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FIRST

EDITION

PALACE OF THE VAMPIRE QUEEN: CRYPTS OF THE LIVING



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Palace of the Vampire Queen: Crypts of the Living

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PALACE OF THE VAMPIRE QUEEN

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 second 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.

PotVQ: Crypts of the Living is designed to use with the entire **Palace of the Vampire Queen** module series (modules V5-V10). However, it can be played independently as a simple dungeon crawl. After all, PotVQ was the first dungeon crawl, and this series will stay close to those very deep and very old roots.

This adventure details the first underground level of the **Palace of the Vampire Queen**. The entire underground “palace” is comprised of five levels - each is distinct and progressively more dangerous to intruders. The Vampire Queen allows a certain degree of autonomy on each of the upper four levels as she relishes watching her underlings vie for her attention.

The first level is perhaps the most loosely organized section of the palace. There are numerous factions, most are uninvited, but tolerated so long as the queen is amused by the mechanizations of the would-be followers. The queen rarely intervenes in the day-to-day activities of the first level and she has forbidden the dwellers of the lower levels to “disturb” the much weaker devotees. However, the queen has, on occasion, meddled in the af-

fairs of those who have claimed residence on the first level. The Vampire Queen is a manipulator and she often takes the opportunity to create a havoc or turmoil among her varied followers.

This level of the palace is very active with numerous creatures that have formed alliances and feuds with their neighbors. The inhabitants are accustomed to new “visitors” as the power of the queen has created cults throughout the Misty Isles. The PCs will not be attacked outright unless they trespass - which is very likely. Most of the denizens are very wary of newcomers and they will avoid affiliation in the short term.

Unless specifically described otherwise, most of the occupied chambers and all of the main halls are illuminated by lanterns. The lanterns are fueled by a magical oil produced on the lower levels of the palace and each lantern will burn for 30 days until requiring refueling.

Wandering monsters can be encountered, but only in the main halls (20' wide sections; location 21). See the chart on page 9.

Why are the PCs here? What is their motivation? The answer to each of those questions can be found in module **V5 PotVQ: Castle Blood**. But in short, the PCs are most likely invading the palace to put an end to the Vampire Queen’s reign of terror. But the road to that goal is long and dangerous. The PCs will need to explore the palace and discover the secrets of the queen, gain magical devices to aid them in their quest, and they must grow in power if they hope to confront the Vampire Queen and her minions!



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1. Dungeon Entrance

DM's Description: A long flight of stairs descends more than 100' beneath the ruined castle (see module **V5 Palace of the Vampire Queen: Castle Blood**). The main halls (location 21) are illuminated by lanterns. The lanterns use a magical fuel that will burn for 30 days. The oil is produced on one of the lower levels of the palace. Each month a barrel of oil is filled and delivered to location 60. Additionally, occupied rooms that are illuminated seep light into the halls through ill-fitted doors. Dust, dirt and small amounts of debris fill the corners of the halls. Small rats scurry about constantly and their sounds echo through the entire level.

Locations 2-11: *This area is inhabited by a small troop of goblins. They perform menial tasks for the vampires and therefore have some minor protection against the other creatures within the dungeon. But the goblins must be careful not to be caught in the open as they will be attacked by several of the less intelligent creatures. Also, the goblins have declared "war" against the bandits who have recently moved into the dungeon.*

2. Guard Wolves

DM's Description: A pair of mal-nourished wolves live in this room. They have been trained to howl at intruders and attack any creature that attempts to enter location 3. If the wolves are allowed to howl, the entire dungeon level will hear the noise. The goblins will be ready for any intrusion into their area (they cannot be surprised by normal means). At that point, the goblins in location 3 will prepare for battle. The goblins in the rest of the area will gather at location 6.

Wolf (2) AC 7; HD 2+2; Hp 13, 11; #AT 1; Dmg 1d4+1 bite; SA None; SD None; MV 15"; AL N; Thaco 16; EXP 35+2 per hp.

3. Barricade

DM's Description: The goblins have set up a small barricade to obstruct intruders in this room. It is manned by six goblins.

Goblin (6) AC 6; HD 1-1, hp 6, 4, 4, 3, 3, 2; #AT 1; Dmg 1d6 short spear; SA None; SD None; MV 9"; AL LE; EXP 10 +1/hp; Thaco 20. Each goblin carries 1d10 gp and four short spears.

4. Secret Storage

DM's description: This secret storage room holds items the goblins have managed to steal from other creatures within the dungeon. Currently, there is a crate with six wine bottles (stolen from the bandits). Each bottle is worth 20 gp.

5. Storage

DM's Description: The goblins use this room as their general storage area. There are crates of food, water and other general items (plates, mugs, etc.).

6. Assembly Room

DM's Description: This room is filled with mismatched furniture in vary degrees of wear. Most of it is well worn and obvious repairs are present. There two dozen chairs, three couches and six tables. If the goblins are aware of an attack, they will use the furniture to create a barricade across the west side of the room; enclosing the entry doors.

7. Barracks

DM's Description: This room is lined with bunk beds and wall lockers. There is room for 20 goblins to sleep here, but only 14 of the beds are currently in use. There are always five goblins here (the remaining six are at location 3 and three at location 14).





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Goblin (5) AC 6; HD 1-1, hp 7, 6, 6, 5, 4, 3, 2, 2; #AT 1; Dmg 1d6 short spear; SA None; SD None; MV 9"; AL LE; EXP 10 +1/hp; Thaco 20. Each goblin carries 1d10 gp and four short spears.

8. Shrine of the Moon

DM's Description: This room is a shrine devoted to the moon god. The goblins have adopted the god and their shaman conducts weekly rituals. A circular, stone altar is the only decoration in the room. The altar depicts the various stages of the moon, though a portion of it is missing. The goblins have laid several skulls around the altar - most of which they have found. When the PCs enter the dungeon, the moon is at quarter stage. If any creature touches the quarter stage moon icon on the altar, he will receive the effects of a *bless* spell for six turns.

9. Shaman

DM's Description: A very old goblin shaman lives in this room. The shaman worship's the moon god who has requested that the shaman find the missing piece of the altar at location 8. The missing piece is at location 56. If the PCs somehow parley with the goblin shaman, he will offer a reward if they can find the missing piece of the altar. He has a *ring of negative plane protection* (4) (see **New Magic Items**) which he will give the PCs if they are successful. His room has basic furnishings. A mural on the north wall depicts the complete altar from location 8, including the missing piece - which depicts the three-quarter moon.

Goblin Shaman (1) AC 5; HD 3; Hp 15; #AT 1; Dmg 1d6+1; SA spells; SD spells; MV 9"; AL CE; Thaco 16; EXP 105+3 per hp. MM. Spells: *cause light wounds*, *command*, *silence* 15' radius. He carries a +1 *staff*. The shaman wears a *ring of negative plane protection* (4) and a pouch with 32 gp.

10. Goblin Chief

DM's Description: The goblin chief resides in this location. His room is more organized and cleaner than the other goblin chambers. The chief was once a general for a major tribe, but he was cast out after a defeat against an elven force. The goblin hates elves and he will attack them first. The chief has an iron chest, locked (he has key), under his bed. The chest holds the bulk of the goblins' wealth: 220 gp and six pearls worth 50 gp each.



Goblin Chief (1) AC 5; HD 4+1; Hp 25; #AT 1; Dmg 1d6 +2 short sword; SA None; SD None; MV 9"; AL CE; Size L; Thaco 15 (14); EXP 90 +4 per hp. This goblin is very strong and gains +1 to hit and damage. He carries a +1 *short sword* and has a pouch with 54 gp.

11. Empty Room

DM's Description: The goblins have set this room up to hold prisoners. Of course, they have not captured any so the room is empty.

12. Sacrificial Chamber

DM's Description: A raised stone slab, covered with dried blood, is set in the center of the room. Three statues of human warriors face the slab, each holding a javelin in a throwing position. If a humanoid creature lies on the slab, the statues will each throw their javelins at the prone figure. The statues have a Thaco 14. The javelins inflict 1d6 damage. The statues will continue to throw javelins



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(which magically appear in their hands) each round until the target is either dead or exits the slab. The statues are magical and cannot be harmed. However, a *dispel magic* will immobilize the target statue for 1d6 turns. The created javelins are magical in nature and can strike and damage any undead creature, though the weapons themselves do not convey a “+” bonus. A javelin can be removed from the grasp of a statue without difficulty, and a replacement will appear one turn later (or immediately if a creature lies on the altar).

13. Survivor

DM's Description: A wounded fighter is hiding in this small room. His party was ambushed just after the entered this level of the dungeon. He is the sole survivor. He has no information about the palace or its inhabitants as the ambush occurred just as the group descended the stairs. His name is Har and he is a first level fighter. He wears chain armor and carries a broad sword. He has 10 hp, currently down to 2 hp. He will join the party if asked (and healed).

Har, 1st Level Fighter, S 16, I 11, W 9, D 12, C 15, Ch 10
Hit points 10 (2); wears chain mail AC 5 and wields a broad sword 2d4/1d6+1; AL CG.

14. Hunters

DM's Description: This room is used as a trash dump by the inhabitants of the dungeon. Three goblins are in the room searching for the wounded fighter (location 13). The goblins saw him enter this general area.

Goblin (3) AC 6; HD 1-1, hp 5, 2, 2; #AT 1; Dmg 1d6 short spear; SA None; SD None; MV 9”; AL LE; EXP 10 +1/hp; Thaco 20. Each goblin carries 1d10 gp and four short spears.

Locations 15-20: *This area is the newly-obtained base for a group of bandits who have sworn allegiance to the Vampire Queen. These bandits consider themselves expert kidnappers - which is a talent that appeals the queen. All of these locations, including the halls, are illuminated by lanterns. The door to location 16 (from location 15) is always locked and barred shut from the inside.*

15. Rust

DM's Description: A rust monster has found its way into this chamber. The bandits fear the creature as they all carry metal weapons.

Rust Monster (1) AC 2; HD 5, hp 21; #AT 2; Dmg none; SA rusts metal on contact; SD None; MV 18”; AL N; EXP 185 +4/hp; Thaco 15.

16. The Owl

DM's Description: The door that leads to location 15 is always locked and barred (from the inside of this room). The bandit chief has a key and there is one hidden behind a loose stone in the hall (leading to location 15). The door in the north wall of the room is framed with an ornate stone arch. Sitting on the top of the arch is a small screech owl. The owl, which is grey in color, appears to be a part of the arch. However, if any creature approaches within 10' of the door, the owl will screech. This noise will alert the bandits in the area.

Screech Owl (1) AC 8; HD 1/2, hp 3; #AT 1; Dmg 1d2 bite; SA None; SD None; MV 12”; AL N; EXP 5 +1/hp; Thaco 20.

17. Secret Chamber

DM's Description: The bandits have not discovered this chamber. The corpse of a human monk lies against the south wall of the room. The monk was killed when the complex was originally sacked by force of evil a hundred years ago. The monk is partially mummified and wears gold-colored robes, which are now deteriorated by age. In his clenched fist, he holds a ruby that blazes red (illuminating a 10' radius). If thrown, the ruby will explode as per *fireball* for 5d6 damage.

18. Empty Chamber

DM's Description: This room is empty. However, a bandit in location 19 watches this chamber via a peephole (“x” on map).

19. Bandit

DM's Description: A single bandit guard can view into location 10 through a small peep hole. The bandits have recently come to the palace in search of a base.



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Bandit (1) AC 7; HD 1, hp 5; #AT 1; Dmg 1d6 short sword; SA None; SD None; MV 12"; AL NE; EXP 10 +1/hp; Thaco 20

20. Bandits

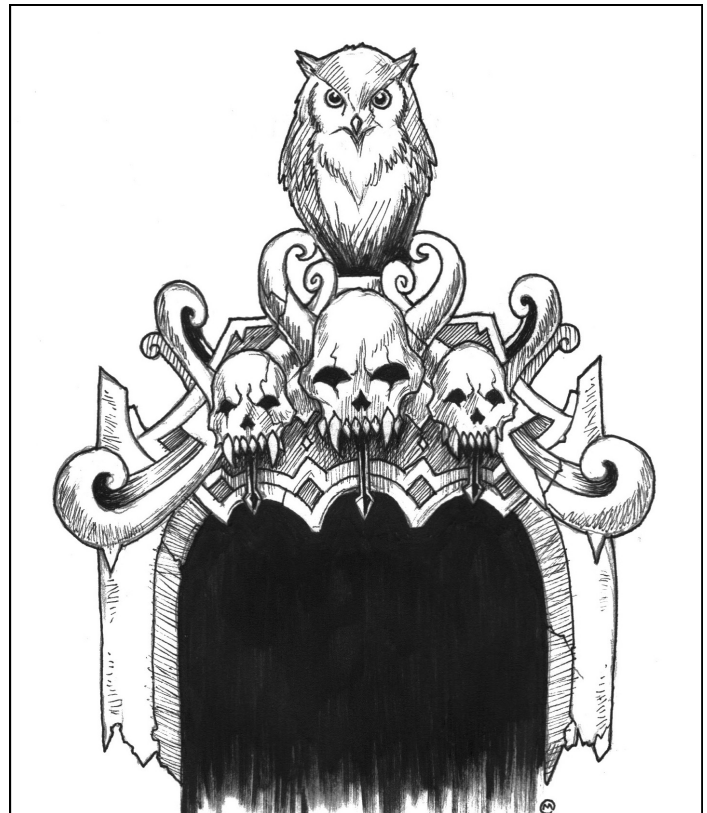
DM's Description: This room is occupied by seven bandits and their leader. There are bunk beds for a total of 18. The bandits have recently come to the dungeon and they have pledged their service to the Vampire Queen. The group was chased from Balir after their failed attempt to kidnap the daughter of a wealthy merchant. With no place left to hide, they retreated to the castle where they encountered a group of vampires returning from a hunt. The quick-thinking bandit leader immediately pledged his service to the queen. The bandits will see the PCs as a perfect opportunity to capture victims for the queen. The bandits are in the process of investigating this level in an attempt to enlarge their living space and, hopefully, increase their numbers. Their best find was a wine cellar (location 38). However, the bandits could not carry all of the wine back to their area and a group of goblins stole the remainder of the wine before the bandits could fully pillage the chamber. The bandits are unaware that the goblins are the guilty party.

Bandit (7) AC 7; HD 1, hp 5 each; #AT 1; Dmg 1d6 short sword; SA None; SD None; MV 12"; AL NE; EXP 10 +1/hp; Thaco 20. Each bandit carries 1d10 gp.

Bandit Leader (1) AC 5; HD 3+1; Hp 17; #AT 1; Dmg 2d4; SA None; SD None; MV 9"; AL N; Size L; Thaco 16; EXP 135+4 per hp. He carries a broad sword and wears chain armor. Also, he has a pouch with 21 pp and 14 gp.

21. Halls of the Dead

DM's Description: The wide halls of this level are lined with open cavities, stacked six high. Most of the cavities hold the remains of a long dead monk. Some of the cavities are empty. There is no treasure to be found. However, due to the evil nature created by the Vampire Queen, there is a chance the dead will animate when a living creature comes within 2' of the wall. For each PC that strays close to a wall, roll 1d6. If the result is a "6", all of the corpses in that column will animate (consult the chart on page 11 to determine what type of undead is encountered). It is important to roll for each PC regardless



of the result as it is possible for more than one undead creature to animate. The dungeon denizens avoid the walls.

22. Skeletons

DM's Description: Five skeletons mill about this room. They will attack any who open the door and pursue those who flee.

Skeleton (5) AC 7; HD 1, hp 7, 5, 5, 4, 3; #AT 1; Dmg 1d6 claw; SA None; SD Undead, half damage from edged weapons; MV 9"; AL N; EXP 14 +1/hp; Thaco 18

23. Secret Treasure

DM's Description: This secret room has been long forgotten. A single chest rests in the center of the chamber. It is unlocked and contains 1,500 sp. A false bottom conceals a jeweled dagger worth 200gp.

24. Secret Room

DM's Description: This room is empty.

25. Dwarves

DM's Description: The door to this room is locked. Four



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evil dwarves reside in this room. They are advantageous creatures and constantly seek to increase their wealth. The dwarves have raided this level several times and they use this chamber as a temporary base. The room contains four beds (bunk style) and four footlockers (clothes, etc.) and four iron chests. Each dwarf has a key to his own chest. Chest 1: 38 gp and 35 pp.

Chest 2: 190 gp.

Chest 3: 59 gp and 10 gems worth 10 gp each.

Chest 4: 241 sp and three small rubies worth 100 gp each.

Dwarf (4) AC 4; HD 2+2; Hp 14, 12, 11, 10; #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.

26. Stores

DM's Description: The dwarves from location 25 use this room to store food, water, and ale. Unfortunately, the food has been found by the rats that inhabit the dungeon and most of it is spoiled.

27. Locked and Barred

DM's Description: The door to this room is locked and barred from the inside. A five foot round dais is set in the center of the room. The dais is made of black granite and red veins flow across the surface. Any creature that steps on the dais will instantly be teleported to location 42. The dais will only function once every two turns.

28. The Gold Robe

DM's Description: The hall leading to this chamber is covered with dust. Any evil-aligned creature that attempts to pass through the entry doors of this chamber will be engulfed in golden fire (2d6 damage per round).

The fire will continue to burn until the creature leaves the room. The walls of the room are covered with murals of gold-robed monks doing good deeds across the countryside. Suspended in a beam of golden light, a set of golden robes glistens brightly. Any good creature can wear the robes. A neutral character that touches the robes will suffer the same effects as described above. The robes provide their wearer with AC 7. Additionally, the wearer receives +1 to all saving throws.

29. Empty Room

DM's Description: This room is empty.

Locations 30-31: *This area is the home to a homonculous. The door from the hall to the chambers is always locked and barred unless the creature is out foraging for food. There is no light in this area.*

30. Wizard's Chamber

DM's Description: A long time ago, a wizard came to the palace to conduct research. The wizard, who was relatively young, interviewed the vampire queen, who was also only newly undead. The wizard fell in love with the queen and eventually convinced the queen to transform into a vampire. The transformation succeeded by the wizard lost his powers and soon fell into despair. He left the palace in search of cure, leaving his homonculous in his former lair.

This room is a fully decorated bedroom, though the once ornate furniture has decayed and fallen into ruin. Only a full length mirror, covered by a tattered sheet is undamaged by decay. The mirror, if uncovered, will shimmer and the image of young magic-user will appear. He speaks and his vampiric teeth are evident.

Location 21 / Wandering Monster Chart: For each "6" rolled per location 21, roll 1d4 to determine which type of undead will animate. There are six crypts in each section of wall (stacked). Roll 1d6 to determine how many undead will animate.

1. Skeleton AC 7; HD 1+1; Hp 4; #AT 1d6; Dmg 1; SA None; SD 1/2 damage from edged weapons; MV 12"; AL N; Thaco 19; EXP 14+1 per hp.
2. Zombie AC 8; HD 2; Hp 9; #AT 1; Dmg 1d8; SA None; SD None; MV 9"; AL LE; Thaco 18; EXP 20+2 per hp.
3. Ghoul AC 6; HD 2; Hp 11; #AT 3; Dmg 1d3 claw / 1d3 claw / 1d6 bite; SA Paralyzation; SD Undead; MV 9"; AL CE; Thaco 18; EXP 65+2 per hp.
4. Ghast AC 4; HD 4; Hp 14; #AT 3; Dmg 1d4 claw / 1d4 claw / 1d8 bite; SA Paralyzation, stench; SD Undead; MV 15"; AL CE; Thaco 15; EXP 190+4 per hp.



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My name is Tassaras Whitebeam and I have fallen into the land of the dead. I let myself fall under the charm of the Kri-sistin and in that folly I begged her to give me the gift of death so that we should be together forever. My wish was granted but my powers fled with my mortal life. I can see now that I was only a toy for her amusement. I leave now to find a way back to life. If you be worthy, find my staff and use it to defeat the Vampire Queen. I have given you the clue. Good bye and good luck.

The mirror will only repeat the message if a cloth is hung over the top and removed again. The mirror is lined with a silver frame and worth 1,000 gp.

A homonculous lives in the room (its sleeps under the bed). The creature conforms to a standard homonculous but it can turn *invisible* once per day for a duration of 12 turns (or until it attacks). It will hide from the PCs (using invisibility). See location 30a for more details.

30a. Staff of the Arcane

DM's Description: Three iron pedestals are set against the east wall of this room. The pedestals are in the form of a skeletal arm and hand. Each hand holds a staff made of black wood. A ray of light shines down on each from a suspended lantern. The lights are colored white, yellow and green. The staff in the *white beam* of light is a **staff of the arcane** (see **New Magic Items**). The remaining staffs are normal weapons. However, if any staff but the **staff of the arcane** is touched, all three will vanish forever.

31. Study

DM's Description: The wizard used this room to compile his research and store his tomes. The contents of the room have suffered significantly from disuse and moisture damage. The furniture is all but unrecognizable. The three book shelves have collapsed and the tomes are ruined. A colony of ink mold (see **New Monster** section) is feeding on the books. Lying amidst the debris of the desk is a full vial of **retrieval ink** (see **New Magic Items** section).

Ink Mold (1) AC 10; HD 1 hp; #AT 0; Dmg None; SA destroys magic documents on touch; SD can only be harmed by fire; MV 1"; AL N; EXP 14 +1/hp; Thaco N/A

32. Empty Room

DM's Description: This room is empty.

Locations 33-35: A group of humans that worship the demon god Orcus have established a lair in this section. They are emissaries from a far off temple who have been tasked with forming an alliance with the Vampire Queen. The door leading to this area is adorned with a human skull fitted with goat horns.

33. Prisoner

DM's Description: A temple made completely of human humanoid skulls is set against the south wall of this room. A fire pit is set in the center of the room beneath a copper hood that leads to a chimney (which reaches the surface). Several corpses (two goblins, an orc and a human) hang from chains along the east wall.

A man in ragged leather armor is chained to the floor in front of the altar. He is a bandit (see location 15-20). The bandit was separated from his group several days ago when he accidentally discovered a secret treasure chamber (location 38). He succumbed to a trap but later escaped only to be captured by the Orcus cultists. The bandit will plead for his freedom and promise to show the PCs the secret treasure chamber as payment.

If he is freed, a minion of Orcus (see **New Monster** section) will be summoned immediately. The minion will appear on the altar. The minion will attack and not stop until it is destroyed or victorious. Any combat in this chamber has a 25% chance of attracting the attention of the cultists (location 34 and 35).

34. Priest of Orcus

DM's Description: A young priest of Orcus uses this chamber for his personal quarters. While he is young, the priest is also quite intelligent and therefore shunned by his superiors who fear competition. The priest was assigned the task of creating an alliance with the Vampire Queen (which his superiors assumed would end in disaster for the young priest). However, the priest has managed to carve out a small stronghold within the palace. The Vampire Queen has subtly protected him from the other inhabitants of the first level as she sees some potential in the priest, as well as the possibility of gaining a secret ally with access to the Temple of Orcus.

The chamber is a typical bed chamber with the appropriate furniture. If confronted by a superior force, the priest will attempt to talk or buy his way out of trouble.



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Jastuv (1) Human Cleric 3rd Level, AC 5; HD 3, hp 17; #AT 1, Dmg 1d6 +1 with *mace* +1, SA Spells; AL LE, EXP 200 +3/hp; Thaco 20

Thaco Bonuses: +1 w/mace

Str 11, Int 10, Wis 17, Dex 9, Con 9, Chr 12

Spells: *Fear, Sanctuary, Light, Detect Magic, Cure Light Wounds, Hold Person, Silence 15' Radius, Know Alignment, Spiritual Weapon x2, Animate Dead, and Dispel Magic*

Possessions: *Mace* +1, Chain armor, *scroll of darkness, cure light wounds* and *hold person, a potion of invisibility*, pouch containing 43 gp and a gem worth 75 gp.

35. The Green Horns

DM's Description: This room is a simple barracks with 10 bunk beds and associated furniture. A table in the center of the room is large and ringed by 10 chairs. The table is neatly organized and plates, mugs and utensils stacked in order. Eight men-at-arms use this room as their barracks. They are members of the Green Horn, a novice level warrior of Orcus. These soldiers obey Jastuv (location 34) and will come to his aid if called or they detect a disturbance. The men have very little treasure (48 gp between them) as Jastuv refuses to let them raid the other creatures who share this level of the palace. They attempted a raid against the dwarves (location 25) but were soundly defeated and two of their companions were killed.

Green Horn (8) AC 7; HD 1, hp 4 each; #AT 1; Dmg 1d6 short sword; SA +1 to hit clerics that are good-aligned; SD None; MV 12"; AL CE; EXP 10 +1/hp; Thaco 18; each carries a short sword.

36. Refuse Room

DM's Description: The earliest settlers of this level discovered this room and use it to trap trespassers. Since trespassers are generally infrequent, they also use the room to deposit refuse of all description. The door to the room has a magical ward that after it is opened, it closes (in one round) and cannot be opened again for one turn. The door appears to be made of wood, but it is actually hardened steel that has been painted. The door can withstand 120 points of damage before failing. Any weapon that strikes the door has a 25% chance of breaking (-5% per magical "+" bonus). The door can be opened with a *knock* spell or *dispel magic*. A gelatinous cube lives in this room. It is very hungry and it will attack all intruders.

Inside the cube is the following treasure: silver holy symbol (75 gp) and 80 cp.

Gelatinous Cube (1) AC 8; HD 4, hp 17; #AT 1; Dmg 2d4; SA paralyzation; SD immunity to certain attacks; MV 9"; AL N; EXP 150 +4/hp; Thaco 15.

37. Barrels and Secrets

DM's Description: The door to this room is made of thick wood wrapped by iron bands. However, the door has been forced and hangs loose on its hinges. The floor of the room is covered with the remains of barrels and casks. A few remain intact, although their covers are opened. All are empty. However, one barrel has a false bottom. Inside the hidden compartment is a gold-colored wine bottle. The bottle contains an odd form of healing potion. With each sip, the imbibor regains 1d4 of lost hit points and any poison is neutralized. However, with each draft, the imbibor becomes slightly disoriented and suffers a -2 to all attack rolls (and attribute checks) until he sleeps for eight hours. The effects are cumulative for each sip. The bottle holds enough liquid for 16 uses.

38. Wine Cellar

DM's Description: The walls of this room are covered with wine cabinets. All have been plundered and not a single bottle remains. An inscription of a crescent moon has been carved into one of the cabinets.

39. Fungus

DM's Description: A steady stream of water falls from a crack in the ceiling into a shallow pool in the center of the room. The humidity in the room is very high as is the heat. The floor and wall area of the chamber is covered with mushrooms of varying type. The water is safe to drink and many of the dungeon dwellers come to this room to gather the cold liquid. See the mushroom chart on page 13 for effects of eating a mushroom. The veterans of the palace avoid the mushrooms. Any "picked" mushroom loses all magical effects after one hour.

40. Bell

DM's Description: A small round table is set in the center of this room. The table is covered by a white, silk cloth. A silver bell rests at the center of the table. The room has been painted white from floor to ceiling appears com-



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pletely free of the pervasive dungeon dust. If the bell is rung, a translucent figure of an elderly man will enter the room from location 41. The man, is actually modified unseen servant that can speak. It will ask the PCs their business. Regardless of their answer, it will direct them to location 41 where they can rest while it summons the master. The servant will answer no other questions while in this chamber. After one round, it will move to location 41 where it will simply hover in the northwest corner of the room.

The bell is worth 10 gp.

41. Magnetism

DM's Description: A stone table surrounded by eight stone chairs. Four bottles of wine and eight copper goblets rest on the table. When the PCs enter, the unseen servant will tell them they must sit and wait for the master. If the PCs do not sit, the unseen servant will tell them the master will not come unless they are seated. It will say nothing more. Like location 40, this room is painted white.

42. Bugbears

DM's Description: A pair of scheming bugbears uses this area of the dungeon as their home and trap. They discovered this area by accident and managed to learn the secret of the stone chairs in location 41. A lever on the east wall of this room controls the activation of chairs, which are loadstones. When activated, the chairs become irresistible magnets. Any metallic item (armor, weapons, etc.) in proximity of the chairs is instantly locked into place against the loadstones. A strength check at -8 is required to break free.

The bugbears have a peep site built into the secret door of this room and they can see into location 41 without obstruction. When they see PCs sitting in the stone chairs, they will engage the loadstones and then rush in to attack. PCs trapped in the chairs suffer a -4 penalty to all actions including their AC. Also, they gain no benefit from dexterity bonuses.

If all of the PCs are trapped, the bugbears will attempt to subdue the PCs. Otherwise, they will attempt to kill those that are free and then subdue those who remain. The bugbears will sell their victims to the vampires that occasionally traverse this level.

Bugbear (2) AC 5; HD 3+1; Hp 15, 12; #AT 1; Dmg 2d4 club; SA None; SD None; MV 9"; AL N; Size L; Thaco 16; EXP 135+4 per hp. MM.

43. Lair

DM's Description: Two bugbears share this room as their lair. They have gathered some furniture and have fashioned crude beds. Four sacks hang from pegs on the wall. One of the sacks contains 75 gp. The other three sacks contain personal items of no value.

44. Empty Chamber

DM's Description: This room is empty.

45. Sarcophagus

DM's Description: Two skeletons guard this room. They will not leave this room. A sarcophagus is set in the center of the room beneath a brass chandelier. Miniature silver heads of six red dragons gape open and small flames burn, illuminating the entire room. If the sarcophagus is disturbed, the dragon heads will erupt in flame that fills the room. Any PCs inside the chamber at that time will suffer 3d6 magical fire damage (save vs. breath weapon for half damage). The corpse of a priest lies inside the sarcophagus. He wears a *+2 scale mail of the red dragon* (see **New Magic Items** section). A *+2 staff of the red dragon* (see **New Magic Items** section) lies next to the corpse.

Skeleton (2) AC 7; HD 1, hp 6, 4; #AT 1; Dmg 1d6 claw; SA None; SD Undead, half damage from edged weapons; MV 9"; AL N; EXP 14 +1/hp; Thaco 18

46. Empty Chamber

DM's Description: This room is empty.

47. Spider

DM's Description: A giant spider lives in this room. It has been trained and fed by the vampires. It will attack any non-undead, unless the creatures are accompanied by undead. The chamber is nearly filled with webs but a narrow corridor reaches from the door to the hall leading to location 48.

Giant Spider (1) AC 4; HD 4+4, hp 25; #AT 1; Dmg 2d4 bite; SA poison (save or die); SD None; MV 12"; AL NE; EXP 315 +4/hp; Thaco 15



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48. Stairs

DM's Description: A wide set of stairs leads down to the second level of the palace. The stairs descend nearly 100' to that level.

49. Hall of the Dead

DM's Description: Hanging from chains are the corpses of 12 humans (male and female). Each is hung from their arms and all appear to be farmers or villagers. Every corpse, but one, has their throat ripped out. Brass urns are set under each corpse and collect the dripping blood. One of those hanging is not a corpse, but a vampirekin (see **New Monster** section). It will attempt to surprise the PCs and sound the alarm.

Vampirekin (1) AC 7; HD 2; hp 12; #AT 1; Dmg 1d4 dagger or 1d6 bite; SA bite injection; SD only hit by magic weapons; MV 12"; AL CE; Size M; Thaco 18; EXP 45 +2 per hp

50. Crypts of the Living

DM's Description: This room is illuminated by six black candles set upon small tables next to six black coffins. Each coffin holds a vampirekin. The creatures will immediately move to defend their "queen" at location 59 if the alarm is raised. Each coffin contains a silver necklace with adorned with a pendant of onyx in the shape of bat

wings. A pair of small red rubies is set between the batwings and appear as eyes. The necklaces are worth 100 gp each. For each round a non-undead or vampirekin remains within this room, and the candles remain lit, the creature must save vs. poison at -1 per candle still burning or lose 1 hit point (as if damaged).

Vampirekin (6) AC 7; HD 2; hp 16, 14, 12, 11, 9, 8; #AT 1; Dmg 1d4 dagger or 1d6 bite; SA bite injection; SD only hit by magic weapons; MV 12"; AL CE; Size M; Thaco 18; EXP 45 +2 per hp

51. Homage to the Queen

DM's Description: A statue of the Vampire Queen is set in the center of this chamber. The queen is seated on a throne of skulls. The entire statue is incredibly accurate and detailed.

Locations 52-56: This area has remained hidden to all the inhabitants of the palace. The secret door to this area is very well hidden and cannot be found by passive search. This area is not illuminated.

52. Empty Chamber

DM's Description: This room is empty.

Mushroom Chart: For each mushroom consumed, consult the following chart. There are 3d10 of any type of mushroom. If more than two, of any combination, are consumed in a given day, the PC will become violently ill (incapacitated) for one day. Any evil creature that eats a mushroom suffers 1d10 poison damage (save for no damage) and gains no benefit. Neutral characters suffer 1d4 poison damage, but gain the appropriate benefit.

Red - PC gains protection from fire (per spell) for 1d10 turns.

Green - PC gains benefit of haste spell for 1d3+1 rounds.

White - PC becomes lawful good.

Black - PC transforms into a drow (no other changes occur). Racial restrictions and benefits apply. Alignment is unchanged.

Yellow - PC must save vs. spell or run in panic for 1d6 turns (choose direction randomly at each choice of direction).

Gold - All treasure carried by PC vanishes; a silver frame with the image of the PC's god appears (5 gp value).

Red w/White dots - PC gains protection from disease and lycanthropy for 30 days.

Blue - PC gains water breathing for 30 days.

Red w/Black dots - PC can breath fire (same burning hands spell; use level of PC for determination of effects).

Purple - PC learns the language of ixitxachitl. Second mushroom grants language of choice.



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53. Crossbow of Death

DM's Description: A heavy crossbow magically hovers in this chamber. The weapon will fire a bolt for 1d6 damage at any creature that enters the chamber. It can only target one creature per round. The crossbow can be destroyed by inflicting 50 points of damage by any means. The weapon has an AC 8. It has a Thaco 17. A dispel magic will cause it to stop its attacks for one turn per level of the spell caster.

54. Sacred Scroll

DM's Description: A stone pedestal is the only feature of this room. A dust-covered scroll rests on the pedestal. Any creature that reads the scroll will gain one point to his prime attribute. The scroll will crumble to dust when read.

55. Coffers of Copper

DM's Description: A dozen large copper coffers, overflowing with copper coins are set about this room. There are a total of 33,000 copper coins in this room. If a PC removes any of the coins and leaves the chamber, all the coins that PC carries will turn into copper coins. The effect is permanent. However, the original copper coins will transform into gold coins. This change is also permanent.

56. Lightning

DM's Description: A bolt of lightning ricochets across the room with incredible speed. Lying on the ground in the center of the chamber is the skeletal remains of a man in gold robes. He wears blue gauntlets and his hands are outstretched. The man wears *lightning gauntlets* (see **New Magic Items** section). The lightning bolt has a 20% chance of striking a PC for each round spent in the chamber. A strike will result in 3d6 damage (save for spell for half damage). The lightning bolt will continue to strike targets unless the gauntlets are used to stop it.

57. Empty Coffins

DM's Description: This chamber is identical to location 50 but there are no vampirekin (or necklaces) within the coffins. The candles are not lit.

58. Guards

DM's Description: Four skeletons are on guard outside the doors leading to location 59. The skeletons will attack

any intruders. Any combat in this area will alert the creatures at location 59, though they will not come to the aid of the skeletons. The skeletons were a gift from the Vampire Queen to the queen of the vampirekin.

Skeleton (4) AC 7; HD 1, hp 6, 5, 4, 4; #AT 1; Dmg 1d6 claw; SA None; SD Undead, half damage from edged weapons; MV 9"; AL N; EXP 14 +1/hp; Thaco 18

59. False Queen

DM's Description: This massive chamber was originally a throne room. However, when the Vampire Queen invaded the complex, she moved the furniture to level five of the palace. Now, the queen of the vampirekin sits upon a throne of human skulls. The corpses of those captured by the vampirekin hang from chains throughout the room. The vampirekin queen bears a striking resemblance to the real Vampire Queen and she also plays the part to near perfection. She will command that the PCs surrender. The queen wears a *ring of spell storing* (a gift from the Vampire Queen) with three spells: *charm person*, *monster summoning I* (always summons giant rats), and *darkness*. If the PCs fail to surrender, she will initiate combat by using the ring to cast *charm person* on a random PC. Two vampirekin guards stand near the throne. One carries a whistle which it will use to summon help (location 49 and 50).

The queen wears a silver necklace adorned with an image of a black bat with ruby eyes. The necklace serves as a link to the Vampire Queen who can assume control over the vampirekin queen at will. If the vampirekin queen is killed, the Vampire Queen will communicate through the necklace and welcome the PCs to her palace. Of course, this is meant as an invitation to continue their exploration of the palace for her amusement.

Queen, Vampirekin (1) AC 7; HD 4; hp 20; #AT 1; Dmg 1d4 dagger or 1d6 bite; SA bite injection; SD only hit by magic weapons; MV 12"; AL CE; Size M; Thaco 16; EXP 200 +4 per hp

Vampirekin (1) AC 7; HD 2; hp 13, 11; #AT 1; Dmg 1d4 dagger or 1d6 bite; SA bite injection; SD only hit by magic weapons; MV 12"; AL CE; Size M; Thaco 18; EXP 45 +2 per hp



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60. Oil

DM's Description: A barrel of oil is set in the hall. Each month, the barrel is filled with a magical oil that burns for one month. However, the oil burns at a lower intensity than normal lantern oil. This has little effect on illumination, but if used as a burning flask, the damage is reduced by one half.

61. Silver Snake

DM's Description: A silver statue of a spitting cobra rests on the floor of this dusty chamber. The cobra is mechanical and it will activate if anyone enters the room. It can "spit" acid for 1d6 damage up to 20'. It attacks as a 2 HD monster and has 10 hp, AC 5. A small button on the snake's head will turn it on and off. It is worth 500 gp if undamaged. If damaged, the value is reduced to 200 gp.

New Magic Items

Scale Mail of the Red Dragon

This exquisite suit of armor is deep red in color and has small scales that resemble those of a red dragon. This armor has a protective bonus of +1d4. The wearer is protected from fire as per *ring of fire resistance*. Additionally, the wearer can speak the native tongue of a red dragon. Any creature that wears this armor can breathe fire (5' wide by 10' long) for damage equal to the "+" bonus of the armor times the hit dice (level) of the wearer (i.e. a fifth level fighter wearing +2 armor breathes magical fire for 10 points of damage). All targets are entitled to a saving throw vs. breath weapon for half damage. The breath attack may only be used once per day.
Value: 3,000 gp plus 750 gp per "+"

Ring of Negative Plane Protection

These rings are always silver and embedded with 1d4+1 rubies. If the wearer is struck by an undead that inflicts a special attack (paralyzation, ability score drain, level drain, etc.), the attack is neutralized and one of the rubies burns out. When the last ruby is destroyed, the ring loses all of its magical powers of defense.
Value: 1,500 gp plus 500 per active ruby.

Staff of the Arcane

A staff of the arcane is made of black oak and covered with silver ruins. This weapon has a +1 magical bonus to all attack and damage rolls. They can only be wielded by wizards. A wizard that carries this staff gains double the allotment of one complete level of spells he would normally possess. The wizard must select which level of spell at the same time he selects his spells. Note, the staff does grant additional blank spell slots, but duplicates the spells the wizard has memorized.

Staff of the Red Dragon

Completely red in color, these staves have the carved image of a red dragon at the thick end of the weapon. These staves can be used by clerics or wizards. The staff is a +2 weapon for to hit rolls and damage rolls. Once per day, the staff can launch a *fireball* (per spell) that inflicts 6d6 damage. So long as the owner of the staff is wielding the weapon, he is complexly immune to the breath weapon attack of red dragons. The staff does not protect the wielder from any other fire-based attacks.

Lightning Gauntlets

Silvery-blue in color, these intricate gauntlets allow the wearer to cast a shocking grasp spell (at fifth level) once per day. Also, the wearer can catch a lightning bolt (automatic success) and either hurl it in any direction immediately or hold onto it indefinitely. However, if the wielder is grasping a lightning bolt, he cannot carry any other objects. The lightning bolt can be held indefinitely (the wearer must be conscious). The lightning bolt behaves as if just cast for all purposes once the wielder releases it. These gauntlets can be worn by any character class, but they inhibit spell use.



PALACE OF THE VAMPIRE QUEEN: NEW MONSTERS

Ink Mold

Frequency: Rare
No. of Appearing: 1
AC: 10
MV: 1"
HD: 1-1 (1 hp)
% in Lair: N/A
Treasure Type: None
No. of Attacks: None
Damage: None
Special Attack: See below
Special Defense: None
Magic Resistance: None
Intelligence: None
Alignment: Neutral
Size: S
Psionic Ability: Nil

An ink mold is a small growth of yellow-colored spores that devours ink while leaving the parchment unharmed. Ink mold is a passive creature that will not actively search out its food source. However, if ink mold is disturbed it will release spores that adhere to virtually any surface. At that point, the microscopic spores will move toward any object within 5' that contains ink. Once a spore comes in contact with ink, it multiplies quickly and devours the ink. An ink mold can devour the ink on a single scroll in one turn. Magic documents are entitled to a saving throw for each round the mold attempts to devour the ink. Ink mold is highly susceptible to fire (close proximity destroys the mold; but may also incinerate the document).

Vampirekin

Frequency: Rare
No. of Appearing: 1d10
AC: 7
MV: 12"
HD: 2
% in Lair: N/A
Treasure Type: Varies
No. of Attacks: 1 by weapon or bite
Damage: by weapon or bite 1d6
Special Attack: bite injection
Special Defense: Only hit by magical weapons
Magic Resistance: None
Intelligence: Standard

Minion of Orcus

Frequency: Rare
No. of Appearing: 1 (1d4)
AC: 5
MV: 12"
HD: 3
% in Lair: N/A
Treasure Type: None
No. of Attacks: 3 (claw / claw / gore)
Damage: 1d4 / 1d4 / 2d6
Special Attack: Breath Weapon
Special Defense: Undead (per ghoul)
Magic Resistance: None
Intelligence: Low
Alignment: Chaotic Evil
Size: M
Psionic Ability: Nil

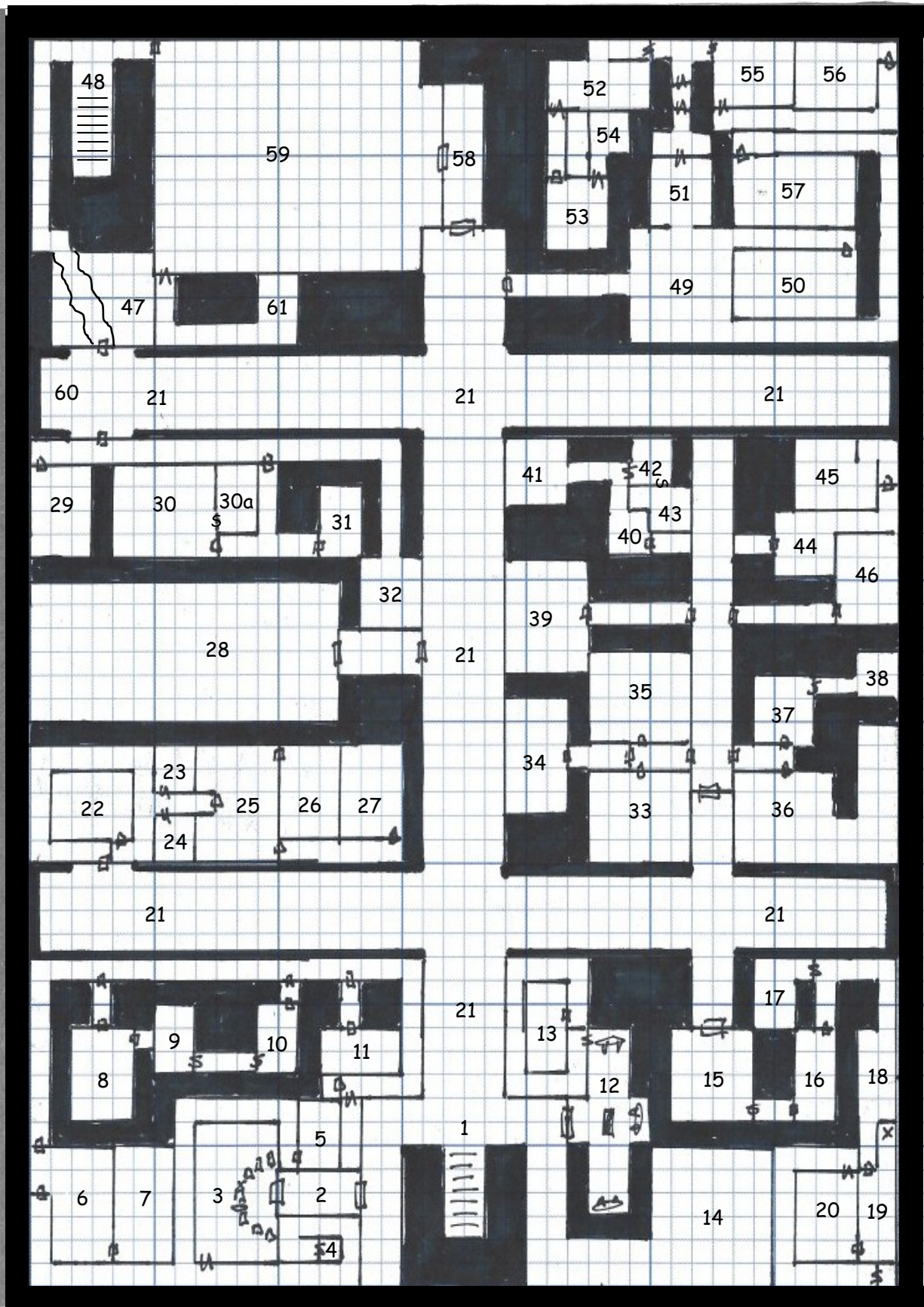
A minion of Orcus appears a normal man but partially covered with fur. Long, goat-like horns protrude from its forehead. These creatures are protectors of shrines dedicated to Orcus and are summoned if a shrine or altar is defiled.

These creatures attack with razor-like claws and impaling their enemies with their horns. A minion of Orcus can breath a cloud of negative energy once per day (same area of effect as a burning hands spell). Any creature caught in the area of effect suffers 2d6 damage (save vs. spell for half damage) which can only be healed by magical means.

Alignment: Any evil
Size: M
Psionic Ability: Nil

Vampirekin are humans that have undergone a ritual at the hands of a greater vampire to make them partially undead. These creatures can only be hit by magic weapons, but have no other undead defenses and they cannot be turned. They appear as normal humans with bright white skin and black hair.

These evil creatures have removable fangs that can be filled with poison, acid, or any other liquid. On a successful bite attack, the vampirekin can inject the liquid into the target. Only one injection can be made until the fangs are refilled.



Palace of the Vampire Queen
LEVEL ONE...

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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!

Palace of the Vampire Queen: Crypts of the Living is the second adventure in the Vampire Queen saga.

This module details the first underground level of the palace and includes three new monsters and four new magic items.

This adventure is designed for the First Edition game using six to eight characters of second to third level.

