

Beneath The Mausoleum

The hamlets of the Black Steppe Lands have reported encounters with bloodsuckers, a rare claim this far from the secret borders of the ancient pacts. An acolyte has gone missing. He was tasked to pray for the dead at the family tomb of a local noble. He has not returned. The vicar offers the glass eye of St. Sylvak, a valuable relic, in exchange for the young acolyte's retrieval.

1. A white marble room with marble busts of dour-faced people with similar angular features set in alcoves around the room. A stone door lies flat in the center of the floor. It opens to a staircase, descending into darkness. A black clay urn sits on a pedestal and the far end of the room. If opened, it releases a miasma of cursed ash that causes anyone near to cough violently for one minute. A skeletal snake springs from the urn, attacking intruders.

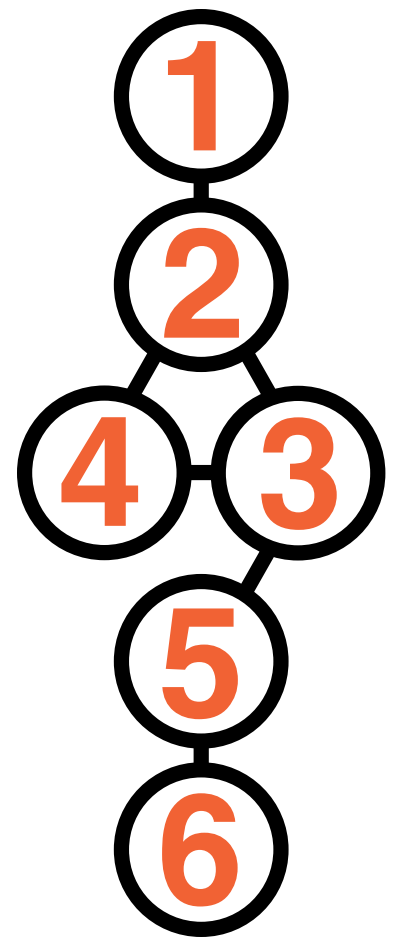
4. The corpse of a giant dead spider is full of spears. A dozen child size burrows are dug into the walls. Roach goblins hide in these burrows, watching the intruders. They will attempt a surprise attack. If detected before they can attack, or defeated but left alive, they will obsequiously welcome the intruders and offer them a meal of pickled spider eggs. They are deathly afraid of the bloodsuckers in rooms five and six.

2. A pile of bones containing 10 gold coins, a silver dagger, and jar of red paint. A pale, wide-eyed man gnaws on a femur. He will wield it as a club against intruders, who he'll attempt to eat at all costs. He is enthralled by the bloodsuckers and the glimmer of reason is gone from his eyes.

5. A parlor room of dusty, mismatched, but otherwise opulent furniture. A pale wide eyed woman paints a still life of a bowl of rotten fruit. She is using a severed finger as her brush. A man is curled up in a small wooden cage. He is the lost acolyte. Other than missing a finger, he is unharmed. The woman is a bloodsucker and will ask the intruders to sit down and make themselves comfortable. Skeletal snakes will burst from the couches and attack if sat on. If attacked she will ring a small bell she wears around her neck, alerting the sleeping bloodsuckers in room six.

3. A corpse is stuck in a giant spider web, a golden rat medallion hangs around its neck. The medallion lets the wearer turn into a swarm of rats for ten minutes, once per day.

6. Five coffins are arranged in a circle. One is open and empty, the others contain sleeping bloodsuckers. Loud noises will wake them, they will try to feed on any intruders but not kill them immediately. They like to keep their victims alive for a while for their cruel pleasure. There is a chest in the room with 100 gold coins, five silver goblets, and an obsidian crown with a jagged inset ruby. It is the crown of Vlodnik, the warlord king of the bloodsuckers. These outlaw bloodsuckers stole it and he would pay handsomely for its return.



Creatures

Bloodsucker

Hard

Can fly short distances. Only dies by fire, a pierced heart, or decapitation.

Thrall

Medium

Faster than normal humans. Sharp teeth. Night vision.

Roach Goblin

Easy

Can climb walls and squeeze through small spaces. Will eat anything. Immune to poison.

