

V5

1

FIRST
EDITION

PALACE OF THE VAMPIRE QUEEN

CASTLE BLOOD



PACESETTER
GAMES & SIMULATIONS



Palace of the Vampire Queen: Castle Blood

Contents

Introduction	4
Castle Overview	15
New Monster	18
New Magic Items	18
Maps.....	19-22



Pacesetter Game & Simulations
2699 Katie Lane
Milford, Michigan 48380

pacesettergames.com

3030
First Printing, June 2013

©2013, Pacesetter Games & Simulations

Credits

Designer: Bill Barsh

Illustrator: Matthew Costanzo, Nathan Nada



PALACE OF THE VAMPIRE QUEEN: CASTLE BLOOD

This adventure module is designed for use with the **First Edition Advanced** game and is completely compatible with the **OSRIC™** game system. The scenario is best played with six to eight first level characters. No particular class is required, but at least two fighter types and one cleric are recommended

The adventure is set in the **Darkland** (campaign setting), and specifically on the Island of Baylor in the Misty Isles. Simply changing the names of a few specific geographic locations, will allow this adventure to be played in any published campaign setting or one of your design.

This adventure is designed to introduce characters, and players, to the Misty Isles mini-campaign and the epic villain, the Vampire Queen! This adventure can be played as part of the Palace of the Vampire Queen series or simply as a stand alone adventure within the Misty Isles.

Dungeon Master's Background

From the diary of Larissa:

Several decades before:

A young princess became marooned on the Island of Baylor after a terrible shipwreck. The princess, whose name is cannot be spoken, and her surviving retinue were injured and exposed to the elements; winter was in full. From the rocky coast, the survivors discerned a castle, some distance away, on the face of an overlooking mountain. It was their only hope and a desperate one.

The arduous trek to the castle took two days and several members of the group perished. The princess took very ill and she was on death's door when the group finally arrived at the castle. There hope turned to dismay when they discovered it was ravaged by time and in partial ruin.

Undaunted, but now resigned to death, the group managed to enter the castle and find refuge as the sun dropped below the horizon. They moved into the castle and found a large chapel where they decided to set camp



PALACE OF THE VAMPIRE QUEEN: CASTLE BLOOD

for the night. But one of the elders, a woman of some minor magical prowess, begged the group to leave. There was something terribly wrong with the castle. The woman saw signs of some ancient battle within the few rooms they entered. The altar of the chapel was also dark. A pair of ebony columns supported an arch of equally black wood. Strange markings unlike any she had ever seen covered the wood arch.

But the group refused to leave. They had shelter from an on-coming snow storm and from the wolves that prowled the low mountains. And the princess was extremely ill; some thought she would not survive the night. These portends proved to be true.

Deep into the night, the old woman was awakened by the sounds of someone talking aloud. She roused herself only to see the young princess standing before the black arch. The princess was speaking in a strange, but surprisingly powerful voice. The old woman could not make out the words, but there was a taint of evil to the speech.

The old woman began to rouse the few guards who had survived, as well as the others. But she was too late. The strange ruins on the arch glowed red and black tendrils of mist emerged from the arch. The princess went rigid and then fell to the ground. The glowing letters faded and wisps of black dissipated.

The old woman rushed forward and cradled the princess in her arms. But before the old woman could speak, she was flung like a rag doll across the length of the chapel only to impact on the far wall with a dull thud. The old woman, soundlessly, fell to the floor.

The remaining survivors turned back to look at the princess. She was standing again. But her countenance was not that of the happy young girl. Her expression was sinister and dark. Her eyes, once blue as the sky, had turned black as midnight.

“Join me or perish,” whispered the princess with a wry smile. Most of the audience knelt in acquiescence. Those few who did not die in a blood haze that followed. Minutes later, the princess, covered with blood, turned the horrified followers.

“Drink my minions, drink,” commanded the princess. “Then follow your queen. There is much to do!”

The old woman, feigning death, watched as the gory horde left the chapel and moved toward the stairs. She followed them furtively, wracked with pain.

The princess-turned-queen disappeared into the descending darkness. Her words echoed up from the depths, “Come now, we have a palace to build!” Then the old woman collapsed in tears.

In this adventure, the PCs will have the opportunity to find the above diary and learn more about the Vampire Queen. However, actually storming the palace is for another time. The castle is in partial ruin but it is inhabited by an assortment of creatures and opponents. However, there is no organized resistance in the castle.

The interior rooms will require a light source for illumination unless otherwise described. The entire castle will require illumination at night. There are no wandering monsters in this adventure; no intelligent creatures will wander away from their “lair” during the night and they will take extreme precautions in daylight as well.

Player Involvement

The following are some suggestions to get the PCs involved in this adventure:

1. The PCs have been hired by a secretive cleric to enter the castle and burn down the black arch (location C17). The cleric has offered to pay the PCs 500 gp and he has provided two *potions of healing* as a down payment. He also provides a vial, which appears to contain a small blue flame. The vial is to be placed directly inside the gate and the stopper removed. The cleric will provide no other information.
2. A merchant wants the PCs to rescue his daughter who was recently kidnapped by members of the Vampire Queen Cult - devotees of the vampire who bring sacrifices to the castle. He will pay 500 gp for her safe return.



PALACE OF THE VAMPIRE QUEEN: CASTLE BLOOD

- The PCs, in search of adventure, hear about a forlorn castle that is inhabited by monsters and loaded with treasure. There is no reference to the Vampire Queen.

The PCs will eventually find themselves at **Section A**. This is the start of the adventure. The castle is a very dangerous place. There are numerous monsters, most of which tolerate one another for the common defense. Very few have contact with the Vampire Queen or any of the denizens of her palace. The castle is merely a “safe zone” for these monsters to return to after raiding the countryside.

Section A: Drawbridge

The road comes to an abrupt end at a deep chasm. Two small gate houses, one in ruin, sit on an island in the center of the chasm. The drawbridge, which spanned the chasm is partially destroyed and it only covers half the 25 foot distance between the road and the gate house area. Leaning up against the gate houses are four, narrow 20' planks of wood. These planks are used to reach across the chasm by the monsters within the castle.

A group of four kobolds live in one of the gate houses. They can be bribed to lower the planks. However, if provoked, they will use their light crossbows to ward off intruders.

A1 Bridge

DM's Description: A solid bridge of stone leads from the gate house island to the barbican, the fortified entrance to the castle.

A2 Gate House

DM's Description: A group of four kobolds live in this small and short tower. They are the self-appointed guards of the tower, and they collect tolls from those wishing to enter. The kobolds do not really care who comes and goes, so long as they do not appear to be the adventuring kind. For a fee of 1 gp, the kobolds will lower the planks

to allow passage. In the event the kobolds expect trouble, they will still lower the planks, but they will topple them over when the “guests” are half way across. They may let one or two successfully cross and then topple the planks in order to catch some food or gain some easy treasure.

Any PC caught on the planks when toppled, may make a dexterity check to avoid falling. The PC may choose which side of the chasm to reach. The PC will lose one round (pulling himself up, standing up, etc.).

Inside the gate house, the kobolds have some poor condition furniture and basic supplies. Hidden under a loose stone, they have a bag of 42 gp.

Kobold (4) AC 7; HD 1/2; Hp 4, 3, 3, 2; #AT 1; Dmg 1d4 or by weapon; SA None; SD None; MV 6"; AL LE; Thaco 20; EXP 5+1 per hp. Carry light crossbow 1d4 damage, 20 bolts. MM.

Section B: Barbican

This fortified entrance once featured two massive gates and a portcullis. However, these obstacles were destroyed when the castle was stormed many years ago. This area is now the workshop of a group of evil dwarves. They fashion weapons and armor the Vampire Queen's minor minions.

These dwarves are extremely greedy and they care little for the politics of the palace or the castle. They tend to mind their own business, but they are not very tolerant of intruders.

B1 Ruins

DM's Description: The north portion of the barbican has fallen into near complete ruin. It was severely damaged during a siege. The stairs leading to the second level are completely blocked by debris. However, the entry door is very serviceable, and can be locked with a key (found at location B3).



PALACE OF THE VAMPIRE QUEEN: CASTLE BLOOD

B2 Stairs

DM's Description: The door to this chamber is locked. The key is at location B3. A set of stairs lead up, but otherwise, this room is empty.

B3 Dwarves

DM's Description: This large chamber is used by three very evil and very greedy dwarves. They manufacture weapons and armor for the lesser minions of the Vampire Queen. The only answer to the queen or her officers. They are not tolerant of intruders - they can see them coming from the drawbridge area. The dwarves will not hesitate to attack anyone who enters their area.

The dwarves will always equip themselves if they see strangers - and adventurers in particular - cross the drawbridge area. The dwarves have an excellent view of the entire area. Their strategy is to attack intruders while they climb the stairs. Two of the dwarves will stand at the top of stairs and attack with battle axes, while a third will toss buckets of white coals down the stairs on those attempting to push their way up.

Those PCs targeted by the coals are attacked in the normal way (roll to hit each PC on the stairs). If a PC is struck, he may make a dexterity check at -2 penalty to avoid damage. The coals inflict 1d2 damage.

The dwarves have a fully-equipped smithy and armory on this level. They produce equipment on-demand and they currently have no projects. A peg board on the wall holds keys to all the doors in the barbican. The dwarves sleep at location B5.

Dwarf (3) AC 4; HD 1+1; Hp 7, 6, 5; #AT 1; Dmg 1d8 or by weapon; SA None; SD None; MV 6"; AL NE; Thaco 18; EXP 20+1 per hp. Carry battle axe 1d8. MM.

B4 Lounge

DM's Description: The dwarves use this area to relax. There are three comfortable chairs and end tables here. A small book case holds about 20 books on various subjects.

There is nothing else of interest here. A trap door in the ceiling leads to B7; however, a heavy iron bar is set across it to block access from above.

B5 Bedroom

DM's Description: Three comfortable beds and three wall lockers have been set up in this room. The dwarves sleep here and the room is very tidy. Each wall locker contains clothing and some personal items. Also, the dwarves have their own treasure in each: 6d6 gp, 10d6 sp and 1d6 gems of 1d6 x 10 gp value in each.

B6 Ruins

DM's Description: This portion of the barbican is in ruins. The door from location B5 is locked.

B7 Roof

DM's Description: A trapdoor leads to location B4; however, an iron bar is set from the other side so the trapdoor cannot be opened from here. Otherwise, the area is empty.

B8 Roof

DM's Description: This area is empty.

Section C: The Castle

The courtyard in front of the castle is covered with tall grass and weeds. Debris from a previous siege is strewn about. A building, that was once the stables, has been burned to the ground.

A wide set of stairs leads to the heavy wooden doors that provide access to the castle. The doors are damaged, from a battering ram and they do not close properly. However, the doors must be pushed open to allow entry. The hinges are rusty and when the doors move, they emit a very loud squeak that echoes throughout the castle. This will not necessarily alarm the residents, but it will be difficult to catch any of them by surprise.

The main portion of the castle is in surprisingly good



PALACE OF THE VAMPIRE QUEEN: CASTLE BLOOD

condition considering it was the target of a siege at one time. The castle was plundered and very little of the original furniture or decorations remain. The front tower was nearly completely destroyed in the siege as was the dining hall in the rear of the castle.

C1 Foyer

DM's Description: Dirt and small pieces of stone litter the ground in front of a massive pair of wooden doors. The doors appear to be solid, but they cannot be completely closed. It will be obvious to the PCs that the doors are somewhat damaged and they are not sealed shut, though they are nearly closed. Moving either door will result in a tremendous squeak and groan that can be heard throughout the castle. This will not bring an investigation as the inhabitants frequently come and go, but very few of the denizens can be caught by surprise.

C2 Hall

DM's Description: This pillared hall once held opulent furniture and tapestries. Now it is just an empty room. There is nothing of interest here. A set of stairs lead to the second floor and to the dungeons beneath the castle (see module V6 *Palace of the Vampire Queen: Crypts of the Living*).

C3 Ruined Dining Hall

DM's Description: This large room was once the castle's main dining hall. It has collapsed into ruin.

C4 Outer Walk

DM's Description: This long hall was designed to help defend the castle. Arrow slits line the walls and a good field of vision covers most of the exposed northern section of the castle.

C5 Armory

DM's Description: Once the castle's armor and main guard station, this room is now devoid of weapons and armor with one exception. Hanging on the northwest

angular wall is a very shiny long sword. A scabbard hangs just beneath the sword. If the sword is approached (within 10'), it will speak to the party. The sword will say, "I am trapped."

The sword is trapped as it is stuck on the wall, though it can be removed by simply extracting it from the wire that holds it. But the sword is also part of a trap. Any who attempt to take it off the wall will be struck by a massive pendulum blade that swings down from the ceiling. The trap can be detected or removed by a thief. The pendulum blade inflicts 2d6 damage. Several skeletal remains lie near the sword.

The sword can communicate and it will answer any direct questions, but only if asked by a lawful good character (any class). It is a **+1 sword of truth** (see *New Magic Items*).

C6 Barracks

DM's Description: Designed as a guard barracks, this room is now completely empty.

C7 Barracks

DM's Description: Designed as a guard barracks, this room is now completely empty.

C8 Hallway

DM's Description: This hallway is patrolled by three skeletons. They will attack any who enter. One of the skeletons carries a silver bell (35 gp), which it will ring as soon as intruders (those not normally in the castle) are spotted. The bell will alert the Vampire Queen of intruders.

Skeleton (3) AC 7; HD 1; Hp 4, 3, 2; #AT 1; Dmg 1d6; SA None; SD 1/2 damage from edged weapons; MV 12"; AL N; Thaco 19; EXP 14+1 per hp. MM.

C9 The Vampire Queen

DM's Description: Waiting in this room, if the bell was sounded by the skeleton at location C8, is the Vampire



PALACE OF THE VAMPIRE QUEEN: CASTLE BLOOD

Queen. She will appear as a young woman, somewhere in her late teens. She is wearing adventurer gear, like that of a thief. Her hands are tied behind her back (the bindings have a slip release so she can shed them instantly).

The queen will beg the PCs to help her. She will tell them that she was recruited to come to the castle and obtain a white candle from one of the upper rooms. This, of course, is just a lie to get the PCs to remove the candle from location C16. If the PCs have the sword of truth, from location C5, the sword will reveal the lie immediately.

The queen will also ask the PCs why they came to the castle. Again, if the sword of truth is present, the PCs will have a difficult time lying to her.

If the Vampire Queen is exposed, she will laugh at the PCs and tell them that they have 24 hours to leave the castle. After that, the “hunters” will come for them. The hunters are several members of her personal guard. The PCs have no chance to defeat her in combat. The hunters will also destroy the entire party. However, if the PCs expose her while still in this room, they gain 200 experience points each. Additionally, if exposed, she will leave via the secret door.

If allowed to join their party, the Vampire Queen will be very amused. She will follow them, but not help in any way.

C10 Ruined Room

DM's Description: This room is in ruins and empty.

C11 Ghoul

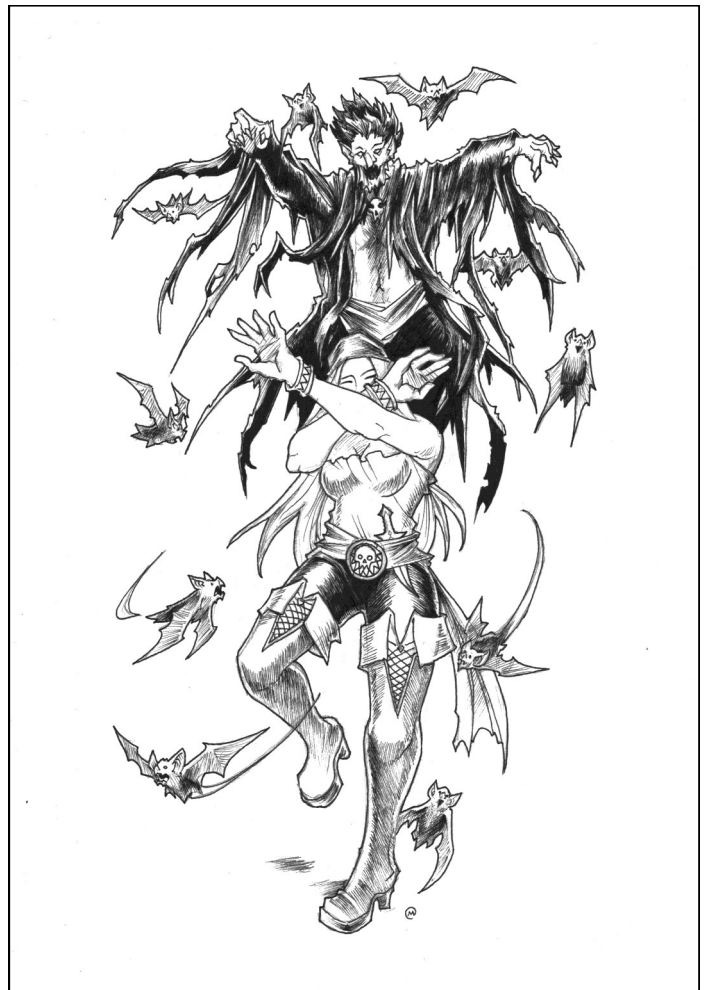
DM's Description: The castle's enforcer (working for the Vampire Queen) is a single ghoul. It is very powerful and strong. The ghoul will attack any intruders it does not recognize. During day, the ghoul will always be found in this chamber. At night, it roams around the castle looking for an easy meal. It has, in a sack, its treasure of 55 gp, 123 sp, a *ring of spell storing* (three first level magic user spells), and a *potion of delusion* (says healing on label).

Ghoul (1) AC 6; HD 2; Hp 13; #AT 3; Dmg 1d3 claw / 1d3 claw / 1d6 bite; SA Paralyzation; SD Undead; MV 9"; AL CE; Thaco 18; EXP 65+2 per hp. MM.

C13 Sacristy

DM's Description: This area is built completely of white marble and white granite. A small alcove in the north wall is flanked by two statues of men in armor. The statues have been badly defaced. The alcove is splattered with blood and a single shelf holds a golden bowl. Dried blood is splattered across the bowl.

The bowl is protected by the watchful eye of a good deity. Any evil creatures that touch the bowl suffer 1d6 fire damage. However, any good character that secures the bowl and cleans it will be unharmed. The bowl is





PALACE OF THE VAMPIRE QUEEN: CASTLE BLOOD

worth 250 gp if sold. Any character that sells the bowl will suffer a -1 to his wisdom ability (permanently). If the bowl is returned to a church of this deity, the PC will gain one point of wisdom.

C14 Empty Room

DM's Description: This chamber is empty.

C14 Statue

DM's Description: The door to this room is locked. The door is made from heavy iron and it has suffered damage from a failed forced entry. There is no key for this door.

Inside the room is a statue of a beautiful goddess. The statue is half the size of a human and it is made of pure white granite. The goddess holds a cup in one hand



and a sword in the other. The cup is full of a clear, and very cold, liquid. The statue cannot be damaged by any means and it is 100% magic resistant (level 21 base).

The cup can be taken from the statue, but magically returns after one round. This effect cannot be countered in any way. Any non-evil-aligned creature that drinks from the cup will either gain one point to their prime requisite or gain two hit points permanently (50/50 odds). Evil creatures suffer 1d6 damage.

C16 Empty Room

DM's Description: This large chapel is ornately decorated but in complete ruin. The remnants of pews are scattered and broken. Two identical statues of a beautiful goddess face each other from across the east and west walls. The goddess holds a sword as if fighting some unknown foe.

A grisly pile of bones rest at the center of the room. Scraps of clothing and a few rusted weapons are mixed in with the bones. The bones are from humans; specifically, the Vampire Queen's retinue who failed to join her in darkness. Sitting on a pedestal, in the center of the bone pile, is a white candle. It is burning and a white, radiant light fills the chamber. The candle cannot be extinguished while in this room. Additionally, so long as the candle burns, the skeletal remains cannot be animated, which irritates the Vampire Queen.

C17 Black Arch

DM's Description: Set upon a raised dais are two onyx pillars. A black, wooden arch straddles the pillars. Runes, carved and red, adorn the arch. The arch is a gateway to the negative material plane. On the occasion of a full lunar eclipse, the gate can be opened by anyone who reads the runes. The runes can only be read by learned scholars or by someone who is at death's door.

The Vampire Queen, formerly known as Kiristin, found herself in front of the altar and near death. The moon was in eclipse and some evil fiend beckoned her to



PALACE OF THE VAMPIRE QUEEN: CASTLE BLOOD

read the runes, which she did. As she did so, she died but instantly transformed into a greater vampire (see module V2 Palace of the Vampire Queen).

There is no lunar eclipse at this time of this adventure, so the gate's powers are vastly diminished. However, it can, and will, open slightly to allow a group of dread (see New Monster Section) to enter the chamber.

The arch can only be damaged by the vial of blue flame (see introduction). If the PCs successfully destroy the arch, each is awarded 300 experience points.

Dread (3) AC 7; HD 2; Hp 12, 10, 8; #AT 2; Dmg claw 1d4 / claw 1d4; SA each hit drains 1d4x10 experience points; SD 1/2 damage from edged weapons; MV 12"; AL CE; Thaco 16; EXP 73 +2 per hp. MMM.

C18 Empty Room

DM's Description: This area is empty.

C19

DM's Description: This area is empty.

C19 Guard

DM's Description: A wolf of very nasty temperament lives in this room. The wolf is the pet of a gnoll who lives in location C22. The wolf will growl at any passers-by, but he will not attack unless this room is entered. The wolf will only leave the room if he is the target of ranged attacks from outside this room. The wolf will howl if attacked. This will summon the gnoll in location C22 and the kobolds from location C28.

The wolf wears a silver collar worth 75 gp. A gift from the Vampire Queen.

Wolf (1) AC 7; HD 2+2; Hp 14; #AT 1; Dmg bite 1d4+1; SA none; SD none; MV 15"; AL N; Thaco 16; EXP 35 +3 per hp. MM.

C21 Stores

DM's Description: This room is filled with crates and barrels. All are filled with food, water and ale. The gnoll in location C22 is the chief provisioneer for the castle. Many of the denizens come to him for supplies when they cannot scavenge or steal their own.

C22 Aagdrip the Gnoll

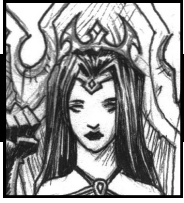
DM's Description: A very large, and intelligent, gnoll lives in this chamber. He is an outcast from his tribe and he has found a temporary home in the castle. His name is Aagdrip and he is attempting to raise a small troop so he can go into the raiding business. There are several groups of humanoids in the castle, but he has made excellent inroads with the kobolds at location C28. All he needs is some additional gold to seal a deal.

Aagdrip can speak common, better than most humans, and he is very open to making a deal. He knows the basic layout of the castle, though he is not completely knowledgeable about the exact lairs of the denizens. Aagdrip only leaves this area to trade or buy food and supplies at a nearby goblin village.

Aagdrip can be bought off for the price of 100 gp. With that amount he can, and will immediately, hire the kobolds at location C28. The group will leave the castle without delay.

His room is furnished with the remnants of whatever furniture he could scavenge from the first level of the castle. His total treasure is a paltry 13 gp and 44 sp.

Aagdrip the Gnoll (1) AC 3; HD 3, hp 21; #AT 1; Dmg 1d8+2 w/sword (for strength) or 1d6+1 w/huge crossbow; MV 120'/40'; AL LE; EXP 65 +2/hp; THACO 17 (+2 to hit with sword and +1 to hit with crossbow). Aagdrip carries a normal sword and a huge crossbow (30 quarrels). He is incredibly strong and receives +2 to hit and damage in combat. His crossbow deals +1 damage due to its size and power. Aagdrip wears an menagerie of armor granting him AC 3. He carries a *potion of invisibility* and a *potion of healing*.



PALACE OF THE VAMPIRE QUEEN: CASTLE BLOOD

C23 The White Candle

DM's Description: In the center of the room is a simple brass pedestal. A tall, black candle is set on the pedestal and it burns brightly. The candle is magical and it can endow any item that touches it with the effects of a *continual* light spell. However, the possessor of the item will lose 100 gp for each item he enchants. The gold simply disappears.

C24 Empty Chamber

DM's Description: This room is empty. However, a set of stairs leads to the rooftop (location C44). A trail of fresh (relatively) blood can be seen leading to and up the stairs.

C25 Empty Chamber

DM's Description: The door to this room is locked and trapped. If opened, without disarming the trap, a massive glass jar filled with caltrops will swing into the outer hall and crash to the ground. The caltrops will cover an area of 20' square inside location 24. Any creature moving across the caltrops will suffer 1d2 damage. Any characters directly in front of the door when it is opened (the PC who opened it) will suffer 1d4 damage. The noise will alert the orcs in location C26.

C26 Orcs

DM's Description: This room is home to a group of six orcs. These hapless creatures came to the castle in search of employment, but their leader offended the Vampire Queen, who slew him instantly. The orcs have been confused on what they should do next. They have only been in the castle for three days, and there were two more of them, but the ghoul (see location C42) killed them. The orcs then came up with the caltrop trap.

Orc (6) AC 6; HD 1; Hp 6, 5, 4, 3, 3, 2; #AT 1; Dmg 1d8 or by weapon; SA None; SD None; MV 9"; AL LE; Thaco 19; EXP 10+1 per hp. Carry long sword 1d8 and/or spear 1d6. Also, each orc has 1d4 gp. MM.

C27 Empty Chamber

DM's Description: This room is empty.

C28 Kobolds

DM's Description: The door to this room is barred from the inside. A group of 12 kobolds have taken up residence in this chamber. They arrived at the castle as they avoided a dwarven posse from a local town. They have no desire to stay at the castle, but they fear the dwarves are still close (they are not). These kobolds are currently working out a deal with the gnoll at location C22. The kobolds want to leave badly, but they know they need a strong and intelligent leader to get them away safely.

Kobold (12) AC 7; HD 1/2; Hp 3 each; #AT 1; Dmg 1d4 or by weapon; SA None; SD None; MV 6"; AL LE; Thaco 20; EXP 5+1 per hp. Carry light crossbow 1d4 damage, 20 bolts. MM.

C29 Empty Chamber

DM's Description: This room is empty.

C30 Hobgoblins

DM's Description: This door to this room is barred shut from the inside. A group of four hobgoblins have taken this room for themselves. They are waiting for a large troop of 20 goblins to arrive so they can take over the castle.

The hobgoblins have recently captured the daughter of a merchant from the city of Baylor. The girl was to meet her secret boyfriend outside the city, but the boy never arrived. Instead, the hobgoblins came upon the girl and brought her to the castle. The hobgoblins have not harmed the girl, other than scare her to near death.

Hobgoblin (4) AC 5; HD 1+1; Hp 8, 6, 6, 4; #AT 1; Dmg 1d8 or by weapon; SA None; SD None; MV 9"; AL LE; Thaco 18; EXP 20+2 per hp. Carry long sword 1d8 and/or long bow 1d6. Each hobgoblin has 3d6 gp and 5d6 sp. The largest hobgoblin has six **+1 arrows**. MM.



PALACE OF THE VAMPIRE QUEEN: CASTLE BLOOD

C31-C33 Bathrooms

DM's Description: These rooms were once opulent well-appointed bathrooms, but now they are in ruin and full of trash. The denizens of the castle use these rooms to deposit their garbage and waste.

C34 Audience Chamber

DM's Description: The former ruler of this castle set this room up as his throne room. A stone throne rests on a raised platform in the southeast section of the room. The throne is magical and any who sit on it must save vs. spell or be held immobile for 1d3 turns. At the same time, a loud crashing sound will echo throughout the castle. This will warn the denizens that someone is sitting in the chair (and most likely that person is an intruder). The ghoul from location C42 will come to investigate.

C35 Hallway

DM's Description: There is nothing of interest in this hallway.

C36 Empty Chamber

DM's Description: This room is empty.

C37 Empty Chamber

DM's Description: This room is empty.

C38 The Witch

DM's Description: The door to this room is locked. The only key is on the inside. The old woman referenced in the introduction to this adventure lies on a cot in this room. There is a few pieces of furniture in the room and it is neatly arranged. A small table has dried ink well and a quill resting next to a thin journal.

The journal has only one entry (same as introduction on page 4). A small footlocker is hidden under the cot. The footlocker holds 34 pp, 45 gp and 120 sp. Also, under a false bottom in the footlocker is a *ring of the mage* (see **New Magic Items** section).

C39 Empty Chamber

DM's Description: This room is empty.

C40 Stirge Nests

DM's Description: The ceiling of this room is open to the sky (and location C44). A group of four stirges have nests in this room. They will attack any who enter. One of the nests has a platinum necklace inset with four rubies worth 1,100 gp.

Stirge (4) AC 8; HD 1+1; Hp 8, 7, 5, 3; #AT 1; Dmg 1-3; SA Blood Drain; SD None; MV 3"/18"; AL N; Thaco 18; EXP 36+2 per hp. MM.

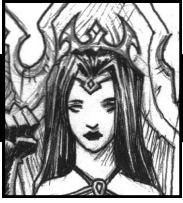
C41 Empty Chamber

DM's Description: This room is empty.

C42 The Ghoul

DM's Description: A very foul ghoul lives in this chamber. It is here on direct orders from the Vampire Queen to maintain order on this level of the castle. The ghoul at-





PALACE OF THE VAMPIRE QUEEN: CASTLE BLOOD

takes anything it can get its hands on after the sun goes down. The ghoul will stalk the castle, but mostly it is found in its lair, here.

Hidden under some debris, the ghoul has amassed a treasure of 140 gp, a platinum brooch inset with a small diamond worth 750 gp, and a *+1 cloak of protection*.

Ghoul (1) AC 6; HD 2; Hp 13; #AT 3; Dmg 1d3 claw / 1d3 claw / 1d6 bite; SA Paralyzation; SD Undead; MV 9"; AL CE; Thaco 18; EXP 65+2 per hp. MM.

C43 Empty Outer Hall

DM's Description: This area is empty.

C44 Roof

DM's Description: A thin trail of blood leads up the stairs to this open rooftop. Lying against the south parapet is an injured gnome. She was supposed to meet some other adventurers at the castle, but they never arrived. The gnome assumed they had already entered the castle but she was attacked by wolf at location C20. She is injured but willing to join the PCs if they can help her escape the castle.

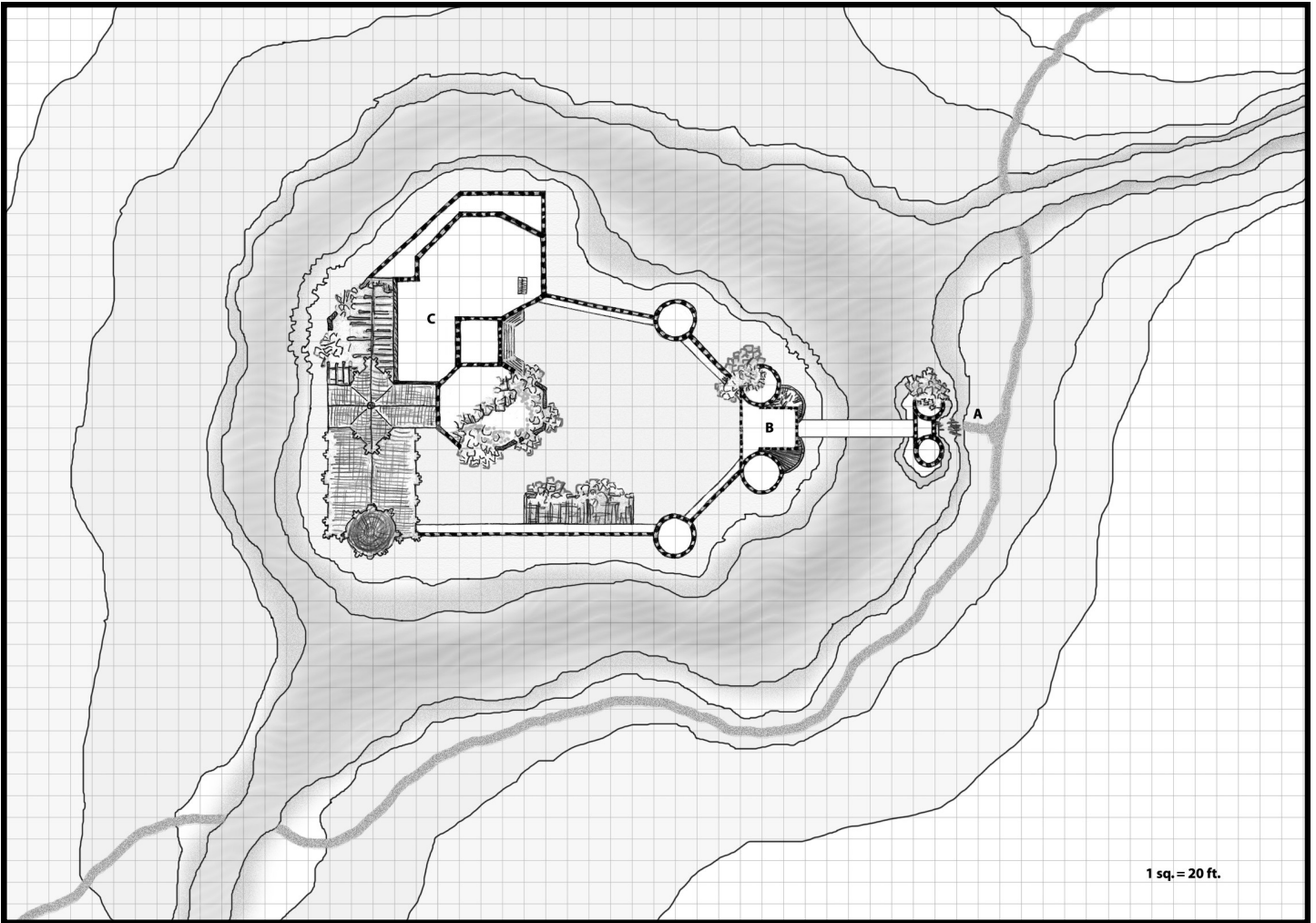
Gnome Illusionist/thief (1) AC 7; HD 1; Hp 4 (1); #AT 1; Dmg dagger 1d4; SA Spells; SD Spells; MV 6"; AL NG; Thaco 20; EXP 65+1 per hp. Carries a dagger. 1st level thief abilities. S9 I17 W10 D17 C11 CH10.

C45-46 Ruins

DM's Description: These two rooms are full of debris and in ruin.



PALACE OF THE VAMPIRE QUEEN: CASTLE BLOOD





PALACE OF THE VAMPIRE QUEEN: CASTLE BLOOD

New Monsters

Dread

Armor Class: 7

Hit Dice: 2

Movement: 12"

No. of Attacks: 2

Damage: claw 1d4 / claw 1d4

Special Attacks: Each hit drains 4d10 experience points

Special Defense: per skeleton

Number of Appearing: 1d6

Treasure Type:

Intelligence: Animal

Size: L

Alignment: Chaotic Evil

Experience: 73 +2/hp

The dread are a type of skeleton formed from the remains of an evil race of sub-humans that worshipped the god of death. They are very tall and average 7 to 9 feet tall. The dread are linked to the negative energy plane and a hit by the creatures drains 4d10 experience points. The experience point loss is treated the same as energy drains from other undead such as a wight or wraith. If a character is killed by a dread, he does not rise as a dread, but as a standard skeleton.

New Magic Items

Ring of the Mage

These powerful rings add to the number of spells a magic-user (or illusionist) may memorize each day. The ring adds a number of spell levels equal to the level of the wearer. Therefore, a third level wizard may stuff an additional three levels worth of spells.

Value 2,000 gp

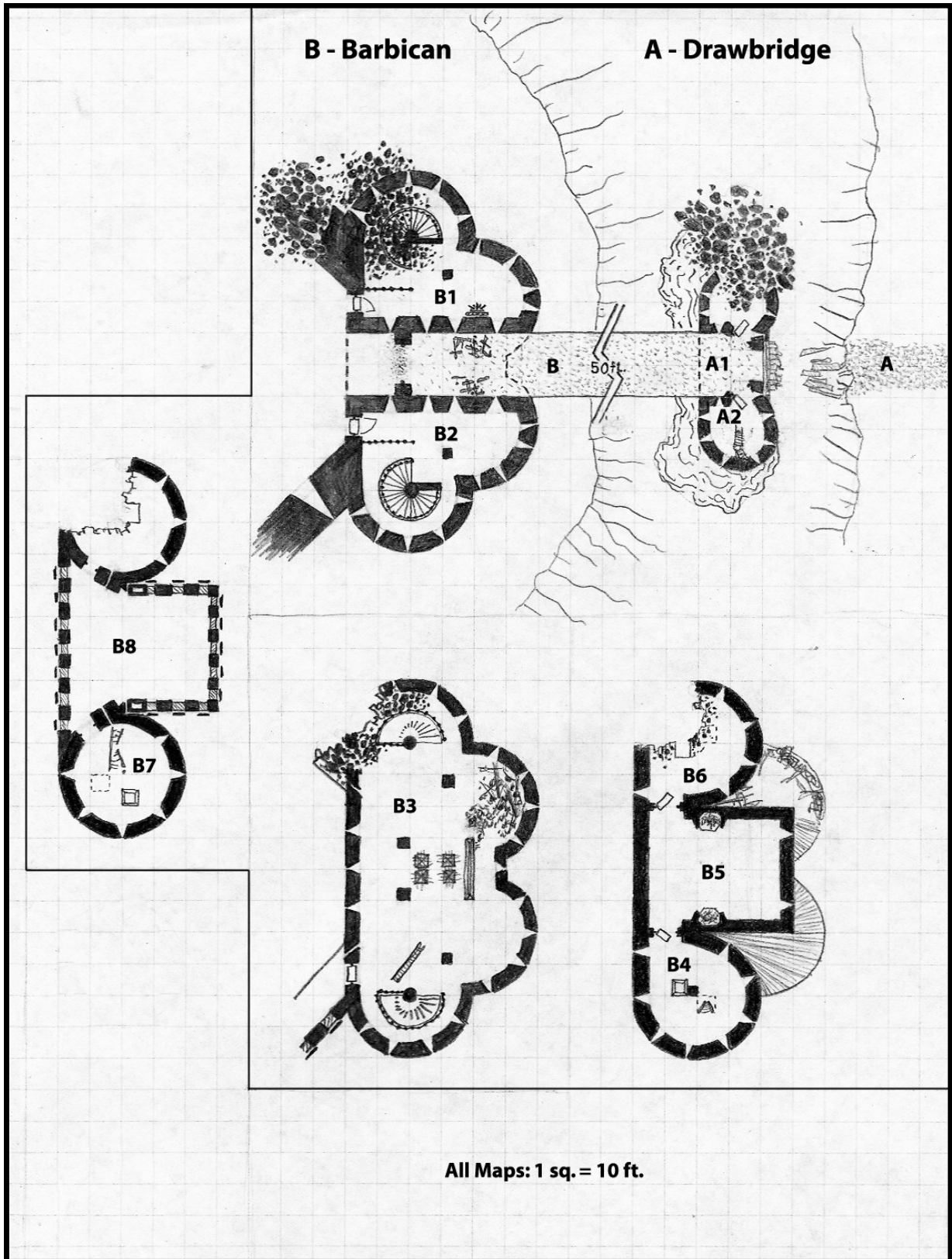
Sword of Truth

Always and intelligent sword, these weapons require the wielder to always tell the truth. This cannot be avoided. However, the sword can detect a lie without fail and the wielder will always be alerted of the untruth. The weapon produces a lighted area within 30' at all times. The weapon is always of sword of some type and can range from +1 to +3 combat bonus.

Value 2,000 gp per combat bonus.

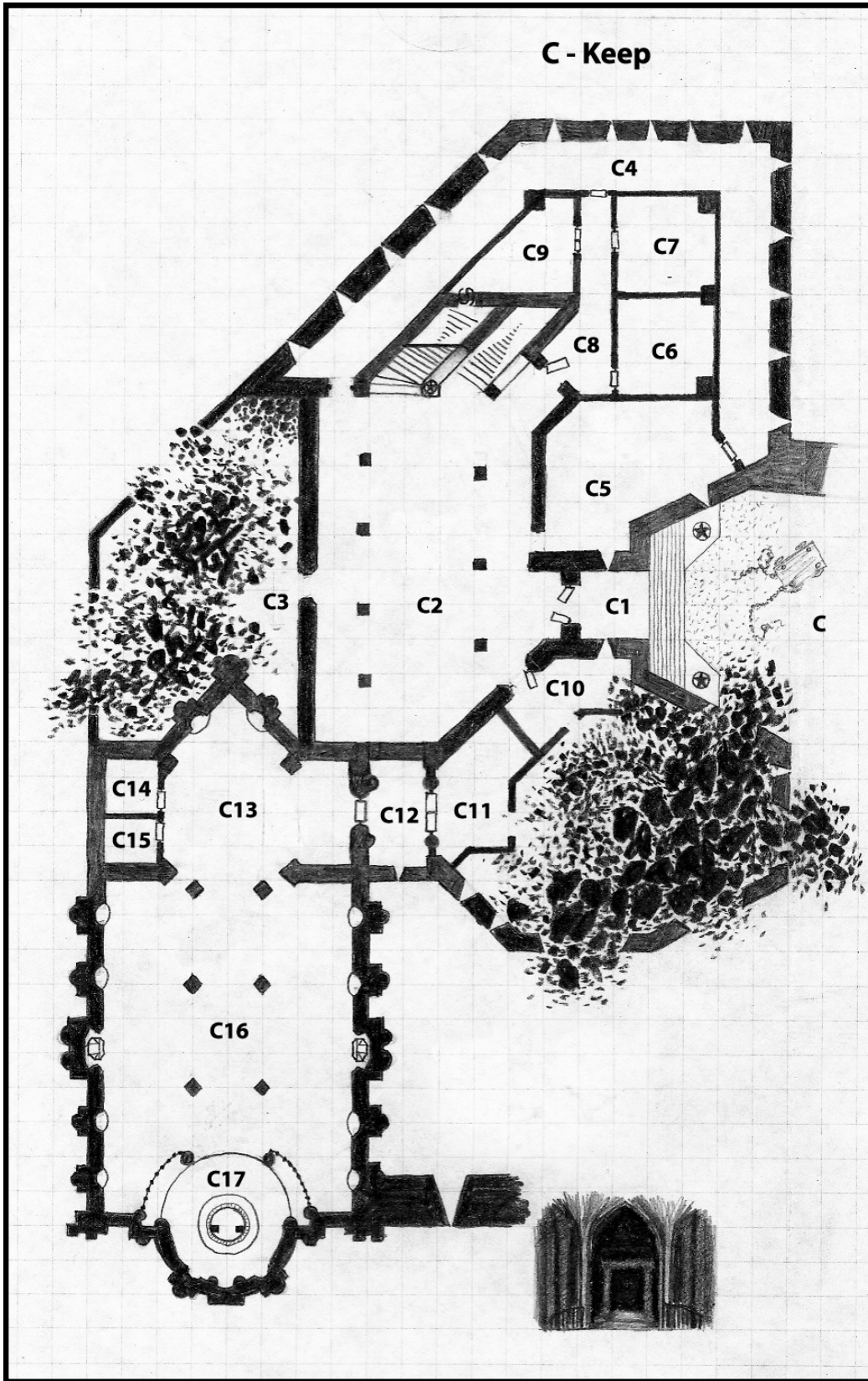


PALACE OF THE VAMPIRE QUEEN: CASTLE BLOOD



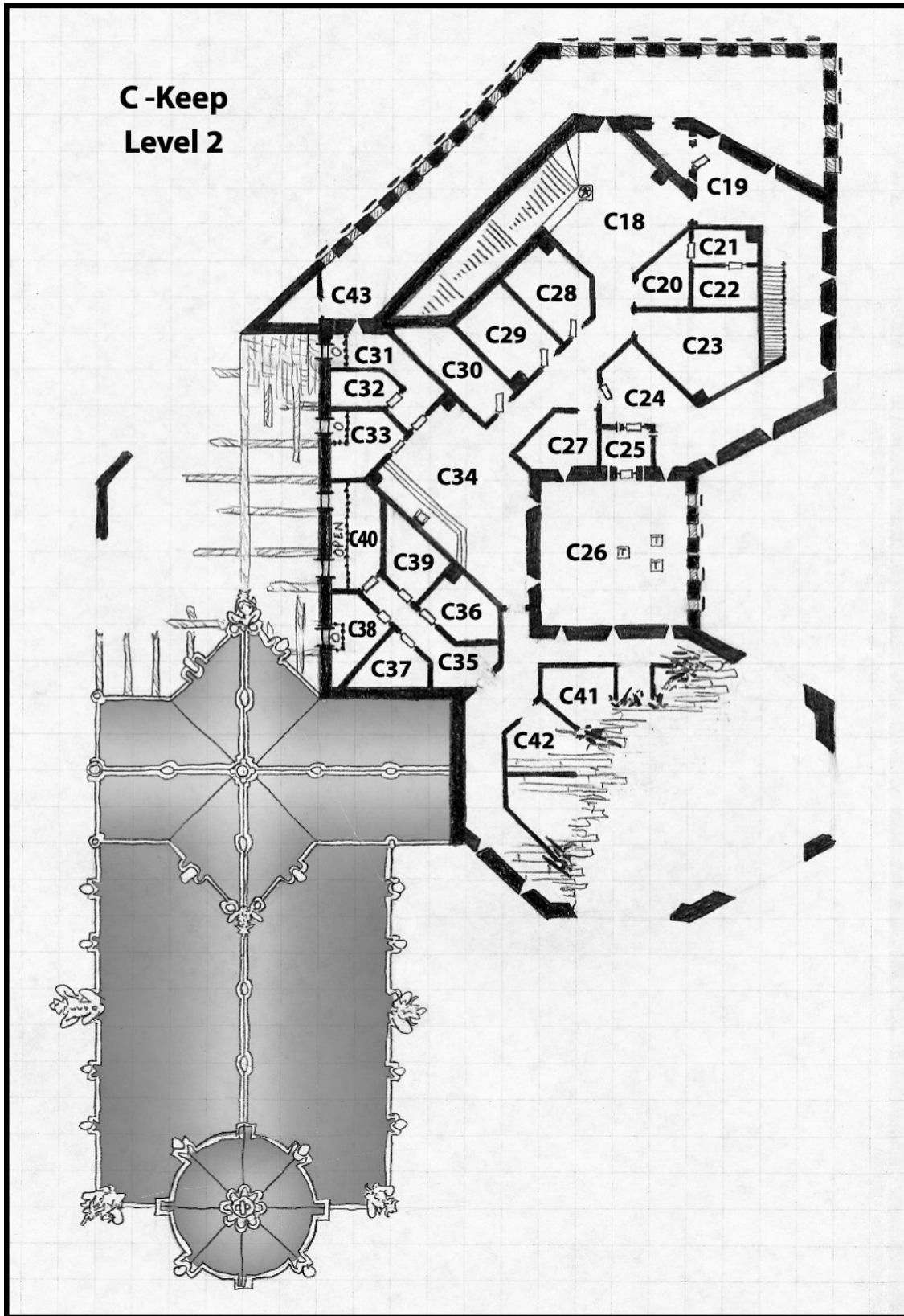


PALACE OF THE VAMPIRE QUEEN: CASTLE BLOOD



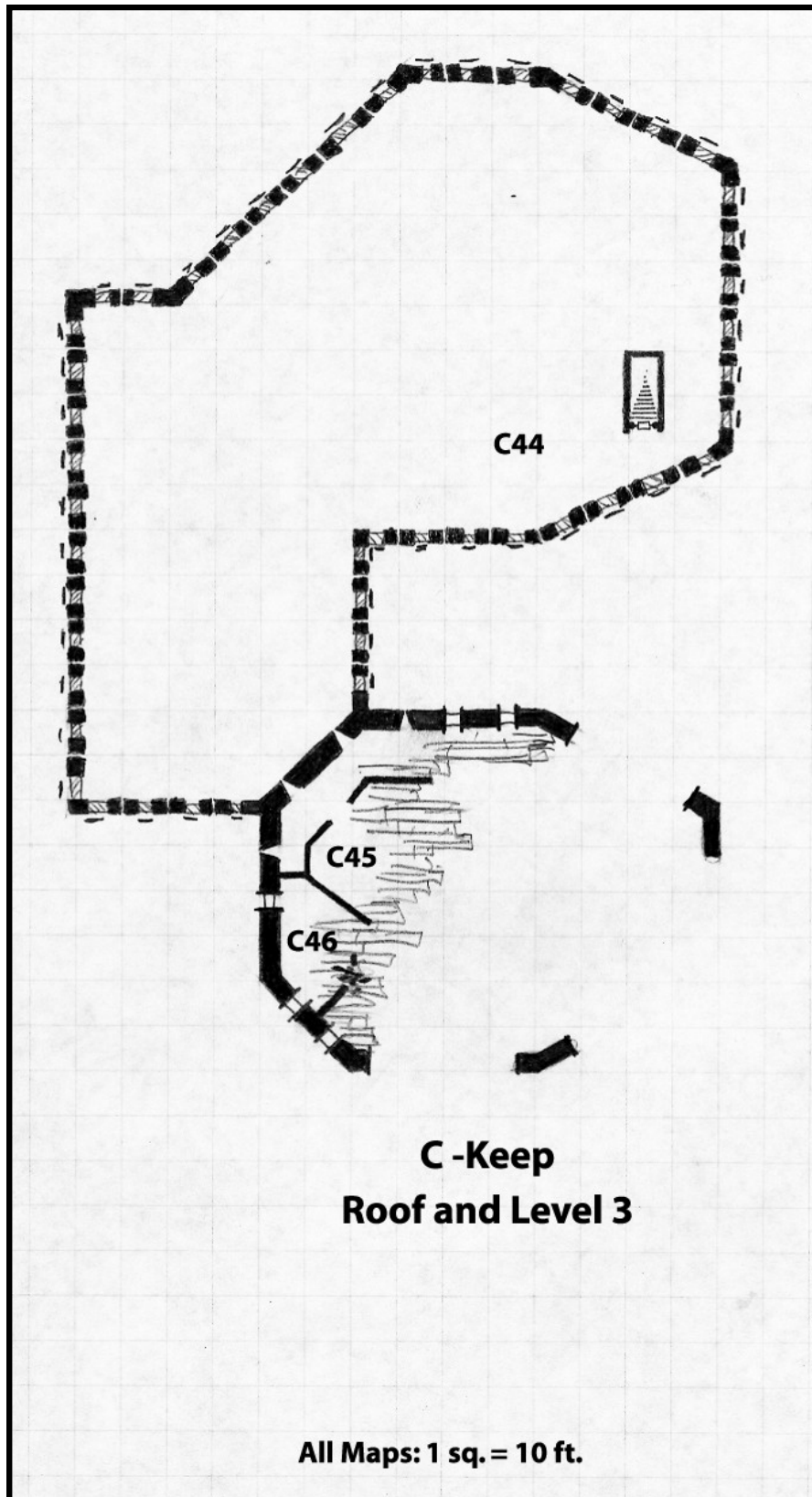


PALACE OF THE VAMPIRE QUEEN: CASTLE BLOOD





PALACE OF THE VAMPIRE QUEEN: CASTLE BLOOD





PALACE OF THE VAMPIRE QUEEN: CASTLE BLOOD



V5 Palace of the Vampire Queen: Castle Blood is completed under version 1.0 of the Open Game License and the System Reference Document by permission from Wizards of the Coast, Inc. Additional printings will incorporate final versions of the license and document.

Designation of Product Identity: The following items are hereby designated as Product Identity in accordance with Section 1(e) of the Open Game License (version 1.0): Any and all Pacesetter Games & Simulations logos and identifying marks and trade dress; all proper nouns, monster names, NPC names, geographic terms, capitalized terms, artwork, maps, symbols, descriptions, digital graphic art, and illustrations, as well as any Basic /Expert Dungeon Adventure logos and identifying marks and trade dress; all proper nouns, monster names, NPC names, geographic terms, capitalized terms, artwork, maps, symbols, descriptions, digital graphic art, and illustrations, except such elements that already appear in the System Reference Document.

Designation of Open Content: Subject to the Product Identity designation above, all NPC, creature, and trap statistic blocks are designated as Open Game Content, as well as spell names, weapon statistics, and other elements that are derived from the System Reference Document. No art or illustration is open content.

Some portions of this book which are delineated Open Game Content originate from the System Reference Document and are copyright 1999, 2000 Wizards of the Coast, Inc. The remainder of these Open Game Content portions of this book are hereby added to Open Game Content and, if so used, should bear the copyright notice "First Edition Advanced Game Adventure: **V5 Palace of the Vampire Queen: Castle Blood**. Copyright Pacesetter Games & Simulations 2014. Contact at pacesettergames.com."

V5 Palace of the Vampire Queen: Castle Blood is © 2013 Pacesetter Games & Simulations.

Dungeons & Dragons® and Wizards of the Coast® are Registered Trademarks of Wizards of the Coast, Inc., and are used with Permission. Open Game Content may only be used under and in the terms of the Open Game License.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.



She is simply called the Vampire Queen. A being so powerful and evil that the mere mention of her title, raises shrieks of horror and anguish. Her reach is seemingly infinite and her machinations sinister beyond the understanding of mortal men. But those very same mortals must stop her. The path to victory leads to only one place.

A place of legend and mystery; the Palace of the Vampire Queen!

For the first time the ruined Palace Keep is detailed and ready for exploration!

The adventure includes one new monster and two new magic items.

This module is designed for the First Edition game using six to eight characters of first level.

