toughness**Immunities (Ex):** Greater Sharjani are immune to sleep, poison, paralysis, and mind-affecting spells, except for those caused by Sharjani Lords.**ATL 9 (CR 11)**

Male/Female Lesser Sharjani (Ftr6) CR 7

Medium humanoid

HD 6d10+9 (hp 49)**Init** +6 (+2 Dex, +4 Improved Init)**Spd** 30 ft**BAB/Grp** +6/+12**AC** 17 (+2 Dex, +5 natural); touch 12, flat-footed 15**Atk** Bite +8 melee (1d4+2)

Full Atk Bite

SA Improved grab, Blood Rage**SQ** Darkvision 60 ft., immunities, fast healing 1, scent, weaknesses**AL** CE**SV** Fort +10, Ref +4, Will +6

Str 14, Dex 14, Con 12, Int 10, Wis 10, Cha 8

Skills and Feats: Hide +5, Listen +3, Move Silently +5, Spot +3; Combat Reflexes, Improved Grapple, Improved Initiative, Improved Unarmed Strike, Toughness**Immunities (Ex):** Greater Sharjani are immune to sleep, poison, paralysis, and mind-affecting spells, except for those caused by Sharjani Lords.