

#1

For use with Classic Fantasy
Role Playing Systems

Freakshow Games Presents
Maximum Mayhem Dungeons #1

The Hanging Coffins of the Vampire Queen

Written by Mark Taormino

AN ADVENTURE FOR CHARACTER LEVELS 10-14



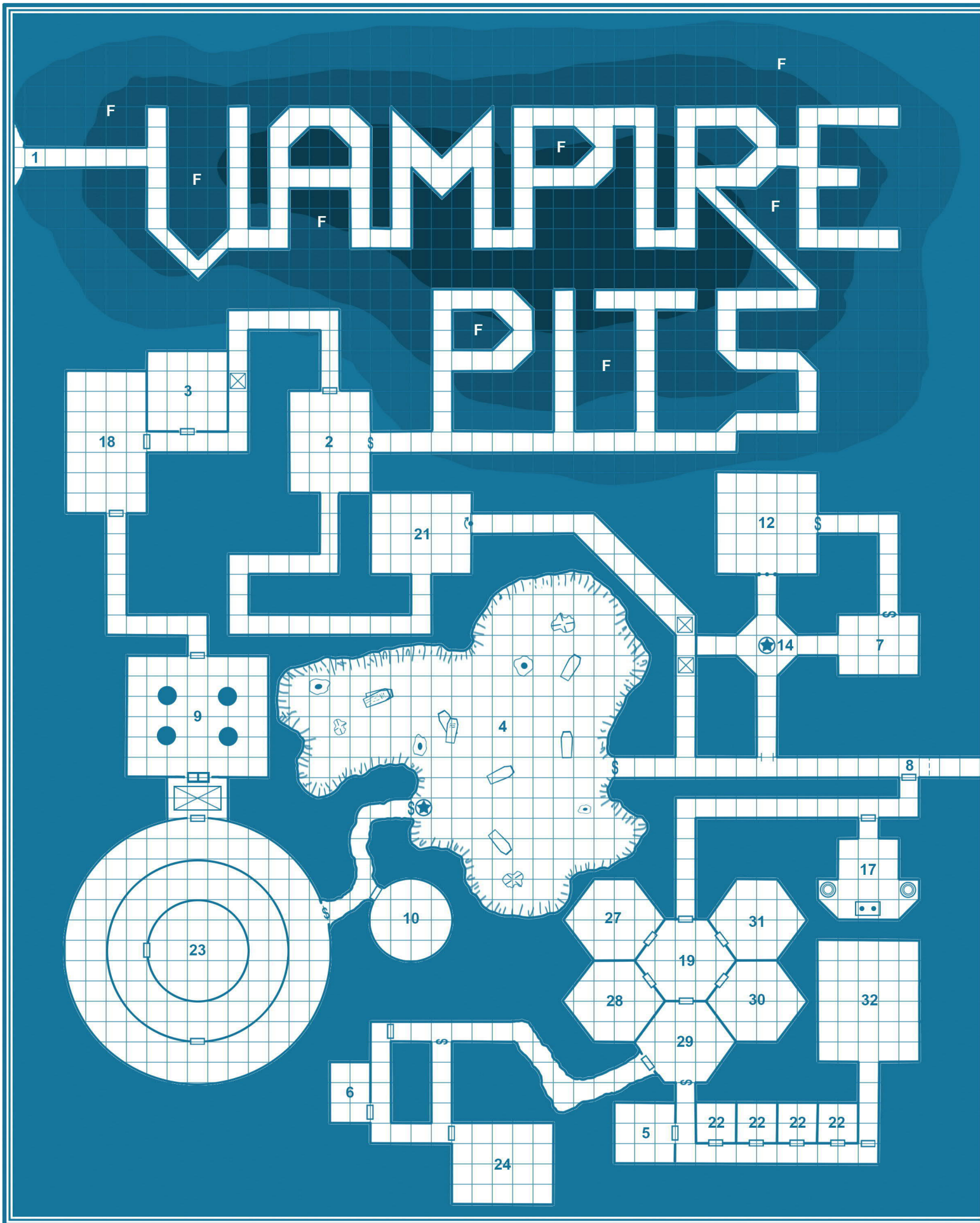
Death or freedom? The Vampire Queen has challenged a small band of her worst prisoners to escape from her wicked dungeon lair. With all of your original weapons, magic items and possessions, it is up to you to outwit and fight your way through terrible traps, beastly monsters, and all the horrific surprises she has arranged for you.

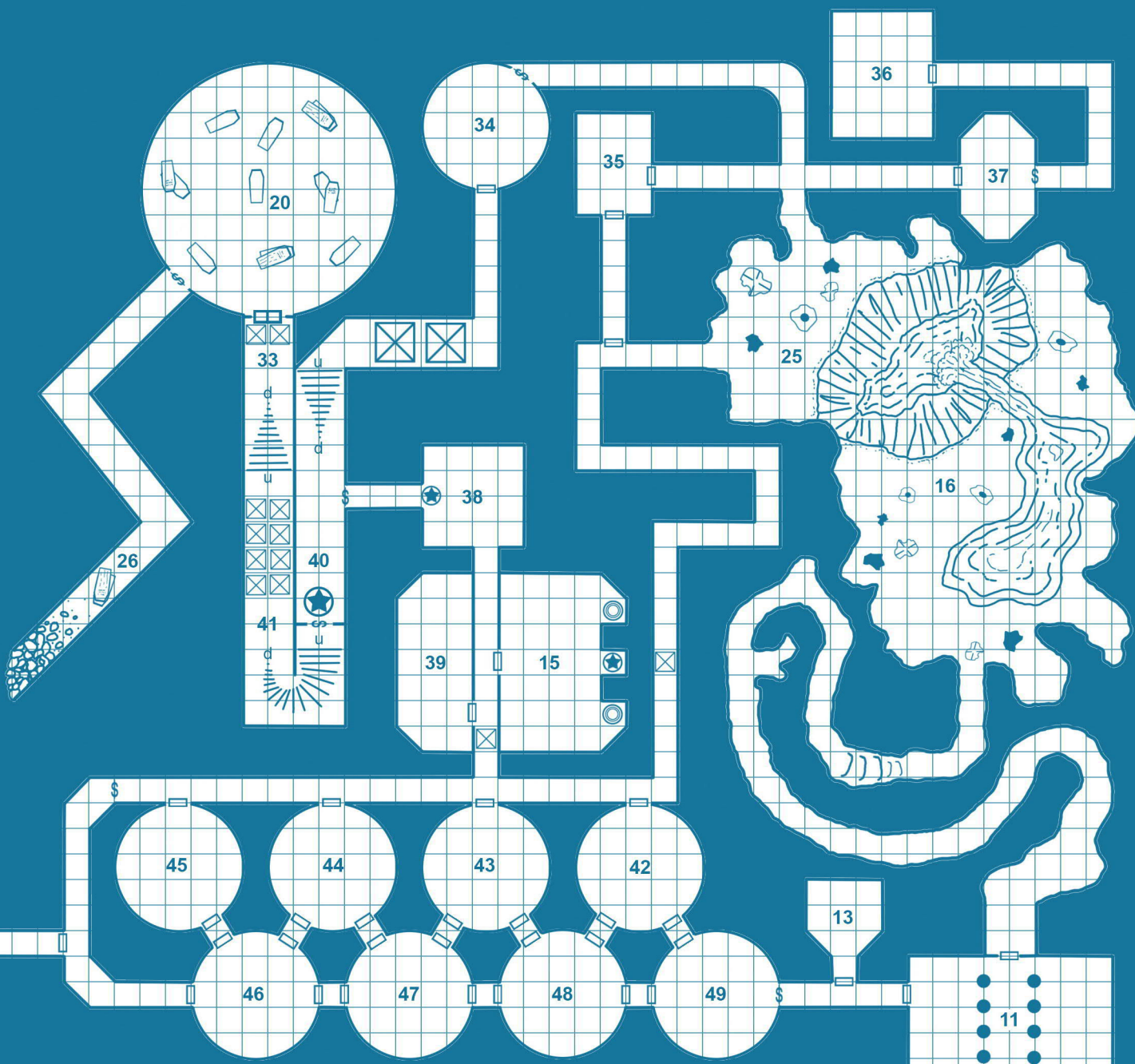
MAXIMUM MAYHEM DUNGEONS are created with one thing in mind: ass-kicking fun. This adventure has that classic look and feel both inside and out, including blue maps and old-school fantasy art from some of the best artists in the business! Filled with irreverent characters, diabolical villains, over-the-top monster encounters, outrageous magic, mischievous NPCs, traps, puzzles, and more blood and gore than you can shake a +5 staff at! This adventure will entertain and challenge everyone who dares to play it!

This product uses the OSRIC™ System (Old-school System Reference and Index Compilation™). This module can be played with any fantasy role playing system you may want to use it with under the Open Gaming License v1.0a and can easily be adapted to most campaign settings as well. If you like this module, look for future adventures soon.



RATED "A" FOR AWESOME		17+
A	Puzzles & Traps	
	Violence, Blood & Gore	
Adult Language & Situations		
Extreme Fun		
For Bad Ass Players Only		
SUGGESTED FOR MATURE PLAYERS 17+		





LEGEND

	Door		Stairs
	Secret Door		Pit Trap
	Revolving Door		Statue
	Urn		Altar
	Column		Coffins



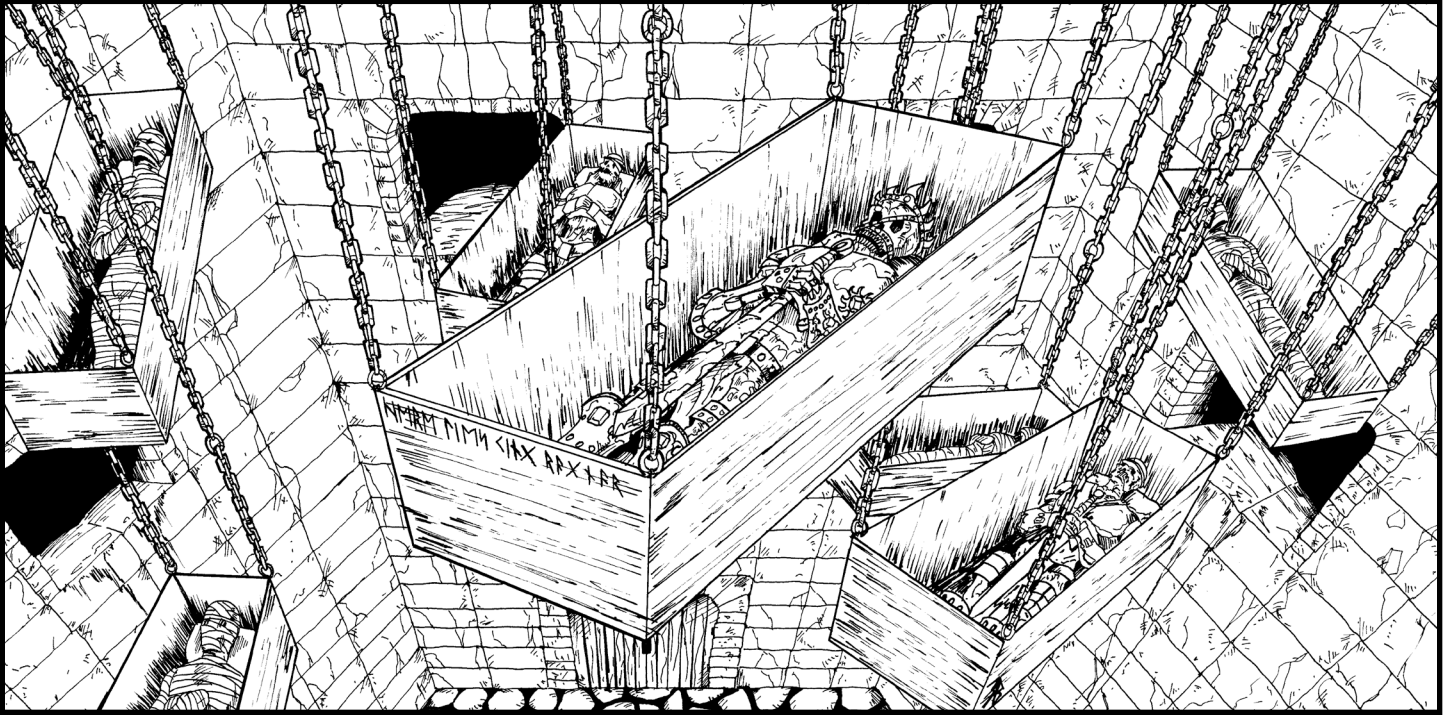
□ = 10ft. x 10ft.

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Credits

Executive Producer: Mark Taormino
Associate Producers: Emil Devries, Kevin Watson, Alan Chamberlain
Author/Editor: Mark Taormino
Proofreader: Sam Saldivar
Front Cover Artist: Jeff Dee
Back Cover Artist: Trevor Henderson
Interior Cover Artist: Robert Bruner
Interior Artists: Bradley K McDevitt, Brian McCranie, Jason Lenox,
Steve "Ragnar" Hill, Stephen "Chuck" Bowman,
Robert Bruner
Cartography: Alyssa Faden
Graphic Design/Layout: Alan Chamberlain
Play Testers: Jason Mellas, Sam Saldivar, Mark Taormino,
Alan Chamberlain

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AUTHORS NOTE:

Thank you for purchasing this module. I hope you enjoy it! What I remember enjoying most from playing RPG modules in the "old days" (early 1980s) - was that it was all about "fun and memorable encounters" the way I saw it. This is a detailed adventure with a lot of scalability to fit your players and their varying role-playing styles as well as yours as the GM.

GM BACKGROUND:

This module is designed for 8-10 characters of levels 10-14+. The party should consist of at least 3 Fighters, 3 Clerics and a strong Paladin, 2 Magic Users, and 2 Thieves. Of course feel free to work with the Players to figure out whatever you and your group feels is best. They should be able to inflict mass damage to their enemies in just a few rounds. If you feel you need to scale down or scale up the encounters, go ahead.

PIT TRAPS:

All pit traps are 20 feet deep. Players take 3d6 damage if they hit the ground and must Save vs. Falling for half damage. Roll a D8 on the table to below determine the type of trap is at the bottom of the pit.

1. Poisoned Spikes: Players must roll an extra 2d4 damage and Save vs. Poison or become poisoned and take 2d4hp damage every turn until cured.

2. Cube: 1 Gelatinous Cube (AC: 1, MV: 60 ft, HD: 8, HP: 64, #AT: 1, D: 2d8, SA: Paralyzing touch, surprise on a 1-3, SZ: Large, MR: Normal, AL: Neutral, Level/XP: 3/150 + 4/HP)

3. Goo Trap: GM roll on the chart on **Encounter #35**.

4. Tentacles: 8 Huge Carcass Creepers (AC: 3, MV: 120 ft, HD: 6+2, HP: 54, #AT: 8, D: 2d8+Paralysis, SA: Paralysis, SZ: Large (5 ft/6 ft), MR: Normal, AL: Neutral, Level/XP: 3/105+3/hp)

5. Mechanical Razor Gears Grinder: A hideous system of razor sharp gears designed to slice up anything that falls into them. The blades make up the entire floor of the trap so there is no way to get footing once they land in it. Save vs. Death or take 2d20 damage. Players who fail the save have their foot caught in the gears and will be pulled in completely in 3 rounds. Every round in the trap the Player must Save vs. Death or take another 2d20 damage.

6. Vampire Pit: 8 Vampires (AC: 1, MV: 120 ft or 180 ft flying (AA: level V), HD: 8+3, HP: 70 each, #AT: 1 bite, D: 1d6+4, SZ: Man Sized, AL: Chaotic Evil, Level/XP: 8/3,810 + 12/HP)

7. Bottomless Pit: The Player has fallen into a magical bottomless pit and will be stuck falling for eternity unless they have a Ring of Feather Falling or some other means of escape. Dispel Magic cast on the area will dispel the trap. Roll a d8 again on this table to determine the type of trap the Player lands in when the trap is dispelled ignoring this #7 option on those rolls.

8. Fire: Players take 2d10 fire damage.

RUMORS TABLE:

The Players will have heard 3-6 of the following Rumors during their incarceration time in the Vampire Queen's Dungeon. Go ahead and roll a d10.

1. "Legends say that Lady Neeblack the Vampire Queen killed her husband King Wallawally in order to ascend the throne and take full power of the kingdom."

2. "She will NEVER let anyone leave! It's all a sick joke... A twisted and wicked game simply for her amusement."

3. "If you thought she's a shrew now... you should have seen her 1000 years ago - when she was fully human!"

4. "They say 500 years ago she trapped the soul of her former lover, Vampire Master Daemonicus in a huge gem known as 'The Heartstone' in a lost and lonely corner of the Dungeon. Whispers from demons that travel in an out of the planes say they commune with him and he is plotting his escape and ultimate revenge."

5. "I heard there is a garden somewhere in a hidden cavern. In that garden lives a mysterious wild eyed-woman with snakes on her head!"

6. "They say the Vampire Queen has made a deal with the devils and demons and they routinely Gate in and out of her dungeons freely collecting the hundreds of lost souls in the Vampire Pits!"

7. "Don't eat at the dinner table...I beg of thee. Don't eat at the dinner table."

8. "The rubble collapsed hallway leads to another adventure..."

9. "She has nine 'Hanging Coffins.' They are protected in a hidden and locked chamber. Death is waiting there."

10. "Somewhere in that foul dungeon an evil Vampire Lich rests. I don't know who, what, where or why - I just know it lies somewhere in the night, somewhere in the pitch black of the darkness...it is there waiting."

WANDERING MONSTERS:

As you can see from the chart – these are not our “ordinary” wandering monsters so use one of these rolls’ as you see fit or whenever the party gets out of hand and needs an extra little kick in the ass! Roll a D6 or pick one... These Demons below routinely Gate in and out of their Planes to collect Lost Souls from the Vampire Pits. They generally will not Gate in another demon unless you feel it is necessary to keep the Party in line.

1. Class A Demon (Vrock) - (#1d3): AC: 0, MV: 120 ft, 180 ft flying (AA: level IV), HD: 8, HP: 64, #AT: 5 (2 talons/2 claws/1 bite), D: 1d4/1d4/1d8/1d8/1d6, SA: (See OSRIC™ page 214), SD: (See OSRIC™ page 214), SZ: Large, MR: 50%, AL: Chaotic Evil, Level/XP: 7/1,275 + 10/HP

2. Class B Demon (Hezrou) - (#1d3): AC: -2, MV:60 ft, 120 ft hopping, HD: 9, HP: 72, #AT: 3 (2 claws/1 bite), D: 1d3/1d3/4d4, SA: (See OSRIC™ page 214), SD: (See OSRIC™ page 214), SZ: Large, MR: 55%, AL: Chaotic Evil, Level/XP: 8/2,000 + 12/HP

3. Class C Demon (Glabrezu) - (#1d3): AC: -4, MV:90 ft, HD: 10, HP: 88, #AT: 5 (2 Pincers, 2 claws/1 bite), D: 2d6/2d6/1d3/1d3/1d4+1, SA: (See OSRIC™ page 214, 215), SA: (See OSRIC™ page 214, 215), SZ: Large, MR: 60%, AL: Chaotic Evil, Level/XP: 8/2,400 + 14/HP

4. Bats - (#1d200): AC: 4, MV: 10 ft / 240 ft flying (AA: level V), HD: 1, HP: 2 each, #AT: 1, D: 1, SA: Swarm (causing confusion, extinguishing torches) SZ: Small, MR: Standard, AL: Neutral, Level/XP: 1/1/HP

5. Huge Carcass Creepers - (#1d8): AC: 3, MV: 120 ft, HD: 6+2, HP: 54, #AT: 8, D: 2d8+Paralysis, SA: Paralysis, SZ: Large (5 ft/6 ft), MR: Normal, AL: Neutral, Level/XP: 3/105+3/HP

6. Vampires - (#1d8): AC: 1, MV: 120 ft or 180 ft flying (AA: level V), HD: 8+3, HP: 70 each, #AT: 1 bite, D: 1d6+4, SZ: Man Sized, AL: Chaotic Evil, Level/XP: 8/3,810 + 12/HP

PLAYERS BACKGROUND

You are in a huge marbled room about 70’ long by 60’ wide. The floor is polished in a black and white checkerboard design. There is a huge throne made of bones and gems at the east back wall with a series of 3 steps that leads up to it. Above the throne is a huge bat head made of black stone. This must be the evil bat deity she worships. The walls of this chamber are made of polished mirrors. To the north is a large sleek mirrored black door in

the center of the mirrored walls and to the south is the same but double doors. Seated sideways on the throne with her legs casually kicked off one side is Lady Neeblack the Vampire Queen. She is in her beautiful voluptuous womanly human form with flowing black hair and wearing a sexy outfit displaying lots of cleavage. Her gaze is almost irresistible to both men and women. You try not to look into her eyes. She is staring at all of you wickedly and puffing from a jeweled smoking pipe. It smells like Highbottom Leaf.

Standing next to her on the right is a beautiful naked Succubus, giggling and pouring blood like it is red wine from a diamond chalice on her naked, supple body. She is known as “Sin.” On the left laying in a relaxed position is another beautiful naked Succubus eyeing you wearily – he snake forked tongue slowly licks out of her lips. She is known as “Diabolica.”

As you glance around you catch the reflections of yourselves and the Succubi in the mirrors. You look at each other in and you realize you’re all wearing the black loin cloths prison garb of the Vampire Pits. You are all marched into a 10x10 area in front of the Vampire Queen.

Nine Death Guards fan out around you all in a U-Shaped pattern. They all look like former regal knights but now are Servants of the Vampire Pits. Also surrounding the perimeter of the entire area are about eighty eight vampire minions all snarling and growling at you. The Vampire Queen stands up and slowly walks down the steps and approaches your group. When she looks into your eyes you are paralyzed by her gaze and simply can’t move as your brain says “move” but your bodies stand still.

She slowly circles the group and starts to speak... **“Foolish Ones, I have brought you here for a special game I want to play.”** She looks at the Clerics/Paladins, **“Your gods won’t save you here. They don’t exist here. Only death exists here.”** You notice the mirrors reflect you and your group but not the Vampire Queen who is one inch away from your face. She takes a puff of her pipe and blows it in your face... It is definitely Highbottom leaf. She continues walking and looks at the Thieves in the party.



“You idiots think you can escape with my treasure?” She laughs. **“Here take this magical bag.”** She pulls out a Bag of Holding and shoves it in your mouth. **“You can hold it in your mouth like one of my dogs.”** She whispers in your ear but loud enough for everyone to hear: **“Soon your thieving hands are going to be chopped off by one of my wicked dungeon traps.”** As she circles the group several of you glance in the mirrors and see only your reflections. She looks at the Fighters in your group. **“And you, strong one, you’ll do well in my Vampire Pits. Very well.”** She laughs and sensually cups her hand up against the Fighters mouths. She continues to circle the group, taunting the Magic Users, **“Your magic will entertain children and commoners but it won’t save you here.”** She rounds the group back to stand before you all. She puffs her smoking pipe again and smiles. **“But you know what? I like you. I think you have spirit and I like ‘high spirits’ around here! I have a game for you to play. There are three magic keys hidden in my dungeon that will allow you to escape. A Sapphire Key, a Crystal Key, and an Emerald Key.”**

“They open the doors to the ‘Chamber of the Hanging Coffins’ from which you can surely escape. For my amusement I will let you roam free in the dungeons with all your original weapons and magic items. If you can find the keys and fight your way out, I will let you go free.”

The Vampire Queen claps her hands and laughs. She walks back up to her throne and sits down. She puffs on her smoking pipe. She snaps her fingers and the chains crumble to dust. Your original clothes, armor, weapons and magic items re-materialize on the floor around you. **“Here’s your worthless shit. But what you have on belongs to me, so take it off!”**

Your meager dungeon garb vanishes leaving you all butt-naked before the Queen. Her Succubi and minions all watch and laugh at you. You barely get your first boot on before a 10’ by 10’ checkerboard section of floor you are all standing on vanishes from beneath your feet and you all immediately fall down a long winding slide made of black obsidian! You spin and slide out of control into the blackness down the chute!



1. THE HIGHWALL MAZE OF THE VAMPIRE PITS

As the party haplessly slides down the chute spiraling out of control, a dim flickering light can be seen fast approaching. You can still hear the Vampire Queen laughing maniacally. Suddenly everyone tumbles through a 10’ round hole at the in the wall at the bottom of the slide and rolls eastward onto a 10’ wide by 70’ long walkway at the top of what appears to be a black obsidian wall. Suddenly you feel intense heat all around you.

The Vampire Queens laughter and voice echos eerily in the chamber: **“Foolish ones! You now stand at the entrance to the Dungeon Level. Death or freedom awaits you. Now walk the Highwall Maze of the Vampire Pits.”** She laughs. You are now coming to your senses as you crash to a stop but before you can react fires and flames lick up and down all around you. Wincing your eyes you can see through the thick waves of heat and smoke that you are in a huge black cavernous room hundreds of feet wide and hundreds of feet high. Flames and fire can be seen to the left and right of you.

All of you now realize you are standing on the top of what appears to be a maze-like pathway that zigs and zags around to the East. As you step forwards you start to slip a bit.

You manage to catch yourselves. Suddenly out of nowhere a huge flaming rock about 3’ in diameter whizzes past you! As you frantically swing around to see where it came from you see a terrible sight... 8 Fire Giants off in the distance about 100’ to 200’ away are throwing the flaming rocks like meteors.

At this point we don’t want the Players to engage the Vampire Queen (see **Encounter #26** for her stats), Sin and Diabolica (see **Encounter #33** for their stats) or the Death Guards (see **Encounter #20** for their stats) in combat but if it happens, use the stats for the Death Guards. However after about 1 round of combat the Players will just suddenly get Teleported into **Encounter #1** below regardless.

The Fire Giants immediately begin to attack when the Players get within a 100' diameter or eyespot of them.

Each Fire Giant is located on the map by an "F" and will stay in or around their areas forcing the players to confront them as they traverse atop the maze. Each of the Fire Giants has a large unlimited pile of burning rocks of various sizes next to him. **8 Fire Giants (AC: 3, MV: 120 ft, HD: 11+1d4+1, HP: 93, #AT: 1, D: 5d6, SA: Immune to Fire Attacks, SZ: Large (12 ft tall), MR: Standard, AL: Lawful Evil, Level/XP: 7/2,720 + 16/HP)**

The Players must roll for initiative. They are standing at a height of 20' above the ground level of this cavern on top of the Highwall maze, a construction that spells out "Vampire Pits" before it exits them into the bowels of the dungeon. On the ground level are nothing but a few jagged obsidian rock islands about 20' wide randomly scattered around and surrounding them are pools of molten lava and fire with flames that rise 20' high.

The path is slippery. *Players running the maze must make 2 Dexterity checks per letter of the maze traversed or fall off 20' and take 3d6 damage and save for half.* Fallen Players either crash land on the rock islands for half damage or into the lava pools and take 1d4 damage per round. **1d8 Hell Hounds (AC: 4, MV: 120 ft, HD: 7, HP: 56, #AT: 1, D: 1d10, SA: Breathe Fire Attacks 10' cause 7 HP damage, SD: Immune to Fire, SZ: Medium, MR: Standard, AL: Lawful Evil, Level/XP: 7/225 + 8/HP)** are waiting for fallen Players at the base of each letter on the islands below. Players turning Invisible will cause a random demon to Gate in and immediately attack the clever spell caster to break the spell. (*See wandering monsters for demon stats.*)

At the GMs discretion the Players who hit the ground level can either have crashed landed on the hot black Obsidian rock islands for half damage or into the lava pools and rock fires on the ground for full damage. Players stuck in the lava or fires must take 1d4 extra damage each round until lifted off of the ground level.

Hidden amongst one of the rock piles is a huge pit with the following treasure: 2000 sp, Gems (36): 7 gp, 7 x 10 gp, 13 gp, 4 x 50 gp, 65 gp, 90 gp, 4 x 100 gp, 2 x 200 gp, 350 gp, 450 gp, 6 x 500 gp, 5 x 1000 gp, 2000 gp, 5000 gp. Total Value: 17045 gp. **6 Potions of Healing.**



2. THE JELLY CUBE MONSTERS

This is a 40' by 50' green brick stone room lit by eerie green glowing light. A narrow 10' wide path is before you. It looks like if the middle of the room it goes north, south, east, and west.

The green walls are actually **4 Gelatinous Cubes (AC: 1, MV: 60 ft, HD: 8, HP: 64, #AT: 1, D: 2d8, SA: Paralyzing touch, surprise on a 1-3, SZ: Large, MR: Normal, AL: Neutral, Level/XP: 3/150 + 4/HP)** They will immediately attack. Touch causes paralysis for 3d6+2 rounds (*Save vs. Paralyzation to avoid this effect*). They are immune to electricity, fear, sleep, hold, paralysis, and polymorph. Cold based attacks slow them (as the spell) and cause 1d4 damage, unless they save in which case the cold based attack will have no effect. They have standard resistance to other forms of magic such as fire. The Cubes are each 20' by 20' and take up each "Quadrant" of the room forming a "4 way path" in between them which the Players must travel. The Cubes have: 2000 gp, 5000 ep, a **Potion of Climbing** and a corked jar with 4 charges worth of **Dust of Appearance** in them.

Inside the dead Gelatinous Cubes are following items:
Jewelry (2): 1900 gp Small Box, 1200 gp Goblet. Total Value: 3100 gp.

3. MIRROR OF THE FOOLS

Upon entering the room the door closes behind everyone. You blink your eyes and realize the room's four walls are nothing but mirrors and there is now no way out. Your reflections seem normal at first, then they start to move on their own, laughing hysterically and glaring at you. The mirrors suddenly bubble and warp in distorted and freakish shapes. Your duplicates spring forward and smash through the mirrors to attack you! You can swear you glimpsed glimmering jewelry and gems in the shattering mirrors!

The Players will now be attacked by their Doppelgängers, *not just 1 duplicate but 4 for each player in the room*. They are coming from the shattered mirrors around them! **Doppelgängers (AC: 5, MV: 90 ft, HD: 4, HP: 32, #AT: 1, D: 1d12, SA: Stealth (surprises with 1-4 on 1d6), SZ: Man Sized, MR: Doppelgängers save as 10th level fighters, and are immune to the effects of charm and sleep spells., AL: Neutral, Level/XP: 4/285 + 3 per hp)**

Once the Doppelgängers are destroyed, players who search through the broken mirrors on the ground will find the following treasure: 3000 ep, 4000 ep. Jewelry (10): 6000 gp, Decanter, 300 gp Tiara, 8000 gp Collar, 6000 gp Medallion, 1000 gp Belt, 4000 gp Ring. **Wand of Fireballs (8 charges), Four Potions of Healing.**

4. COFFINS OF THE CASKET CREEPS

This large room is cavernous in size and made of dark bricks. It is loaded up with two dozen black caskets in various stages of decomposition. Closer inspection of the caskets reveals glimpses of gems and jewels in some of them. You also notice skeletons, bones and bodies oddly sticking in and out of some of them. Torches light the arched walls casting eerie shadows everywhere.

If the Players start to investigate the coffins the lids will spring open with an explosive blast. All Players near 5 feet of the blast must make a Saving Throw vs. Paralyzation or take 1d10 damage from the blast.

Once one casket has blasted open, the remaining will blow open automatically all at once, or the GM can blow them open at will. After each casket blasts open, a Casket Creep will spring out and attack the nearest Player. **24 Casket Creeps (AC: 2, MV: 30 ft, HD: 10, HP: 70, #AT: 3 (claw, claw, bite), D: 2d6, 2d6, 2d8, SA: Cold Touch (See below), SD: Can only be hit by magical weapons, SZ: Man Sized, MR: Standard, AL: Chaotic Evil, Level/XP: 10/300 + 1 per hp)**

In the southwest corner of the cavern is a statue of the Vampire Queen. Careful search behind it will reveal a secret door. Careful search of the east wall will reveal another secret door as well. It, however is jammed shut and must be broken down for 100hp of damage.

Amongst the various caskets Players will find the following: 1400 pp, Gems (9): 10 gp Banded Agate, 10 gp Hematite, 10 gp Malachite, 1000 gp Pearl, 20 gp Moss Agate, 500 gp Garnet, 500 gp Jade, 70 gp Sardonyx, 90 gp Moonstone, **Leather Armor +3, Sword +4, Spear +2.**



5. ARM WRESTLING MINOTAUR

As you approach the door to the room you can hear loud monstrous laughter and cheers roaring from within.

If the Players decide to enter the room then read the following:

Entering the room you can see a horde of sweaty and stinking Ogre guards huddled around a table watching their boss Minotaur "Goonhand" who is at present arm wrestling a human wearing tattered prisoner garb. There is a pile of gold, copper, electrum and jewels on the table as well as small bits of bones that have been fashioned into six sided knucklebones dice. You recognize the human prisoner as Dormogg. He is the one who gave you the bad information that caused your first escape attempt to get botched. Uh oh... You can hear the bone snap and flesh rip as Goonhand rips Dormogg's left arm completely off! He screams in pain and then Goonhand casually tosses the arm into a pile of other arms sitting next to the table on the floor from previous victories... Dormogg falls to the floor in a pool of red blood. The monsters jeer and laugh then all dog-tackle him and rip his body a part limb from limb. Blood splatters everywhere.

It goes on the walls and their hideous faces. They stop laughing as they see Goonhand staring stoically at something... and that something is you. Goonhand speaks to you in Common: **"Now is the time to face me, unless you're scared. I challenge the strongest of you to arm wrestle with me. If you win, I'll let you go on your way to the ultimate death in the dungeon. Or you can choose to fight us now!"**

Roll for initiative. **Goonhand the Minotaur - (AC: 0, MV: 120 ft, HD: 12+3, HP: 93, #AT: 2 or 1, D: 2d8/2d4, SA: Surprised only on a 1, SZ: Extra Large, MR: Standard, AL: Chaotic Evil, Level/XP: 12/450 + 12/hp)** This Minotaur is extra large and is wearing magic armor that makes him AC:0. Because he is larger than most Minotaurs he gets 2d8/2d4 on damage. Around the table are **24 Ogres (AC: 5, MV: 90 ft, HD: 4+1, HP: 33, #AT: 1, SA: None, SZ: Large, MR: Standard, AL: Chaotic Evil, Level/XP: 3/95 + 5/hp)**

Buried under a secret trap door under the table is a large chest containing: 6000 ep, 100 pp, Jewelry (29): 600 gp, 900 gp, 2 x 1000 gp, 1100 gp, 1300 gp, 2 x 1500 gp, 1700 gp, 1800 gp, 2000 gp, 3000 gp, 4000 gp, 4 x 5000 gp, 5800 gp, 5900 gp, 6000 gp, 3 x 7000 gp, 4 x 8000 gp, 10000 gp, 13000 gp. Total Value: 135100 gp., **Sword +2, Ring Mail +2, Scimitar +3**



6. LABORATORY OF THE FLESH GOLEM

This is a 20' by 30' room filled with broken bones, rotting body parts and skulls. Several large work tables are lined with various bottles and unknown liquids. Closer examination of the body parts reveals they all appear to be from different creatures: giants, humans, ogres, trolls, etc. Standing in the corner is a 12' tall hunchbacked monstrosity sewn together with thick black stitches. This has to be one of the Vampire Queen's sick jokes. It is made with random body parts from various beings. One arm is bigger than the other, it has a gimp leg, and what the Hell is that "hunch" on its back? Gross. You can see a tiny arm and a leg sticking out of the hunch. Wait - I think that tiny arm is moving...yes to your horror the hunch on its back appears to be a full-sized dead Dwarf body with a head and all - about to bust its stitches. Weird.

A small pedestal sits next to the Hunchback Thing. On it is a glowing glass orb. Amongst the discarded bone piles on the floor nearby the monster you notice the occasional glint of what could be gem.

The "Hunchback Thing" is a Flesh Golem made by the Vampire Queen. She made a secondary Dwarven Flesh Golem then stitched it onto the Huge Golem for an unknown reason. The orb when approached will give off a static-electric type shock on any character approaching it within 5' range.

If the Flesh Golem or the orb is touched or approached it will shock the Player who touches it with a bolt of electrical charge for 1d6 damage emitting from the orb. The electricity travels off the Player and onto the Hunchback Thing which immediately animates and attacks the Player nearest the Pedestal. **1 Huge Flesh Golem (AC: 3, MV: 80, HD: 8, HP: 80, #AT: 2, D: 4d10, SD: Some spells have no effect; cold and fire based spells slow it to 50% speed for 2d6 rounds, electrical attacks restore 1 HP per die of damage inflicted by the spell (E.g: an 8 hit dice lightning bolt will restore 8 hit points of damage), SZ: Large (12 ft tall), MR: 70%, AL: Neutral, Level/XP: 7/2,180)**

After one round of combat, the Dwarven Golem suddenly animates, goes berserk and rips its stitches off of the Flesh Golem! It independently attacks one of the Players at random by jumping off the back of the Flesh Golem and onto them clawing and biting like a vicious little bastard!

1 Dwarf Flesh Golem (AC: 0, MV: 120, HD: 8, HP: 80, #AT: 3 (claw, claw bite), D: 2d6,1d4, SD: (See above), SZ: Very Small (3 ft tall), MR: 70%, AL: Neutral, Level/XP: 4/2,70). Digging through the bones on the ground the Players will find: 1000 ep, Gems (16): 5 x 10 gp, 14 gp, 75 gp, 3 x 100 gp, 200 gp, 400 gp, 2 x 500 gp, 1000 gp, 5000 gp. Total Value: 8039 gp., **Sword +3, Frost Brand: +6 vs. fire using/dwelling creatures, Scroll of Protection - Petrification, Ring Mail +1 and a fist sized glowing red ruby.** It looks really expensive. The ruby is known as the "Queenstone." It is needed in **Encounter #14** below.

7. RIDDLE OF THE SEVEN BATS

This is a 30' wide by 40' long room made of black stone decorated with small multi-colored tiled frescos depicting various scenes of death: skeletons, caskets, etc. In one area of the northern wall is a frescoed artwork of a full sized door shaped with skulls and bones. The entrance way you came in looks like the only way out. On the north wall is scrawled the following riddle in Common: **"Seven bats are hanging on a cave ceiling. Suddenly one of them decides to fly off of the ceiling. How many bats are still hanging on the ceiling?"**

The answer to the riddle is "seven." The bat "decided" to fly off the ceiling. This does not mean he actually flew yet. If the party gets it right, suddenly the frescoed door will magically open revealing a secret passageway beyond. Nothing else short of a Wish Spell can open this door. Use your best judgment as to anything the Players suggest that you consider an alternative for opening the door. If the Players can decipher the runes tell them it says something about **"A great and evil power lies beyond this portal."**

Once they open the door **1000 Bats (AC: 4, MV: 10 ft / 240 ft flying (AA: level V), HD: 1, HP: 2 each, #AT: 1, D: 1, SA: Swarm (causing confusion, extinguishing torches) SZ: Small, MR: Standard, AL: Neutral, Level/XP: 1/1)** come streaming from inside.

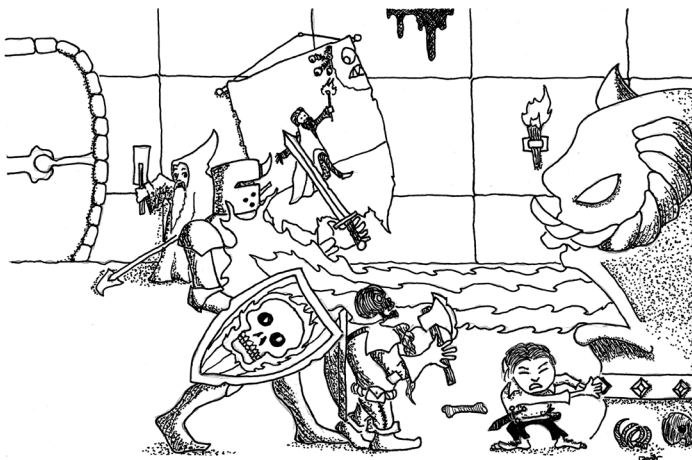
8. HALLWAY OF THE DIAMOND DEMON

You pass through the door and face a long (30') hallway with no visible exits and lined with torches flickering with a silent blue and yellow flame. The torches are fixed to the wall and cannot be removed. There are no knobs or handles on the door, but set into the wall next to it is a large metal lever that is in the

"UP" position. The hallway is normal in appearance with the exception of the large demon-faced sculpture that covers the far end of the hall. Its mouth is gaping wide and the face and teeth are encrusted with a variety of jewels. Could this be the way out?

The demon face stands 6', putting its mouth right about at eye level to a dwarf or halfling. A dwarf will instantly recognize the great value of these fine jewels. Anyone attempting to dislodge the jewels will find the mortar old and brittle, and that the magnificent gems pop off like ripe fruit after about 1 round of fiddling. Any Thief characters attempting to find/remove traps will notice a large black metal door about 5' foot high in the back of the 6' high demon stone mouth. The find/remove traps will take one Turn however.

Characters using Detect Magic will be able to ascertain that the Lever is magically connected to the demon mouth. Dispel Magic will disable the Lever trap, however any forcing of the Demon Door open will still release the fireblast trap. The Demon Door will take 100hp of damage before it can be broken open without using



the Lever. If the Lever is thrown it will break off and then the metal back of the Demon Mouth slides open, and a small passage way curves of sight. In the second round, the Fireblast Trap is sprung and a great flame surges forth from the mouth of the demon door, roasting anyone standing before it within 6'. Damage 4-32 HP (4D8). Everyone in the path must make a saving throw vs. breath weapons for half damage. The flame will blast out every other round until the Lever is switched back. However if the Players throw the lever back to its "UP" position it will break off and stay in the "DOWN" position permanently. Only a Dispel Magic or plausible Player Character solution at the GMs discretion will

stop the flame from blasting every other round. NOTE: Halflings are short enough for the flame to miss them if they are standing in front of the mouth. It will be possible to climb into the tunnel in the demon mouth if anyone so chooses. But the abundance and quality of these jewels will make it very tempting. The characters can use the Demon Mouth's door to exit the Hallway. When Players leave this Hallway via the Demon Door, the entire hallway trap resets itself for any other hapless characters that find their way back here. After a thorough search of the Demon Face and Mouth will reveal: 4000 sp, Gems (35): 10 gp Hematite, 10 gp Malachite, 10 gp Obsidian, 10 gp Tiger Eye Agate, 10 gp Turquoise, 100 gp Azurite, 100 gp Eye Agate, 100 gp Malachite, 100 gp Moonstone, 100 gp Onyx, 100 gp Onyx, 100 gp Rhodochrosite, 1000 gp Amethyst, 1000 gp Diamond, 1000 gp Diamond, 1000 gp Fire Opal, 10000 gp Ruby, 12 gp Eye Agate, 1300 gp Garnet, 1600 gp Star Ruby, 20 gp Tiger Eye Agate, 200 gp Amethyst, 30 gp Blue Quartz, 400 gp Pearl, 50 gp Azurite, 50 gp Lapis Lazuli, 50 gp Lapis Lazuli, 500 gp Aquamarine, 500 gp Topaz, 500 gp Tourmaline, 5000 gp Black Opal, 6 gp Obsidian, 600 gp Jacinth, 650 gp Topaz, 700 gp Ruby. Total Value: 26918 gp., Jewelry (5): 400 gp Chain, 3000 gp Necklace, 600 gp Goblet, 8000 gp Anklet, 400 gp Goblet. Total Value: 12400 gp.

9. DINNER OF THE DAMNED

You enter large 70' by 60' ornate Ballroom. The room is lit by four huge chandeliers hanging from the ceiling. Each one has hundreds of lighted candles. Four huge marble pillars dot the room and on the north, south, east and west walls hang huge unique 20' by 20' sized oil paintings of the Vampire Queen. On the west wall is a painting of her naked riding on a flaming Nightmare standing at the top of a pile of a thousand dead bodies of soldiers. On the east wall is another painting where she is again naked with her arms around Deamonicus (*her former Vampire Master and lover*) who is sitting on a throne of bones. The painting on the north wall is of the Vampire Queen naked flanked by two Succubi in a fiery hellscape with hundreds of vampires around them. On the south wall is a painting of her naked with her arms around her former husband King Wallawally only in his Lich form on his deathbed. The eyes on the pictures seem to be following you. In the northeast corner of the room is a huge pipe organ made from human bones that is playing dinner music by itself. In the center of the chamber is a large ornate dinner table with about twelve red velvet chairs.

On the table is a fire roasted mutton dinner with all the fixings: vegetables, fresh fruits, breads and red wine. Also on the table are extra plates, silverware and jeweled crystal wine goblets for the exact amount of people in your group. As you examine the situation closer suddenly you hear the booming voice of the Vampire Queen, **“Foolish Ones, it is feeding time. Have a nice ‘Dinner of the Damned’ before continuing your travels. I’ll be waiting for you in the end.”** She laughs and seems to find your suffering generally amusing. The velvet chairs at the table all slowly slide back to allow you to sit at the table.

Players must all make a Saving Throw vs. Magic at -8. Heavy magic is in this room. If the Players fail their save they will all fall under the spell of Irresistible Dance and start jiggling into an uncontrollable frenzy dancing wildly around the room to the music. Their armor class is penalized by -4, and they will fail any and all saving throws during the spell’s duration which will last for one turn. Suddenly **48 Vampires (AC: 1, MV: 120 ft or 180 ft flying (AA: level V), HD: 8+3, HP: 70 each, #AT: 1 bite, D: 1d6+4, SZ: Man Sized, AL: Chaotic Evil, Level/XP: 8/3,810 + 12/HP)** will swoop down from above and attack in a massive frenzy. The food at the table is completely edible and will actually heal the Players at a rate of 1d4 HP per every four rounds.

10. CODEX COMPUTER OF THE JEWELLED SKULL

You enter a circular room 40’ x 40’ In the center of the room is a large pedestal fixed to the floor standing about 4’ high. On the pedestal is a blackened human skull. One eye is jade, one is ruby, and the ten crooked teeth are diamond. It looks very magical... and valuable. The floor and ceiling of the room are black with red pentagrams made of thousands of rubies three circles deep starting a foot away from the entry door. The walls of the room are completely lined with row after row of human-sized pure crystal skulls. Thousands of them neatly arranged side by side and up and down evenly. Suddenly thin beams of red light shoot up from the rubies in the pentagrams on the floor to match the ones on the ceiling creating a circular barrier of lasers three rows of three deep around the pedestal imprisoning you and the central pedestal Codex! Out of nowhere the door vanishes behind you revealing more walled jeweled skulls!

The Players are trapped in the room. Nothing short of Phase Door or Wish will get them out or get the door back until they die or answer the riddles. If Players try to cross the lasers they will take 4d20 electrical damage every round they are in the pentagram.

The jeweled eyes and teeth of the black skull sitting on the pedestal suddenly light up and glow their colors at random: red, green and white. The crystal skulls in the walls randomly glow white on and off like computer lights. You hear an evil mechanical voice boom from the Codex center skull! It roars, **“Beware – I live”** in common. The crystal skulls on the walls all go black then some of them light up glowing bright white as if they were pixels on a computer screen. They spell out the same words above in Common.

The Codex (AC: -10, HD: 25, HP:255) speaks, **“You must answer my three riddles if you wish to escape this chamber.”**

1st Question: “I live where light is but die if light touches me. What am I?” The wall crystals all go black then light up and spelling the same words and will do so for each question asked or any responses the Codex speaks to the Players. The correct answer is: **“A shadow.”** If the Players get it wrong the Codex laughs. 2d10 blasts of electricity fire from various diamond teeth and eyes of the Codex. Each does 5d10 damage (half if Save vs. Magic) If the Players get it right the inner pentagram lasers vanish (Row C). The Codex speaks: **“Well done.”**

2nd Question: “What breaks and never falls and what falls and never breaks?” The correct answer is: **“Day breaks and night falls.”** Same as above (if correct Row B lasers vanish) or Players take damage from Codex attack.

3rd Question: “You can feel it, but you can’t touch it. You can hear it, but you can’t see it. What is it?” Answer is: **“The Wind.”** Same as above (if correct Row A lasers vanish and door returns) or Players take damage from Codex attack. The Codex speaks: **“Well done. I am ... give you a reward...”** the Codex repeats itself, **“Well done. I am... give you a reward... Syntax Error... Does not compute... well done. I am going to give you a...”** The crystals around the room glow brightly and randomly. A loud hum is heard. The Codex explodes causing 1d100 damage to everyone in the room. Save vs. Death for half damage! The remaining gems after the explosion are worth 25,000 gp. Also in the pile, the Players will find the **Emerald Key** needed for **Encounter #33.**

11. HALL OF THE VAMPIRE QUEEN

You are in a huge marbled room about 70' feet long by 60' feet wide. The floor is polished in a black and white checkerboard design. There is a huge throne chair made of bones and gems. To the north is a large sleek mirrored black door in the center of the mirrored walls and to the south are double doors. The thick pillars are white with active red blood stains constantly drips down each sides from above. There are still 88 snarling vampires in the room. They don't seem interested in attacking you... yet.

This is the throne room where the adventure started. If the throne or gems are touched or the minions are attacked they will attack in waves or a swarm (GMs discretion). The gems are worth 250,000 gp. **The Vampires (AC: 1, MV: 120 ft or 180 ft flying (AA: level V), HD: 8+3, HP: 70 each, #AT: 1 bite, D: 1d6+4, SZ: Man Sized, AL: Chaotic Evil, Level/XP: 8/3,810 + 12/HP)** Careful search of the room and the players will find a scroll near the throne that has the mysterious symbols: "BM '13" on it. Must be something devilish for sure!

12. SPIRITS DIVINATION ROOM

This room is made of polished black obsidian. The walls have detailed frescoes showing evil magic scrawlings and images of naked demons cavorting and fornicating. In the center of the room is a wicked looking high back chair painted black with a red plush pillow seat. Demonic screaming faces are carved into the wood with red paint. In front of it is a small circular divination pedestal with a one foot diameter crystal ball on it. You notice the crystal ball starts to billow with smoke and images of your party. Seated around the circle are enough plush pillows for each of you to grab a seat if you like. They look pretty comfy...

This is the room where the Vampire Queen conducted her scrying on the Party during the adventure. There is nothing of value here however if the Party sits down and attempts to look into the crystal ball it will show them nothing but images of them heroically fighting in their previous encounters or showing their epic failures. If they continue to look into it for more than 2 rounds enjoying their antics in battle, roll on the random monster chart for a demon. Once you have that demon encounter rolled – tell the Players they see themselves in the crystal ball in a black room fighting a demon, then have that demon spring forth from the divination circle and attack the Party.

13. THE WOOD MORPH TREASURE BOXES

This room is octagonal in shape and filled with dozens and dozens of wooden treasure chests. Each one looks like it is bulging with goodies!

The wooden chests are actually a whole slew of Wood Morphs which attack immediately: **12 Wood Morphs (AC: 0, MV: 10 ft, HD: 8, HP: 56, #AT: 1 bite, D: 2d8, SA: Bite Poison (Save vs. Poison on hit for half damage 1d4 of 2d4), SD: Immune to Cold & Fire Attacks, SZ: Large (5 ft/6 ft), MR: Normal, AL: Neutral, Level/XP: 8/1,500 + 8/hp)** Hidden amongst the room is: 2000 ep, Gems (28): 5 gp, 2 x 8 gp, 2 x 10 gp, 12 gp, 2 x 20 gp, 6 x 50 gp, 70 gp, 2 x 100 gp, 200 gp, 4 x 500 gp, 650 gp, 800 gp, 1000 gp, 1100 gp, 2000 gp, 25000 gp. Total Value: 33413 gp., Jewelry (22): 2 x 200 gp, 300 gp, 600 gp, 1000 gp, 1400 gp, 2 x 1800 gp, 2000 gp, 2800 gp, 3000 gp, 2 x 4000 gp, 5000 gp, 5800 gp, 6600 gp, 6700 gp, 8000 gp, 3 x 9000 gp, 10000 gp. Total Value: 92200 gp.

14. THE STATUE OF THE SMOKING SEDUCTRESS

This room is diamond shaped and about 20' by 20' in diameter. In the center of the room is a white marble polished statue of the Vampire Queen in her beautiful human form. She is standing stoutly with her right arm and one hand outstretched as if expecting something to be handed to her. Her left arm and hand has a huge broadsword. In the center of the north, south, east and west walls are passageways leading out.

If the party places the **Queenstone** from **Encounter #6** above in the statues right hand, it will start to glow brightly and hum. The statues mouth will drop open revealing two ivory teeth fangs and a **Crystal Key** (needed for **Encounter #33**) on her stone tongue. If the Players grab the **Crystal Key** the statue's mouth will snap shut and attempt to bite off one of the Player's fingers. Player takes 4d8 damage to their hand.

15. DESTROYED SHRINE OF THE SPIDER DEITY

This is a large room with three alcoves on the East wall. Examination of the center alcove reveals a broken apart stone statue of what looks like a spider diety. The face is chipped away and an arm is broken off and lying on the ground. The two alcoves flanking the statue have ornate shrine-like golden plates for offerings. The walls are decorated with carvings of spiders and webs.

This room looks like it is afflicted by dark magic. The rusted metal squares of art create a huge mosaic of a spider in the floor. The exit door is obsidian and the surface is covered in a glittering web of gold.

There is nothing of value here, however if the Players stay in the room for more than one round, a huge sticky magical spider web the size of the whole room will fall on them from above. Everyone must Save vs. Death Magic or become entangled and immobile for 1d4 rounds. On the second round **24 Giant Spiders (AC: 4, MV: 30 ft, 120 ft in web, HD: 4, HP: 36 each, #AT: 1 bite, D: 1d8, SA: Poison & webs, SZ: Large, MR: Standard, AL: Chaotic Evil, Level/XP: 4/325+5/hp)** appear out of the blackness above and attack. Buried in the corner of the room under a pile of dead bodies is: 1000 ep, 400 pp, Gems (27): 3 x 5 gp, 8 gp, 3 x 10 gp, 20 gp, 6 x 50 gp, 2 x 100 gp, 110 gp, 3 x 200 gp, 400 gp, 2 x 500 gp, 3 x 1000 gp, 7000 gp. Total Value: 12683 gp., **Spell Scroll (Mage: Teleport, Prismatic Sphere, Protection From Evil, 10' Radius), Sword +1, Axe +2.**

16. THE MEDUSA GARDEN

This cavern looks like a garden oasis. It is about 100' by 100' and filled with lush green plants and multicolored flowers. Amongst the green leafy plants you noticed several huge 4'-7' tall purplish mushroom type plants with thick vines scattered randomly around the cavern.

A 15' gap of the chasm between the two sides of the room where a crystal clear natural spring runs through it and dips into a waterfall pool pit about 50' deep. You suddenly notice various stone statues of super-realistic looking people frozen in time with their weapons drawn, dozens of them... Wait... you can see the figure of someone wearing a robe moving around by the brush to the north. The figure vanishes into the lush plants and vegetation. Wait... are those plants moving on their own? Hmmm. You can notice the smell of Highbottom growing here too. It looks like they are down inside the waterfall pit.

The Fungi-like plants are: **100 Violet Fungi (AC: 7, MV: 10 ft, HD: 3, HP: 24 each #AT: 4, D: See below, SA: See below, SD: None, SZ: Medium, MR: Normal, AL: Neutral Evil).** They are scattered randomly around the cavern and partially concealed by plants. So basically if the party begins wandering around roll a d6 every round they are walking If you roll a 1-3 then the Party has

accidentally stepped near a Fungi hidden by a plant. When the fungi detects movement nearby it will wave its branches around releasing its spores. Anyone within 4' will have to Saving Throw vs. Poison or their exposed flesh will begin to rot within 1 round. Anyone who fails their save will require a cure disease spell. The figure that can be seen moving around with a hood is actually **3 Medusas (AC: 5, MV: 90 ft, HD: 6+1, HP: 48, #AT: 1, D: 1d6, SA: Poison, Petrification, SZ: Medium, MR: Normal, AL: Neutral Evil)** The Medusas stay here and tend the Garden and Highbottom Leaf plants for the Vampire Queen. They will bite with their snaky hair, inflicting the damage above, in which case their target must Saving Throw vs. Poison or die. The second attack is her gaze which petrifies any creature that looks into her eyes. Characters accidentally catching her gaze must attempt a Saving Throw vs. Petrification to avoid this. If the Players happen to have a shard of broken mirror from **Encounter #3**, they can use it as a weapon to reflect her image back at her. If she sees her own reflection, she may petrify herself if she fails her save. Fighting a medusa without looking at incurs a penalty of -4 on his or her "to hit" rolls. The party may try to harvest the Highbottom Leaf and smoke it. If they do then they will incur the same effect as having a Slow spell cast on them. This effect will last for 1-4 turns depending on how much of the Leaf is smoked. The statues are all real life characters that failed their saves. If the Players cast a Stone to Flesh spell on them then a System Shock roll must be made for the statue. If it passes then pick one of the included pre-generated characters to be the one turned back to life.

17. VAMPIRE MASTER & THE HEARTSTONE

This room is made from luxurious black Onyx. It is about 30' by 30' In the center of the room is a jeweled pedestal about 4' tall with five human skulls around its edges. There is a kidney-shaped gem about the size of a man's fist magically floating above the pedestal. Behind the pedestal along the southern wall is an altar with a tapestry depicting various occult symbols, circles, pentagrams, stars, moons, crescents etc. You notice on the walls are various symbols and arcane magical writings. At the end of the each side of the altar is a burning incense holder. You faintly hear a demonic voice, whispering in your ears... **"Daemonicus, we're here! It is time for your freedom... and revenge!"**

Inside the gem is an evil spirit. It is Daemonicus, the Vampire Queen's former master whom she magically trapped in the Heartstone 500 years ago.



Suddenly 4 Class C Demons (Glabrezus) gate in! Two of them shatter the Heartstone with their pincers automatically releasing Daemonicus! He bellows with laughter and screams “**Revenge!**” then they all proceed attack! **The Vampire Master (AC: -5, MV: 120 ft or 180 ft flying (AA: level V), HD: 18, HP: 115, #AT: 3 claw, claw, bite, D: 3d6+4, 3d6+4,, 1d20, SA: See below, SZ: Man Sized, MR: 85%, AL: Chaotic Evil, Level/XP: 18/3,810 + 18/HP. He cannot be turned)** He is wearing a Ring of Protection+3. Strength: 19, Intelligence: 18, Wisdom: 16, Dexterity: 18, Constitution: 16, Charisma: 19. Spells known: 1st Level: Protection from Good, Shocking Grasp, Magic Missile, Friends. 2nd Level: Magic Mouth, Shatter, Mirror Image, Strength. 3rd Level: Phantasmal Force, Hold Person, Dispel Magic. 4th Level: Remove Curse, Minor Globe of Invulnerability. 5th Level: Wall of Force, Teleport. He has immunity to charm, hold, and sleep spells. Electricity and cold does only half damage, he is unaffected by normal weapons, and regenerates 3 hit points per round. He is strong and deals blows that inflict 3d6+4 hit points of damage. Any hit will further reduce the victim’s life energy by two levels, which consequently reduces all other traits linked to a loss in levels (attack ability, hit dice, etc.)

He will take gaseous form at will, and will be forced into this form if his hit points reach zero. He may shape change into a large bat at will, which grants him flying movement. He can summon 1d10x10 bats or rats when underground or 3d6 wolves when above. These creatures will arrive in 2d6 rounds.

His Charm Gaze (*as the Charm Person Spell*), with a saving throw penalty of -2. He will fight for a time then flee in gaseous form to re-appear later on in **Encounter #41**.

18. CEMETARY OF FORESIGHT

This is a large 40’ wide by 70’ long room decorated to give the illusion that the players are in an outside cemetery. There are exactly enough tombstones for your party and each is already engraved with your names. A fresh hole appears to have been dug for each of you. The ground of the room is soft dirt and to your horror you realize that you are in a weird garden of bodies. Random body parts stick up out of the ground: legs, arms, heads, etc... The place has them everywhere as if they were plants or flowers sticking up out of the ground. The body parts that are arms or hands occasionally reach for you as you step near them.

If the Party ventures towards the graves to examine them, then the body parts on the ground will grab at them. Treat them as **(AC 0, HD:10, HP: 50 each)** monsters. For every round the Players stay in the room, they will suddenly have **5d4 Rot Grubs (AC: 9, MV: 10ft, HD: 1, HP: 1, #AT: 0, D: 4d10, SZ: Small, MR: Standard, AL: Neutral, Level/XP: 1/5+1)** appear on their bodies either from the ground bodies or falling from the roof. On contact with the Players, Rot Grubs will begin to vigorously burrow deep into the body. Fire must be applied to the site of contact at once in order to prevent the rot grubs from burrowing further. This application of flame inflicts 1d6 hit points of damage per instance. If not stopped immediately, within 1 to 3 turns the rot grubs will find the heart and kill their victim.

GM can make a point of explaining in detail how the graves are specialized for each one of them (large graves for big players and small graves for dwarves and halflings, etc.) Players that reach the graves are attacked by **1 Shambling Mound per player (AC: 0, MV: 60 ft, HD: 11, HP: 88, #AT: 2, D: 2d8/2d8, SA: Suffocation SD: see below SZ: Large, MR: Standard, AL: Neutral, Level/XP: 8/75+2/HP)** Electricity will actually cause the shambling mound to grow, add an additional hit die. Cold based attacks do no damage if the creature makes it save, half if it does. Weapons do half damage as well.

19. FORBIDDEN DEATH CHAMBERS

This room is hexagon-shaped and has an open doorway on each wall. The north and south doors are closed and normal but the four doorway archways on the NE, NW, SE and SW walls each has a cloudy smoke billowing inside of it. The walls of the room are painted with evil symbols of dark magic.

If the Players decide to search the walls and decipher the symbols it will tell them “**Forbidden Entry: Death Chambers.**”

20. THE HANGING COFFINS

This is a huge 100’ by 100’ circled chamber made of blackened stone. The room is over 100’ foot high as well. You look up into the darkness and see nine wicked looking coffins above you about 70’ up – each is hanging from four chains connected to each end. They are hanging in various places standing still. At about 40’ up you can see a black outline of a possible exit mid shaft. The only way up to the caskets is to fly or climb the walls.

If examined each coffin is made from old blackened

but ornate wood and carved with various evil faces. If the Players open the caskets they will find **9 Death Guards – one in each casket. (AC: -1, MV: 120 ft, HD: 10, HP: 100 each, #AT: 1, D: 2d10, SA: Level drain, Cold Touch (See below), SD: Turned as type 9, Become Ethereal, +2 or better weapon to hit; immune to cold, poison, penalization, and elemental spells, as well as sleep, charm, hold and other mental attacks, SZ: Large (12 ft tall), MR: Standard, AL: Lawful Evil, Level/XP: 3/150 + 4/HP)** who will immediately attack the Players to the death. In the highest coffin lies a special artifact rests... It is an intelligent sword named **Zargon the Broadsword +5: (Alignment: Lawful Evil, Intelligence: 18, Wisdom: 14, Charisma: 18 (+1), Languages: Common, Senses (60ft.): Sight/sound, Infravision, Communication: Speech and Telepathy, Special Purpose Power: Defeat Good Alignments, Ego: +4, Value: 4,000 gp)**

Zargon will attempt to communicate through Telepathy to any evil-aligned characters in the group, e.g. Chaotic Evil, Lawful Evil, Neutral Evil, etc., and urge them to take the sword. If they do it will immediately try to possess them. If Zargon's Intelligence and Wisdom added together (32) is higher than the Player's (Intelligence + Wisdom) using it then they will do as Zargon wishes and immediately be compelled to attack the nearest Player who is of non-evil alignment. Once a Player takes possession of Zargon it will take a Remove Curse to get rid of it. The open black holes in the walls of the chamber are actually Spheres of Disintegration and will disintegrate any Player entering one of them. When the last Death Guard is killed, a secret door in the highest southwest corner of the room will open revealing an escape route.

21. THE HOLY UNDEAD DESTROYER

This room is filled with broken jars, tables and furniture. It looks like a fire ravaged it at one time. Face down on the ground are the skeletal remains of a human in cleric robes. Strapped to his back is an odd, barrel-shaped contraption with tubes and hoses leading to a wooden cross, with a nozzle protruding from its crux. There are numerous skeletons around the body. Apparently this cleric met up with something that was not undead.

This is the **Holy Undead Destroyer** (see new items on page 24)

22. HOLDING CELLS

These were once your holding cells.

There is nothing of interest here.

23 A. OUTER RING OF THE EVIL ONE

This is featureless circular chamber of stone. Circling the room, players will find a single door. On the door is a message scrawled in Common that reads: **"Warning: Demon is not Properly Subjugated"** You can hear a faint screaming sound coming from inside.

The door is locked and will require considerable effort to open. Magic has no effect and door will take 100hp damage before it will break open.

23 B. PRISON RING OF THE GATEKEEPER

This is another unremarkable circular chamber but with torches every few feet. On the walls are scrawled an elaborate array of magic symbols and markings. You hear moaning coming from around the curve of the room as a monstrous shadow creeps toward you. This turns out to be a frail, 80-year-old human male with grey hair and beard. He is wearing black robes and carrying a staff and has a fancy amulet around his neck. He seems surprised to see you. He speaks in Common: **"I am the Gatekeeper, but not by choice. Thank the merciful gods you came. It seems like I've been wandering this chamber for years. I couldn't open the door to the outside and I dare not enter the inner ring because of the demon."** You hear an inhuman howl coming from within that makes the Gatekeeper shudder. He speaks in a whisper now, **"An ancient evil is inside that room. Trapped in a cage sealed by a magical lock. You must not let it out. If you go inside, it will look like and say whatever it must to convince you to release it. It is a liar."** The Gatekeeper takes the glowing **Amulet of Eternal Truth** from around his neck and hands it to anyone in the group that is Lawful, preferably a Cleric or a Paladin. **"This is the key that could release horrible evils on on the world. It is now your task. Your burden. Not mine. The Devil himself is in that cage. Never let him out."**

The Gatekeeper seems joyous over surrendering the amulet and he runs laughing and skipping out of the room.

23 C. RING OF AEMILIUS THE EVIL ONE

The interior of the ring is a circular room approximately 40' around. In the center of the room is a floating cage bound by chains. Inside is small child that is dirty and malnourished. When he sees you he scrambles over to talk to you. **"My name is Aemilius and I'm very hungry and tired. The Gatekeeper is a liar and a wizard and he sent you here to kill me. They will never let you out but I can help you! You are looking for something special...three keys of jeweled name. I can show you where they are. Use the amulet and release me. You must hurry before the Gatekeeper returns to beat us."**

The child in the cage is no child. It is **Aemilius the Greater Devil (AC: -10, MV: 300 ft, HD: 30, HP: 240, #AT: 3, D: 2d8, SA: See below, SZ: Man Sized, MR: 95%, AL: Lawful Evil, Level/XP: 30/10,000 +10/HP)** He will do or say whatever to gain the trust of the Party and attempt to turn any Paladins in the group.

If the Players let him out he will say **"Thank you, my children. Now one of you must die."** Aemilius then will then transform into the traditional Devil with the horned spikes on his head, long black hair, black robes and cape. He will attempt to Finger of Death the Player who freed him before vanishing. All players hear the Vampire Queen's disembodied voice saying, **"Way to go, Foolish Ones! You never let me down. I may have you work for me more often!"**

With that, the Gatekeeper returns and is aghast that the Devil has been set free on the world. **"What did I just say! What did I just tell you idiots before I left? I wasn't even gone for five minutes!"** He attacks as an 18th Level Mage.

24. DEATHBED OF THE VAMPIRE LICH

This is a large and ornate room. It is decorated with a huge four post bed with expensive velvet and silk blankets, drapes etc. The headboard of the bed is shaped like a pair of bat wings and is loaded with jewels. Treasure chests and gold spills all over the room.

Sitting on the bed in the middle of it is a skeleton of with long white hair and painted black nails. Closer inspection reveals it is wearing a solid gold crown! The skull looks human however you notice it has two sharp fangs.



If the Players go near the bed roll initiative. They notice the stomach of the skeleton bursts open and spew **100 Soul Worms (AC: 7, MV: 60 ft, HD: 1, HP: 8 each, #AT: 1 bite, D: 1d4+1, SZ: Medium, MR: Standard, AL: Chaotic Evil, Level/XP: 1/10+1/hp)** all over the Party. At the same time, they will hear a thunder clap. The "skeleton" on the bed is actually that of the Vampire Queens former husband; King Wallawally who is a **Vampire Lich (AC: -1, MV: 60 ft, HD: 18, HP: 100, #AT: 1 bite, D: 2d6 + Paralyzation & Level Drain, Electrifying Gaze, SA: Spell use (as Magic User, Cleric or both) of at least 18th level of ability; Fear; Level Drain; Charm Person, SZ: Man-sized, MR: Standard, AL: Lawful Evil, Level/XP: 10/at least 10,000 +16/hp)**. King Wallawally's skull suddenly rears up and his eyes start to glow. He speaks in an echo: **"Mortals... You have disturbed my slumber. Now you shall join me in eternal rest!"** He fires out his Special Attack of "Electrifying Gaze" on a random Party member. Fire shoots from the Skull's Eyes and cause 4d8 of shock damage to victim. Save vs. Magic to take half damage. He attacks. All the chests are trapped with poison lock needles. Anyone opening will take 1d4 damage plus Save. vs. Poison or become poisoned. **The Skull of the Vampire Lich** is needed for the statue in **Encounter #40**. The chests contain: 2000 cp, 5000 ep, Gems (33): 4 gp, 5 x 10 gp, 30 gp, 40 gp, 6 x 50 gp, 80 gp, 5 x 100 gp, 120 gp, 400 gp, 4 x 500 gp, 800 gp, 2 x 1000 gp, 1100 gp, 1600 gp, 5000 gp, 6500 gp. Total Value: 20524 gp.



Lady Neeblack the Vampire Queen in her monstrous form! She speaks: **"Foolish ones, you think I am going to let you go without a fight? I lied."** She attacks!

Roll for Initiative. The Vampire Queen fights as a 20th Level Fighter and casts spells as a 20th Level Magic User and has already cast Spell Immunity on herself. She cannot be turned. Her stats are: **Lady Neeblack (AC: -10, MV: 300 ft or 180 ft flying (AA: level V), HD: 20, HP: 100, #AT: 3 claw, claw, bite, D: 2d6+4; 2d6+4; 2d8+4, SA: See below, SZ: Man Sized, MR: 95%, AL: Chaotic Evil, Level/XP: 20/5,810 + 24/hp)** She is wearing the following magic items: Magic Gloves AC-10, an Amulet of Soul Trapping (20 charges), Boots of Striding and Springing. Strength: 18, Dexterity: 16, Constitution: 14, Intelligence: 18, Wisdom: 18, Charisma: 20. She can cast ANY spell she knows: 1st Level: Ventriloquism, Spider Climb, Sleep, Protection from Good, Shocking Grasp, Magic Missile. 2nd Level: Stinking Cloud, Mirror Image, Ray of Enfeeblement, Magic Mouth, Shatter, Invisibility. 3rd Level: Slow, Protection From Good 10' Radius, Phantasmal Force, Hold Person, Dispel Magic, Lightning Bolt. 4th Level: Cause Curse, Minor Globe of Invulnerability, Wall of Fire, Polymorph Other, Ice Storm, Wall of Ice. 5th Level: Globe of Invulnerability, Move Earth, Magic Jar, Conjure Elemental, Wall of Force, Teleport, Wall of Force, Wall of Iron. 6th Level: Anti-Magic Shell, Death Spell, Part Water, Disintegrate, Enchant and Item, Lower Water. 7th Level: Mass Invisibility, Reverse Gravity, Mages Sword, Phase Door, Power Word Stun, Limited Wish. 8th Level: Glass Steel, Trap the Soul, Spell Immunity, Irresistible Dance, Mass Charm. 9th Level: Gate, Imprisonment, Time Stop. She is immune to charm, hold, and sleep spells. Electricity and cold does only half damage. She is unaffected by normal weapons, and regenerates 3 hit points per round. She is strong (18 Strength), and deals blows that inflict 2d6+4 hit points of damage. Any hit will further reduce the victim's life energy by two levels, which consequently reduces all other traits linked to a loss in levels (attack ability, hit dice, etc.). She will take gaseous form at will. She may shape change into a large bat at will, which grants them flying movement. She can summon 2d10x10 bats or rats when underground or 3d6 wolves when above. These creatures will arrive in 2d6 rounds. Her charm gaze (as the charm person spell), with a saving throw penalty of -2. She will fight to the death and will start gating in demons at the beginning of the battle. Roll on the random encounter chart as desired.

25. CAVERN OF THE DUNGEON BREAKER

The gloomy cavern continues up here. You can see the ledge nearby and hear water running down a waterfall. Suddenly your peace is shattered, literally, as the cavern wall next to you bursts open and a giant horrible creature with a huge head and mantles for teeth bursts into the chamber through the wall!

The Players are under attack by a **Giant Dungeon Breaker. (AC: -5, MV: 120 ft, HD: 20, HP: 200, #AT: 3 (claw, claw, bite), D: (3d6, 3d6, 4d6), SA: Confusing gaze, SD: Infravision 60 ft., Cause Tremors 60 ft, SZ: Large-sized, MR: Standard, AL: Chaotic Evil, Level/XP: 10/at least 10,000 +16/hp)** In the tunnel the monster made the Players find: 4000 ep, 100 pp, Gems (21): 6 gp, 10 gp, 16 gp, 3 x 50 gp, 80 gp, 5 x 100 gp, 400 gp, 5 x 500 gp, 600 gp, 1000 gp, 2000 gp. Total Value: 7262 gp.

26. COFFIN LAIR OF THE VAMPIRE QUEEN

This dark narrow cavern hallway is especially foreboding. Suddenly you see the end of the passageway buried in a rubble collapse from long ago. As you go further into the tunnel you are startled by the sight of a red and gold gilded coffin sitting on a huge pile of nearly 100,000 in gold and jewels! The coffin door bursts open and out pops

27. TAPESTRIES ROOM

This octagonal room has dozens of dusty, cobwebbed tapestries. They depict happier times between the Vampire Queen and King Wallawally. Each of them show various signs of wear and tear, including gnarled moth holes, scratch marks, blood stains, and the damage of about 500 years of neglect. They hang on all the walls and hang from the ceiling to brush against the floor, blocking your view of the rest of the room.

There is nothing of value here. Suddenly *roll for initiative* as **32 Giant Spiders (AC: 4, MV: 30 ft, 120 ft in web, HD: 4, HP: 36 each, #AT: 1 bite, D: 1d8, SA: Poison & webs, SZ: Large, MR: Standard, AL: Chaotic Evil, Level/XP: 4/325+5/hp)** drop down from above onto the unsuspecting Players.

28. ENTRAILS OF THE HILL GIANT

This octagonal room is a bloody, bloody mess and it stinks like death. There is the rotten corpse of a fat Hill Giant on the floor, its belly filled and neatly carved out. The thing's innards are largely missing, and you see no other wounds.

Buried under the carcass is a Potion of Healing. Parts of the Hill Giant were used to make some golems.

29. THE MYSTERIOUS DICE GAME

You see a table with six chairs around it and each one has a decaying corpse seated at it. Four look like humans, one like a dwarf, and one like a half-ogre. On the table are the following items: a map of an oddly familiar dungeon, a bunch of parchments with numbers and scribble in Common, some quills with ink and several strange looking dice made of bones. The dice are shaped in sides of 4,6,8,10,12 and 20. Very strange games must be played with these items indeed...

If the Players go near the bodies they will be stepping on 8 huge Grey Oozes that are living under the corpses on the ground. **(8) Giant Grey Ooze (AC: 4, MV: 10ft, HD: 6+6, HP: 64, #AT: 1, D: 2d8, SA: (See below) SD: (See below), SZ: Extra Large, MR: (See Below), AL: Neutral, Level/XP: 4/75 + 3/hp)** They will form tentacles that lash attack.

30. THE CORPSE GRINDERS

Chopped up pieces of splattered corpses have been hang from hooks that dangle from chains

attached to thick blackened iron rings. They look humanoid but a few of the body parts appear more monstrous. They are missing heads, hands, genitals or feet, which seem to have been chopped, torn or bitten off.

Waiting to drop on the Players from above on the ceiling are **10 Giant Stunjellies (AC: 8, MV: 30ft, HD: 4, HP: 32, #AT: 1, D: 2d4, SA: (See below) SD: (See below), SZ: Large, MR: Standard, AL: None, Level/XP: 4/150+4/hp)** Once a hit is scored by its mutable tendrils upon a its prey, a Saving Throw vs. Paralysis must also be made. Stunjellies are themselves immune to paralysis, as well as polymorph, electrical attacks and mind influencing spells.

31. A PRIVATE HELL

This octagonal chamber contains large stone slabs and bloody hooks and is littered with various body parts. From the darkness you hear sobbing and a voice cry out **"Kill me."** To your horror you find that the crying is coming from a severed human torso with one arm and an intact head. It speaks in Common, **"Oh god, she got more of you...you poor, poor bastards. You think you're getting out, you're never getting out. I've been through this maze eight times already. You'd think that death would be a release but she'll simply bring you back to life to torture you some more. I don't think you realize the kind of sadistic bitch we're talking about here. I've been burned, boiled, eaten, dissolved in an cube, turned to stone, had my arm ripped off. I even ran naked through the whole dungeon just so I could be killed easily and that just made her even madder! Yeah, I got her good."** Look, **that's my hand over there.** A hand in the corner being gnawed on by a rat, waves a finger at you. **"You can't help me, you can't even help yourselves,"** he sobs, **"Leave me."**

There is nothing of value here. If Players choose to try to heal this character, at GM's discretion choose one of the pre-generated characters to be the resurrected player. He or she will cynically arm-chair quarterback the remaining encounters having already done them.

32. FILTHY BATHROOM

It looks like it is a communal bathroom of some kind. Looking around at each hole you do notice a glint in one of them but it is buried in monster fecal and excrement. Blood is splattered everywhere.

Roll a Save vs. Death Magic for each Player. If they fail their save, they will be compelled to use this filthy bathroom to relieve themselves during which they will find **5d4 Rot Grubs (AC: 9, MV: 10ft, HD: 1, HP: 1, #AT: 0, D: 4d10, SZ: Small, MR: Standard, AL: Neutral, Level/XP: 1/5+1)** on their private parts.

The glint is a diamond necklace worth about 1000gp. If the Players reach for the necklace buried in the excrement they will suddenly have **5d4 Rot Grubs (AC: 9, MV: 10ft, HD: 1, HP: 1, #AT: 0, D: 4d10, SZ: Small, MR: Standard, AL: Neutral, Level/XP: 1/5+1)** on the arm reaching into the feces.

33. DOORWAY OF THE CRYSTAL KEYS

Before you are two large double doors decorated with frescoes of several regal-looking knights. The frescoes are made of gold. There are three jeweled keyholes in the right door. Before you can react, Sin and Diabolica (*the Vampire Queen's Succubi pals*)

If the Players have any one of the following keys, **Sapphire Key, Crystal Key** and **Emerald Key**, the corresponding keyhole will glow that color. Roll for initiative. The Succubi will attack to the death. They have no treasure here. If the Players put the keys in the right locks (*from left to right: Sapphire, Crystal and Emerald*) the doors will open. Without the keys nothing will open the doors short of a Wish. No magic or Teleporting, etc will work in this area to get past the doors. Use your discretion. **Sin & Diabolica the Succubus' (AC: 0, MV: 120 ft, 180 ft flying (AA: level IV), HD: 6, HP: 60, #AT: 2, D: 1d3, SA: Energy drain, +1 or better weapon to hit, SZ: Man Size, MR: 70%, AL: Chaotic Evil, Level/XP: 7/2, 100 + 6/hp)**

34. PILES OF THE DEAD ONES

Five low, oblong piles of rubble lie near the center of this small room. Each one has a weapon jutting upright from one end -- a broadsword, a dagger, a spear, a bow, and a trident. You recognize the piles resemble cairns used to bury dead adventurers.

Searching the piles will reveal bones of long dead adventurers. There is nothing of value here. However each of the weapons are magical: **Broadsword +2, Dagger +1, Spear +3, Bow +1, and a Trident +2**. If the Players pull the weapons from the grave (*without searching for magic traps*), they must stand directly above it. When they pull it out, suddenly two skeletal arms (*AC:1, HP: 50 each arm*) burst from the pile and pull them down in with magic strength - they will immediately without save fall into the hole and be buried neck deep within 1 second (*evil magic*). At that moment **5d10 Rot Grubs (AC: 9, MV: 10ft, HD: 1, HP: 1, #AT: 0, D: 4d10, SZ: Small, MR: Standard, AL: Neutral, Level/XP: 1/5+1)** will instantly smother the character's face and attack.

35. BONE BRIDGE OVER THE RIVER GOO

There is a door to the East and a door to the South. Cutting diagonally along the room is a gooey green liquid-filled pit extending to the opposite of the

chamber, separating the path to the two doors. The liquid is so murky that you can't see its bottom. The room smells sour. A bridge made of various bones extends from your door to the room's other exit.

If the Players cross the bridge by foot it will collapse when they are halfway over it, spilling them into the goo. If the Players don't cross the bridge try to find a way to get a few of them to fall into the goo. The green goo is toxic and any character falling in will take 4d8 damage and have to Save vs. Polymorph or become radiated from its evil magic. Once pulled out if radiated Player will receive 1d4 of the following d8 rolls to determine effects on them:

- 1 = Player grows an extra eyeball on his/her body
- 2 = Player grows an extra arm on his/her body
- 3 = Player grows an extra leg on his/her body
- 4 = Player's voice changes sex
- 5 = Player's head magically changes to face backwards
- 6 = Player's torso magically changes to face backwards
- 7 = Player's legs magically changes to face backwards
- 8 = Player's foot magically changes to face backwards

Each of these effects will cause a -4 to Dexterity and a -4 on to hit rolls because of the mutation. Only a Dispel Magic, Remove Curse or Wish can remove one effect per spell or GM's discretion, *eg. if the person grows an arm and leg but only has one Dispel Magic, they can only remove one item.*

36. FURNACE ROOM

Opening the door blasts out a burst of flame into your face. Thick waves of heat wash over your face you at the same time and light fills chamber. The room beyond the door is on fire! An inferno engulfs the place, clinging to bare rock and burning without fuel. Every inch of the room is scorched with black marks and ash piles on the floor. The room is overpowered with the thick smell of fire and burnt flesh. You can see a door across the room but you have to cross the flames.

The blaze in the first half of the room is an illusion. If the Players enter the room they will hit a real blaze when they cross the mid point of the room. At that point they will take 4d8 of fire damage. The door to the east turns out to be a false door. Players in the fire screwing around with the false door will take 4d8 damage per round.

37. TENTACLE MONSTER ROOM

This room has walls made of black obsidian and the floor is made of glass. Below the glass you can see dead faces grimacing wall to wall. It's as if they are trapped there forever. It makes you sick to behold. Suddenly four huge green tentacles drop down into the room from black holes in the ceiling!

The corpses are illusions. If they Players examine the faces they will suddenly realize the dead faces are their own. **24 Carcass Creepers Tentacle Monster (AC: 3, MV: 120 ft, HD: 3+1, HP: 25, #AT: 8, D: Paralysis, SA: Paralysis, SZ: Large (5 ft/6 ft), MR: Normal, AL: Neutral, Level/XP: 3/105+3/hp)** The Carcass Creeper has been described as the magical hybrid of a cutworm and a squid. They rely on speed and many paralyzing tentacles to protect itself as it secures prey. Each of these extra long tentacles has a 10' reach. Shattering the glass floor will destroy the illusion of the faces and reveal: 1000 cp, 400 pp, Gems (34): 6 gp, 9 x 10 gp, 3 x 20 gp, 4 x 50 gp, 2 x 60 gp, 3 x 100 gp, 200 gp, 300 gp, 450 gp, 2 x 500 gp, 650 gp, 3 x 1000 gp, 1400 gp, 1500 gp, 5000 gp. Total Value: 14276 gp, **Morning Star +2**

38. CHAPEL OF DEATH

This room used to be a chapel of some kind but it is now destroyed. Thick cobwebs fill the corners of the room along with wisps of webbing hang from the ceiling. One corner of the ceiling has a particularly large rubble pile. Rows of pews are smashed and broken. You can detect the outline on one wall of a giant spider queen.

This room was destroyed long ago by the Vampire Queen. When King Wallawally started to worship a new God, she silenced him here in the chapel. A huge dried bloody body shape lies on the ground by the Spider Queen outline. The blood is in the shape of a body. Scrawled in blood is the name of King Wallawally. He is now a Vampire Lich resting in **Encounter #24**.

39. SMITHY FORGING CHAMBER

This room looks like it was once used to make edged weapons by a blacksmith. A furnace burns in the corner of the room. There is an anvil in the center of the room. The charred body of the blacksmith is in

the furnace, boots and legs sticking out. The Vampire Queen grew tired of him.

Nothing of value here.

40. THE STATUE OF KING WALLAWALLY

The hallway dead ends to the south where you can see a seven foot tall statue of King Wallawally. It is him when he was in his human prime, with intricate detail including his crown and everything. The statue is made of ivory. His left hand rests on his broadsword and his right arm and hand is outstretched palm up.

If the Players have the **Skull of the Vampire Lich** from **Encounter #24** they need to place it in King Wallawally's hand. Doing so will cause a secret little door to open in the statues crown revealing the **Sapphire Key** needed for **Encounter #33** and spring a poison gas trap. Save vs. Poison for half 4d4 damage.

41. BATTLE OF DAEMONICUS AND THE QUEEN

Coming down the curved stair, you come across a Magic Mouth with big blubber lips on the wall. It is laughing at you and speaks with the Vampire Queens voice, "**Foolish Ones, you are nearing the end of your mortal lives. Remember you must have the three keys to proceed to your death! Hahahaha!**" You have stumbled into a hallway with the Vampire Queen and Daemonicus in a heated spell battle! A pitched battle is happening and magical flashes strike everywhere! She notices you and changes into her monstrous form! She speaks, "**You were supposed to kill this loser! My 500 years of peace is shattered! Now... you will both pay!**" The Vampire Queen delivers one final strike against Deaemonicus before taking Gaseous Form and vanishing down the hallway to the north!

She is headed to **Encounter #26**. At this moment Deaemonicus will attack the Players. If the battle starts to go bad for him, he will take gaseous form and flee. His stats are: **10th Level Magic User: AC: -1, MV: 120 ft or 180 ft flying (AA: level V), HD: 10, HP: 88, #AT: 1 bite, D: 1d6+4, SA: See below, SZ: Man Sized, MR: See below, AL: Chaotic Evil, Level/XP: 8/3,810 + 12/hp | Turned as type 10 Strength: 19, Intelligence: 18, Wisdom: 16, Dexterity: 18, Constitution: 16, Charisma: 19)** Spells known: 1st Level: Protection from Good, Shocking Grasp, Magic Missile, Friends. 2nd Level: Magic Mouth,

Shatter, Mirror Image, Strength. 3rd Level: Phantasmal Force, Hold Person, Dispel Magic. 4th Level: Remove Curse, Minor Globe of Invulnerability. 5th Level: Wall of Force, Teleport. He has immunity to charm, hold, and sleep spells. Electricity and cold does only half damage, he is unaffected by normal weapons, and regenerates 3 hit points per round. He is strong (19 Strength), and deals blows that inflict 1d6+4 hit points of damage.

Any hit will further reduce the victim's life energy by two levels, which consequently reduces all other traits linked to a loss in levels (attack ability, hit dice, etc.). He will take gaseous form at will, and will be forced into this form if their hit points reach zero. He will escape the chamber through the cracks in the walls. He may shape change into a large bat at will, which grants him flying movement. He can summon 1d10x10 bats or rats when underground or 3d6 wolves when above. These creatures will arrive in 2d6 rounds. His charm gaze (as the charm person spell), with a saving throw penalty of -2. He will fight or flee in gaseous form. There is no treasure here. Behind the statue is a secret door that is poison trapped. Detect Traps or Save vs. Poison for half 4d4 damage.

42. NIGHTMARE KITCHEN

This is a large room that looks like it was made for cooking foods. A huge cast iron pot hangs from a thick iron tripod over a brisk crackling fire. A ventilation hole in the ceiling allows some of the smoke from the fire to escape, but much of it expands across the ceiling and rolls down to fill the room in a dark and foreboding fog. There is a vat of gruel cooking over the fire.

There is an unidentifiable gruel that smells horrible and tastes worse, but it is nutritious. If the Players eat it they will regain 1hp per round.

43. IRON CAGE ROOM

In the dead center of this room lies a huge iron cage with bars 3 inches thick. Its door is open on the floor. A ripped apart and busted chain lies under the door, and the cage is crushing a rotting corpse that was probably something big, fat and ugly. Five more similar corpses are scattered about the room. One of them is missing a head, of course.

This room was looted long ago. A search for d4 rounds will eventually reveal a pile of monster feces with the missing head within it. In its mouth is a 500gp gem.

44. GARBAGE SMASHER

This circular room has a door to the north and southeast and southwest. The floor is littered in a pile of trash about 5 feet high. You must climb the trash pile.

If the Players climb the trash pile suddenly the doors with bolt lock shut and the ceiling stone trash compacter will activate and lower onto the Party crushing them within 4 rounds for 2d100 hp damage. The only way to stop it is to use Dispel Magic or a Wish or GM's discretion. Once they stop it, it will retract and doors will unlock.

45. SECRET ALCHEMY LABORATORY

This room is filled with various tables, glasses and beakers with strange liquids and goo. There is a door to the south and a tapestry depicting the Vampire Queen and King Wallawally in happier times. The floor is strewn with the smashed remains of rotting furniture. Dozens of bookshelves stand silently nearby overstuffed with a jumble of dusty books, jars, bottles, bags, and boxes.

If a Thief inspects the tapestry wall he will find a concealed door. Any movement of the door will cause the tapestry to emit a magic dust onto anyone nearby. Players touched by the dust must Save vs. Poison or take 1d8 in damage and begin coughing for 1d4 minutes. The jars and vials are also poison.

46. MANACLES OF THE MANIAC

Another torture room. This one has manacles placed into the walls of this room give you the distinct impression that it was used as a prison and torture chamber, although you can see no evidence of any other torture devices. One particularly large set of manacles, big enough for a Hill Giant, have been broken open.

The dead Hill Giant from **Encounter #28** broke free from here a few months ago. There is nothing of value.

47. HORRORS OF THE PURPLE MOSS

This room smells like a wet, pungent scent of mildew. Disgusting black mold grows in tangled veins across the walls and parts of the floor. Despite the smell, it looks like it might be safe to travel through. A path of stone clean of mold wends its way through the room amongst several growing Violet colored Fungi plants. Purple-glowing lichen and violet-glowing moss cling to the ceiling and spread across the floor. It even slowly creeps down and up each wall.

Yet more Fungi like plants are: **32 Violet Fungi (AC: 7, MV: 10 ft, HD: 3, HP: 24 each #AT: 4, D: See below, SA: See below, SD: None, SZ: Medium, MR: Normal, AL: Neutral Evil)**. They are scattered randomly around the room. Roll a d6 every round they are walking If you roll a 1-3 then the Party has accidentally stepped near a Fungi hidden by a plant. When the fungi detects movement nearby it will wave its branches around releasing its spores. Anyone within 4' will have to Saving Throw vs. Poison or their exposed flesh will begin to rot within 1 round. Anyone who fails their save will require a Cure Disease spell.

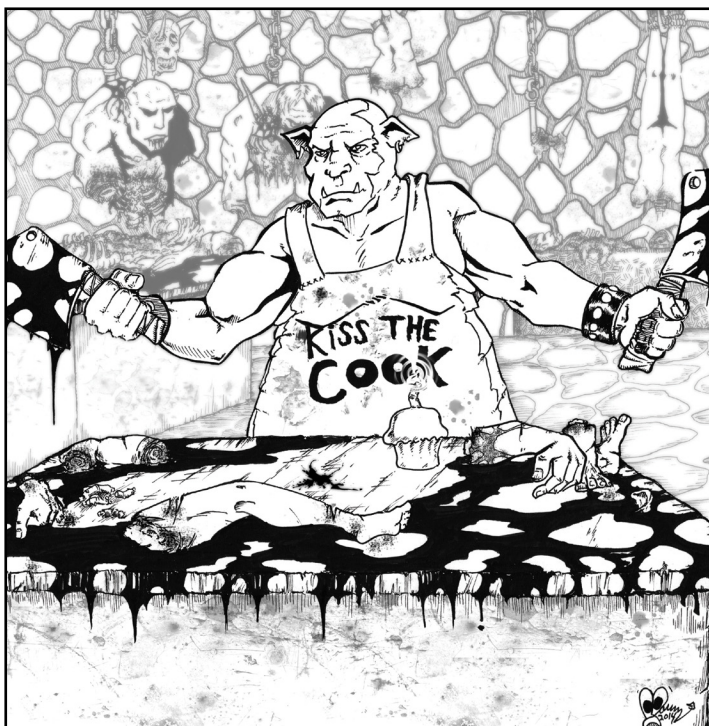
48. THE CHEF'S LIVING QUARTERS

This is the living quarters of the Chef. As you look around you see a straw bed, small tables and a chair, and various dried meats around the room.

There is nothing of value here. There is a portrait on the wall of a fat, green ogre with a white apron on. It's captioned: **Gruelmaster**.

49. THE CHEF'S WORKROOM

Entering into the room you begin to want to vomit from the stench. Rotting corpses and body parts sit on various tables and hang from various hooks. Among all the gore and carnage is a solitary, untouched cupcake. It has been carefully crafted and iced to perfection and looks delicious. Out of nowhere a fat, green Ogre with a white apron leaps out wielding bloody cleavers. He is the Gruelmaster. and that is his cupcake.



Gruelmaster: (AC: 0, MV: 90 ft, HD: 8+1, HP: 70, #AT: 2, SA: None, SZ: Large, MR: Standard, AL: Chaotic Evil, Level/XP: 3/95 + 5/hp) When eaten, the cupcake heals 1d100 hp.

50. THE WINO'S CELLAR

Dozens of barrels and drinking casks line the room. On the wall is a variety of wine bottles in good condition. Suddenly you notice a human male sitting on the floor with a bottle of wine in his hand. He is wearing blue robes and a crooked wizard hat. Dozens of empty wine bottles and corks are scattered around the floor next to him. He has the hiccups and appears to be drunk.

The character on the ground is Rotogen a 14th level Illusionist. He will join the party if asked however on the sly he will cast spells to joke and mess around with the party because he is drunk. **Rotogen (AC: 0, HD:14, HP: 44, AL: Chaotic Good, Strength: 14, Dexterity: 16, Constitution: 14, Intelligence: 18, Wisdom: 18, Charisma: 7)** Spells known - Level 1: Gaze Reflection, Light, Phantasmal Force, Hypnotism, Detect Invisibility, Level 2: Ventriloquism, Misdirection, Fog Cloud, Blindness, Detect Magic, Level 3: Dispel Illusion, Spectral Force, Fear, Rope Trick, Level 4: Confusion, Phantasmal Killer, Shadow Monsters, Level 5: Chaos, Project Image, Level 6: True Sight, Mass Suggestion, Level 7: Prismatic Spray. The wine is worth about 5000gp.

51. FOUNTAIN OF THE GARGOYLES

This room is black and its walls have been painted white outlines of gargoyles in suggestively wicked poses. In the center of the room is a stone fountain statue of a gargoyle. Water flows out of its mouth to a pool at the statue base which has gems that look valuable. You suddenly realize that standing around the statue are sixteen gargoyles some drinking water and others staring at you. They look at each other then back to you and attack!

Roll initiative. **16 Large Gargoyles (AC: 0, HD:8+4, HP:72 each, SZ: 8ft tall, MV: 90' or 150' flying (AA: level IV) AT: 4, D: 1d3/1d3/1d6/1d4, SD: +1 or better weapon to hit, MR: Standard, AL: Chaotic Evil, Level/XP: 4/155 + 4/hp)** The fountain water will heal Chaotic aligned players at 2d4 hp per turn. Non-Chaotic alignments must Save vs. Poison or take 2d4 damage. The gems are worth 10,000 gp.

52. GIANT STATUE OF THE GEM-EYED DEMON

This is a huge 70' by 70' circular room. In the SE corner of the room you are startled to see a giant statue of a stone horned demon about 20' high with a grinning open mouth and sharp teeth. It has two eyes. The left eye socket is empty and the other is made of a giant ruby jewel. In front of the statue its giant hands are holding a huge burning urn. On the left and right sides of the giant burning urn are single man-sized urns. Laying on the ground in front of the urn are the dead bodies of what looks like five adventurers: a man in a green robe with a bloody stab wound in his back, a dead knight in armor slumped over, a bald old wizard in a purple robe lays face down on the ground with his throat slashed, along with two more men in garbs who have been sliced and diced. It looks like a bloody pitched knife battle happened. Dead on the ground is a extra large green troll hacked to pieces.

After one round read the following to the Players:

Suddenly you see a man's hands and head poke out from above the demon's right eye. He has tousled thick black hair and a black Van Dyke goatee. He is wearing a yellow tunic shirt splattered with red blood and has a backpack. In his mouth he is carrying a bloody dagger. He is mumbling to himself. He takes the knife out of his mouth and starts to pry at the gem in the eye. He looks angry then suddenly notices you and his anger turns to a smile. He continues to pry at the gem, and speaks in Common, **"Hello there! My name is Garrett... Garrett Kantru. I should be done in a minute."** He continues to pry at the gem. He stops looking at the gem and looks at the dead bodies on the ground and speaks **"Don't mind them. They were all bad guys."** He winks and continues working on the gem.

The Players have met an NPC - **Garrett Kantru the 14th level Thief (AC:0, HD:14, HP:75, Strength: 14, Intelligence: 18, Wisdom: 10, Dexterity 18, Constitution: 12, Charisma: 18, Alignment: Lawful Evil, Equipment: Dagger +3, Bracers AC 0, Ring of Teleportation: 10 charges left)** If the Party does not stop him, he will pop the gem out in about two rounds. When that happens it will spring a trap that will cause the doors to magically lock. Only Dispel Magic or Open Doors will work to open the doors or something else the GM deems workable. Players will hear a loud rumbling sound and the room will start to quake. Garrett holds onto the eye

socket. Suddenly molten lava starts to pour from the mouth of the demon. The lava starts to fill the room. Garrett jumps down and falls onto the ground taking d6 damage. He says he can get the party out and to stay away from the door. Players stuck in the lava must take 1d4 extra damage each round until lifted off of the ground level. The room will fill at a rate of 2" per round.

Option 1: He runs up to the door and turns to the Party and says **"Goodbye!"** and holds up his finger revealing a glowing ring! He starts to laugh and vanishes from the room! Garrett Kantru has Teleported out of the room using his ring of Teleportation. He can then "teleport" in and out of different encounters as you wish.

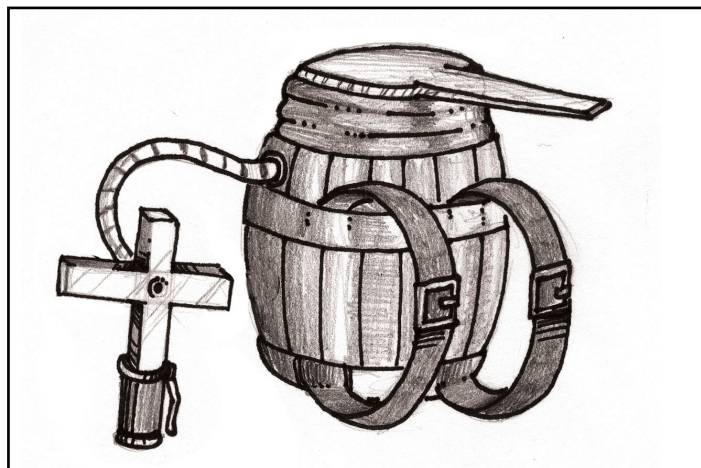
Option 2: If you want him to stay with the Party he will tell them to take his hand and teleport the group back to the outside of the room. If he stays with the Party he will eventually try to rob them and teleport away until he is eventually captured or killed.

Option 3: Do whatever you want with Garrett Kantru and the Players.

ENDING NOTES

THE END. The Party should receive a 100,000 xp bonus. We hope you enjoyed the adventure!

NEW WEAPON (OPEN GAME CONTENT) HOLY UNDEAD DESTROYER SPRAY DEVICE



The barrel can be filled with 43 gallons of Holy Water. A full barrel will last for 20 rounds. Players have to prime the pump for 1 round before it is ready to use after which it is good for 5 rounds. A turnable dial with an arrow that points to the words in Common: "Cone" or "Stream" can be switched back and forth. In "Cone" mode the device will spray Holy Water in a 45 degree radius of about 15' deep and can hit 3d6 undead targets for Holy Water damage. In the "Stream" mode it will shoot a targeted blast that can hit 1-2 targets about 30' away for double damage.

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NEW MONSTERS (OPEN GAME CONTENT)

WOOD MORPH

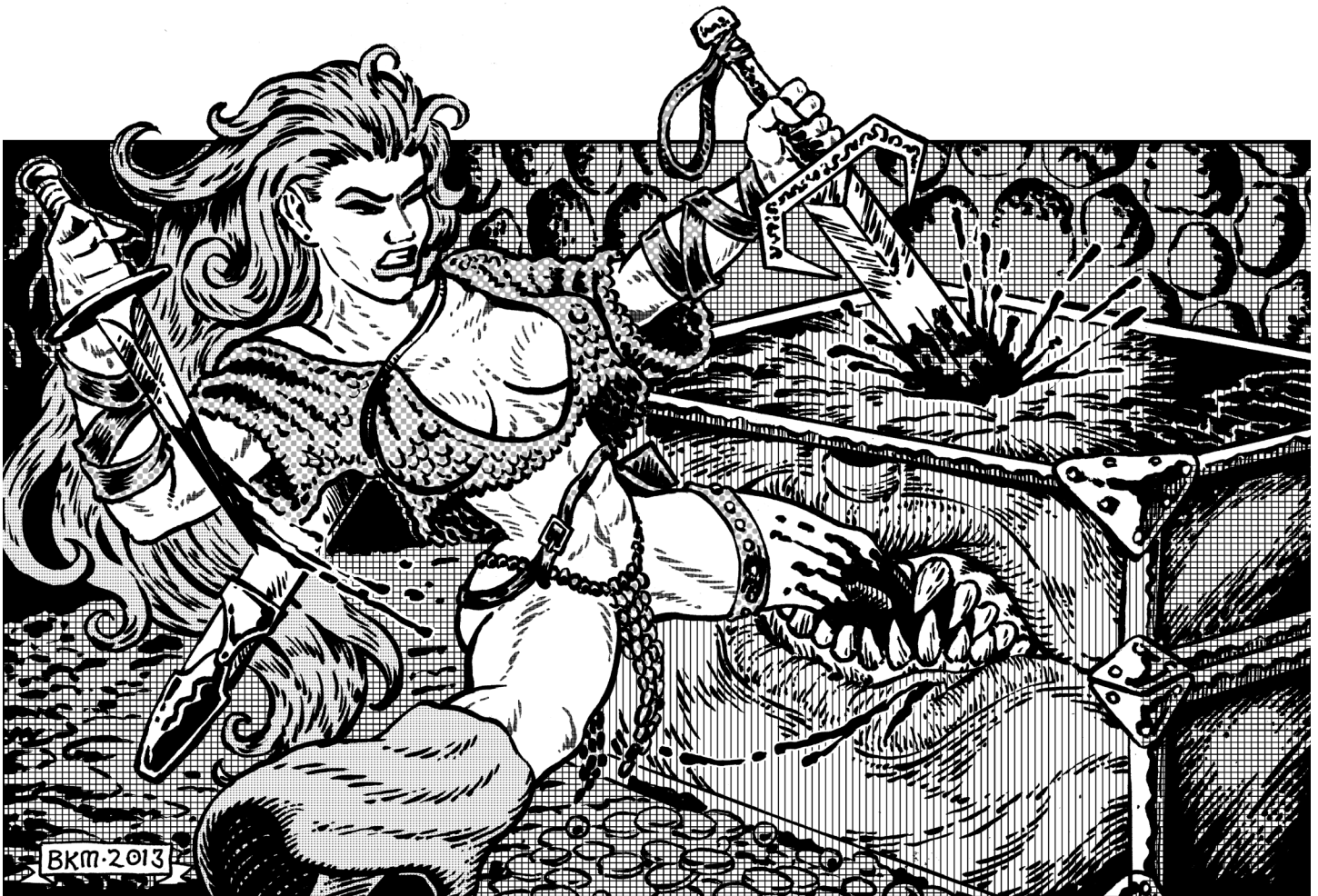
Frequency: Uncommon
No. Encountered: 1d8
Size: Large Aberration (Shapechanger)
Move: 10 ft
Armor Class: 0
Hit Dice: 8
Attacks: 1 bite
Damage: 2d8
Special Attacks: See below
Special Defenses: See below
Magic Resistance: Standard
Lair Probability: 85%
Intelligence Low
Alignment: Neutral
Level/XP: Level/XP: 8/1,500 + 8/hp

A Wood Morph can assume the general shape of any object that fills roughly 150 cubic feet (5 feet by 5 feet by 6 feet). Usually they take the shape of large oaken treasure chest, a sturdy bed, or a huge door frame. The monster can't largely change its size. A Wood Morph's body is very hard and has a heavy

rough appearance. The creature attacks when the Players get within a one foot radius. Generally the "mouth" of the creature is concealed in a natural way. E.g. if the shape is the form of a chest, the chest may be open (the creatures mouth) etc. If a door, the door looks "open" it is the mouth etc. The beast attacks with a bite for 2d8 damage any bite hit and Players must roll a Save vs. Poison or take damage listed about.

CASKET CREEP

Frequency: Rare
No. Encountered: 2d12
Size: Man Sized
Move: 30 ft
Armor Class: 2
Hit Dice: 10
Attacks: 3 (claw, claw, bite)
Damage: 2d6, 2d6, 2d8
Special Attacks: Cold Touch (See below),
Special Defenses: Can only be hit by magical weapons
Magic Resistance: Standard
Alignment: Chaotic Evil
Level/XP: 6/300 + 1 per hp



Casket Creeps are usually found around regions that have undead masters within range, e.g. Vampiric Masters, Liches, etc. Every Casket Creep must have a casket or resting tomb to return. If a Casket Creep's coffin or tomb is destroyed they will seek out another casket to take possession. The Casket Creep will not travel more than 100 feet from its Casket. It will not pursue anything unless its casket is destroyed. One of the Casket Creep's special attacks is Cold Touch where as if the Creep hits an opponent they must make a saving throw vs. Paralyzation, Poison, or Death Magic or suffer 1D4 cold damage.

DEATH GUARD (turned as type 9)

Frequency: Rare
 No. Encountered: 1d4
 Size: Man-sized
 Move: 120 ft
 Armor Class: -1
 Hit Dice: 10
 Attacks: 1
 Damage: 2d10
 Special Attacks: Level drain, Cold Touch
 Special Defenses: Become Ethereal, +2 or better weapon to hit; immune to cold, poison, penalization, and elemental spells, as well as sleep, charm, hold and other mental attacks
 Magic Resistance: Standard
 Lair probability: 10%
 Intelligence: High
 Alignment: Lawful Evil
 Level/XP: 10/2,430 +10/hp

These wicked souls have been brought straight from the negative material plane and magically cursed into the rotting corpses of powerful dead knights to be used as undead muscle. In the Prime Material Plane they appear in physical form as the Death Guard and can at will turn Ethereal. If a Player Character is reduced below zero level by the Death Guard then they become a Ghost under control of the one that drained their precious life energy. Only magic weapons (of at least +2 value) or spells can harm a Death Guard. Spells of mind control or mind enchantments will have no effect on these creatures. Holy Water and liquids blessed by the gods still inflict damage upon them. A Cleric can also attempt to restore a Death Guard back to life via a spell or ritual, the Death Guard must make a System Shock check or be banished back

into the Negative Material Plane to aimlessly wander it's winds for eternity... (or until cursed back into another Death Guard).

VAMPIRE LICH: (TURNED AS TYPE 12)

Frequency: Very Rare
 No. Encountered: 1
 Size: Man-sized
 Move: 60 ft
 Armor Class: 0
 Hit Dice: to 14
 Attacks: 1
 Damage: 2d6 + Paralysis
 Special Attacks: Level Drain, Electrifying Gaze, Spell use (as Magic User, Cleric or both) mof at least 18th level of ability; Fear
 Special Defenses: +1 or better weapon to hit; immune to cold, electrical, poison, paralysis, polymorph, and death magic, as well as sleep, charm, hold and other mental based attacks; spells that drain attributes or statistics also have no effect
 Magic Resistance: Standard
 Lair Probability: 95%
 Intelligence: Genius or higher
 Alignment: Any evil
 Level/XP: 10/at least 10,000 +16/hp

The Vampire Lich is of course an unholy combination of a Vampire and a Lich. Why? How? Who knows what the Hell magickes created it but know this – It is able to have the powers of both Vampires and Liches, as well as a new ability called "Electrifying Gaze" which light and fire shoot from the Skull's Eyes and cause 4d8 of shock damage to victim. Save vs. Death Magic to take half damage. They also feast on Soul Worms – each worm eaten will restore 2 hp.



DUNGEON BREAKER

Frequency: Very Rare
No. Encountered: 1
Size: Large Sized
Move: 120 ft
Armor Class: -5
Hit Dice: 20
Attacks: 3 (Claw, Claw, Bite)
Damage: 3d6, 3d6, 4d6
Special Attacks: Confusing gaze
Special Defenses: Infravision 60 ft., Cause Tremors 60 ft.
Magic Resistance: Standard
Lair probability: 95%
Intelligence: Normal
Alignment: Chaotic Evil
Level/XP: 12/at least 12,000 +12/hp

A Giant Dungeon Breaker is usually about 12 feet tall and grows to be about 7 feet across. It weighs about 1200 pounds. They can burrow through solid rocks at a rate of 7 feet. Every 3 rounds the Breaker can use its power "Cause Tremors" within a 60 ft diameter radius. It cannot attack with its claws or bite when it does this but it will cause an Earthquake like "tremor" on the ground and Players will have to Save vs. Paralyzation or take a -4 "to hit" for 1d4 rounds from the shaking ground. The Dungeon Breaker will then attack again with its claw, claw bite. If the Players meet the gaze of the creature they must Save vs. Paralyzation or will become stunned for 1d4 rounds and cannot attack or do anything.

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CHARACTER INFORMATION SHEET

DWARF CLERIC

Name: "Garn"
Alignment: Lawful Good
Race: Dwarf
Class: Cleric
Level: 8
Hit Points: 62
Armor Class: -1 (2 without shield)

Save vs.

Aimed Magic Items: 11
Breath Weapons: 13
Death, Paralysis, Poison: 7
Petrification, Polymorph: 10
Spells: 12

STR: 15 (+20 Encumbrance, Minor Test 1-2, Major Test 7%)
DEX: 15 (-1 Armor Class)
CON: 16 (+2 Hit Points per level, Survive Raise/Ressurrection 96%, Survive System Shock 95%)
INT: 14 (Maximum Additional Languages 4)
WIS: 18 (+4 Mental Saving Throw Bonus, Bonus Spells 2/2/1/1)
CHA: 10 (Maximum Henchmen 4)

Languages: Common, Dwarfish, Gnomish, Goblin, Kobold, Orcish.

Special Abilities: Infravision 60 feet; +1 to Hit against Goblins, Half-Orcs, Hobgoblins and Orcs; +4 to Saving Throws vs. Magic and Poison; -4 Penalty to any attacks made by Giants, Ogres, Ogre Mages, Titans and Trolls; Detect slopes/grades 75%, Detect new construction 75%, Detect sliding/shifting walls 66%, Detect traps involving stonework 50%, Determine depth underground 50%.

Weapons and Armor: Chain Mail +2, Medium Shield +2, Light Mace +3, Light Warhammer +2.

Magic Items: Periapt of Wound Closure, Scroll of Cure Serious Wounds, Scroll of Neutralize Poison.

Equipment: Backpack, Grappling Hook, Hammer, 12 Iron Spikes, Lantern, Mirror (small steel), 2 Flasks Oil, 2 Pouches (large), Rations (10 days), 50' Rope, 2 Sacks (large), Scroll Case, Tinderbox, 5 Torches, Waterskin.

Special Equipment: 2 Flasks Holy Water, Prayer Book, Silver Holy Symbol, Spell Components.

Cleric Spells:

1st Level: Bless, Command, Cure Light Wounds (Bonus Spells: Cure Light Wounds x2)
2nd Level: Find Traps, Hold Person, Resist Fire (Bonus Spells: Slow Poison, Spiritual Weapon)
3rd Level: Cure Disease, Dispel Magic, Prayer (Bonus Spell: Remove Curse)
4th Level: Cure Serious Wounds x2 (Bonus Spell: Divination)

Roll required to hit Armor Class:

-10 -9 -8 -7 -6 -5 -4 -3 -2 -1 0 1 2 3 4 5 6 7 8 9 10
 21 20 20 20 20 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6

CHARACTER INFORMATION SHEET

HUMAN RANGER

Name: "Stretch"
Alignment: Chaotic Good
Race: Human
Class: Ranger
Level: 12
Hit Points: 100
Armor Class: -3 (-1 without shield)

Save vs.

Aimed Magic Items: 9
Breath Weapons: 8
Death, Paralysis, Poison: 7
Petrification, Polymorph: 8
Spells: 10

STR: 18/62 (+2 to Hit, +3 Damage, +125 Encumbrance, Minor Test 1-4, Major Test 25%)
DEX: 17 (+2 Surprise Bonus, +2 Missile Bonus to Hit, -3 Armor Class)
CON: 17 (+3 Hit Points per level, Survive Raise/Ressurrection 98%, Survive System Shock 97%)
INT: 15 (Maximum Additional Languages 4)
WIS: 16 (+2 Mental Saving Throw Bonus)
CHA: 12 (Maximum Henchmen 5)

Languages: Common

Special Abilities: Only surprised on 1, Surprise others 1-3; +12 Damage vs. evil Humanoids and Giants; Tracking (90% rural, .65% urban/dungeon); Cast spells as 3rd level Druid; Can use scrying devices; 3/2 attacks per round.

Weapons and Armor: Chain Mail +3, Medium Shield +1, "Giantbane" (Longsword +2, +3 vs. Giants), Longbow +3, Quiver of 24 Arrows +2.

Magic Items: Bracers of Archery (+2 to Hit, +1 Damage with Bow or Crossbow), Potion of Extra Healing, Ring of Free Action.

Equipment: Backpack, Grappling Hook, Hammer, 12 Iron Spikes, Lantern, Mirror (small steel), 2 Flasks Oil, 2 Pouches (large), Rations (10 days), 50' Rope, 2 Sacks (large), Scroll Case, Tinderbox, 5 Torches, Waterskin.

Special Equipment: Spell Components, Wooden Holy Symbol.

Druid Spells:

1st Level: Animal Friendship, Detect Magic
2nd Level: Fire Trap

Magic-User Spells:

1st Level: Jump, Spider Climb

Roll required to hit Armor Class:

-10 -9 -8 -7 -6 -5 -4 -3 -2 -1 0 1 2 3 4 5 6 7 8 9 10
 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0 -1

CHARACTER INFORMATION SHEET

HUMAN FIGHTER

Name: "Flash"
Alignment: Neutral Good
Race: Human
Class: Fighter
Level: 11
Hit Points: 85
Armor Class: -2 (1 without shield)

STR: 17 (+1 to Hit, +1 Damage, +50 Encumbrance, Minor Test 1-3, Major Test 13%)
DEX: 12
CON: 15 (+1 Hit Point per level, Survive Raise/Ressurrection 94%, Survive System Shock 91%)
INT: 10 (Maximum Additional Languages 2)
WIS: 10
CHA: 12 (Maximum Henchmen 5)

Save vs.

Aimed Magic Items: 9
Breath Weapons: 8
Death, Paralysis, Poison: 7
Petrification, Polymorph: 8
Spells: 10

Languages: Common

Special Abilities: 3/2 attacks per round.

Weapons and Armor: Plate Mail +2, Large Shield +2, Longsword +3, Spear +2.

Magic Items: Boots of Speed, Potion of Extra Healing, Potion of Super-Heroism.

Equipment: Backpack, Grappling Hook, Hammer, 12 Iron Spikes, Lantern, Mirror (small steel), 2 Flasks Oil, 2 Pouches (large), Rations (10 days), 50' Rope, 2 Sacks (large), Scroll Case, Tinderbox, 3 Torches, Waterskin.

Roll required to hit Armor Class:

-10	-9	-8	-7	-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	10	
20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	

CHARACTER INFORMATION SHEET

HUMAN PALADIN

Name: "Paragon"
Alignment: Lawful Good
Race: Human
Class: Paladin
Level: 12
Hit Points: 100
Armor Class: -3 (-1 without shield)

STR: 16 (+1 Damage, +35 Encumbrance, Minor Test 1-3, Major Test 10%)
DEX: 15 (-1 Armor Class)
CON: 17 (+3 Hit Points per level, Survive Raise/Ressurrection 98%, Survive System Shock 97%)
INT: 10 (Maximum Additional Languages 2)
WIS: 16 (+2 Mental Saving Throw Bonus)
CHA: 17 (Maximum Henchmen 10, +30% Loyalty Bonus, +30% Reaction Bonus)

Save vs.

Aimed Magic Items: 7
Breath Weapons: 6
Death, Paralysis, Poison: 5
Petrification, Polymorph: 6
Spells: 8

Languages: Common

Special Abilities: +2 to all Saving Throws; Cure Disease 3 times per week; Immune to Disease; Detect Evil 60 feet; Protection From Evil 10 foot radius; Lay On Hands once per day (heals 24 Hit Points); Summon Warhorse; Turn Undead

Weapons and Armor: Plate Mail +3, Large Shield +1 (+4 vs. Missiles), Longsword +3, Light Warhammer +2.

Magic Items: Cloak of Resistance (+2 to all Saving Throws), Potion of Extra Healing, Potion of Fire Resistance.

Equipment: Backpack, Grappling Hook, Hammer, 12 Iron Spikes, Lantern, Mirror (small steel), 2 Flasks Oil, 2 Pouches (large), Rations (10 days), 50' Rope, 2 Sacks (large), Scroll Case, Tinderbox, 5 Torches, Waterskin.
Special Equipment: 2 Flasks Holy Water, Prayer Book, Silver Holy Symbol, Spell Components.

Cleric Spells:

1st Level: Bliss, Sanctuary

2nd Level: Augury, Resist Fire

Roll required to hit Armor Class:

-10	-9	-8	-7	-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	10	
19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	

CHARACTER INFORMATION SHEET

HUMAN FIGHTER

Name: "Hyperion"
Alignment: Lawful Neutral
Race: Human
Class: Fighter
Level: 14
Hit Points: 107
Armor Class: -4 (0 without shield)

Save vs.
Aimed Magic Items: 7
Breath Weapons: 5
Death, Paralysis, Poison: 5
Petrification, Polymorph: 6
Spells: 8

STR: 18/98 (+2 to Hit, +5 Damage, +200 Encumbrance, Minor Test 1-4, Major Test 35%)

DEX: 13

CON: 16 (+2 Hit Points per level, Survive Raise/Resurrection 96%, Survive System Shock 95%)

INT: 9 (Maximum Additional Languages 1)

WIS: 11

CHA: 12 (Maximum Henchmen 5)

Languages: Common

Special Abilities: 2 attacks per round.

Weapons and Armor: Plate Mail +3, Large Shield +3, "Frost Brand" (Longsword +3, +6 vs. Fire creatures), Quiver with 12 Javelins +2.

Magic Items: Helm of Teleportation, Potion of Extra Healing, Potion of Giant Strength (Storm Giant).

Equipment: Backpack, Grappling Hook, Hammer, 12 Iron Spikes, Lantern, Mirror (small steel), 2 Flasks Oil, 2 Pouches (large), Rations (10 days), 50' Rope, 2 Sacks (large), Scroll Case, Tinderbox, 5 Torches, Waterskin.

Roll required to hit Armor Class:

-10 -9 -8 -7 -6 -5 -4 -3 -2 -1 0 1 2 3 4 5 6 7 8 9 10
17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0 -1 -2 -3

CHARACTER INFORMATION SHEET

DWARF FIGHTER

Name: "Fulgar"
Alignment: Lawful Neutral
Race: Dwarf
Class: Fighter
Level: 8
Hit Points: 78
Armor Class: -1 (2 without shield)

Save vs.
Aimed Magic Items: 12
Breath Weapons: 12
Death, Paralysis, Poison: 10
Petrification, Polymorph: 11
Spells: 13

STR: 17 (+1 to Hit, +1 Damage, +50 Encumbrance, Minor Test 1-3, Major Test 13%)

DEX: 14

CON: 16 (+2 Hit Points per level, Survive Raise/Resurrection 96%, Survive System Shock 95%)

INT: 12 (Maximum Additional Languages 3)

WIS: 12

CHA: 13 (Maximum Henchmen 5, +5% Reaction Bonus)

Languages: Common, Dwarfish, Gnomish, Goblin, Kobold, Orcish.

Special Abilities: Infravision 60 feet; +1 to Hit against Goblins, Half-Orcs, Hobgoblins and Orcs; +4 to Saving Throws vs. Magic and Poison; -4 Penalty to any attacks made by Giants, Ogres, Ogre Mages.

Weapons and Armor: Banded Mail +2, Medium Shield +2, Hammer of The Dwarfs (+3 Light Hammer, returns to owner when thrown), Light Crossbow of Speed (+1, 2 attacks per round), Quiver with 24 Bolts +2.

Magic Items: Boots of Striding and Springing, Potion of Extra Healing, Potion of Growth.

Equipment: Backpack, Grappling Hook, Hammer, 12 Iron Spikes, Lantern, Mirror (small steel), 2 Flasks Oil, 2 Pouches (large), Rations (10 days), 50' Rope, 2 Sacks (large), Scroll Case, Tinderbox, 5 Torches, Waterskin.

Roll required to hit Armor Class:

-10 -9 -8 -7 -6 -5 -4 -3 -2 -1 0 1 2 3 4 5 6 7 8 9 10
17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0 -1 -2 -3

CHARACTER INFORMATION SHEET

HALF-ORC FIGHTER

Name: "Halfwit"
Alignment: Chaotic Neutral
Race: Half Orc
Class: Fighter
Level: 10
Hit Points: 100
Armor Class: -2 (1 without shield)

Save vs.

Aimed Magic Items: 10
Breath Weapons: 9
Death, Paralysis, Poison: 8
Petrification, Polymorph: 9
Spells: 11

STR: 17 (+1 to Hit, +1 Damage, +50 Encumbrance, Minor Test 1-3, Major Test 13%)

DEX: 10

CON: 17 (+3 Hit Points per level, Survive Raise/Resurrection 98%, Survive System Shock 97%)

INT: 7 (Maximum Additional Languages 0)

WIS: 6 (-1 Mental Saving Throw Penalty)

CHA: 7 (Max Henchmen 3, -10% Loyalty Bonus, -5% Reaction Penalty)

Languages: Common, Orcish.

Special Abilities: Infravision 60 feet; 3/2 attacks per round.

Weapons and Armor: Plate Mail +2, Large Shield +2, Morning Star +3, Light Crossbow +2, Quiver with 24 Bolts +2.

Magic Items: Horn of Blasting, Potion of Extra Healing, Potion of Invulnerability.

Equipment: Backpack, Grappling Hook, Hammer, 12 Iron Spikes, Lantern, Mirror (small steel), 2 Flasks Oil, 2 Pouches (large), Rations (10 days), 50' Rope, 2 Sacks (large), Scroll Case, Tinderbox, 5 Torches, Waterskin.

Roll required to hit Armor Class:

-10	-9	-8	-7	-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	10
20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1

CHARACTER INFORMATION SHEET

HUMAN CLERIC

Name: "Ablos"
Alignment: Lawful Good
Race: Human
Class: Cleric
Level: 13
Hit Points: 65
Armor Class: -3 (0 without shield)

Save vs.

Aimed Magic Items: 9
Breath Weapons: 11
Death, Paralysis, Poison: 5
Petrification, Polymorph: 8
Spells: 10

STR: 13 (+10 Encumbrance, Minor Test 1-2, Major Test 4%)

DEX: 13

CON: 13 (Survive Raise/Resurrection 90%, Survive System Shock 85%)

INT: 12 (Maximum Additional Languages 3)

WIS: 18 (+4 Mental Saving Throw Bonus, Bonus Spells 2/2/1/1)

CHA: 12 (Maximum Henchmen 5)

Languages: Common

Special Abilities: Turn Undead.

Weapons and Armor: Plate Mail +3, Medium Shield +2, Light Warhammer +3, Light Mace +2.

Magic Items: Scroll of Flame Strike, Scroll of Raise Dead, Staff of Healing (20 charges).

Equipment: Backpack, Grappling Hook, Hammer, 12 Iron Spikes, Lantern, Mirror (small steel), 2 Flasks Oil, 2 Pouches (large), Rations (10 days), 50' Rope, 2 Sacks (large), Scroll Case, Tinderbox, 5 Torches, Waterskin.

Special Equipment: 2 Flasks Holy Water, Prayer Book, Silver Holy Symbol, Spell Components.

Cleric Spells:

1st Level: Bless, Command, Cure Light Wounds x3, Protection From Evil (Bonus Spells: Remove Fear, Sanctuary)

2nd Level: Augury, Detect Charm, Find Traps, Hold Person, Resist Fire, Silence 15' Radius (Bonus Spells: Slow Poison, Spiritual Weapon)

3rd Level: Continual Light, Create Food and Water, Cure Blindness, Cure Disease, Dispel Magic x2 (Bonus Spell: Remove Curse)

4th Level: Cure Serious Wounds (x3), Divination (Bonus Spell: Neutralize Poison)

5th Level: Cure Critical Wounds, Raise Dead

6th Level: Blade Barrier, Heal

Roll required to hit Armor Class:

-10	-9	-8	-7	-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	10
20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2

CHARACTER INFORMATION SHEET

HALFLING THIEF

Name: "Yolo"
Alignment: Chaotic Good
Race: Halfling
Class: Thief
Level: 12
Hit Points: 49
Armor Class: 1

Save vs.
Aimed Magic Items: 10
Breath Weapons: 14
Death, Paralysis, Poison: 11
Petrification, Polymorph: 10
Spells: 11

STR: 8 (Minor Test 1-2, Major Test 1%)
DEX: 18 (+3 Surprise Bonus, +3 Missile Bonus to Hit, -4 Armor Class)
CON: 11 (Survive Raise/Resurrection 80%, Survive System Shock 75%)
INT: 12 (Maximum Additional Languages 3)
WIS: 7 (-1 Mental Saving Throw Penalty)
CHA: 13 (Maximum Henchmen 5, +5% Reaction Bonus)

Languages: Common, Dwarfish, Gnome, Goblin, Halfling, Orcish.

Special Abilities: Infravision 60 feet; +3 to Saving Throws vs. Magic and Poison; +3 to Hit with Bow and Sling; Surprise on 1-4.

Theif Skills: Backstab for x4 damage, Climb Walls 81%, Find Traps 79%, Hear Noise 48%, Hide in Shadows 100%, Move Quietly 100%, Open Locks 89%, Pick Pockets 89%, Read Languages 50%.

Weapons and Armor: Leather Armor +3, Short Sword +3, Sling +2 with 20 Bullets +2.

Magic Items: Oil of Slipperiness, Potion of Extra Healing, Ring of Invisibility.
Equipment: Backpack, Grappling Hook, Hammer, 12 Iron Spikes, Lantern, Mirror (small steel), 2 Flasks Oil, 2 Pouches (large), Rations (10 days), 50' Rope, 2 Sacks (large), Scroll Case, Tinderbox, 5 Torches, Waterskin.
Special Equipment: Thieves' Tools.

Roll required to hit Armor Class:

-10	-9	-8	-7	-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	10
21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6

CHARACTER INFORMATION SHEET

ELF MAGIC USER

Name: "Mabius"
Alignment: Neutral Good
Race: Elf
Class: Magic User
Level: 11
Hit Points: 32
Armor Class: 5

Save vs.
Aimed Magic Items: 7
Breath Weapons: 11
Death, Paralysis, Poison: 11
Petrification, Polymorph: 9
Spells: 8

STR: 8 (Minor Test 1-2; Major Test 1%)
DEX: 16 (+1 Surprise Bonus, +1 Missile Bonus to Hit, -2 Armor Class)
CON: 10 (Survive Raise/Resurrection 75%, Survive System Shock 70%)
INT: 18 (Maximum Additional Languages 7)
WIS: 14
CHA: 11 (Maximum Henchmen 4)

Languages: Common, Elven, Gnoll, Gnomish, Goblin, Halfling, Hobgoblin, Orcish.

Special Abilities: Infravision 60 feet; 90% resistance to Sleep and Charm; +1 to Hit with Bow and Sword; Detect secret doors 1-2, detect concealed doors 1-3; Surprise opponents 1-4; Eldritch Craft.

Weapons and Armor: Ring of Protection +3, Quarterstaff +3, Dagger +2.
Magic Items: Potion of Extra Healing, Ring of Spell Storing, Wand of Lighting (50 charges).

Equipment: Backpack, Grappling Hook, Hammer, 12 Iron Spikes, Lantern, Mirror (small steel), 2 Flasks Oil, 2 Pouches (large), Rations (10 days), 50' Rope, 2 Sacks (large), Scroll Case, Tinderbox, 5 Torches, Waterskin.
Special Equipment: Blank Scrolls, Ink and Quill, Spellbook, Spell Components.

Druid Spells:

1st Level: Detect Magic, Magic Missile, Protection From Evil, Read Magic

2nd Level: Invisibility, Levitate, Rope Trick, Web

3rd Level: Dispel Magic, Fireball, Haste, Slow

4th Level: Charm Monster, Ice Storm, Polymorph Self

5th Level: Cone of Cold, Hold Monster, Wall of Force

Roll required to hit Armor Class:

-10	-9	-8	-7	-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	10
19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1

CHARACTER INFORMATION SHEET

HUMAN CLERIC

Name: "Windell"
Alignment: Neutral Good
Race: Human
Class: Cleric
Level: 14
Hit Points: 71
Armor Class: -4 (0 without shield)

Save vs.
Aimed Magic Items: 9
Breath Weapons: 11
Death, Paralysis, Poison: 5
Petrification, Polymorph: 8
Spells: 10

STR: 15 (+20 Encumbrance, Minor Test 1-2, Major Test 7%)
DEX: 14
CON: 14 (Survive Raise/Resurrection 92%, Survive System Shock 88%)
INT: 11 (Maximum Additional Languages 2)
WIS: 16 (+2 Mental Saving Throw Bonus, Bonus Spells 2/2)
CHA: 13 (Maximum Henchmen 5, +5% Reaction Bonus)

Languages: Common

Special Abilities: Turn Undead

Weapons and Armor: Plate Mail +3, Medium Shield +3, Holy Mace (Light Mace +1, +3 vs. Undead, Demons, Devils).

Magic Items: Scroll of Blade Barrier, Scroll of Raise Dead, Strand of Prayer Beads.

Equipment: Backpack, Grappling Hook, Hammer, 12 Iron Spikes, Lantern, Mirror (small steel), 2 Flasks Oil, 2 Pouches (large), Rations (10 days), 50' Rope, 2 Sacks (large), Scroll Case, Tinderbox, 5 Torches, Waterskin.

Special Equipment: 2 Flasks Holy Water, Prayer Book, Silver Holy Symbol, Spell Components.

Cleric Spells:

1st Level: Bless, Cure Light Wounds (x3), Detect Evil, Light (Bonus Spells: Protection From Evil, Remove Fear)

2nd Level: Charm, Detect Charm, Find Traps, Hold Person, Resist Fire, Silence 15' Radius (Bonus Spells: Slow Poison, Spiritual Weapon)

3rd Level: Continual Light, Create Food and Water, Cure Blindness, Cure Disease, Dispel Magic, Remove Curse

4th Level: Cure Serious Wounds (x3), Neutralize Poison, Protection From Evil 10' Radius

5th Level: Cure Critical Wounds, Dispel Evil, Raise Dead

6th Level: Heal (x2)

Roll required to hit Armor Class:

-10 -9 -8 -7 -6 -5 -4 -3 -2 -1 0 1 2 3 4 5 6 7 8 9 10
20 20 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2

CHARACTER INFORMATION SHEET

HUMAN MAGIC USER

Name: "Zinthereal"
Alignment: Chaotic Good
Race: Human
Class: Magic User
Level: 14
Hit Points: 34
Armor Class: 2

Save vs.
Aimed Magic Items: 7
Breath Weapons: 11
Death, Paralysis, Poison: 11
Petrification, Polymorph: 9
Spells: 8

STR: 8 (Minor Test 1-2; Major Test 1%)
DEX: 16 (+1 Surprise Bonus, +1 Missile Bonus to Hit, -2 Armor Class)
CON: 10 (Survive Raise/Resurrection 75%, Survive System Shock 70%)
INT: 17 (Maximum Additional Languages 6)
WIS: 16 (+2 Mental Saving Throw Bonus)
CHA: 10 (Maximum Henchmen 4)

Languages: Common

Special Abilities: Eldritch Craft, Eldritch Power.

Weapons and Armor: Bracers of Armor (AC 4), Quarterstaff +3, Dagger +2.

Magic Items: Potion of Extra Healing, Ring of Spell Turning, Wand of Fire (50 charges).

Equipment: Backpack, Grappling Hook, Hammer, 12 Iron Spikes, Lantern, Mirror (small steel), 2 Flasks Oil, 2 Pouches (large), Rations (10 days), 50' Rope, 2 Sacks (large), Scroll Case, Tinderbox, 5 Torches, Waterskin.

Special Equipment: Blank Scrolls, Ink and Quill, Spellbook, Spell Components.

Magic-User Spells:

1st Level: Comprehend Languages, Detect Magic, Feather Fall, Hold Portal, Read Magic

2nd Level: Continual Light, Knock, Mirror Image, Stinking Cloud, Wizard Lock

3rd Level: Dispel Magic, Haste, Invisibility 10' Radius, Phantasmal Force, Slow

4th Level: Ice Storm, Fire Shield, Polymorph Other, Wall of Ice

5th Level: Conjure Elemental, Hold Monster, Passwall, Wall of Stone

6th Level: Anti-Magic Shell, Monster Summoning IV

7th Level: Grasping Hand

Roll required to hit Armor Class:

-10 -9 -8 -7 -6 -5 -4 -3 -2 -1 0 1 2 3 4 5 6 7 8 9 10
21 20 20 20 20 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6

NOTES





This module is designed for 8-12 characters of levels 10-14+. The party should consist of at least 3-4 Fighters, 2-3 Clerics and a strong Paladin, 2 Magic Users, and 2 Thieves. Of course feel free to work with the Players to figure out whatever you and your group feels is best.

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Quotes from the Vampire Pits:

"Forty-eight Vampires? Forty-eight? The Gods must be crazy! But I will DESTROY every single one of these wicked creatures of the night! I will send every single one of them back to Hell where they belong!" - Paragon the Paladin

"The Vampire Queen needs to be a proper lady and put some damn clothes on! She is truly a wicked one! Every portrait painting of her is butt-naked and on display in her own dinner ballroom! A disgusting sight to the eyes! Especially while eating at the Dinner of the Damned!" - Windell the Cleric

"Everything was fine up until I fell into that green goo pool where I proceeded to grow three extra mutant arms on my back and two eyeballs on my left foot! Thanks Vampire Queen you bitch! Anyone have a Remove Curse spell?" - Zinthereal the Magic-User

If you like this module, look for our next title soon:

Maximum Mayhem Dungeons #2: The Secret Machines of the Star Spawn

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