

K&C104

ADVENTURE

YK1

SERIES

Kalamar Quests

A Summons to Adventure



THE HUNGRY UNDEAD

AN ADVENTURE FOR 5 TO 7 PLAYERS
7TH TO 9TH LEVEL CHARACTERS

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The Hungry Undead

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INTRODUCTION

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 STORY OF SLEEPING BEAR ROCK

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, on the verge between the Sanakir and the Shashyf Hills, a large column of rock rises 300 feet up from a valley floor. This pinnacle of rock is all that remains of an ancient volcano (very 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 Dejy tribe brought the area under its control and utilized the Rock to bury its chiefs and shamans. The Dejy were the first to tunnel out the Rock and construct various burial vaults and shrines within. A powerful pan-tribal cult rose to power shortly thereafter within the local Dejy tribes in -300 YK and 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.

The Sharjani cult rose up around several charismatic sub-chiefs and shamans who were obsessed with immortality. The cult leaders and their followers were ousted from the Dejy tribes out of fear in -270 YK. The Sharjani worshipped a strange god associated with dark magic, blood drinking and human sacrifice; unbeknownst to the Sharjani their "God" was merely a vampire-

priest of the Great Deceiver. Immortality was sought through the magic of the "God", which granted a special form of pseudo-vampirism. The most powerful of the chieftains and shamans became the Inner Circle of the Sharjani cult, and were transformed into a breed of pseudo-vampire known as Sharjani. The chieftain of the cult was transformed into the most powerful Sharjan and served as the "Gods" high priest as the Grand Sharjan. The Grand Sharjan presided over the cult members who were now entirely based within the tombs. At night they led their warriors on raids against the surrounding tribes who they now considered their enemies. The purpose of these raids was to obtain captives for use as food and also to provide sacrifices for the nightly rituals worshipping their Dark God, whom they called Sharjanjir. The Sharjani cult ruled the area for generations; even now their names are spoken in hushed voices around the campfires of the Shadojy Dejy nomad 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 Sharjani, 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 running through the valley in 180 YK and the valley quickly flooded. The rock became an island and its tombs became inaccessible. The Sharjani became trapped within the rock and their immortality became a curse. For centuries they starved and ranted within their prison. Finally, in the early 7th century YK several seasons of unusually high rainfall managed to eat away at the dam and the lake drained. The centuries of sediments had caused the entrances to the Tomb to be buried beneath 20

feet of mud. The local Deji tribes had also inherited legends of the evil site from their ancient forefathers and its dark history caused many to shun it.

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

NOTE: The Game Master should read the appendix on the Sharjani pseudo-vampires thoroughly before beginning this adventure, as the Sharjani function quite differently from normal vampires.

PLAYER'S INTRODUCTION

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 corpses. They appear to have been dead for several days.

If the party examines the bodies they will find that they have a variety of claw and bite wounds which have been dressed. They have no treasure or weapons. While the players are examining the bodies, Jorvan Ekrad will charge from the bushes swinging a broken lance at the nearest player. Check for Surprise.

A half-naked man bursts from the bushes at the edge of the clearing swinging a broken lance; he cries out "Defilers! Infidels!"

Jorvan Ekrad, Dying Adventurer: (neutral/good) 3rd level Fighter: ability scores S15, I12, W12, D14, C14, Ch12, AR 5, HTK 2 (down from 15), THAC0 18, DMG 1-3, 65 XP.

Jorvan will be quickly defeated, having already been seriously wounded and weak from the loss of blood. He should collapse with the first substantial blow and remain conscious just long enough to relate his tale. Jorvan will be delirious and will not respond to questions. The substance of his rambling will go as follows:

Fent? Yuridin? 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 else must follow. Yuridin, I beg you, destroy the map and put the Sleeping Bear out of your... mind... arrrrghhh...

Jorvan dies at this point leaving the players with many questions. If the players search Jorvan they will 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.

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 players will 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.

1) Entrance to the Tombs

(20' semi-circular clearing)

You come to a clearing at the base of the Rock. Nearby, a large pit descends into the ground flush with the Rock face. The stumps of numerous trees 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 friends made this clearing. They located the entrance and spent several days digging the pit to the main entrance. If one of the players thinks to search the immediate area he or she will find the remains of several horses scattered about the clearing. The pit itself is five feet in diameter and descends 20 feet. A crude wooden ladder allows characters to descend into the pit with no problem, though the characters will wonder about its reliability. 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 character to squeeze through at a time. The doors are made of bronze and covered with raised letters in the script of the ancient Deji Empire. The text reads:

Here lies the Lords of Blood — Great Lords that dream through the 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 characters have traveled by horse, there is a 40% chance that the Sturm-wolves living in Area 15 will pick-up the scent and attack the horses. Chances should be checked once per hour. If the Sturm-wolves attack the horses they will automatically kill them all, unless a guard or some sort of magical protection is present. If the players are in the pit or in Area 2, there is a 60% chance they will hear the attack.

2) Outer Sanctuary (20'x30')

You stand in a large room, about six by ten paces. The floor is buried under inches of mud and debris while the melted remains of ancient clay jars line the floor along the walls. 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 to be 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 will find that they depict human sacrifice and battle scenes. One particularly gruesome scene shows a priest stacking the skulls of his enemy before an altar.

If a player successfully searches for secret doors, one will be found in the southeast corner of the room leading to Area 3.

3) Primitive Burial Chamber (30'x60')

This corridor leading here is a roughly hewn passageway three feet wide and four feet high.

The passageway opens 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 players make an extensive search of the room (at least twenty minutes) they will find an ancient bronze short sword among one of the bone piles. The sword is non-magical, but it is worth at least 50gc due to its remarkable craftsmanship.

4) Temple of the Sharjani (Irregular)

This is the primary temple and area of worship. The walls are lined with statues representing various heroes of the faith.

You find yourself in an irregularly shaped large room with a high-arched ceiling. The walls have been daubed white and the floor covered with finely dressed stone. The north, east and south-



ern walls are lined with statues; all are roughly human size and facing the center of the room. In the northwest corner of the room a battered iron door stands ajar.

If the players examine the statues they will 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 (30'x60')

This is the earliest crypt of the Sharjani Cult within the Rock.

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 4' 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, which was used by inserting a bronze bar through the loops and pulling the block out from the wall. The bronze bar is now missing. The writing on the blocks is in the script of the ancient Deji Empire.

A combined strength of 20 will be needed to pull the blocks out from the tombs with no problem. Otherwise, an individual character must roll a strength check at 1/2 normal chance to pull the block out from the tomb. Two or more characters with a combined strength less than 20 will roll versus the highest strength, +1 bonus for each additional character pulling.

5a) Tomb of Janir Kodajy (8'x4')

The marble block on this tomb is inscribed: *Janir Kodajy - Lord of the Northern Clans. Here lies the greatest of the great men.*

If the players open this tomb they will find the following: Behind the stone lies a deep hollow. A body lies face up in the tomb with its head pointed toward the room. Mummified, the body is in a surprisingly good state of preservation. Dressed in a full suit of leather armor covered in gold leaf and wearing a bronze helm, a beautiful bronze sword lies at the body's side. Placed around the body are an assortment of clay bowls and bottles.

The sword is ordinary and acts as a normal short sword; it is worth at least 50 gc to collectors. The armor is dry-rotted and will crumble if a character attempts to remove it, though the

gold is quite pure and is worth 100 gc. The helm is magical. Inscribed with runes, the helm prevents Janir Kodajy from rising from the dead; Janir was slain during the war between the Sharjani Lords, and his enemies did not wish him to rise again. The helm acts the same as a stake in the heart, for if it is removed, Janir will begin regenerating and come to life in 1D8 rounds.

Janir Kodajy, Greater Sharjan, (chaotic/evil) 5th level Fighter: ability scores S17, I13, W11, D15, C16, Ch13, AR 3, HTK 40 (down from 50), THAC0 12, #AT 1, DMG 1-6 (bite) or 1-6 (sword). SA: bite/grapple, spider climb, +2 to initiative. SD: Regenerate 2 HTK/round except from magic or silver weapons, immunities. 5,000 XP.

The various bottles and clay vessels in this tomb are empty; they normally would have contained blood placed with the deceased for the after-life.

5b) Tomb of Draj Unjari (8'x4')

The marble block on this tomb is inscribed: *Draj Unjari - Crushed the Ranjody with Rage. Here lies the Greatest among great men.*

This tomb is empty. It shows traces of burial cloth and bits of bone.

5c) Tomb of Jani Javiji (8'x4')

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

If the players open this tomb they will find: A headless skeleton lies within the tomb. Its hands, folded across its chest, grasp a large bone scroll case.

The scroll is actually a spell book containing three spells: detect magic, darkness, 15' radius and dispel magic.

5d) Unnamed Tomb (8'x4')

The marble block on this tomb has been damaged.

The letters on this block appear to have been deliberately chipped away.

If the players open this tomb they will find it empty.

5e) Tomb of Ranjar the Great (9'x9')

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.

If the players open this tomb they will find a short passageway three feet wide leading to Ranjar's tomb. Upon reaching the tomb they will find: A large mummified corpse dressed in

bronze armor sits facing you against the back wall of the tomb. A long sword covered with cobwebs, 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 Greater Zombie in stasis. He will not animate unless he is touched or someone attempts to take his sword. The reanimation process will be slow, taking 1 to 3 minutes. The players should have plenty of time to grab any treasure and flee if they choose to do so. Ranjar serves as the guardian of the crypts. He will search the tunnels for any intruders and attempt to eliminate them. When finished with his task he will reseal any crypts disturbed and return to his tomb.

Ranjar, Greater Zombie of the Tombs: (neutral/evil) 8th level Fighter: ability scores S18, I7, W6, D8, C18, Ch7, AR 2, HTK 60, THAC0 12 (9 with sword), #AT 2 or 1, DMG 1-4/1-4 (claws) or 6-14 (long sword +3, +2 for strength). SA: Long sword +3 versus the living. SD: immune to hold, sleep, charm, death magic, poisons and cold. 1,400 XP.

The necklace of uncut semi-precious gems hanging around Ranjar's neck is worth 500 gc. The sword is ordinary to mortals but in the hands of an undead serves as a +3 long sword. The other weapons and grave goods in this tomb are in a bad state of repair and are worthless.

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 (30'x20')

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 poisonous gas shall be released from the column, (+2 versus poison to save). Those successfully saving will take 1d4 points of damage and will be blinded for 1d2 rounds, while those who fail to save will take 1d8 points and be blinded for 1d6 rounds.

If the players remove the ashes from the urn they will find three large rubies worth 5,000 gp each. One of the rubies is of normal quality while the other two are enchanted. If the possessor holds the magical gems to his eyes he will be able to see as though using a true seeing spell with a 120' range. However, the enchantment has a baneful effect, such that every time the character uses the gems he will have a 5% cumulative chance of going permanently insane and turning into a delusional, homicidal maniac (*the affected character will believe that he is a Sharjan undergoing the Blood Rage*). The gems will only work together; one is useless without the other.

An alchemist can create a potion of undead control using the ashes. If the ashes are eaten or breathed in they act as a poison: save versus poison or die after 1 to 12 rounds of agonizing convulsions. Victims of this effect will rise from the dead 2 to 12 turns later as a Least Sharjani. As there is no True Sharjani to control the victim, the new Sharjani must save versus death magic 10 minutes after rising, otherwise he will go insane (see Least Sharjani, below). Those that save versus poison will merely be sickened for 1 to 12 days; they will suffer a -2 to all rolls.

The skulls are unremarkable, save that they each bear 1" long fangs. The banner is worth 200 gc.

7) Southern Chamber (Irregular)

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 (8'x4')

This is the body of one of the Lord Karjan's favorite wives. She was also a great mage and a priestess of the cult. About her neck is a gold mesh necklace worth at least 100 gc; a silver sacrificial dagger rests in her left hand is worth at least 75 gc; and her feet are shod in slippers of gold inlaid with pearls, worth about 2,000 gc.

Her body, at the height of beauty (charisma 18) and appearing merely to be asleep, is preserved by a special enchantment. If it is disturbed in any way the body will rise at the waist, look about in anger, reach with claw-like hands to the nearest character, shriek horribly and then explode into dust. This dust, which will fill the area in front of the hollow for 20' in all directions, will have the same effect as the dust from the Urn of the Blind Mage, in room 6, above. Characters who fail a dexterity check will breathe in the dust, with the previously listed potential effects.

7b) Empty Sarcophagus (8'x4')

A dusty skull lies in the middle of this sarcophagus.

The sarcophagus is empty except for the skull.

7c) Empty Sarcophagus (8'x4')

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 players should be foolish enough to place the skull from 7B in its proper position with the body, it will regenerate in 1d8 rounds. This is Vejra Karjanoji, a Greater Sharjan:

Vejra Karjanoji, a Greater Sharjan: (chaotic/evil) 3rd level Thief: ability scores S15, I12, W11, D17, C13, Ch17, AR 3, HTK 25, THAC0 14, #AT 1, DMG 1-6 (bite). SA: bite/grapple, spider climb, +2 to initiative. SD: Regenerate 2 HTK/round except from magic or silver weapons, immunities. 3,000 XP.

8) Grand Chamber of Lord Krajan (Irregular)

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, which form four steps reaching to 6 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.

The sarcophagus is empty, save for a cloth of gold funerary shroud worth about 100 gc. Fortunately for the world at large, Lord Krajan the Merciless was destroyed by the flood that struck the valley hundreds of years 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 splinters. However, the golden filigree, if collected, would be worth about 500 gc. The chariot is loaded with the following: four bronze long swords, one bronze spear, one pair of rotting leather boots, a small copper chest containing uncut gems worth 3,000 gc, 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 gc, contain the mortal remains of a Dejy chieftain in their hollow bellies.

The bronze shield upon the wall is cursed and attracts missiles. It will cause the bearer to suffer a -2 to his AR against missiles; the bearer does not receive ANY armor rating bonus from use of the shield whatsoever, even against melee attacks. Any arrows or missiles fired at anyone within 20 feet of the shield bearer will automatically be diverted from their normal course and attempt to strike the bearer. Once an arrow strikes the shield bearer while he is using the shield he will be unwilling and unable to get rid of it. A remove curse will enable the bearer to be rid of the shield, but a separate remove curse will be needed to rid the bearer of his maniacal desire to retain the shield. The remove curse spells must succeed against 12th level magic use.

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

9) Empty Crypt (15'x15')

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 strength roll at 1/2 normal chance, or a combined strength of 24 or more.

10) Incomplete Tomb (Irregular)

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 (50' diameter)

This is perhaps the most beautiful and remarkable area in the whole structure.

The ceiling of this room is 50 feet high and dome shaped. It is painted black with white stars of florescent chalk that map out the heavens. The effect is truly moving. 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 Sharjani fed on their victims and performed their sacrifices to Sharjanjir. The altar itself is magically charged with a fear spell (does not affect True Sharjani). Anyone who approaches within 5' of the altar must save versus spell or flee the room in terror for 1 to 10 turns. A successful save will still cause the character to have a deep feeling of dread and a sense of great evil. If holy water is sprinkled on the altar, the water will sizzle and burn and the marble will shatter, causing 4d6 damage to anyone in the room (save versus breath weapon for 1/2 damage). There is no treasure in this room.

12) The Great Crypt (Irregular)

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. If your players are not faring well up to this point then you may consider either reducing the number of Sharjani in the encounter or removing this area entirely. This room is meant to be an equalizer, offering a greater challenge for higher level parties.

The chamber before you 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. You can see skeletal and mummified remains protruding from many of the hollows.

The occupants, though not all priests, are all Lesser Sharjani. When the valley flooded, these Sharjani were trapped within the rock; they quickly consumed by the Least Sharjani who were trapped with them and then starved for

generations without blood. They now lie in a form of hibernation; they will quickly awaken at the scent of warm flesh. They will awaken 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). All characters must make a saving throw versus spell or flee in terror for 1 to 10 turns when the Sharjani awaken and begin their attack.

The Sharjani will pursue the players relentlessly throughout the tunnels and will only cease their chase if confronted with sunlight or if killed. The HTK listed for the Sharjani have been reduced to 1/2 their normal maximum due to lack of blood. If a character is downed, any Sharjani not engaged in combat will fall upon the character to feed.

12A: Lesser Sharjan #1: Sajan Shirinir: (chaotic/evil) 6th level Fighter: ability scores S16, I12 W10, D13, C15, Ch12, AR 5, HTK 30 (60), THAC0 13, #AT 1, DMG 2-5 (bite/grapple). SA: bite/grapple. SD: Regenerate 1 HTK/round except from magic or silver weapons, and spell immunities. 2,000 XP.

12B: Lesser Sharjan #2: Loji Burjan: (chaotic/evil) 5th level Fighter: ability scores S17, I11 W9, D14, C13, Ch10, AR 5, HTK 25 (50), THAC0 13, #AT 1, DMG 2-5 (bite/grapple). SA: bite/grapple. SD: Regenerate 1 HTK/round except from magic or silver weapons, and spell immunities. 1,000 XP.

12C: Lesser Sharjan #3: Adev Rajen: (chaotic/evil) 4th level Wizard: ability scores S12, I15 W11, D14, C10, Ch11, AR 5, HTK 14 (28), THAC0 17, #AT 1, DMG 1-4 (bite/grapple). SA: bite/grapple. SD: Regenerate 1 HTK/round except from magic or silver weapons, and spell immunities. 975 XP. Treasure: Gold ring worth 75 gc and a scroll case containing a "spellbook" scroll of three 1st level and two 2nd level spells.

12D: Empty.

12E: Lesser Sharjan #4: Ribanji Rijiki: (chaotic/evil) 5th level Thief: ability scores S14, I11 W9, D17, C12, Ch13, AR 2, HTK 19 (38), THAC0 16, #AT 1, DMG 1-4 (bite/grapple). SA: bite/grapple. SD: Regenerate 1 HTK/round except from magic or silver weapons, and spell immunities. 1,400 XP. Treasure: gold dagger worth 200 gc.

12F: Lesser Sharjan #5: Tilves Sonanjoh: (chaotic/evil) 7th level Priest: ability scores S15, I13

W15, D11, C11, Ch12, AR 5, HTK 24 (48), THAC0 14, #AT 1, DMG 1-4 (bite/grapple). SA: bite/grapple. SD: Regenerate 1 HTK/round except from magic or silver weapons, and spell immunities. 3,000 XP. Treasure: Unholy symbol made of bone, worth 200 gc to the right people.

12G: Lesser Sharjan #6: Thinyot Tanon: (chaotic/evil) 3rd level Fighter: ability scores S18/45, I10 W11, D13, C17, Ch12, AR 5, HTK 21 (42), THAC0 15, #AT 1, DMG 4-7 (bite/grapple). SA: bite/grapple. SD: Regenerate 1 HTK/round except from magic or silver weapons, and spell immunities. 650 XP.

12H: Empty.

12I: Empty.

12J: Lesser Sharjan #7: Sanaj Roketi: (chaotic/evil) 3rd level Priest: ability scores S15, I12 W14, D12, C13, Ch15, AR 5, HTK 17 (34), THAC0 18, #AT 1, DMG 1-4 (bite/grapple). SA: bite/grapple. SD: Regenerate 1 HTK/round except from magic or silver weapons, and spell immunities. 650 XP.

13) Hall of the Thousand (30'x70')

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 Sharjanjir. When a typical follower of the cult died he was laid to rest in area 5 until the next lay member died. Then his bones were moved here to join those who died before him. Characters that search through the bone piles will suffer 1 to 3 points of damage per round from bone splinters.

13a) Treasury (Irregular)

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 long swords, spears, bows, arrows etc. Most are badly rotted and will not appeal to the characters with the following exceptions: a bronze long sword +2 vs. Undead, a spear with silver point (the shaft is of bronze) worth 8 gc, ten silver arrow heads, and a chest. The chest contains ten bars of gold each weighing four pounds and worth about 100 gc. There is a poison needle

trap on the chest: save versus poison or die in 1 to 10 agonizing rounds, during which the character will be paralyzed. If the saving throw is successful, the character is still paralyzed for 1 to 10 rounds.

14) Cave (15'x15')

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 1 to 10 rounds.

15) Sturm-Wolf Lair (Irregular)

This large cave network is the lair of a pack of Sturm-wolves (see below for information on this species). This cave is the lair for four adult wolves and four cubs. The cubs each have 10 HTK (2 HD), have no effective attack and 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.

Adult #1: AR 5, HTK 38, THAC0 15, #AT 3, DMG 1-4/1-4/1-12. SA: thrash for 2-16. SD: none. 975 XP

Adult #2: AR 5, HTK 50, THAC0 15, #AT 3, DMG 1-4/1-4/1-12. SA: thrash for 2-16. SD: none. 1,400 XP

Adult #3: AR 5, HTK 29, THAC0 15, #AT 3, DMG 1-4/1-4/1-12. SA: thrash for 2-16. SD: none. 975 XP

Adult #4: AR 5, HTK 45, THAC0 15, #AT 3, DMG 1-4/1-4/1-12. SA: thrash for 2-16. SD: none. 1,400 XP

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

AFTERMATH

If the players do not kill all of the Sharjani in the temple, then the Sharjani reign of terror will begin once again. Since the entrance to the network of tombs has been opened once again, they will venture forth each night. If the players do not kill the Sharjani, but have the insight to fill the pit back in, the vampires will be trapped until someone foolish enough comes along to expose the entrance again.

If the players do not slay all the Sharjani and they leave the tombs open, the Sharjani WILL eventually track them down. Though they did free the Sharjani from their tomb, they are considered desecrators. If, however, the characters

show "promise," they will be invited to become lay members of the cult, and after a few years of loyal service will be considered for membership in the Inner Circle of a new cell, as a Lesser Sharjani.

CURRENT CULTS OF THE SHARJANI

Currently, there are believed to be six remaining Sharjani Lords. Sharjanjir is believed to be "sleeping" deep beneath the earth, due to the treachery of his Lords. One of the Sharjani Lords and his cult is outlined below; the Game Master is welcome to define the nature of the other five remaining cults. The other cults should each be placed in a different region, one per region: Brandobia, Kalamar, the Wild Lands, Reanaaria and Svimohzia. Brotherhood of Blood.

ALIGNMENT: Chaotic Evil

SYMBOL: Skull with vampire fangs.

COLORS: White, black and blood red.

GARB: Warrior-style clothing, in the favored colors.

LOCATION: Ruined castle outside the city of Korem, militocracy of Korak, Young Kingdoms.

ENTITY: Vujoth Tharis, 12th level male Sharjani Lord wizard.

LEADER: Kemari Koleni, 9th level male Greater Sharjani fighter.

INNER CIRCLE: Nine Lesser Sharjani, of various classes, 3rd through 7th level.

LAY MEMBERS: Twenty-seven human fighters (1st through 5th level), eighty-one 0-level men at arms, and fifteen thieves (1st through 5th level).

DESCRIPTION: More than a thousand years ago, in the chaos of the Dark Age wrought by the fall of the Dejy Empire, the Brotherhood of Blood was founded by a vampire who wished to rule his own kingdom. Realizing that he could not rule by day, he worked out a way that he might have powerful servants rule in his stead, yet, regardless of their power, they would ever be dependent upon him. He created the first Sharjan or pseudo-vampire (known as Sardan'var in Kalamaran).

The Sharjani were mortal men and women who drank the vampire's blood during a Blood Ceremony; this blood gave them portions of the vampire's powers, yet they could still, for the most part, walk in sunlight. The vampire mixed his blood with special substances and performed mystic ceremonies in order to make his blood potent in this fashion.

The Brotherhood of Blood, or the Sharjani

Lords, as they were then known, ruled much of the north western Young Kingdoms region for hundreds of years before the rise of then Kalamaran Empire. They suffered a great disaster some 900 years ago, and most of the Sharjani died in a great flood (for Sharjani are highly susceptible to running water). A few of the Sharjani Lords survived, as did the original vampire, Sharjanjir. However, the Sharjani had tired of following their master's orders and wished to rule in their own names. Thus, they turned on their master and buried him in his undead state far beneath the earth, where he still lies dormant today (?).

The remaining Sharjani Lords then determined that the best route to take would be one in which they kept their distance from each other. Thus, they separated, and each took the remnants of his own followers with him to distant lands. Of the thirteen who were said to have survived at the time of the sundering, only six are believed to exist today (as only Sharjanjir can create more Sharjani Lords). One of the cults that remains extant is found in the city of Korem, ruled by Vujoth Tharis, a powerful Sharjani Lord wizard. Vujoth is one of the more patient Sharjani Lords, and thus has been the most successful.

The Brotherhood of Blood in Korem keeps a very low profile; they only drink the blood of slaves captured in war, usually Dejy nomads bought from Ek'Gakel, or the mostly-human dregs captured from Norga-Krangel (less palatable, due to the influence of hobgoblin blood). Also, they rarely drain their slaves unto death, and thus keep them around as Rhajghani ghouls, which they may drain at their leisure.

Vujoth Tharis has few goals at this time. His followers, mostly warriors, desire to rekindle the ancient ways of their "forefathers," by carving out their own kingdom. They believe that they could do so by pitting Korak against Norga-Krangel in a huge, apocalyptic battle; they could then build their own kingdom on the ruins of both realms. Another alternative being considered is the subversion of the Koraki government, though this is a less desirable alternative to the militant and chaotic members of the cult. Vujoth is biding his time to determine the exact, best route to take; after all, if he is careful, he has all the time in the world.

TREASURE: 7,000 sc, 6,000 gc, 2,000 pc, 4,400 gcv in gems and jewelry, a libram of inef-

fable damnation, a scroll of protection from magic, a brooch of shielding, three ioun stones and an ebony fly. Vujoth possesses all the magical items; the other members of the inner circle each possess one minor item (+1 sword, armor or such).

MAGICAL RESOURCES: The members of the Inner Circle are extremely powerful beings in and of themselves. Vujoth is a highly accomplished generalist mage; he has access to a large number of spells from across the world. Vujoth DOES NOT grant abilities to his followers.

GOALS: The goals of the cult are nebulous at this time, but at their heart include assuring a constant flow of slaves and the protection of Vujoth from outside forces (mostly other Sharjani Lords).

MORTAL MINIONS™

STURM-WOLVES

MOVE: 15"

HIT DICE: 6+6

NO. OF ATTACKS: 2 claws and 1 bite

DAMAGE/ATTACK: 1-4/1-4/1-12 or varies

SPECIAL DEFENSES: none

SIZE: M (4' to 7')

AR: 5

Sturm-wolves are a species of carnivore that closely resemble the common wolf. However, there are some major differences. They are larger, standing from four to five feet at the shoulder. Sturm-wolves have forepaws that resemble those of a bear and are equipped with lethal claws. Sturm-wolves also have powerful frames that resemble those of a bear. In the dark, a Sturm-wolf can easily be mistaken for a large cave bear. The coat of a Sturm-wolf is usually coal black though various shades and patterns of two or more colors have been reported.

Sturm-wolves are highly aggressive and will attack superior opponents without provocation. As a pack, Sturm-wolves normally single out a victim and savagely attack. If there are any other targets in the area, the pack will very likely take pursuit once it has downed its target. Sturm-wolves are notorious for over-kill; they do not kill just to feed, but for the sake of the kill alone. Sturm-wolves have the habit of becoming enraged when wounded. Severe blows shouting etc. will normally drive the wolves into a fever pitch and they will not withdraw until either their wounds prevent them from carrying on the attack or they are killed.

If a Sturm-wolf scores a hit with a natural 18 or better he has locked onto the flesh of his victim and may make a thrashing attack. A thrashing attack scores additional damage of 2d8 points. The wolf will lunge at its prey, locking its jaws about the animal's neck and use its massive weight to aid it in breaking the neck.

Sturm-wolves have an excellent sense of smell. They can detect the scent of any large game in a given area up to miles away. Sturm-wolves are social creatures and are rarely found alone or far from a pack. Packs are relatively small, ranging from three to twelve adult wolves. One male Sturm-wolf will be the leader, being the strongest and most experienced hunter of the pack.



Packs, consisting of 3-12 individuals (1/2 cubs, rounded down), are very territorial. Territories are very large since it takes a relatively large amount of game to support a pack. Territories will average from 25 square miles to 50 square miles. A large stream or river, where game animals tend to congregate, will often border the chosen territory. The pack will constantly roam within the bounds of its territory rarely spending more than a day at the same location. The exception is during mating season when the pack disperses for short periods of time. It is during this time, usually early spring, that Sturm-wolves, especially the male, will be encountered alone.

A pecking order is established within the pack. The lead male of a pack will be required to vie for leadership numerous times because his status in the pack will be constantly challenged. When the pack reforms after mating season, a series of ritual fights break out between the males. Those who were too young or inexperienced to beat their competitors the previous season will try again. If the current leader has grown too old or slow he will be quickly dislodged from his role. Some males will venture into another pack's territory seeking to challenge males of that pack after losing within their own pack.

Sturm-wolves communicate very effectively with barks, howls etc. If there are Sturm-wolves in the area, they normally reveal themselves with their high-pitched howls.

A few Sturm-wolves captured as cubs have been successfully domesticated and trained. Some Dejay tribes have used them quite successfully as war-dogs. There is a danger however, as no amount of training or bond between master and Sturm-wolf seems to be able to overcome the wolf's tendency to become outraged when attacked or provoked. When sufficiently enraged the Sturm-wolf often becomes oblivious to friend or foe. Many a trainer has found himself the victim of his own loyal pet.

The teeth and claws of a Sturm-wolf can demand as much as 200 gp in the larger cities. The hide of a Sturm-wolf can bring 500 gp.

Sturm-wolves prefer large grazing game such a deer, bison, and when the opportunity affords itself, sheep cattle, etc. They will, however, attack any animal they happen to encounter within their territory. Due to their tendency for overkill, Sturm-wolves will often deplete their territories of game to the point where a pack cannot support itself sufficiently. It may then attempt to

expand its territories, or abandon them in favor of new ranges. Depending on the size and strength of a pack, it may be able to force another pack from its territory. If not, a pack may become uprooted and roam for months in search of a new hunting range that it can control. It is packs of this sort that humans most often encounter. A pack will often encroach upon human-settled lands and attack livestock as well as the human inhabitants.

DIVINE AND THE DAMNED™

SHARJANI PSEUDO-VAMPIRES

These vampires are not 'true' vampires. They do not drain life levels when attacking and cannot turn into vapor, bats or wolves. They do not have any control over wolves. They are able to go about in sunlight, though they prefer the night as sunlight causes them pain and weakens their powers. Sharjani lose all bonuses to hit, all initiative bonuses and their regenerative abilities while in sunlight. Holy symbols have no effect on the Sharjani. In most other respects they are similar to normal humans. Clerics cannot turn Sharjani, as they are not true undead; they are more akin to enchanted creatures. All Sharjani have 60' infravision.

Sharjani pseudo-vampires must drink human or demihuman blood to maintain their mental and physical capacities. They must drink an amount of blood in HTK at least equal to their level every day. When well fed they are hard to distinguish from normal humans. Deprived of human blood for more than a few days, the Sharjani become increasingly insane and will attack anything that moves. This frenzy makes them difficult to subdue and gives them advantages in combat.

Sharjani can be "killed" as a normal vampire with a stake through the heart, though in their case it may be of oak or silver. However, if the stake is removed they will come back to "unlife" in 1d8 rounds, at the HTK level they were before they were struck with the stake. They will be permanently killed if, once they are "staked," their head is cut from their body AND the head is burnt to ashes.

They can also be permanently killed with silver or magic weapons, as they do not quickly regenerate damage caused by such weapons. They can only regenerate damage caused by silver or magical weapons at the rate of one hit to

kill per night of rest, regardless of the normal rate of their regenerative powers. If they suffer a total amount of damage due to magical weapons equal to or greater than their total HTK points, they may well be truly dead. When a Sharjan is thusly "killed" by damage caused by silver or magical weapons there is a percentage chance equal to five times their constitution that the vampire will be able to regenerate back from the dead at a rate of 1 HTK/day. If the Sharjan fails this roll the Sharjan is well and truly "dead." *Note: that damage lost to bite attacks by other Sharjani count at damage by a magic weapon, and cannot be healed through their normal regeneration.* There are also certain magical items and spells that can bind a Sharjani pseudo-vampire and hold him in stasis indefinitely, for example the helmet in 5A.

All Sharjani are deathly afraid of running water, for it can cause them great harm. They will be unable to cross running water save at a solid bridge of wood or stone; large bodies of water may be crossed only in large, well-built ships. Any Sharjani caught in running water, whether raging torrent, creek or even a pond or moat will take damage equal to 1/3 of their maximum HTK each round! Sharjani who die due to running water are permanently dead, with no chance of rising again. Sharjani Lords cannot fly across running water. Sharjani suffer 1d6 damage from holy water. Damage from running water or holy water counts as though it were damage from a silver or magical weapon. Garlic has no effect on Sharjani, nor do mirrors (which they do use, as they are vain creatures).

Bites from True Sharjani pseudo-vampires (Lesser, Greater and Lords) have a 20% chance of transmitting the Narsharjani affliction. Each consecutive bite in the same combat will add 5% to that base chance. The Narsharjani affliction will turn the afflicted character into a Rhajghan, or pseudo-ghoul, under the control of the attacking Sharjan unless he saves versus poison. Modifiers depend on the rank of the Sharjan: normal chances for a Lesser Sharjan, -2 penalty for a Greater and -5 penalty for a Sharjani Lord. The disease takes effect immediately after the failed saving throw. The afflicted character will fall into a paralyzed state for 2 to 12 rounds, and then rise from the ground as a Rhajghani pseudo-ghoul. See the description of the pseudo-ghoul, below, for details. If a Sharjan drains a character (though not a pseudo-ghoul) of her blood unto death the character has a chance of becoming a

Least Sharjan. If a total number of HTK equal to the character's maximum HTK are drained from the character by Sharjani bites she must save versus poison with the relevant modifiers. Failure indicates the character will rise as a Least Sharjan, while a successful save indicates the character is truly dead.

Sharjani appear to be normal humans when they are satiated with human blood. When they have not drunk human blood in more than a day they become pale, their faces become haggard and drawn-out and their fangs become prominent. If they have not drunk human blood in over a week they turn positively feral in appearance, the more powerful the Sharjan the worse the appearance; they also lose their regeneration abilities and are reduced to 75% of their maximum HTK. If they have not drunk human blood in over a month they begin to rot and wither. If human blood is available they enter into a Blood Rage; if not, they enter into a state of hibernation and await the scent of human blood. In either case they will be reduced to 50% of their normal maximum HTK. Sharjani in hibernation will awaken 1 to 3 rounds after first scenting humans in the area, and will awaken in a full state of Blood Rage.

Blood Rage is a state of berserker insanity, in which the Sharjan will seek to drink the blood of any human in sight. Blood Rage grants the insane Sharjan a +2 to strength, +2 to hit, doubles all bite damage and gives him a +2 to initiative, above any normal bonuses. However, a Sharjan in a Blood Rage NEVER checks morale and will ONLY use the bite attack (with grapple, see below). The Sharjani will regain HTK equal to 1/2 the damage caused by a bite, due to the blood he drinks. Once healed up to full HTK the Sharjani will leave the Blood Rage, appear normal, regain regeneration abilities and lose the bonuses to hit, damage and initiative caused by the Blood Rage. Note that a Sharjani can heal damage while in the Blood Rage ONLY by drinking blood; his normal regenerative abilities are latent due to the lack of blood. Sharjani may drink the blood of other Sharjani to satiate their hunger, though only the blood of a lower ranked Sharjani will be palatable. The blood of similarly ranked or superior Sharjani will not satiate the hunger of the Sharjani, and actually operates as a poison to Sharjani, causing 1d4 damage per point drained; a saving throw versus poison for 1/2 damage applies.

Least Sharjani

MOVE: 12"

HIT DICE: 1 or better, per class

NO. OF ATTACKS: 1 bite or 1 weapon or 1 spell, as appropriate

DAMAGE/ATTACK: 1-3 (double when in Blood Rage), or by weapon or spell.

SPECIAL DEFENSES: Regenerate 1 HTK every other round

SIZE: M (5' to 7' tall)

AR: 7 or better per armor

DESCRIPTION: Least Sharjani are created by the bite of a Lesser, Greater or Sharjani Lord. Least Sharjani will never advance to Lesser Sharjani unless they partake of the Blood of Sharjanjir during a Blood Ceremony, as outlined under Lesser Sharjani, below. A character who was slain through blood drain by a Sharjan and failed the saving throw, as outlined above, will rise from the dead as a Least Sharjan.

A Least Sharjan will rise from the dead in 2-12 turns after dying as a mortal human. Least Sharjan are under the control of the Sharjan that created them. If the Sharjan that slew the Least Sharjan is not present to take control within ten minutes after the Least Sharjan rose from the dead, the Least Sharjan will have to make a saving throw versus death magic, or go insane. An insane Least Sharjan will attempt to drink the blood of any human in sight, even unto destruction. A Least Sharjan who makes his save is forever free-willed, and may do as they wish. A Controlled Least Sharjan operate as though under the effect of a charm person spell, through they are allowed to try to break the effect of their masters' control no more often than once every 6 months, regardless of intelligence, alignment or self-preservation considerations. Controlled Sharjani will follow ANY order by their master.

Least Sharjani, like all pseudo-vampires, have no immunity to normal weapons, though they do regenerate 1 hit to kill every other round. Their bodies are also tougher, and they have a better base armor rating than that of mortals (armor is effective only if it surpasses their native AR, or provides magical bonuses to AR). Least Sharjani have a +4 bonus to save versus sleep, charm and hold spells, natural and magical poisons and any effect that produces paralysis. However, if a Greater Sharjan or Sharjani Lord causes any of the above effects they suffer a -2 or a -4 penalty, respectively.

Least Sharjani fear but are not directly harmed

by the sun. They suffer a -1 to all actions taken in sunlight, even in shadowy light or under cloud cover; they also lose their ability to regenerate 1 HTK/2 rounds. They attack with their bite or with their weapons; insane Least Sharjani always attack with their bite, and are considered to be in a Blood Rage. The bite actually consists of two attacks, a bite and a grapple. If a bite is successful the Sharjan can choose to attempt to grapple their opponent, thus holding them still. If the grapple attack is successful the Sharjan may continue to drain blood AUTOMATICALLY every round, without need for a new attack. Victims may attempt to break the grapple as normal, against the pseudo-vampire's strength. Sharjani in a Blood Rage will always attempt to grapple after a successful bite attack.

Least Sharjani, like all pseudo-vampires, are able to rise in levels in their normal class, though they do require an additional 10% experience above and beyond that normally required to rise per level. Every level a Least Sharjani rises through will cause the Sharjan to shift one stage closer in alignment of chaotic evil.

Lesser Sharjani

MOVE: 12"

HIT DICE: 3 or per class + 2 to 16 HTK

NO. OF ATTACKS: 1 bite or 1 weapon or 1 spell, as appropriate

DAMAGE/ATTACK: 1-4 (double when in Blood Rage), or by weapon or spell.

SPECIAL DEFENSES: Regenerate 1 HTK/round

SIZE: M (5' to 7' tall)

AR: 5 or better per armor

DESCRIPTION: Lesser Sharjani are the lowest rank of True Sharjani, in that they are created through the Blood Ceremony by the drinking of the Blood of Sharjanjir. When a cultist joins the Inner Circle, either of the prime cult or a cell, he will drink the blood of his terrible "God." The cultist must then make a saving throw versus poison, with a penalty of 2 points per stage of alignment from chaotic evil. This penalty is thus -2 for chaotic neutral or neutral evil, -4 for chaotic good, true neutral or lawful evil, -6 for neutral good or lawful neutral and -8 for lawful good. A failed save indicates that the character is dead PERMANENTLY (raise dead or resurrection spell will not work, though a full wish will allow a resurrection survival roll to live). A successful save indicates that the cultist still dies, though he

will rise from the dead three days later as a Lesser Sharjana. Lesser Sharjani have a percentage chance equal to their intelligence plus their level to maintain their mortal alignment, otherwise the process turns them to the ways of chaos and evil. Even if they do not turn immediately to chaotic evil, their alignment will shift one point in that direction.

Lesser Sharjani are in most respects the same as Least Sharjan, except that they are only controllable by their ruling Greater Sharjan or Sharjan Lord, never by other Greater Sharjani or even a different Sharjan Lord. This is because the Blood of Sharjanjir consumed in the Blood Ceremony is mixed with the blood of the ruling Sharjan of their cell. They are physically more powerful in that they have a more powerful bite, +2 to hit, gain a permanent +1 to their native strength and gain 2-16 hits to kill. Their body is also tougher, and provides an even better native armor rating than of Least Sharjani. However, they are also more susceptible to light, suffering a -2 penalty to all actions taken in the light of day. They also suffer 1 hit point of damage per hour of exposure to sunlight, which will begin to regenerate only after one hour of being out of sunlight. Lesser Sharjani are immune to sleep, charm and hold spells, natural and magical poisons and any effect that produces paralysis. However, if any of the above effects are caused by a Greater Sharjan the Lesser Sharjani has a normal chance to save, or a -2 penalty against effects caused by a Sharjani Lord.

Lesser Sharjani are able to rise in levels in their normal class, though they do require an additional 25% experience above and beyond that normally required to rise per level. Lesser Sharjani that kept their original alignment will have a chance to turn chaotic evil every time they rise a level; the percentage chance they will maintain their current alignment equals their intelligence plus their level. Even if they are not chaotic evil, their alignment will shift one point in that direction every level.

Greater Sharjani

MOVE: 15"

HIT DICE: 5 or per class + 4 to 32 HTK

NO. OF ATTACKS: 1 bite or 1 weapon or 1 spell, as appropriate

DAMAGE/ATTACK: 1-6 (double when in Blood Rage), or by weapon or spell.

SPECIAL DEFENSES: Regenerate 2 HTK/round

SIZE: M (5' to 7' tall)

AR: 3 or better per armor

DESCRIPTION: Greater Sharjani are created through a special Blood Ceremony in which a Lesser Sharjani again drinks the Blood of Sharjanjir. The Sharjan must make a saving throw versus poison. A failed save indicates that the Lesser Sharjan dies PERMANENTLY; not even a wish could raise a creature that dies thusly, however, a true God could raise the deceased. A successful save indicates that the cultist is transformed into a Greater Sharjan. All Greater Sharjani are chaotic evil, without fail.

Greater Sharjani are in most respects the same as Lesser Sharjan, except that they are only controllable by their own ruling Sharjan Lord, never by a different Sharjan Lord. This is because the Blood of Sharjanjir consumed in the Blood Ceremony is mixed with the blood of the Sharjan Lord of their cell. They are physically more powerful than Lesser Sharjani in that they have a more powerful bite, +4 to hit, gain an additional permanent +1 to their native strength and gain an additional 2 to 16 hits to kill (total +2 to strength and +4 to 32 HTK above mortal traits). They are also faster than other Sharjani, with a better native armor rating, increased movement rate and a bonus +2 to their initiative rolls. However, they are also even more susceptible to light than Lesser Sharjani, suffering a -4 penalty to all actions taken in the light of day. They also suffer 1 hit point of damage per turn of exposure to sunlight, which will begin to regenerate only after one hour of being out of sunlight.

Greater Sharjani are immune to sleep, charm and hold spells. They also are immune to all mortal and magical poisons and all forms of paralysis. They may also spider climb, as the spell, at will.

Greater Sharjani are able to rise in levels in their normal class, though they do require an additional 50% experience above and beyond that normally required to rise per level.

Sharjani Lords

MOVE: 15" or fly 9"

HIT DICE: 7 or per class + 6 to 48 HTK

NO. OF ATTACKS: 1 bite or 1 weapon or 1 spell, as appropriate

DAMAGE/ATTACK: 1-8 (double when in Blood Rage), or by weapon or spell.

SPECIAL DEFENSES: Regenerate 3 HTK/round

SIZE: M (5' to 7' tall)

AR: 1 or better per armor

DESCRIPTION: Sharjani Lords are created through a special Blood Ceremony in which a Greater Sharjani drink the Blood of Sharjanjir directly from the veins of his "God." The Sharjan must make a saving throw versus poison. A failed save indicates that the Greater Sharjan dies PERMANENTLY; not even a wish could raise a creature who dies thusly, however, a true God could raise the deceased. A successful save indicates that the cultist is transformed into a Sharjani Lord.

Sharjani Lords are the most powerful of their kind. They are in most respects the same as Greater Sharjan, except that they are only controllable by Sharjanjir himself. They are physically the most powerful of the Sharjani: they have an incredibly powerful bite, +6 to hit, gain another additional permanent +1 to their native strength and gain an further 2 to 16 hits to kill (total +3 to strength and +6 to 48 HTK above mortal traits). They are the fastest Sharjani with a phenomenal native armor rating and a total base bonus of +4 to their initiative rolls. However, they are incredibly susceptible to light, and cannot take any actions at all in the light of day, save to do anything they can to get out of the light (they may attack anyone preventing them from doing so as though in a Blood Rage). They suffer 1 hit point of damage per round of exposure to sunlight, which will begin to regenerate only after one hour of being out of sunlight.

Greater Sharjani are immune to sleep, charm and hold spells. They also are immune to all mortal and magical poisons and all forms of paralysis. They suffer only half damage from attacks based on cold or electricity. They may spider climb, as the spell, at will, or they may fly at will at a rate of 9."

Greater Sharjani are able to rise in levels in their normal class, though they require double experience above and beyond that normally required to rise per level.

Rhajghani Pseudo-Ghouls

MOVE: 6"

HIT DICE: 2, or per class + 1 to 8 HTK

NO. OF ATTACKS: 2 claws and 1 bite

DAMAGE/ATTACK: 1-2/1-2/1-4

SPECIAL DEFENSES: Immune to charm, sleep and hold spells. Cannot be turned by clerics.

SIZE: M (5' to 7' tall)

AR: 7, or by armor

DESCRIPTION: Rhajghani pseudo-ghouls are the result of the blood drain of the True Sharjani. Those afflicted by the Narsharjani disease become pseudo-ghouls under the control of the Sharjani that bit them. This control is absolute; no order can be resisted as long as the character is under the effect of the Narsharjani disease. A secondary effect of the spell is that the afflicted characters' intelligence falls to one half of his normal score, rounded down. Rhajghani cannot cast spells, and all spells memorized when the affliction takes effect are lost.

Rhajghani pseudo-ghouls attack with two claws and a bite. They use the THAC0 of their normal class, with a +1 to hit. If both claw attacks are successful in the same round the ghoul has grappled its target and automatically hits with the bite in the same round. The ghoul automatically hits a grappled opponent with all of its attacks in subsequent rounds until the opponent breaks the creature's grip. They do not have the paralyzation ability of normal ghouls.

The Rhajghani pseudo-ghouls are not true undead, and cannot be turned by clerics. They are not affected by holy water or by protection from evil spells. The disease CAN be reversed, by a cure disease or remove curse spell cast against the level of the Sharjani that bit the victim. Intelligence will return at the rate of one point per day. The extra hits to kill that were gained will be lost AND an equal number will be permanently lost from the character's total.

A character gains no experience while afflicted by the Narsharjani disease. She will only remember the times spent as a pseudo-ghoul as though it were a half-remembered nightmare.

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The mysteries of a thousand years lie hidden in the caverns of *Sleeping Bear Rock*... A lone pinnacle of rock stands high above the deserted hills. Within the haunted tower lies the ages-old crypt of the *Sharjani Lords*, once known as the *Drinkers of Blood*. Untold treasures and horrors await the intrepid adventurers that dare enter the halls of the ancient tomb. The portal lies open; can the characters defeat the dark lords within their ancient sepulchre before they rise again to drown the *Young Kingdoms* in rivers of blood?

This adventure is designed for use with five to seven characters of 7th through 9th level, though it can easily be adapted for use with any mid-level to high-level adventuring group. Information on the Sharjani Lords, new types of undead and the modern incarnation of the *Drinkers of Blood* are included with this adventure.



The *Hungry Undead™* *Kalamar Quest™* adventure and supplement is designed to provide both a challenging adventure and useful supplementary campaign material. The material within is set in the popular *Kingdoms of Kalamar™* fantasy campaign setting but can easily be used with any fantasy role-playing game setting.

This game adventure and supplement is suitable for use with any fantasy role-playing system, including but not limited to *Advanced Dungeons & Dragons®*, *Rolemaster®* and *HackMaster™*.

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