

Dungeon Masters Kit #1 - Palace of the Vampire Queen

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DUNGEON MASTER KIT - NUMBER ONE

PALACE OF THE VAMPIRE QUEEN - LEVELS I - V

This Kit Contains:

Detailed maps of the dank and darkened chambers of the Tomb Stronghold of the Vampire Queen of Baylor

Referee maps of the area showing the trips and traps of each room

Sheets of pre-factored creatures and treasure for solo as well as group play

Designed for use with the Dungeon and Dragons^R rules set, this kit represents a ready-to-use adventure for those of strong heart and steel strength. (Possession of a wooden cross couldn't hurt, either.)

* * *

Kit Use:

The Dungeon Master may give or sell the player map to the players to speed game play.

Wandering Monsters are left to the discretion and imagination of the Dungeon Master.

To avoid confusion, read the pre-factored sheets before playing since the rooms could not be numbered in any one consecutive order.

Dungeon Master:

Feel free to use your imagination for dialogue or any extra details you feel would add to more exciting play. The kit itself is only a basic outline - you can make it a dramatic adventure.

* * *

KEY



Trapdoor to 10' pit, causes 6-side die damage



Portcullis released over opening of doorway - causes 1-10 pts damage



Solid Rock



Stairway to next level



Door



Secret Door

GP - Gold Pieces

SP - Silver Pieces

CP - Copper Pieces

SCALE: $\frac{1}{4}$ inch = 6'

PALACE OF THE VAMPIRE QUEEN - BACKGROUND

For three centuries the peasants of the Dwarvish island of Baylor have feared the raids of the Vampire Queen and her minions. Sweeping down at night from the palace in the shrowded peaks of the island, they range ever farther in their search for blood. And not only blood - the children of dwarf peasants often dissappear if they are so unfortunate as to be out at night. Even the cities are no longer safe. The most recent victim was the Princess of Baylor, daughter of King Arman, who was taken in a midnight raid on the capitol city of Ar Toe within past weeks. King Arman has offered fabulous riches and land holdings with titles to the person or persons who can brave the stronghold of the Vampire Queen and return his daughter to him alive and well. But, in truth, he holds little hope. For even King Arman, Ruler of Baylor, Defeater of the Ten Orc Tribes, is afraid in his heart to face the Vampire Queen.

Storytellers say that long ago the Vampire Queen was shipwrecked on the island - barely alive and all but drained of blood. Shipwrecked with her were her guards and ladies in waiting - all her jewels, her rich clothing and her crown. But none of these things, nor the love that her subjects bore for her, had the power to save her, and she died that night.

The guards and ladies-in-waiting mourned. They took her body into the mountains to build her a majestic tomb to house her remains and all her earthly possessions. No one can say for certain if the tomb was built for they were never seen again. Except at night.

The road the people took was steep and hard, but the road is there. Children talk of how they will conquer it when they grow up. Their parents huddle at the fire and pray that their children will live to grow up. Brave men have tried to end the reign of the Vampire Queen, but none have ever returned. Rumor says that there is a palace high in the mountains and that it contains great riches. But rumor also says that it contains great dangers - greater than mortal men can hope to face and win.

The people wait in fear at night. The King wanders his royal palace, so empty now without his only child. Neither the King or his people have hope left that a Hero or group of Heros will come to rid them of the Vampire Queen. For surely the Vampire Queen lies deep within the forbidding mountains, protected by her subjects, vengeful with hate for all truly living things and constantly thirsting for human blood on which to feed.

PALACE OF THE VAMPIRE QUEEN

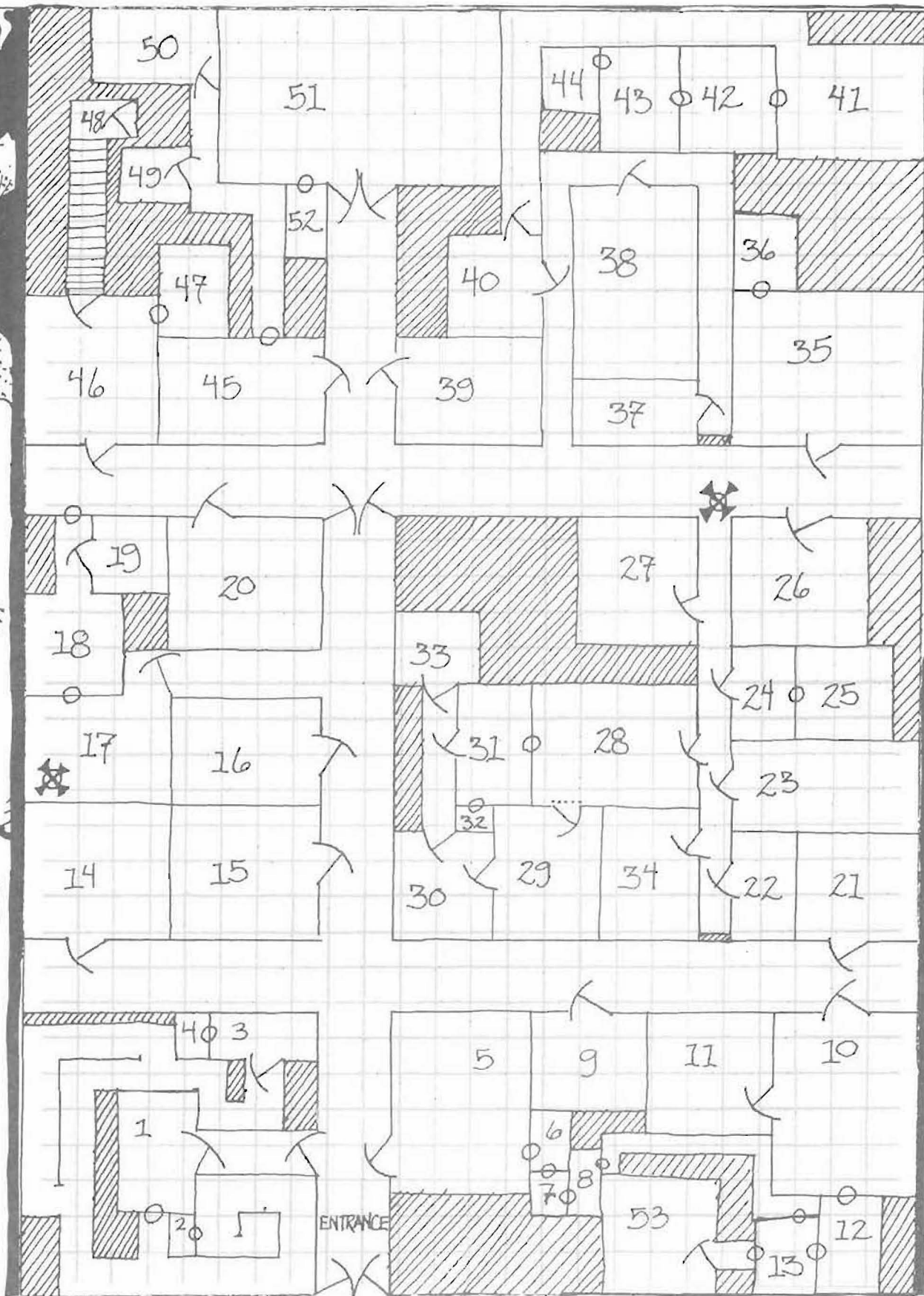
Level I

Room	Creatures Encountered	Max. Damage	Contents of Room
1	3 Goblins	4 3 2	Empty, 17 GP on Goblins
2	None		6 bags - each bag contains rations for 1 for 1 week in dungeon, but 1 bag is poisoned
3	3 Goblins	4 4 1	Armory. 5 swords, 3 shields, 2 daggers. All non-magical
4	None		Chest with poison lock, 1,000 CP in chest
5	4 Goblins (3 sleeping, 1 on guard)	5 2 3 3	Empty. 30 CP, 10 GP on Goblins
6	1 Wounded Warrior Chaotic, good	14, -6	Empty. Warrior is prisoner. If asked, will warn of Rust Monster in Rm 8. If healed will join party
7	None		Empty
8	Rust Monster	20	Empty
9	None		Empty
10	2 Giant Rats	9 11	Empty. Rats are trained as guards for bandits in Rm 23
11	None		Empty
12	1 Bandit Guard	7	Empty. 14 GP on Guard
13	1 Screech Owl	1	Empty. Crossbow aimed at entrance to room will fire if door opened. Owl will give alarm to Rm 53 if not killed in 1 turn
14	5 Skeletons	3 2 2 3 1	Empty
15	None		Empty
16	None		Empty
17	15 House Cats	1 pt each	Empty
18	10 House Cats 1 Madman	1 pt each 3	Empty. Madman will not fight. If Madman is attacked, Cats will attack. If Madman is left alone he will tell party of secret door from Level III to IV
19	None		Empty. Room full of Cat droppings
20	None		Empty
21	None		Empty
22	None		Empty
23	7 Bandits	6 5 2 2 4 3 5	Empty. Bandits carry 3-18 GP each
24	None		Empty

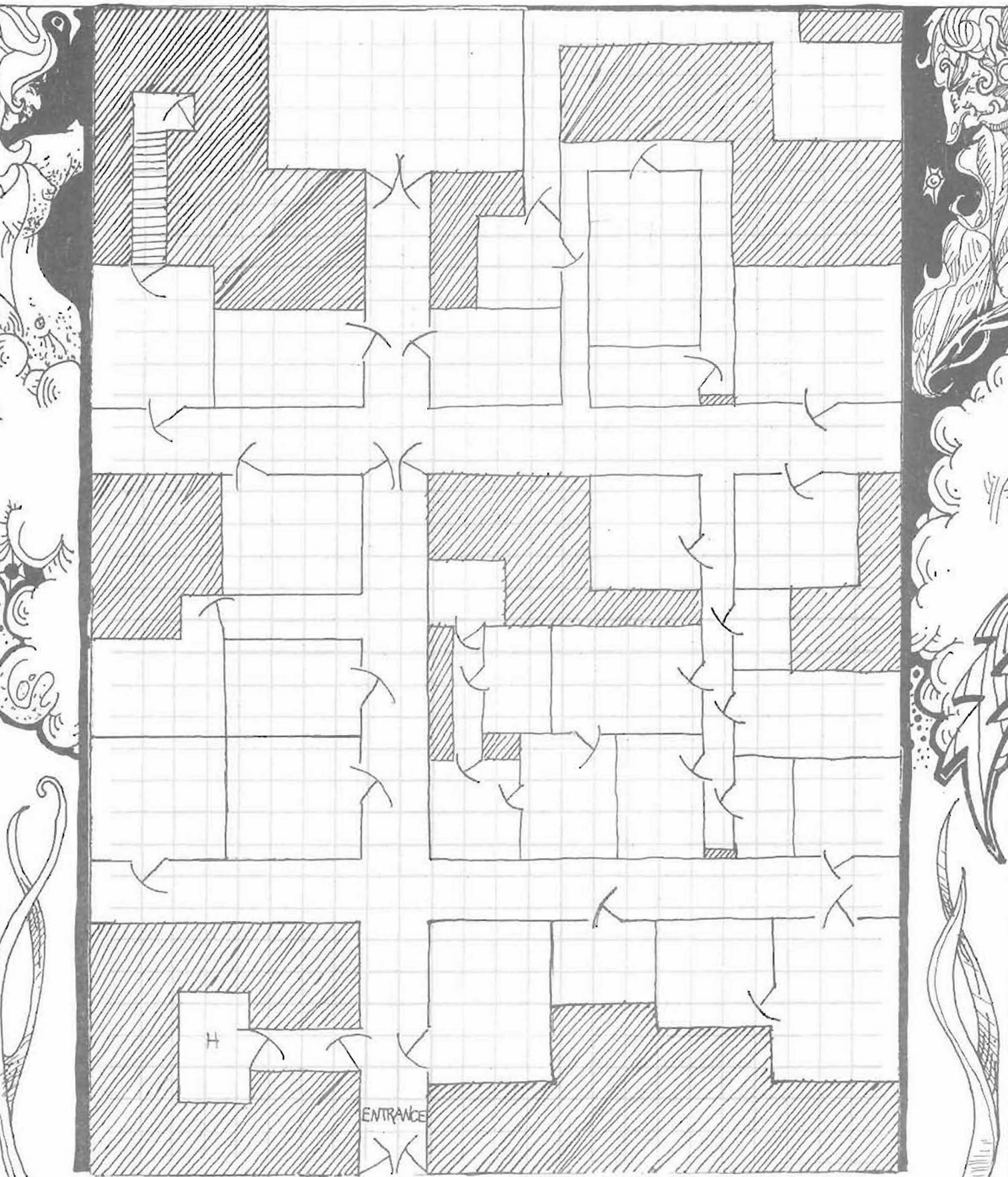
PALACE OF THE VAMPIRE QUEEN

Level I - Page II

Room	Creatures Encountered	Max. Damage	Contents of Room
25	None		Chest with 1500 SP, Silver dagger with jeweled handle worth 2,000 GP, 15 live Centipedes in false bottom of Chest
26	Giant Tick	9	Empty. Tick is on Ceiling
27	None		Empty
28	None		Empty
29	None		Empty
30	None		Empty
31	None		Empty
32	None		Empty
33	None		Empty
34	4 Bandits	5 5 4 2	Empty. Bandits carry 3-18 GP each
35	None		Empty
36	Crossbow set to fire if door opened. 1-6 pts damage. Room Empty.		
37	None		Empty
38	None		Empty
39	None		Empty
40	None		Empty
41	5 Skeletons	3 3 3 2 2	Empty
42	None		Chest, 25 GP, 700 CP, 3 gems worth 2,000 SP each
43	Geletinous Cube	13	Silver Cross, 6 GP, 80 CP in Cube
44	None		Empty
45	None		Empty
46	1 Giant Spider	11	Empty. Spider web is over stairs to Level II and opening to Rm 47. Hides both
47	None		Map to Level II in corner covered with dust
48	None		Empty
49	2 Skeletons	3 4	Empty
50	None		Empty
51	None		Table set for dinner with 5 drained Bandit bodies. 15 CP on bodies
52	5 Spitting Cobras	6 pts each	Empty
53	6 Bandits (1 is 3rd level thief)	5 5 3 9 4 6	Owl in Rm 13 will give warning. 80% chance of waking Bandits. Chest with 3 gems worth 700 GP total, 500 GP, 450 SP




 Palace of the Vampire Queen
 LEVEL ONE...



Palace of the Vampire Queen
LEVEL ONE...

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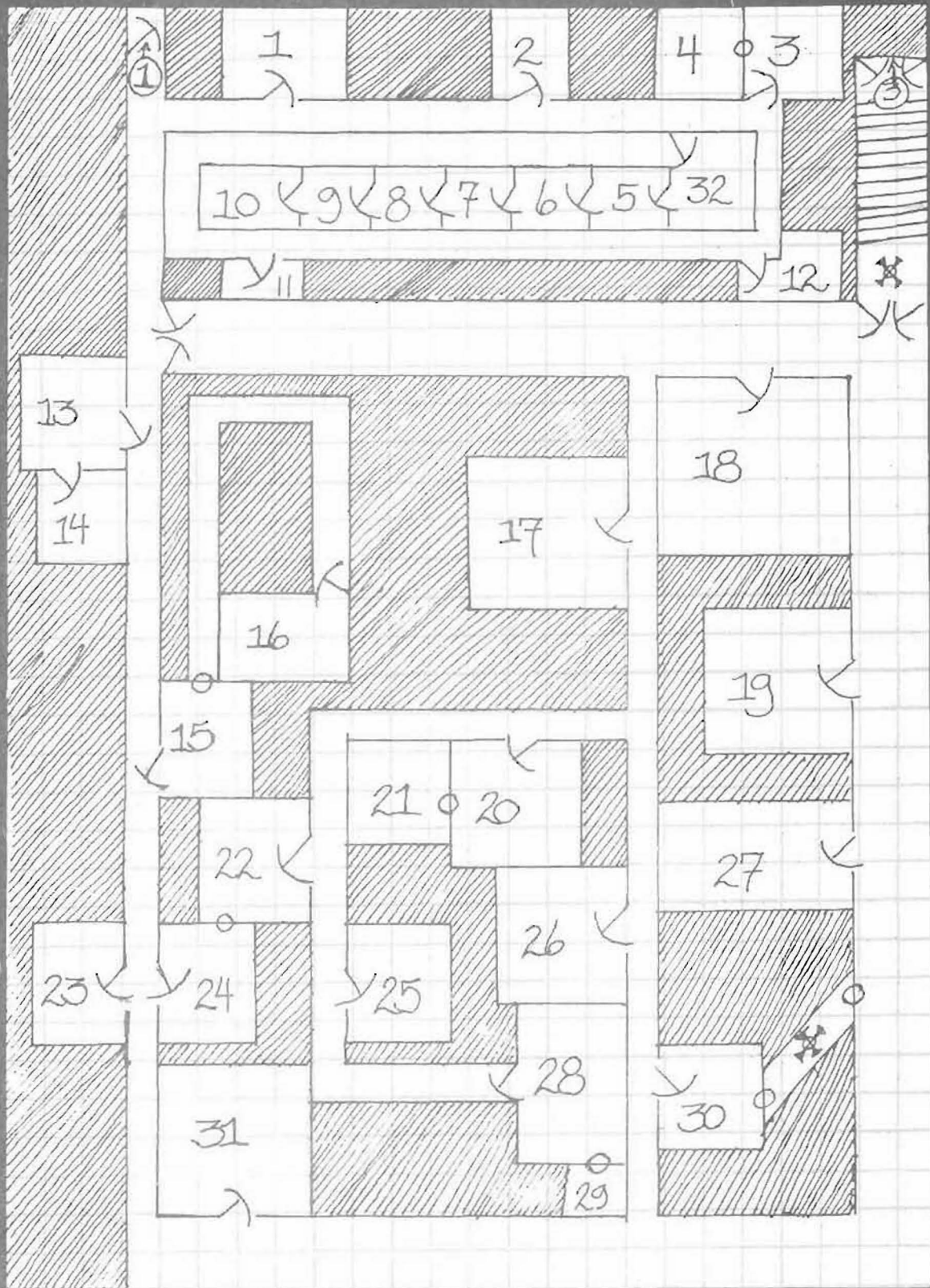
Level II

Room	Creatures Encountered	Max. Damage	Contents of Room
1	None		Empty
2	None		Empty
3	Lawful Conjurer	10	Empty. Conjurer will warn of Orcs in Rm 32 and will aid party against them, only
4	None		200 GP, Bag of Transmuting
5	3 Orcs	6 5 3	Empty. If attacked, Orcs in Rm 8 will come to join fight
6	None		Empty
7	None		Empty
8	9 Orcs	5 3 4 4 3 5 5 4 3	Empty
9	None		Empty
10	None (This is a transport room which sends party to Rm 32)		
11	1 Blink Dog	20	Empty. Blink Dog is companion to Conjurer in Rm 3. Will warn if Orcs are attacking. If Conjurer is attacked by anyone, dog will fight for Conjurer
12	None		Empty
13	None		Empty
14	Geletinous Cube	13	6 plus 1 arrows in Cube
15	2 Giant Ticks	12 8	Empty. Ticks on ceiling
16	4 Skeletons	3 2 3 1	Chest with 75 GP, 25 CP, ring worth 100 SP
17	1 Giant Slug	60	2 flasks Healing Potion
18	1 Troll	24	3 empty bags and one Gold Coin (non-magical)
19	None		Skeleton (non-animated), 10 arrows, 1 broken bow
20	None		7 bodies stacked against wall. Pile of weapons: 6 swords, 6 shields, 1 bow, 20 arrows
21	None		Laboratory: Counters and cupboards, large table in center of room. Empty except for 24 flasks scattered on table: 20 empties, 1 poison, 3 Undead Control
22	2 Zombies	3 3	Empty (One is female)
23	None		6 large empty bags

PALACE OF THE VAMPIRE QUEEN

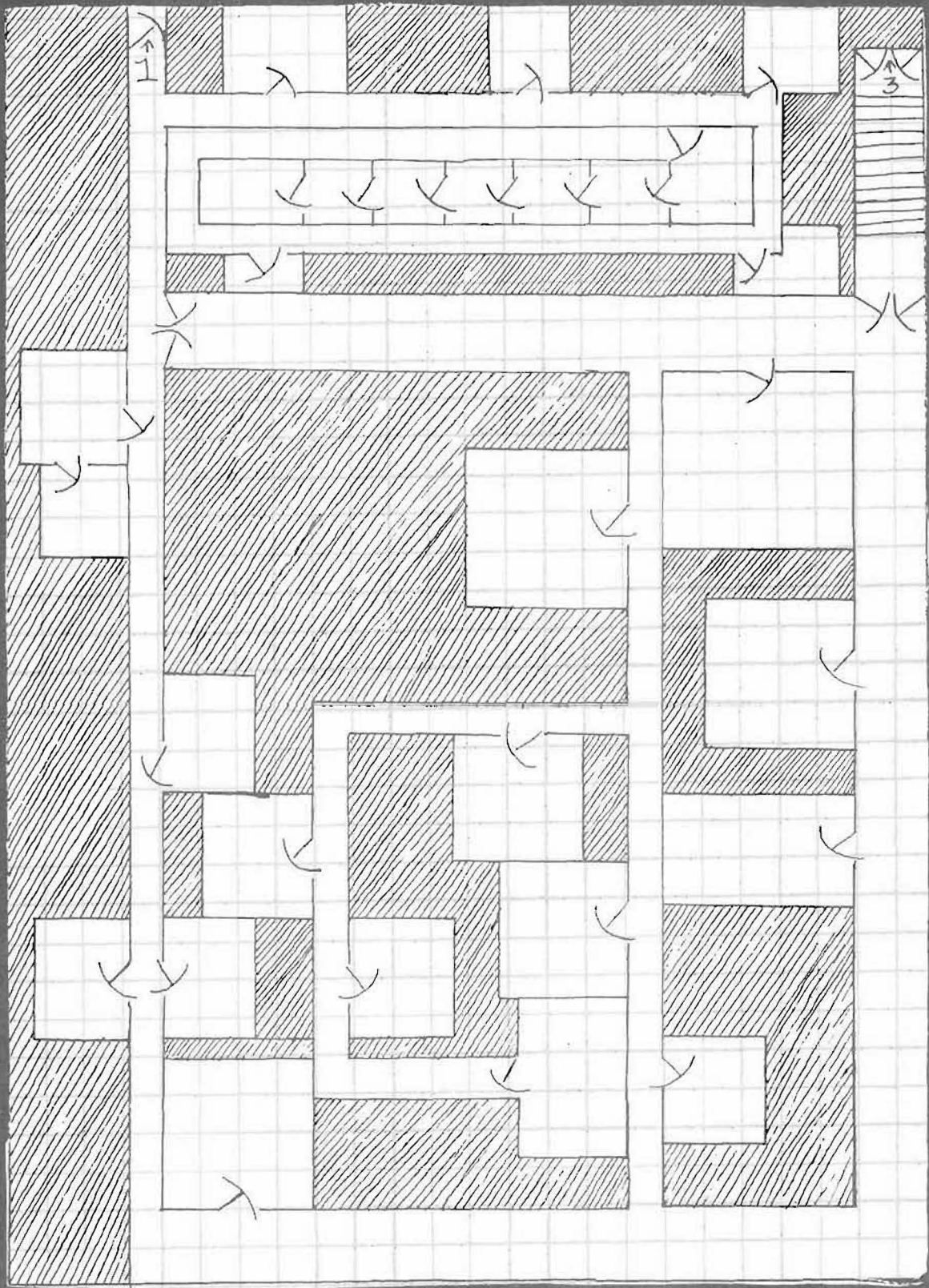
Level II - Page II

Room	Creatures Encountered	Max. Damage	Contents of Room
24	None		Empty
25	3 Zombies	3 2 3	Empty
26	4 Zombies	1 3 3 2	Empty
27	None		Empty
28	1 Evil Magician	17	Empty. All Zombies on this level are under his control. If Magician is attacked, any surviving Zombies on this level will come to aid him
29	None		Silver chest (2,000 GP value) containing 3 flasks Human Control, 1 flask Heroism, Scroll of Undead Protection, Ring of Delusion. Opening chest causes block to fall where person normally stands to open chest. Block kills any in the 3'x6' space
30	Green Slime	7	Empty
31	None		Empty




 Palace of the Vampire Queen

LEVEL TWO



Palace of the Vampire Queen

LEVEL TWO

PALACE OF THE VAMPIRE QUEEN

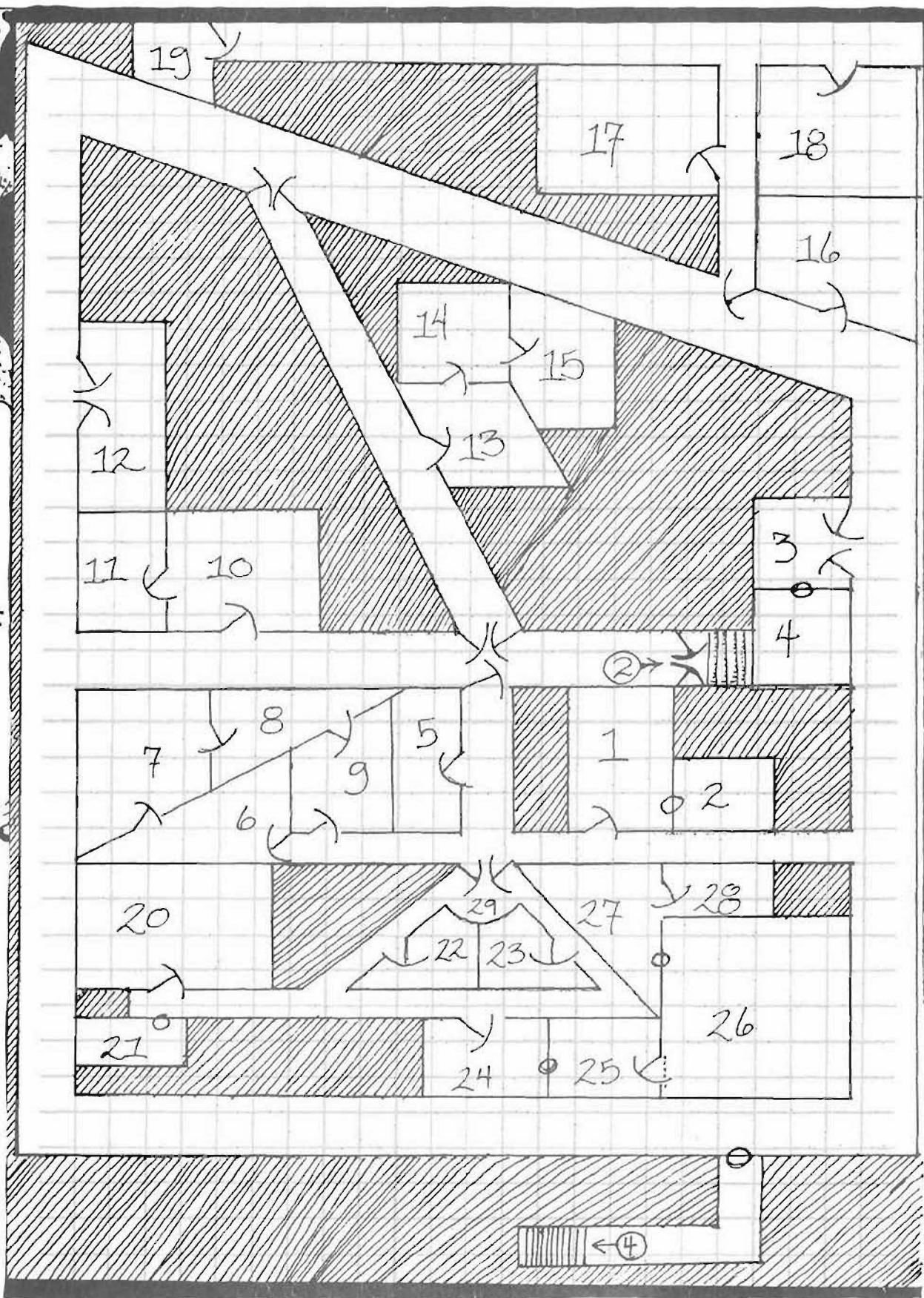
Level III

Room	Creatures Encountered	Max. Damage	Contents of Room
1	1 Ghoul	8	Empty
2	4 Dwarf Children	1 pt each	Empty. Children are almost drained of blood and have been left for the Ghoul to finish
3	2 Werewolves	15 20	Empty. Werewolves are in shape of Ghouls, unaffected by Priests
4	2 Hunting Wolves 1 Werewolf	9 11 17	Empty. Rms 3&4 are guard posts for door to Level IV. Party need not enter room. If party passes room the guards will come out and attack (70%) or come out and stalk party (30%)
5	Giant Slug	39	Empty
6	None		Empty
7	3 Carrion Crawlers	9 11 10	5 bodies being eaten. 3 Swords, 1 bow - non-magical, 1 war hammer (75%, plus 1, 20%, plus 2, 5%, plus 3)
8	None		3 bodies. 300 GP, 75 CP on bodies, 3 swords, spears and shields
9	None		Empty
10	Evil Wizard	40	Empty. Wizard will offer to sell party any magical items they wish to buy. He will invite them to his sales room, Rm 11
11	None		Assorted crates, 4 large urns in corners. If party, or any member of party enters, urns emit sleeping gas (100% effective in 2 turns) and Wizard will kill them, strip bodies of all magical items and take bodies to Rm 8. If party overcomes Wizard, he will be forced to give them 3 magical items (dice for items)
12	None		Empty
13	5 Ghouls	5 5 4 3 3	Empty. Ghouls are dwarf children and appear normal (see next room)
14	4 Ghouls	5 6 6 4	Empty. Normal Ghouls. Ghouls will wait for party to enter Rm 13 then Ghouls in both rooms will attack

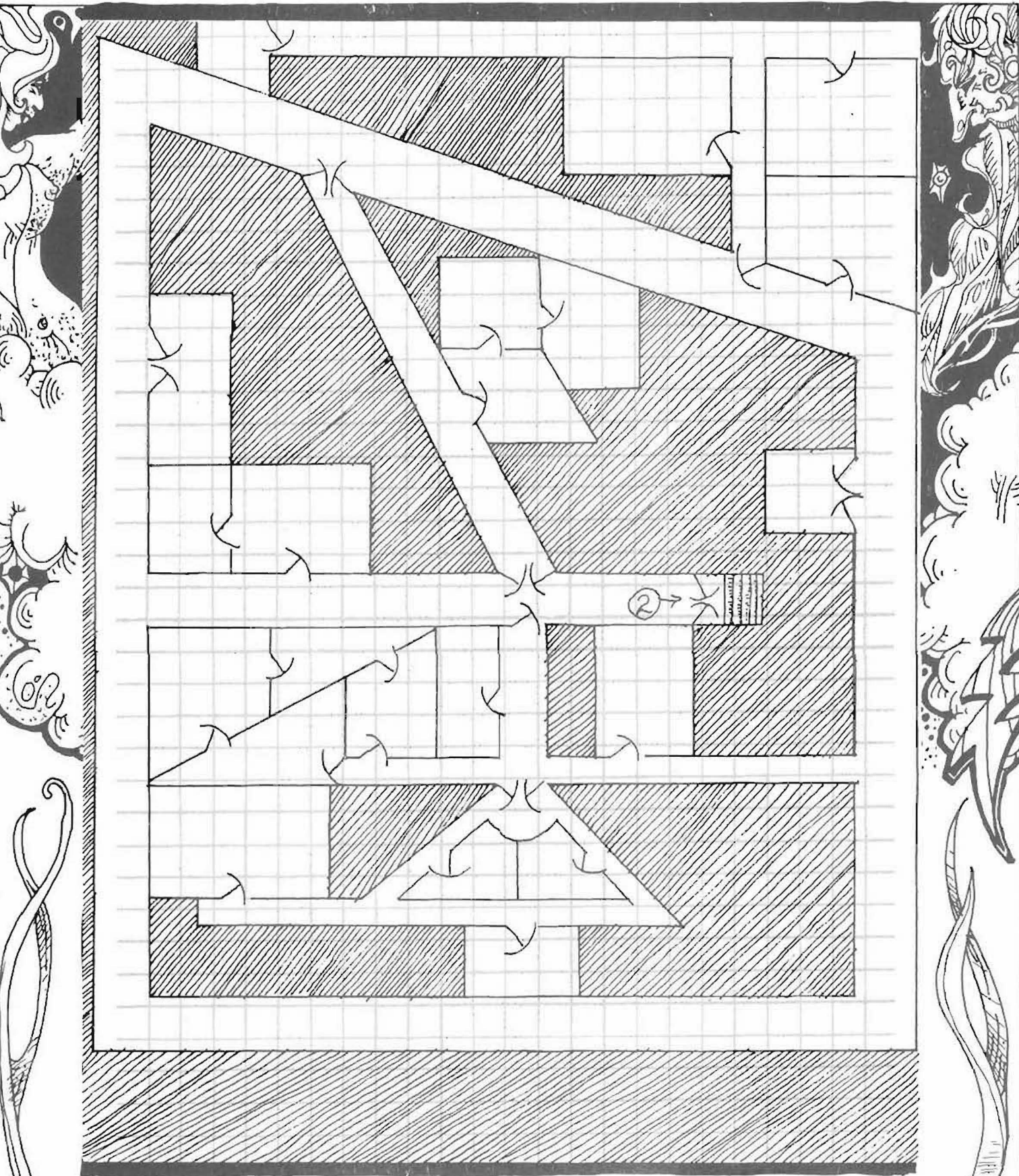
PALACE OF THE VAMPIRE QUEEN

Level III - Page II

Room	Creatures Encountered	Max. Damage	Contents of Room
15	None		Sack containing Portable Hole
16	Mother Lynx and 4 Kittens	3 1 pt each	Empty. All of the cats can detect evil within 12 feet. If any of the Kittens are taken with the party, the Kitten will develop telepathic communication with the person who carries it and add 3 to his or her morale score
17	None		Empty
18	None		Empty
19	None		Empty Chest. If chest is opened, all persons in room will be teleported to Rm 20, Level V
20	2 Trolls	23 27	Empty
21	None		Trolls' Treasure - 5,000 GP
22	None		Empty
23	None		Empty
24	None		Empty. 3 sacks of sand
25	None		Empty. Sand alarm rings in Rm 26 when door is opened
26	4 Trolls	26 23 23 25	Empty. 70% chance that Trolls will be alerted by alarm. Portcullis to fall if party re-enters Rm 25 from Rm 26 - 1 - 10 pts damage to anyone standing in doorway
27	1 Troll	30	Chest with poison lock. 5 Gems worth 3,000 GP total in chest
28	None		Empty
29	None		Chest directly inside door. If opened will release an endless number of Wights unless closed again. When closed, all Wights remaining in room disappear




 Palace of the Vampire Queen
LEVEL THREE



Palace of the Vampire Queen

LEVEL THREE

PALACE OF THE VAMPIRE QUEEN

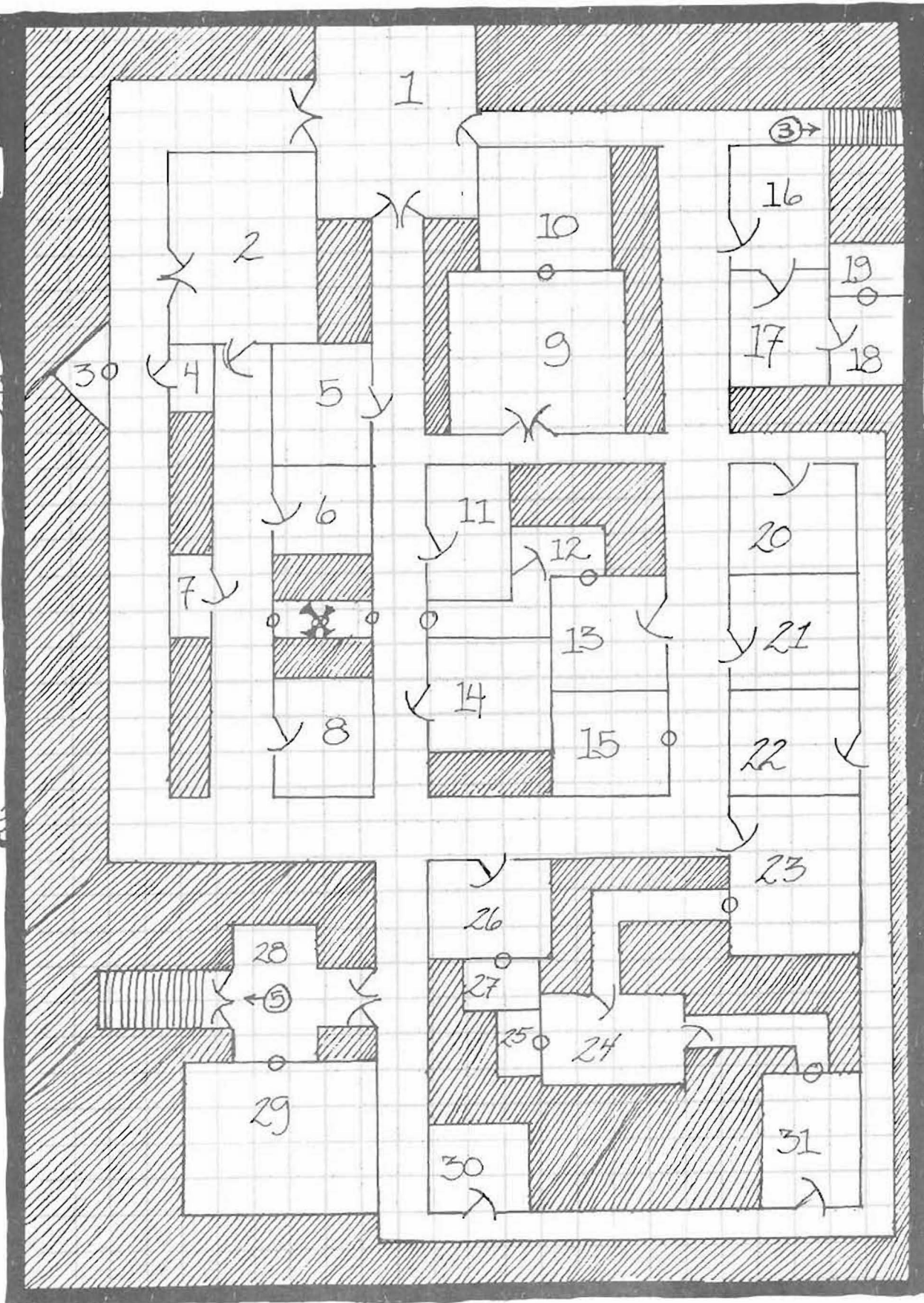
Level IV

Room	Creatures Encountered	Max. Damage	Contents of Room
1	Stone Lammasu	45	Empty. Lammasu is stone with jewels for eyes. One eye is missing and is held in Rm 10. If eye is returned and put in place, Lammasu will come to life and aid party on Level IV only. Lammasu will stay in Rm 1
2	None		Empty
3	None		Invisible Chime of Opening
4	1 Shadow	8	8,000 GP in 2 bags
5	1 Owl Bear	26	Empty
6	None		Empty
7	None		Empty
8	None		Empty
9	1 Stone Giant	39	Empty
10	3 Owl Bears	25 27 28	Chest with 10 Gems worth 7,000 GP total, 1 Gem (eye for Stone Lammasu in Rm 1), Pouch with 500 GP. If chest is opened, 10' pit with poison spikes opens 6' in front of chest. Pit is a 6'x6' square opening
11	None		Empty
12	Black Pudding	17	Empty. Pudding is on ceiling
13	15 Gnolls	7 5 10 9 9 6 11 7 7 15 3 12 12 8 7	4,000 GP in heap in corner, Staff of Striking (used as pole for Skull standard thrown in corner)
14	None		Empty
15	2 Vampire Guards	29 35	3 waterskins filled with blood
16	None		Empty
17	4 Mummies	16 20 21 13	Empty
18	None		4 Gold Coffins (total 35,000 GP)
19	None		Jade Chest, 2 vials of Healing Potion, 1 vial of poison. Chest worth 5,000 GP
20	None		Empty
21	None		Empty
22	None		Empty
23	1 Giant Slug	40	Empty. Rooms 23 thru 31 are covered in 2' fog, including hall and steps

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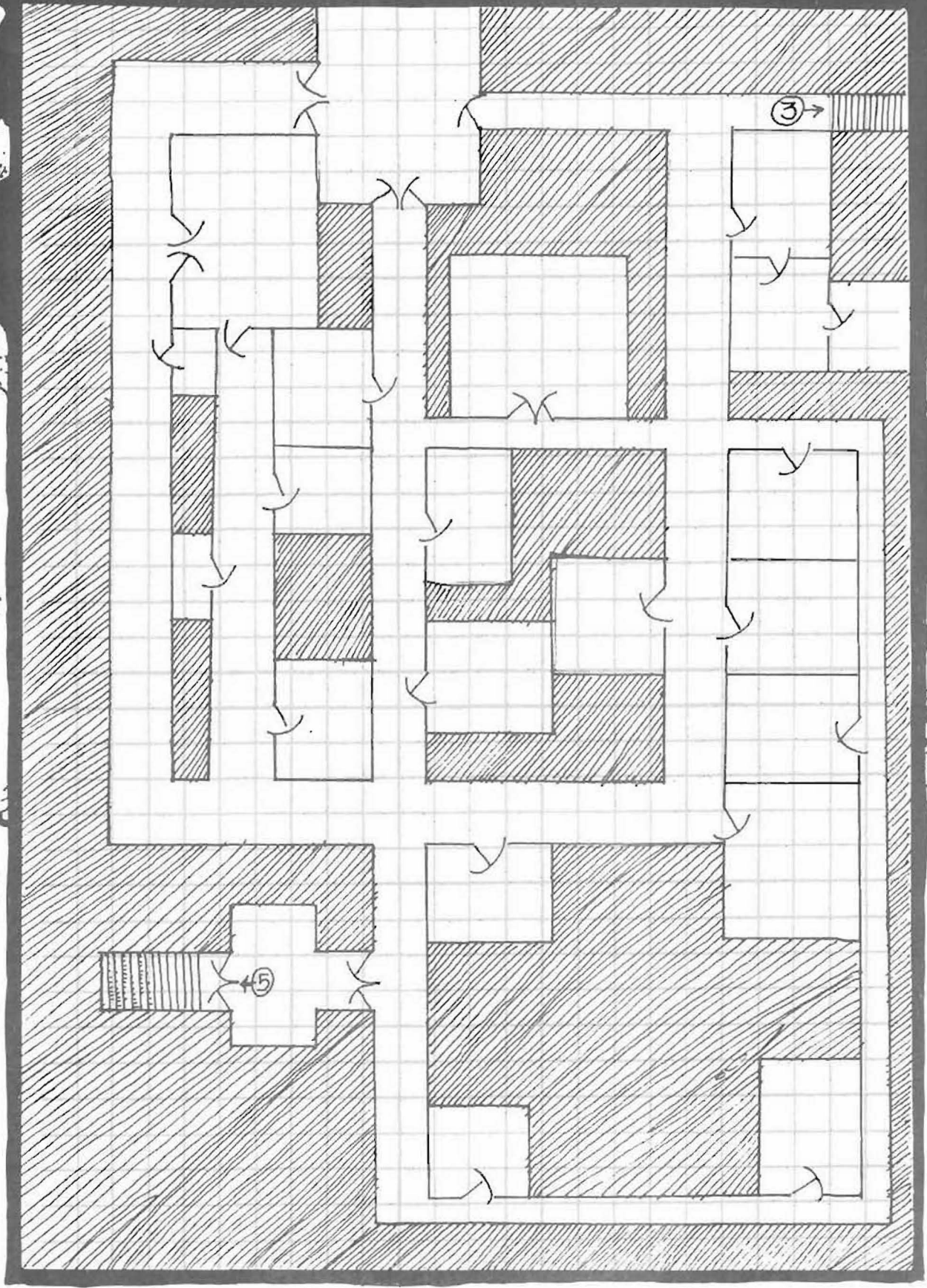
Level IV - Page II

Room	Creatures Encountered	Max. Damage	Contents of Room
24	None		Garlic Garden. May be gathered and taken with party
25	None		Chest with Cube of Force. Chest has illusion to look like Yellow Mold
26	8 Giant Ticks	9 12 10 13 7 8 9 6	Empty
27	None		Chest with Poison Lock and spring device to shoot 12 poison needles (6 up, 6 forward) when chest opened. 10,000 SP, Scroll with 3 2nd level spells (dungeon master's choice, plus 3 War Hammer, plus 2 shield, plus 2 sword in chest
28	None		Empty. Alarm rings in Rm 29 when Rm 28 entered
29	6 Vampire Guards	23 25 27 19 26 23	8 Waterskins filled with blood. 400 GP on guards
30	15 Vampire Bats	2 per Bat	Empty
31	None		Empty




 Palace of the Vampire Queen

LEVEL FOUR



Palace of the Vampire Queen
LEVEL FOUR

PALACE OF THE VAMPIRE QUEEN

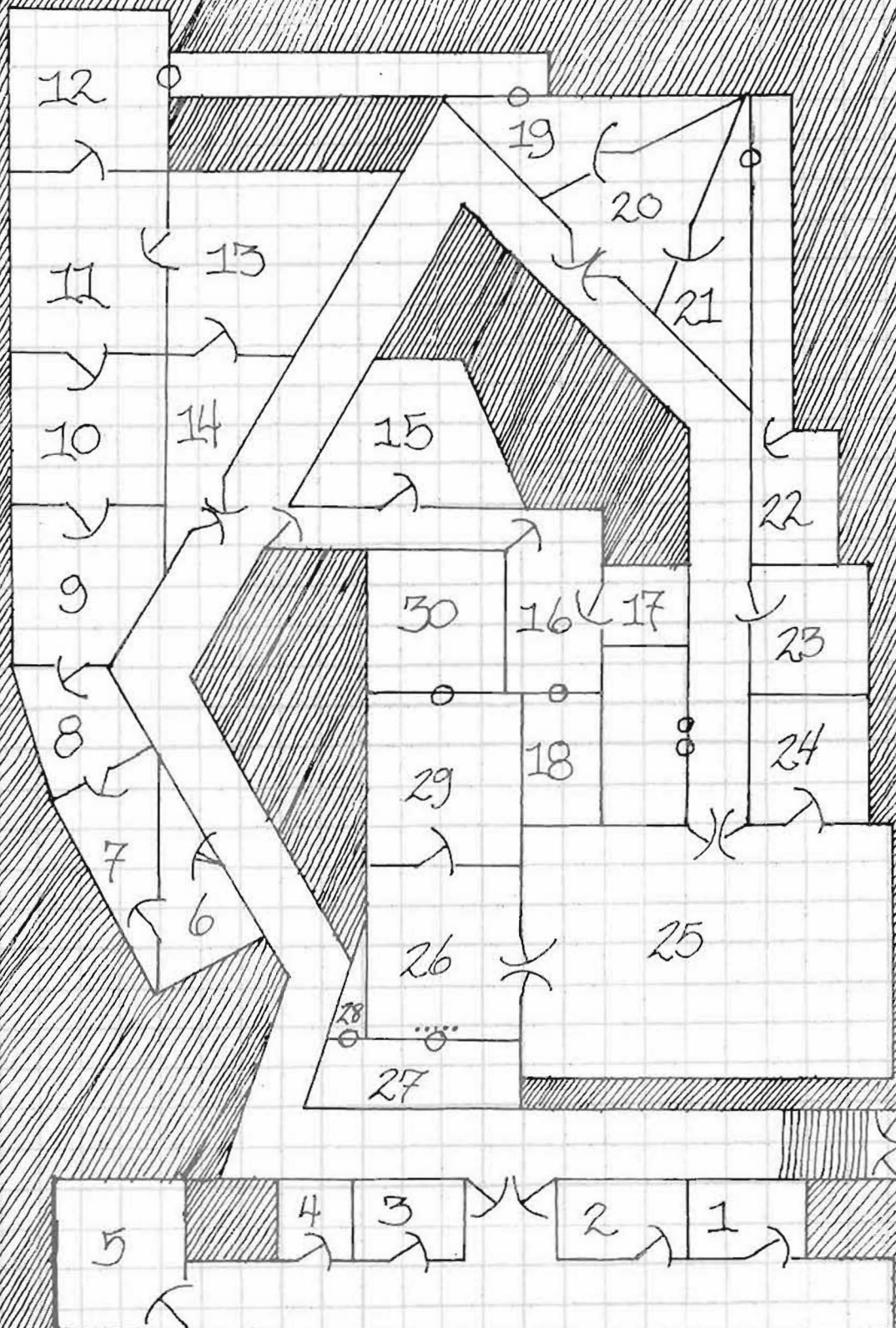
Level V

Room	Creatures Encountered	Max. Damage	Contents of Room
1	2 Vampire Guards	23 26	2 Wood Coffins
2	10 Guard Bats	6 per Bat	Empty
3	2 Vampire Guards	25 23	10 Wood Coffins
4	None		Empty
5	1 Balrog	41	Mace of Disruption
6	1 Flesh Golem	40	Empty
7	None		Empty
8	5 Wraiths	13 15 16 16 14	Empty
9	None		Empty
10	None		Empty
11	5 Dwarf Children	1 pt each	Children are in cage
12	Teleport room to Rm 25		
13	4 Ogres 5 Dwarf Children	15 20 20 18 1 pt each	Kitchen. Ogres are slaughtering children to make blood pudding. 3 drained bodies, other 5 are still living
14	None		Shelves stacked with gold serving pieces (total 80,000 GP)
15	4 Werewolves	15 17 16 20	Empty. Werewolves are in shape of Ghouls
16	3 Vampires	19 19 15	Vampires are females - Ladies in Waiting. 4 Coffins
17	None		Dressing Room. Clothing and jewelry total value 4,000 SP
18	Dwarf Princess	3	Empty. Princess is unharmed
19	Chaotic Bishop	20	400 GP on Bishop. Wearing Gauntlets of Ogre Power and Talisman of Chaos Supreme
20	None		Chaotic Temple. 7' high Jet idol of a female vampire, value 9,000 GP
21	4 Chaotic Vicars	13 15 9 11	Chest with Exploding Runes, will explode if not removed by Chaotic Necromancer with 6-60 pts damage. Blast covers 5' all around chest. Chest contains 1 Gem, value 10,000 GP
22	1 Flesh Golem	40	Empty
23	10 Guard Bats	3 per Bat	Empty. If door is opened, bats will attack and door to un-numbered room across hall will open and let out 25 more guard bats

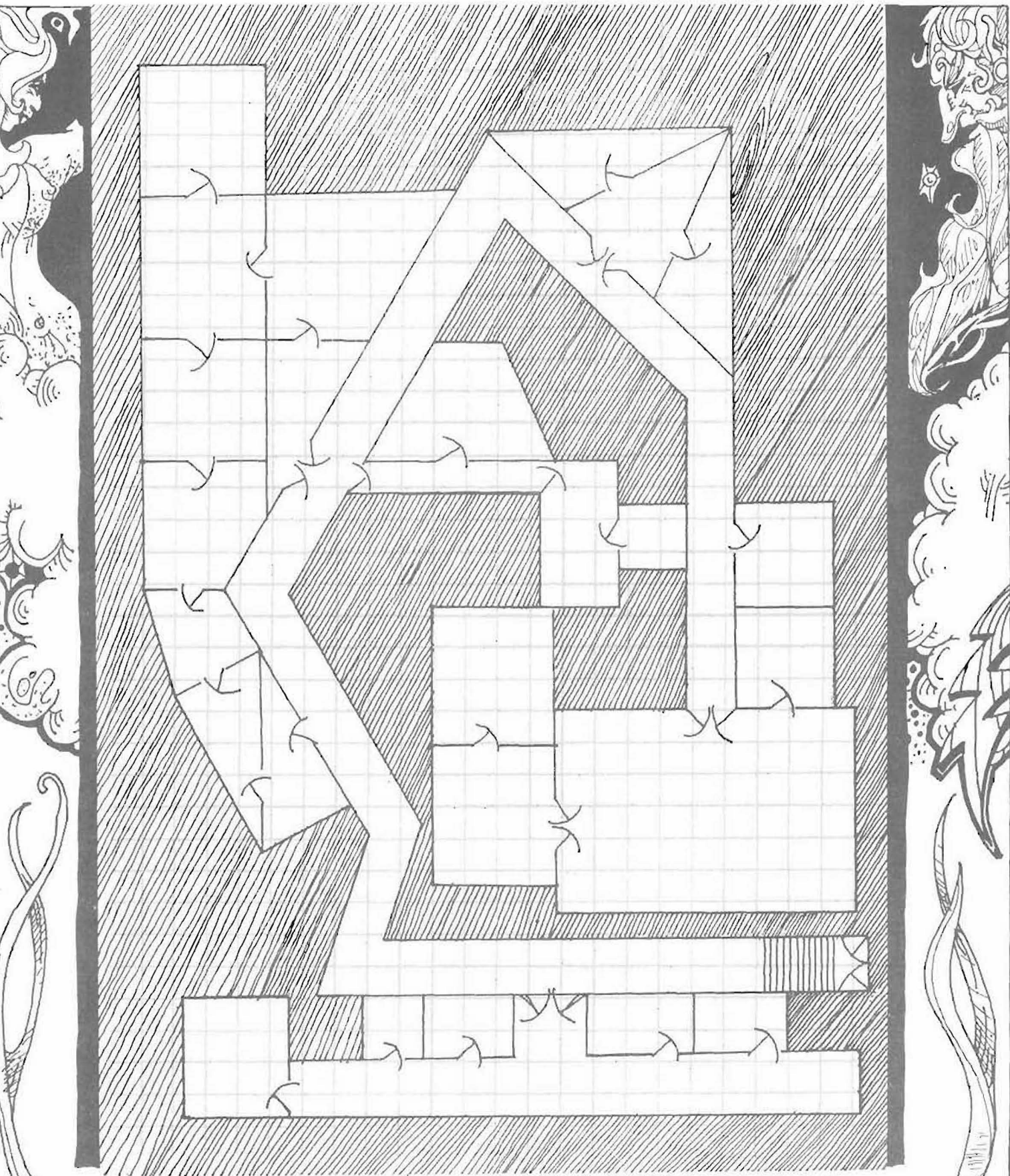
PALACE OF THE VAMPIRE QUEEN

Level V - Page II

Room	Creatures Encountered	Max. Damage	Contents of Room
24	Oracle (Human)	10	Oracle. Will tell reverse of truth to any question. Questions cost 100 GP per question
25	6 Vampire Guards (all 9-hit die fighters)	21 29 32 27 24 29	Throne Room. Throne on raised Gold platform
26	4 Vampire Guards (all 7-hit die fighters)	21 19 22 16	Reception Room. Several chairs and paintings 3,000 GP value
27	None		Treasure Room. 60,000 CP, 30,000 SP, 20 Gems, value 2,000 GP total, Ring of Undead Control, Eyes of Charming, Scarab of Death. Portculus will fall if party enters thru doorway from Rm 26 (fall is delayed one movement turn after entering)
28	Will O Wisp	38	Empty
29	1 Female Vampire	30	This is not the Queen. Gold Coffin (value 15,000 GP) assorted jewelry (value 25,000 GP, 4 bottles filled with blood
30	1 Female Vampire	40	Vampire Queen. Will turn into Bat and escape if door is not shut behind party. If she escapes she will go to Dwarf Princess, if Princess is still living, and threaten to kill her if the party does not let the Vampire Queen go free



Palace of the Vampire Queen
LEVEL FIVE



 Palace of the Vampire Queen
LEVEL FIVE

