

Gregorius21778:

Beneath the Dead



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DS&DS

Version 1.1; by Kai Pütz
(c) 2019

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Beneath the Dead is an adaption of my LotFP(tm) Mini-Dungeon "**Below Unhallowed Ground**" for **Dark Streets & Darker Secrets(tm)**.

In this modern, urban horror scenario, the characters investigate a number of mysterious disappearances that will turn out to be linked to a local cemetery. Something evil found its way into our world, something hungry and murderous. The characters are going to be the only people that will consider a supernatural option, or even care for something that is labeled as "disappearances" by the police. For corpses are yet to be found...

The central element of the module is the confrontation of the monsters responsible for the disappearances, and thereby it is rather action/combat heavy. Still, a bit of investigation is necessary, bits of scenery have been provided as well as hooks for the characters and different reasons for the Referee as to -why- all these things happen. Also included is a new kind of monster and some optional content.

Pick up a flashlight, load your gun and do not forget to bring a knife or something. For it is dark and dangerous **Beneath the Dead**.

Background

The Living Saints Burial Ground has fallen into disuse. Once a catholic community cemetery, it had been acquired by a Christian fringe church for its members, which used to be a strong influence in the neighborhood it lies in. That was thirty years ago. The number of followers dropped rapidly after the medial exposure of the drug abuse and homosexuality of the church's founder and spiritual leader. Nowadays only a few steadfast (and stubborn) elderly believers remain true to the faith whose church has long been shut down, due to monetary issues and the danger of collapse after a fire about four years ago. The nominal custodian of the derelict church grounds and cemetery halfheartedly acts as the caretaker as well. But there are no more burials here, and next to nobody seems to visit the graveyard anymore.

That is what meets the eye at first glance...

Beneath the cemetery, deep under the soil and the dead entombed in it, a hole has opened. A whole that connects to depths not belonging to this world. From there, creatures burrow there way up. For above them, the table is set.

What is it that is coming out of the Depth?

Unclean spirits from the Abyss, manifest in rotting flesh. *Aberrations*. Tormented souls beyond salvation. Some warlocks that know about them call them **Corpsevorers**, for they have a lust for rotting flesh.

These have by now dug themselves tunnels under the graveyard, and clawed a way into the world of existence and flesh. The Corpsevorers are nothing compared to the true demons of the abyss, mere vermin among the true predators of the unending darkness. Yet, their hunger, their remaining human cunning and their physical prowess make them a bane for the living. Especially for those that were kept in the dark about the true ways of the world...

Why are they here?

The following page provides d6 possible reasons for why these monsters show up where they do now. Of course, the Referee is encourage to pick the reason that best fits into the own, existing game world (or build the own, individual link). If this module is used as a one-shot adventure or as the first in a loose series of unconnected scenarios, following the rule of the die will not hurt anyone, and my even provide a little inspiration for what may be happening in later adventures.

Feel free to leave a comment at DTRPG about what hook you liked best.

Corpsevorers



HD: 2-4

Devour Rotting Flesh: the creature may regenerate 1d6+HD hit points within a turn after having consumed a human-sized corpse that had been dead for at least three days.

Sense the Living: after concentrating for a turn, the creature becomes aware of the location of every living mortal human within Long range.

Step Through the Shadows: after concentrating for a minute, the creature may step into a nearby shadow to later step out of a shadow within up to long range. Line of sight is not necessary, as it may locate and decide upon the "exit" after it entered the Realm of Shadows.

Choked by Terror: a victim attacked by a Corpsevorer must succeed on a Willpower roll or will be unable to speak or make a sound for 1d3+HD rounds.

Blind Eyes: the creature "sees", even in the complete absence of light, but is blind at the same time.

Why did the hole open up?

d6 Reason for the Hole

1 **The Time was Right:** *perhaps the stars were in a certain alignment, perhaps the Corpsevorers just stumbled upon a membrane between the worlds thin enough for even them to tear through. Now, they are here. And others may be as well, at other places, for the same reason.*

2 **Failed Summoning:** *several month ago, a summoning happened at the cemetery. The cultists either wanted to „free tormented souls from the prison of the unjust God“ or tried to summon undead minions. Whatever they wanted, it went wrong. The Hole opened up, and the Corpsevorers began burrowing.*

3 **Harbingers:** *something much more powerful is making its way out of the Abyss into the real world. The Corpsevorers are merely harbingers that slipped through the cracks which will soon grow into the gateway for the real traveler.*

4 **Unhallowed Ground:** *goth kids and wannabe satanists have abused the cemetery ground regularly over the years. Their continual desecration and use of barely understood rituals lit a candle and rang a bell. The Corpsevorers are ants attracted to a picnic.*

5 **It Calls its Own:** *an aberration in the guise of a man has been buried here long ago. Now just a skeleton in a coffin, its essence calls to its own kind. The Corpsevorers came to answer the call, and when they give it flesh and blood, it will lead them.*

6 **The Seeds Grow:** *decades ago, a powerful vampire and warlock entombed a demonic worm in this graveyard. Over time, it fed on the corpses and worked to create the Hole. Now, as it is done and the first aberrations from the abyss come through, the vampire returns to bind his new minions to his own will by blood magic.*

What are the Corpsevorers doing now?

As they have by now eaten every corpse in the cemetery that was more than just bones, they started to turn upon the living in the surrounding neighborhood. Although they do not fear the light, they are smart enough to only venture out in the dead of night, when the lights are out and the surroundings streets are dark and deserted. Then, a lone Corpsevorer will slip from shadow to shadow in search of a lone human, either out alone on the streets after dark or at home alone. When such a target has been found, the aberration will slip into the shadow world and out again through a shadow next to the (often sleeping) prey. As the prey is *choked by terror*, it is unable to

make a sound while the monster kills it with tooth and claw, right on the spot. After the bloody deed is done, the Corpsevorer drags its prey with it through the shadows and into their communal burrow. There, the corpse is left to rot for a few days, for the monsters savor rotten human meat over fresh flesh. When it is “ripe”, the Corpsevorers feast. As they do not wish to hunger, they created themselves a stash of dead bodies by now, and hunt regularly to keep their larder stocked.

The Neighborhood

The cemetery lies in a once decent neighborhood. Due to the financial situation of the community, several schools and day care centers were closed or merged. This neighborhood thereby lost most of those. With them, a number of mobile young families moved to the suburbs or further downtown. With them, purchase power left so that local stores and restaurants closed. By now, those that are still here are the old and the poor. Many homes are for sale. Instead of being claimed by gentrification, some of the homes have been turned into company-owned apartments used to house a cheap labor force. Usually, male immigrants without a family. It has become a quiet, depressing and unattractive quarter.

d20 Scenery Detail

- 1 „For Sale“ signs on several lawns
- 2 Old woman staring out of a window
- 3 1d3+1 quiet, drunk workers loitering outside
- 4 An old man walking an old dog
- 5 Newly opened liquor store
- 6 Newly opened pawnshop
- 7 Truck of a moving company driving by
- 8 Eviction notice nailed to a door
- 9 Completely empty street
- 10 Closed and nailed-up super market building
- 11 Fox dashing over the street
- 12 Withered rose garden
- 13 Deserted playground
- 14 Dead tree near the road, all branches sawed off
- 15 A couple walks by, discusses moving out
- 16 Old folks sitting on a bench, chatting & smoking
- 17 Loud, foreign music out of an open window
- 18 Closed shop for baby clothes and accessoires
- 19 Nearly empty café
- 20 Food truck near company-owned apartment

The Cemetery

The only buildings that border the cemetery are the house of the keeper and the church. The other sides are adjacent to a road each. The ground is surrounded by a five feet wall, two cranky iron gates lead inside. Several larches and conifers have been planted between the graves, as well as some bushes. In the western part, opposite of the church and the keepers house, lies a small crypt. It is shadowed by two large conifers, surrounded by thick bushes and belongs to a now extinct family line.

At numerous graves the headstones have tumbled over. Characters that look around and succeed at an **Intellect test** will recognize that it looks as if excavations have been done under the graveyard. Digging at an appropriate spot (e.g. a grave with a toppled headstone) will uncover one of the Corpsevorers "access tunnels" (see the map of the burrow). Characters that search the place methodically for tracks may find some very weird foot prints (of a Corpsevorers) leading towards the cemetery wall (and start at the crypt, but do not lead back to it). These tracks will be no more than a few days old.

The rusty gate of the crypt is not locked, angled steps lead down into it. Several dirt tracks, too much to indicate anything useful, stain them. In the crypt itself, a few of the stone tiles that cover the floor have been removed and placed aside. They now reveal the entrance of a man-sized steep tunnel that leads down into the earth. All coffins in the crypt have been forced open and emptied.



d6 The Caretaker

1 An elderly man that has been the caretaker for 50 years now. He would be a good source of information, if he would not be nearly deaf, short sighted and mumbling since a heart attack two years back.

2 A woman mid 40s that let herself go after her husband left her five years ago, for a younger woman that was able to give children. Stands up with a glass of wine and goes to sleep with a bottle of it.

3 A young man who is a mouthbreather and has an intellect just slightly above the level of a mental disability. Collects toy trains, owns two budgies and is afraid of what is going on. Will not reveal what he has seen in the dark, as he is afraid of being put into an asylum.

4 A woman in her early 50s that took over the job from her husband (who died in a car accident). She is stern and far from dumb or gullible. While she already figured out that something is going on, she is just not sure what it is. That nobody of the officials seems to care frustrates her.

5 A mid thirty couple, former members of the last community to own the church. They believe in the devil as real force, but also believe that only sinners need to fear him. Still, the husband now carries a pistol on person all the time, and a shotgun while on the cemetery („to shoot rats“). They have send their daughter to her grandmother after the third murder. Her wife refused to go along, which frustrates her husband, who is actually worried for their safety.

6 A calm and quite handsome man in his early thirtys. Lives alone, spends most of his time on his job or with charity work for the homeless. Actually a serie killer that murders a homeless every three or four month, and used to dig up a grave and put the remains in there to hide his deeds. He has met the Corpsevorers, but was not attacked by them. Feels some strange relation to them, and already brought them one corpse from his murders.

The Recent Events

The sudden, unexpected and up to now unexplained series of disappearances have shocked the neighborhood. It started with an old man that lived alone since his wife has died three years ago. He came to the local newspaper kiosk every day. As the owner had not seen him for two days, he informed the police. They actually came and knocked at his door, and later opened it by force. All that they found was an unmade bed with lots of blood stains. No sign of a forced entry and no signs of robbery or an attempt to search the house where found.

The next two disappearances were discovered two and three days after the first one. Then two more on the following day. The news finally reached everyone in the neighborhood and the people began to worry and became alarmed. The circumstances were always the same: the missed persons were people that lived alone, mostly old people or poor people. Sometimes loners by choice. Always there was blood and a sign of a short struggle, enough blood that a violent murder was the most likely option. But never a forced entry, never a robbery, never anything missing besides the person and what she might have had with her on the moment of her disappearance. Next to always, the people seem to have been attacked in their own bedrooms in a violent fashion.

The police is investigating, but lacking any corpse or motive, they currently treat the cases as disappearances. A local newspaper already treats it as a serial killer story, and dubbed the unknown murder "The Bedroom Slasher".

In order to calm the populace, a police car is on patrol in the neighborhood now, from noon to noon. Depending on the situation, the Referee might want to call for a **Luck Roll** in a scene, to see if the patrol cops show up just at the right (or wrong) moment. The detective investigating the case already put the caretaker to question, because **all the crime scenes are forming a rough circle around the cemetery.** As the caretaker has solid alibis for at least three of the disappearances, the detective dropped this line of investigation, and never bothered to have a more than a casual look at the cemetery itself.

As nobody involved in uncovering the culprit actually believes in monsters that are able to step out of shadows in order to drag people to an underground burrow for later consumption, vital clues have been misinterpreted or ignored.

The Characters' Investigation

d6 Why the PC even bother

- 1 They are self-acclaimed monster hunters, or belong to a secret organization that hunts monsters. The article in the newspaper raised their attention.
- 2 One of the missing persons was a relative of one of the PC.
- 3 They are (loosely) allied to another supernatural group in the city, and this group wants this affair investigated. Said group already guesses something...
- 4 They are affiliated with (or hired by) a news reporter that is interested in the story, and does not shy away from getting into trouble.
- 5 They belong to a vigilante group that is sometimes fed infos and details by somebody within the police force. As the investigation is not making a progress, they are thrown the stick.
- 6 One or more of the PC happen to live in the neighborhood.

Aside from the clues already revealed in the summary so far and the list of clues to follow, the Referee needs to take the nature of the **Reason for the Hole** and the **Caretaker** into account as well. The former may have produced further clues that the players may uncover, and how much a conversation with the caretaker may or may not help the investigation depends very much on if the approach of the character matches the background of the NPC. In case of option 6, the caretaker will actively mislead or even hinder the characters' investigation, to the point that he might follow them to attack them when they uncover the burrow below.

Clues:

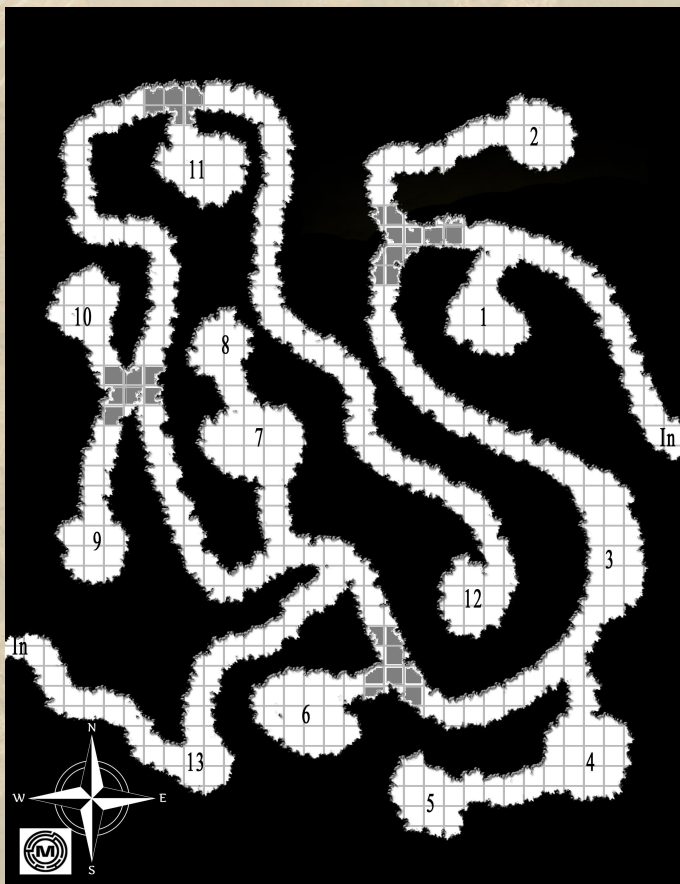
crime scenes form a rough circle around the cemetery.

dirt (earth from the cemetery) was found at every crime scene.

inspecting the cemetery walls reveals claw marks at the top of the wall (where Corpsevorers pulled themselves up) and dirt on the ground outside (where they dropped down in the dark).

It is advised not to use Attribute tests in regard to the investigation. Instead, the Referee should simply ask himself if a given approach is likely to be successful in uncovering information, and if so what exactly might be gleaned this way. When an approach seems highly unlikely to yield any success (e.g. patrolling the neighborhood at night), a success on a **Luck roll** might still yield a clue.

Burrow of the Corpsevorers



The ground the tunnels and chambers of the Corpsevorers' burrow are in is high in clay and dotted with small gray rocks (up to fist size). Sometimes, large rocks protrude from the walls or floor. No beams or other support structures are there. The tunnels have a roughly round cross section and wind from the east downward to the west. The entrance in the eastern part of the the map leads to a network of smaller tunnels that the Corpsevorers created to access and plunder different graves. Neither these access tunnels nor the entrance area to it are larger than would be necessary to push a coffin through.

As the burrow is beneath the larches and conifers above, some of their roots shoot through the upper fifth and fourth of the walls and dangle down from the ceiling. The air is cool and damp, and so is the earth around the characters. Overall, the ceiling is only five to six feet high, and a square on the map equals five feet. *Unless of course, you as the Referee like a more "realistic" and crowded burrow.*

The low ceiling makes it hard to use medium melee weapons effectively (Negative Die), and most large melee weapons are impossible to wield.

During the day, there is a 4-in-6 chance that any given Corpsevorers is asleep (one roll per room /encounter area). The chance to encounter a lone Corpsevorers from the next room wandering through the tunnels is 1-in-6 for every 2 turns during the day.

After dark, they are all going to be active, and the chance to encounter a roaming Corpsevorers in the burrow is 2-in-6 every turn.

Furthermore, a number of monsters from the area 6,9 and 11 (up to the Referee) are likely to have gathered at the "dinner table" in area 4 to feast on rotting meat. A **Luck Roll** should be called for when the characters enter. If successful, the monsters in area 4 are easy to bypass or surprise (see description of 04).

As they do not need light but are not blind, they will notice characters that carry a light source with them eventually. Thereby, characters with any light sources are unlikely to *surprise* a Corpsevorers. Randomly encountered Corpsevorers will try to *surprise* and attack intruders. If they threaten to be overpowered, they will try to retreat and make enough noise to attract others.

When a characters enters any of the "gray" areas with a light source, they will sooner or later come to the attention of the nearby Corpsevorers (unless those are asleep).

Any combat against any number of Corpsevorers that takes more than three rounds has an X-in-6 chance to wake up sleeping, nearby Corpsevorers, where X is the number of rounds above three.

Any gunshot in the burrow will be loud enough to wake up every sleeping monster. Characters that want to keep it quiet better use silencers, stick to melee weapons, thrown weapons or missile weapons like crossbows.



[01] The entrance to this cave is more rock than clay, and the ground becomes rock only a few steps into it. A constant dripping is audible, and the depth of the cave is filled with stagnant water. It is slightly murky, but drinkable to the Corpsevorers and free of other contamination. The bottom is 21 feet under the surface.

[02] When the party comes close to the tunnel that leads to this area, they may hear *something* from deeper in there. When they follow the tunnel, they may also notice the sweet odor of decay (**Intelligence tests** in both case).

In the cave, **two HD: 3 Corpsevorers** squat around a torn-apart and partly decomposed corpse. **Or did.** When the characters have a light with them, a **Luck roll** will decide if the monsters notice them ahead of their arrival thereby lurk at the walls left and right of the entrance instead. Otherwise, the party may *surprise* the Corpsevorers as each lazily gnaws on a limb of the corpse (which otherwise lies dismembered in the middle of the place while the Corpsevorers hide in the shadows).

Should the monsters be asleep, they will be found resting near their recent meal.

[03] Further down the tunnel, all manner of human bones have been neatly piled up against a niche in the eastern wall, and form a hip-high and several steps wide pedestal for about two dozen skulls that have been piled up on top of them. All face towards the opposite wall.

[04] At a fork, a very short side tunnel leads into a round chamber. Its ground is more than a feet below the entry and the ceiling is 7 feet high. An opening to another tunnel is located in its southwestern wall.

Eight simple wooden coffins have been piled up in the chambers center, four upon four. Their loosely closed lids are covered with large blotches, splatters and stains in different shades of brown, red and dark gray. The surface of this impromptu "dinner table" has been clawed vigorously. The lids of numerous other caskets have been crudely laid-up on the floor and placed against the walls. They will creak, groan and sometimes thud against another when stepped upon.

Should the characters enter by night, a number of Corpsevorers from the other rooms (up to the Referee) have gathered at the table while they feast on a human corpse, which they tear to pieces with their claws and teeth. The creatures will not take notice of anything but gunfire or somebody interrupting them directly.

[05] The small tunnel that leads into this area has the disgusting stench of excrement to it, and it grows stronger the further one approaches the shallow ditch it leads into. The ground of the ditch is capped with broken skulls, cracked bones and torn up rip cages, all embedded in a layer of semi-wet offal. Worms writhe in the disgusting filth, which will prove to be about ankle deep.

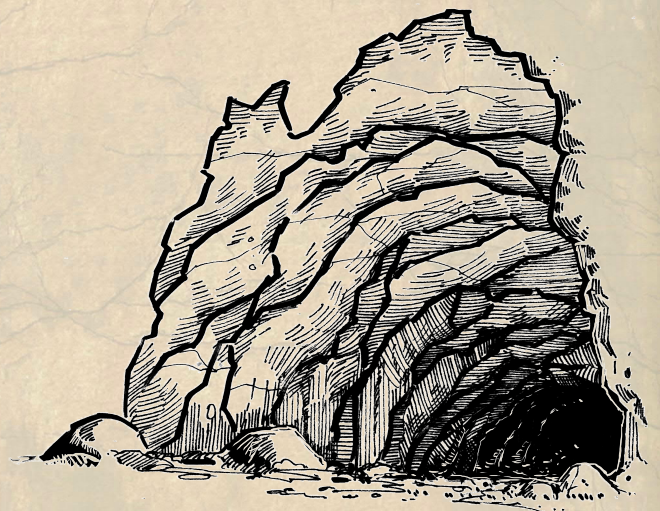
[06] The ceiling of this chamber is no more than 5 feet high. It is the dwelling of **four HD:2 Corpsevorers** that use rags of grave gowns and the linings of plundered caskets as bedding.

The only item of note in the rooms is a large lump of salt the Corpsevorers share (and lick).

[07] The tunnel that leads into this room reeks of decay, and the sweet odor becomes sickening in the chamber itself. Those who want to stay there for more than a mere moment must pass a **Physique test** or will be nauseated to the point of being close to throwing up (Negative Die till after a turn spend elsewhere).

The ceiling is about 8 feet high. At the eastern and western wall, caskets have been piled up. Some are still nailed shut and stacked upon another, but the majority have been pried open or shattered. Their remains are haphazardly piled up in a corner.

A further exit at the northern wall is visible. The stench is the worst there, and flies are buzzing in the opening.



[08] The small chamber is about four feet high and reeks almost unbearable. Here, the Corpsevorers have piled up the bodies of their recent victims, so that they may “ripe” according to their tastes. 1D3+1 bloody corpse are heaped up in the center of this cave, each of them is in a different state of decay.

[09] This chamber is the dwelling of three Corpsevorers (2x HD:3 & 1x HD:4) that use rags of grave gowns and the linings of plundered caskets as bedding. If awake, each methodically strips and scrapes the remaining flesh from a human skull. Otherwise, the three gnawed heads just lie around in the chamber.

The HD:4 Corpsevorer has very sharp senses. When asleep, he will still notice intruders into this chamber unless they succeed on an **Agility test** according to the powerful Opponent rules. It will not try to alarm the others before the third round of combat.

A successful search of their lair will reveal a small talisman made of the long hair of a female corpse and three short ribs. A character wearing it may avert the effects of a magic power with a successful **Luck Roll**. After a successful use, the talisman will come undone and lose its power.

[10] When the characters enter the small segment that leads into this chamber with a light source, they will notice something shiny in it. It will turn out to be the reflection of their light on **numerous silver chains and necklaces (1 cash point)** hung around the neck of a nearly mummified corpse that has been propped up inside an open casket, which leans against the far end of the room.

The ceiling is 8 feet high and the ground is laid-out with casket lids of a higher quality. Tomb stones have been placed on the ends of them, and form a kind of espalier toward the semi-mummified, jewelry draped corpse.

It is a trap. There is an 8 feet deep pit in the center of the chamber. A character that walks straight toward the corpse will have at least one lid swing like a seesaw and drop down. The fall is rather harmless, the tombstone that will slide down the now up-tilted casket lid is not (1d6+1 damage).

[11] The chamber is the dwelling of four **HD:2 Corpsevorers** that use rags of grave gowns and the linings of plundered caskets as bedding. Those not asleep seem to hold a conversation in a guttural language the characters do not understand. The monsters growl between the words.

One of the Corpsevorers, an almost skeletal fiend, will give a bloodcurdling shriek at the start of battle. From that point on, all characters will act after all Corpsevorer due to sudden fright unless this is avoided with a successful **Willpower test**, or after they managed to take out a(nother) Corpsevorer.

[12] The tunnel that leads here declines softly at first, but then steeply while the ceiling grows lower till the characters are forced to move with their backs against the floor or on all fours.

Unlike the tunnel, which has been burrowed by the Corpsevorers, the underground chamber it leads into seems to be natural. Its clay walls have been decorated by numerous bones that were pressed into them. A quick glance shows that these bones are human, from life stock animals and from... other things. The ground of the chamber is not clay but sandstone. A long, ragged crack, large enough to allow a man to climb down, leads into abyssal darkness. Foul air that smells of opened crypts and moldy bones wafts up from it. A character who listens for a while will hear something moving, deep down below. Something *large*.

The crack is where the Corpsevorers came from, and it takes more than two hours of strenuous climbing till its end is reached. What lies below is beyond the scope of this dungeon crawl, but the Referee is encouraged to make it a horrible twilight crossroad between the world of men and a completely different realm. It should discourage further exploration. But as players are players, and adventures are daredevils, the Referee may need to improvise something...

[13] The tunnel turns into a steep upward ramp towards the west. Afterwards, the ceiling is much lower. Anybody that would want to move further would be forced to bow forward and move like a monkey.

This area is the transition between the Corpsevorers' burrow and the small network of tunnels they created to access the graves above them.



Optional Changes/Additions:

If the reason for Corpsevorers is a **Failed Summoning**, the crypt in the cemetery may be splattered with blood inside, and an old, handwritten manuscript may be found in it. The later will include a flawed spell description for the *Animate Dead* power. A character with the matching background (Smart or Gifted) may still use it as a basis to create a correct version for it (with a **difficulty:3 Intelligence test**; one attempt per level).

If the reason for the Corpsevorers is **It Calls it Own**, the casket in area [10] will contain something different than a mummified corpse. It will look like a freshly skinned and savaged corpse, most organs and lots of the flesh missing. Only a **Difficulty:2 Intellect** test will reveal on sight (e.g. without detailed examination) that nothing indicates that the body has been clawed or bitten.

The corpse is the recovered *Aberration* that called the Corpsevorers in. The monsters ritually vomit some of what they have eaten onto the prop-upped body, which it then begins to turn into new flesh for its self. By now, the *Aberration* has reached a state of awareness, but is still slumbering most of the time, and unable to move. When characters investigate it or the room, its eyes will snap open and focus a random character.

The Aberration: HD:3, but immobile.

At the current state, the monstrosity may only use its powers at PL:3, and after either being active for a turn or having used three powers, it will slip back into a dormant state for a turn again. Its powers are *Fearful Phantom*; *Imprison*; *Strangulation*; *Telepathy*. Its Intellect and Willpower are both 16. Depending on the situation, it might try to call in Corpsevorers with *Telepathy*, drive off the characters with *Fearful Phantom* and/or try to *Imprison* one of the characters. It will only use *Strangulation* if the Corpsevorers are already coming or if a character seems weak enough to be snuffed by it.

If the reason for the Corpsevorers is **The Seeds Grow**, the characters might be in for a bad surprise: one night, a limousine with darkened windows parks near the cemetery. Two men in dark suits that behave like professional bodyguards will accompany a third person out of the car. The latter wears a long dark overcoat, a wide-brimmed hat and round sunglasses (at night!). The men in the suits are indeed **trained Bodyguards** (HD:2; DR:1; Negative Die on attacks on their charge as long as they are within close range).

The figure with the wide-brimmed hat is a **HD:5 Elder Vampire** (DS&DS p.168) that will not introduce himself. He has come to see "*the fruits of my patience*" and will go down into the burrow himself (and alone) to do so. Aside from the regular powers of an Elder Vampire, this one knows the powers *False Face* (which he or she is currently using), *Mind Control* and a special, vampire power (see below).

Undead Dominance: the vampire may force up to PL targets within Medium distance to accept its superiority (and thereby refrain from combat). This power only works on Aberrations/Undead of lower HD than the vampire itself, and might be resisted. If one target manages to resist, all targets will resist.

Victims of Dominance may not attack, oppose or otherwise antagonize the vampire for the rest of the scene. When the vampire gives them an order within their abilities that would not be suicidal or lead to a major loss to them, they must obey or will suffer 1d6 points of Willpower damage as they struggle against the Dominance.

If the vampire finds the characters to have slain his would-be-minions, he will be less than pleased and will make it known to the characters that "*this was a grave mistake of yours. I do not take it kindly when somebody interferes with my undertakings.*" The undead will not attack them unless the characters attack first, but will plot revenge after it took some time to inform itself about who they are and who they are connected to...

The dim-witted caretaker could create a problem for the PC by calling the cops "to help them", at the least opportune moment.

The stern caretaker could become an ally in this adventure, if the characters can persuade her about what is going on, and that "calling the cops" will not help.

The religious caretaker is somewhat in the know, and "*only the sinners need to fear the devil*" is a phrase he could use all too often. Still, he may show up "to the rescue" at an opportune moment, for he is not an evil person and begins to question his world view.

The murderous caretaker could try to stab the characters in to the back, literally. Poetic justice would be to have him die by the claws of the Corpsevorers, anyway.

Why has the caretaker been spared?

The Corpsevorers are ravenous and murderous, but not stupid. They understand that it is better not to shit where you eat, or in that case: not to eat where you sleep. Still, at some point the caretaker might be next...

The Corpsevorers turn the tables:

The crypt is the only physical exit from the burrow to the surface. The Corpsevorers do not need a physical exit. They are by now familiar enough with the cemetery above that they might use their **Through the Shadows** powers to use every shadow up their after a minute of concentration. Thereby, they might escape the characters if those go in with superior firepower, or just try to “smoke ‘em out”. Being both territorial and murderous, they will then try to double back in the real world to attack the characters from behind, or to circle them in the cemetery. *Surprise!*

The hole in area 12:

The Referee might use this opening to somewhere else as a jump board for another adventure, or just challenge the players to find a way to close it. Blowing everything above it up will bury it for sure, and there will be months or even years till something else digs its way out... and an FBI investigation, as unauthorized use of explosives is one of the things that usually calls for their attention. Unless of course, somebody with local credibility is able to explain it all away as the result of a e.g. gas leak.

Magic might be used to seal this entry point, but who is powerful enough to do that? And how shall the characters know one, or even make such a powerful individual comply?

If nothing is done at all:

If the characters do not solve the situation, it might come to the attention of some other shadowy faction that might want to deal with. But this will only happen after more people have died, and what “dealing with it” means depends on what the Referee sees fit for the game world. Night time raids by special op’s teams, attacks by werewolves or a quarantine of several city blocks due to a pandemic... whatever floats the boat and keeps the world interesting.

Other DS&DS(tm) compatible titles of mine:

30 Magical Coats, Cloaks & Other Clothes
A Different Heritage
You against the City

Other system-neutral horror titles of mine:

20 Ways to Embroil Mortals into a Vampire Feud
99 Deformations
99 Exotic Sounding Names
99 Quirks, Details and Habits for Modern Vampires
For I am Your Creator
Foul is all Magick
Strange & Cruel Personal Titles

Other titles I recommend for DS&DS(tm)

Minimalist Descriptive Urban
Lovecraftian Title Generator
100 Detailed Items to Find in an Occultist’s Chamber
100 Apartment Complex Tenants
100 Blue Collar Workers
100 Bystanders
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100 Suburbia Inhabitants
50 Police Officers & Associates
Fistful of Horror -01
Fistful of Horror -02
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Mp3 Soundfiles for RPG Sessions

Pro RPG Audio: Busy City Street
Pro RPG Audio: City Park
Pro RPG Audio: Modern City 2 Suburbs
Pro RPG Audio: Modern City Day
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