

#4**For use with Classic Fantasy
Role Playing Systems**

Maximum Mayhem Dungeons #4

Vault of the Dwarven King

Written by Alan Chamberlain and Mark Taormino

AN ADVENTURE FOR CHARACTER LEVELS 4-7



The Dwarven King of Brundurum has summoned you to his throne room within the Smokey Mountain. Brave souls are needed for a noble quest into the depths of the earth to retrieve the legendary hammer known as Fireheart. But beware - the Goblin King and his evil hordes believe the hammer woke a Lava Titan and they will seek to possess it at all costs. Who is telling the truth? Who is really kin to this ultimate weapon? What secret powers are at play in this tale of suspicion, intrigue and betrayal? Only your stalwart group of adventurers will find out and walk away with more fortune and glory than ever...if you can escape the Vault of the Dwarven King!

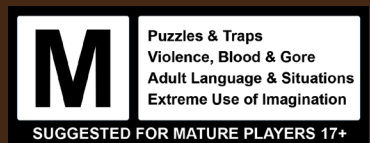
Maximum Mayhem Dungeons are created with one thing in mind: ass-kicking fun. This adventure has that classic look and feel both inside and out, including blue maps and old-school fantasy art from some of the best artists in the business! Filled with irreverent characters, diabolical villains, over-the-top monster encounters, outrageous magic, mischievous NPCs, traps, puzzles, and more blood and gore than an 18 die Fireball can deliver! This adventure will entertain and challenge everyone who dares to play it!

This product uses the Open Game License Version 1.0a and is easily adapted to any First Edition Style Fantasy Role-Playing Game or OGL/OSR Style System.



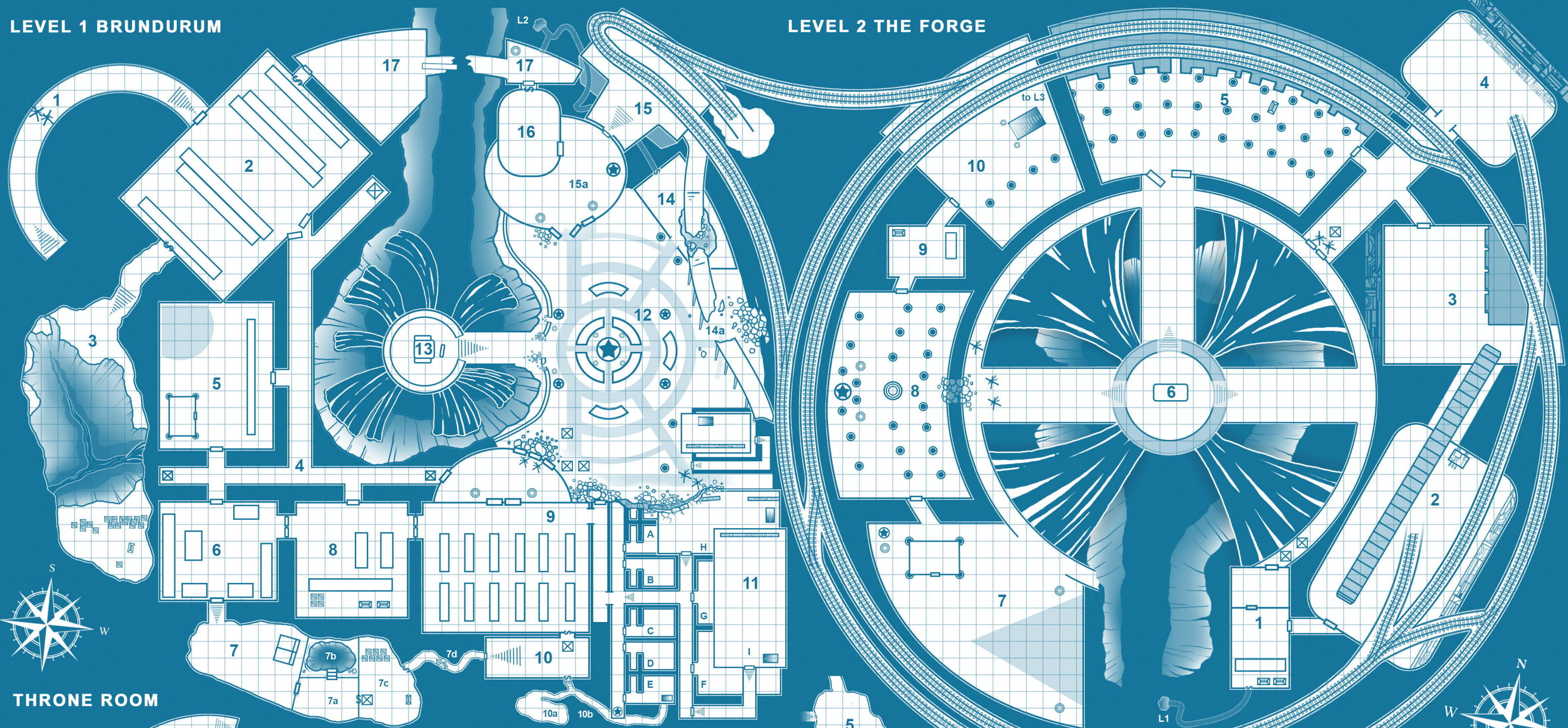
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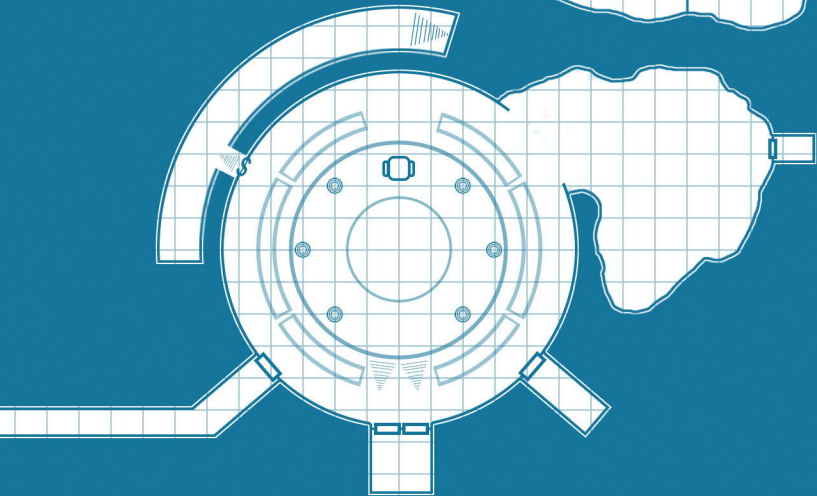


LEVEL 1 BRUNDURUM

LEVEL 2 THE FORGE



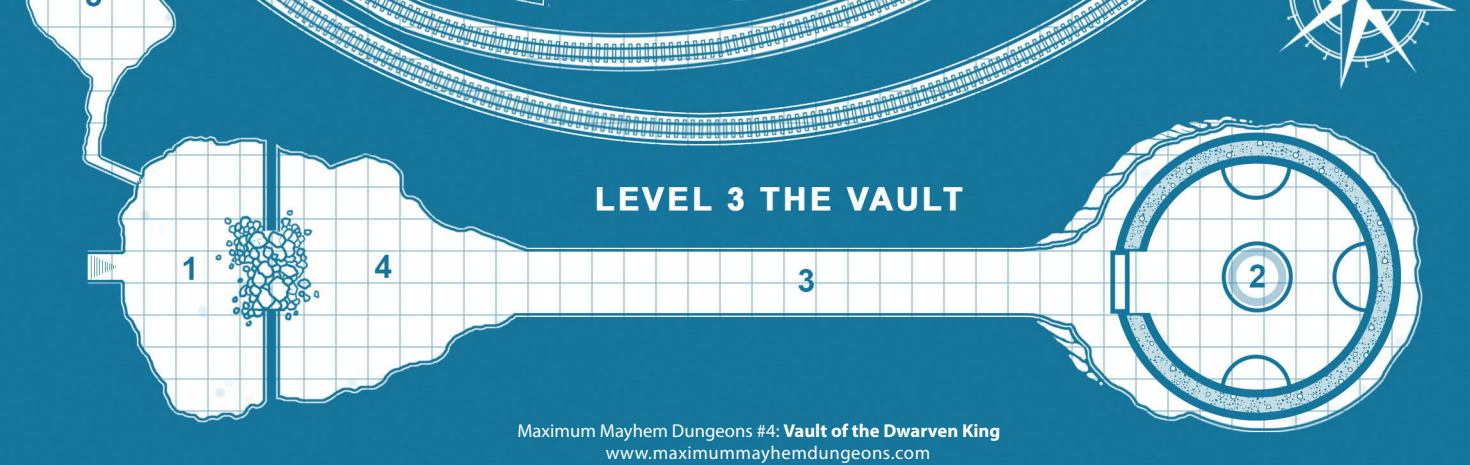
THRONE ROOM



LEGEND

Door	Stairs
Secret Door	Traps
Rubble	Statue
Brazier	Crate
Column	Barrel
Chest	Barricade

LEVEL 3 THE VAULT



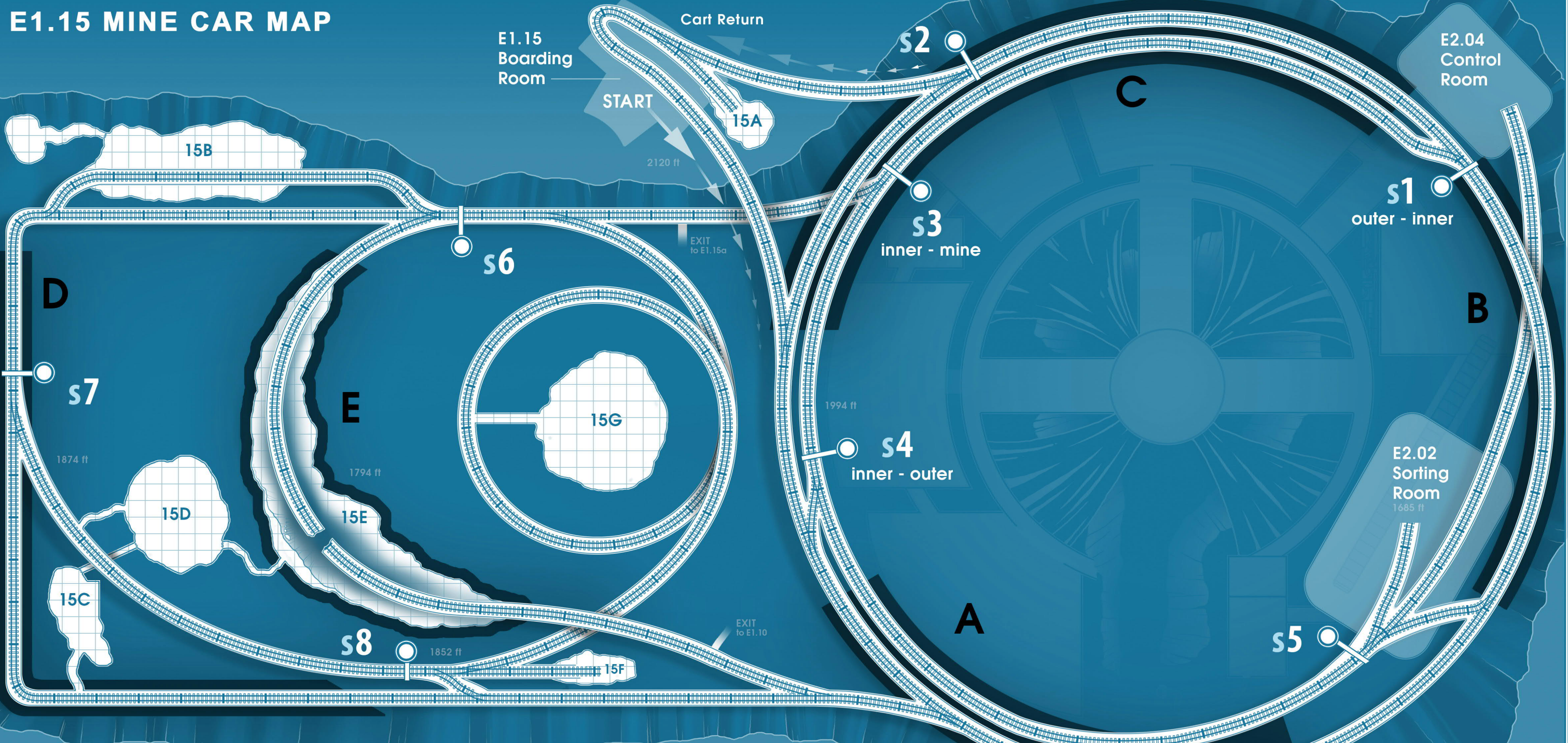
E1.15 MINE CAR MAP

E1.15 Boarding Room

START

Cart Return

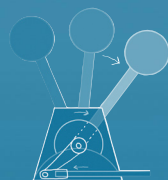
E2.04 Control Room



Moving

The mine car map has a detailed track with crossbeams. Every 10th crossbeam is filled in so it is visually easier to see their combined distance(s). You can think of every filled crossbeam as requiring six (6) seconds (or 1 round) to traverse.

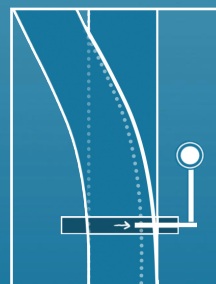
This is a short enough time to just consider the car in motion and focus on the more important aspects of what is happening to the players. You can be very loose with time, giving the players a round or two to react to threats (*Zone Table and Random Events Table*) before having them arrive at the next point of action (*switches or encounters*).



Switches

There are (8) eight switches spread across the map that determine what path the cars will take. These behave like old rail road switches and must be switched manually by hitting them as they pass by. One of the players upfront should be designated as the one to attempt to flip the switch.

Once a switch is flipped it will remain in that position until it is flipped back. The players will be traveling blind and they will need to keep track of what switch leads where. When hitting a three position switch (5,6, and 8) the player can pick which position he is trying to flip the switch to.



Zones

There are (5) Five lettered Zones (A-E) shown on the map as darkened outlines. These corresponding Zone Events WILL happen at least once (the first time) as players enter the zone.

- A) Goblin Archers in the cavern walls
- B) Lava Splashes, Steam Vents and Falling Stalactites
- C) Goblin Attack from another mine car riding on the parallel track
- D) Pyroclastic flows, Lava Worms, and Razor Sharp Geodes (*walking*)
- E) Heavily Damaged Track

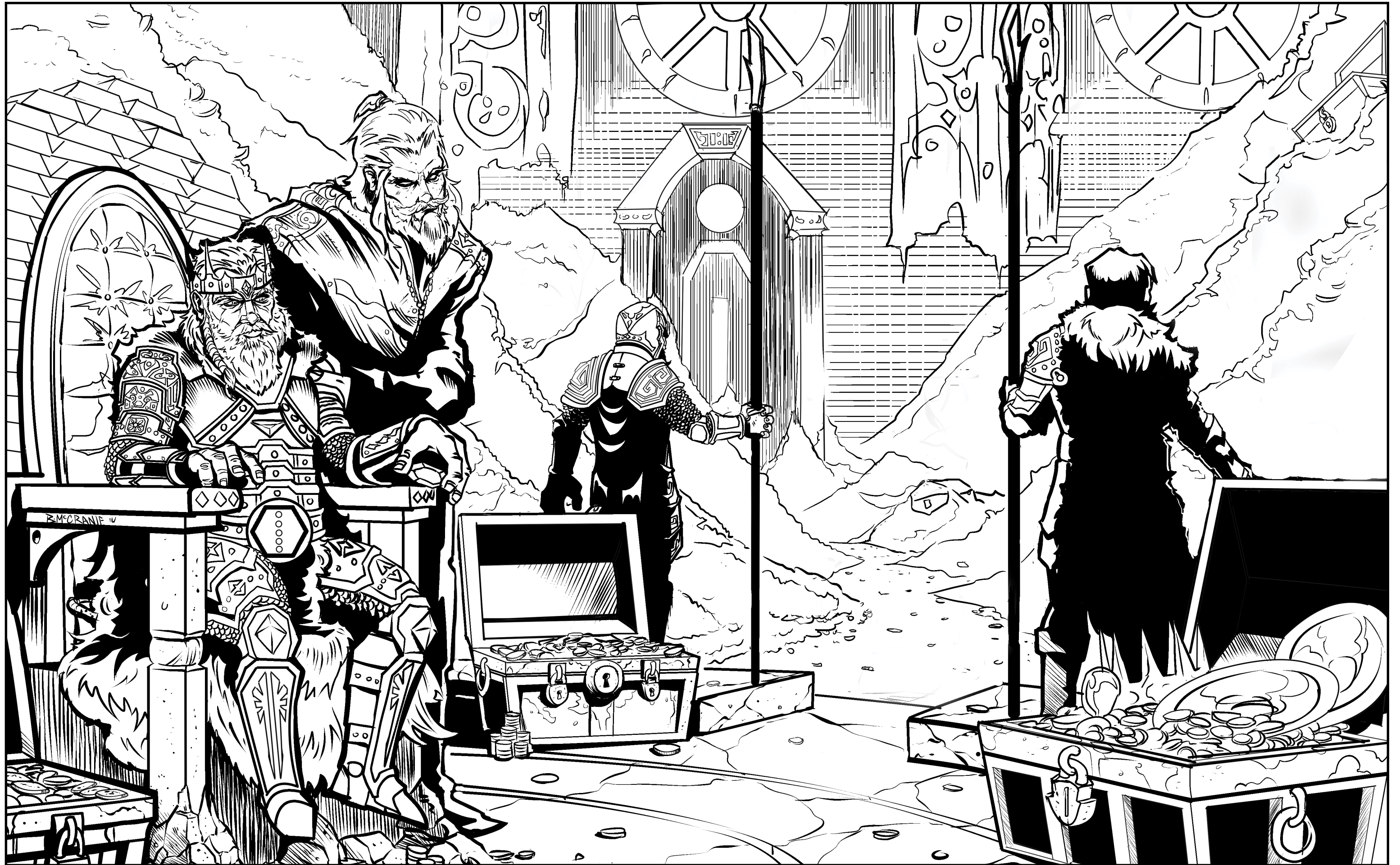
Encounters (1.15A - 1.15F)

There are seven (7) encounters that can only be accessed through the mine car system. Some will be triggered automatically when they flip a certain switch, some they will have to brake for and some they will be stopped for.

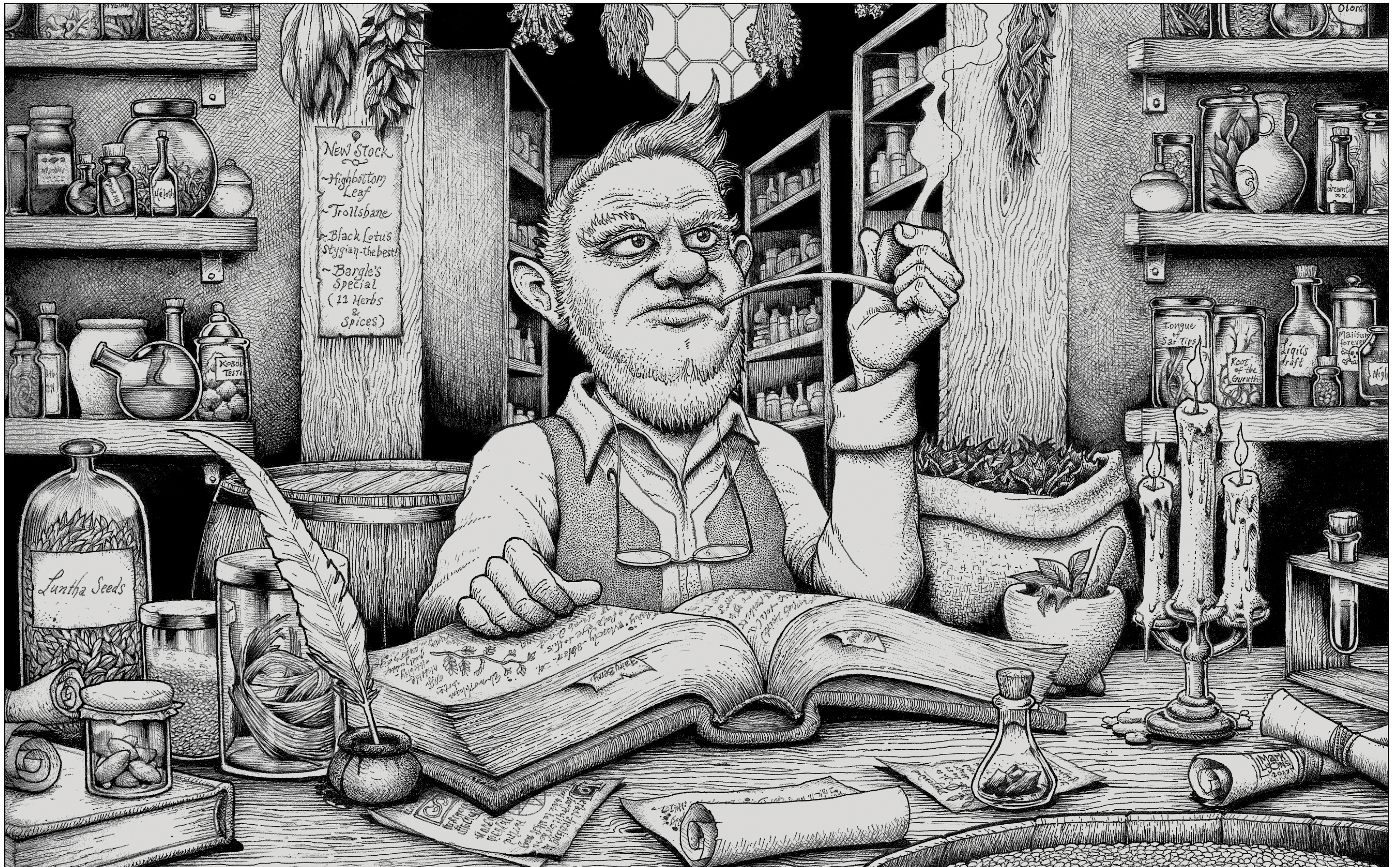
See booklet for Encounters and Random Events Table













This module is designed for 6-8 characters of levels 4 to 7. The party should consist of Fighters, Clerics, Magic Users, and a Thief or two. Of course feel free to work with the Players to figure out whatever you and your group feel is best.

1st Edition Style Fantasy Gaming Compatible! This product uses the Open Game License Version 1.0a and is easily convertible to any First Edition Style Fantasy Role-Playing Games or OGL / OSR Style Systems.

Quotes from the Vault of the Dwarven King:

"I couldn't believe those hundreds of red candles were actually something that not only lights up but eventually goes boom! Too bad for the rest of my party: Solvan, Finn, Duncan, Burbuckle and Martin may they rest in pieces! Now I have to find new friends to adventure with next time." - Dimitrius Ironfist

"Can you believe we lost that Dwarf-tossing game? We even had our best fighter, Koraf the Minotour playing. I mean seriously I think we need to go back and ask for two out of three as long he doesn't eat the dwarves before he throws them again yes?" - Damien Wraithbane the Mage

"The Mine Car roller coaster was awesome! Except for the part where we were attacked by Goblin arrows when Shinatus and Ingolfyr got one right in the eyeball and when Smith and Jaspur fell into the lava and melted and when..." - Justice Pureheart the Paladin

If you like this adventure look for our other titles:

- Maximum Mayhem Dungeons #1 Hanging Coffins of the Vampire Queen
- Maximum Mayhem Dungeons #2 Secret Machines of the Star Spawn
- Maximum Mayhem Dungeons #3 Villains of the Undercity



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