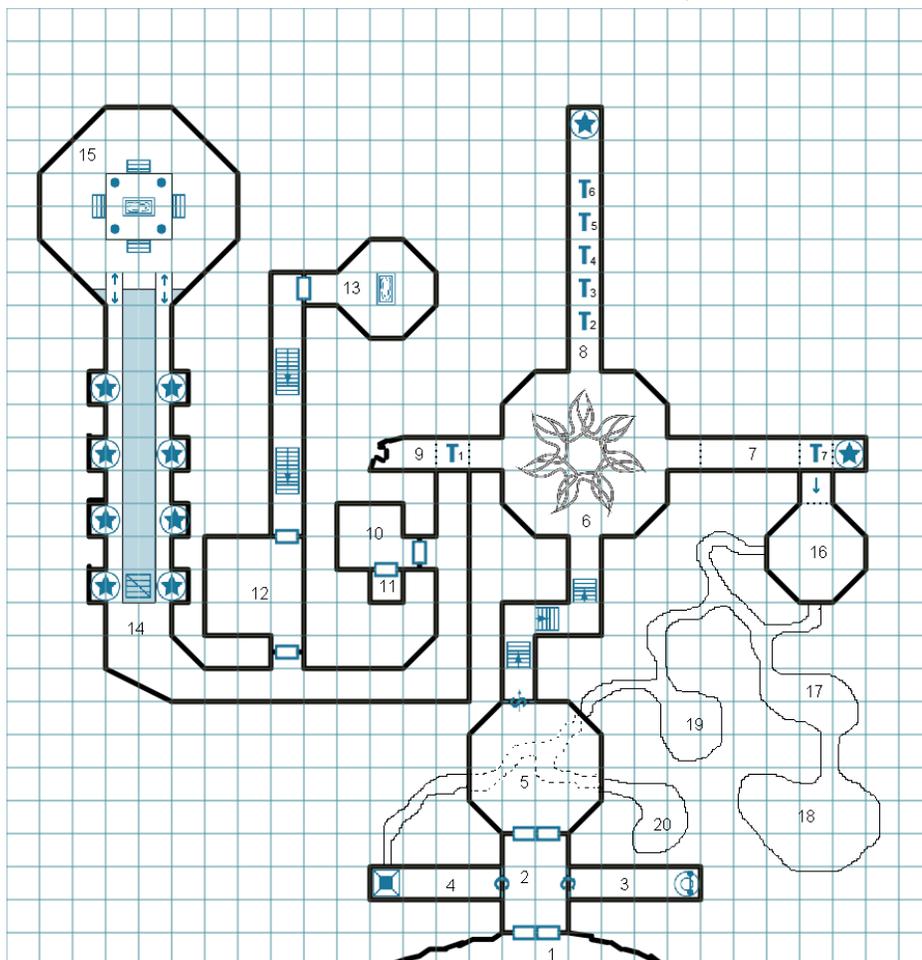


Tomb of the Sword of the Vampire Princess

By Chris Olson



Wandering Monsters

Outside (Area 1):

1 in 20 chance of meeting a humanoid patrol (1-2 Orcs and 1-4 Goblins).

Ant hill (Area 16-20):

1 in 6 chance of:
1-4: Ant swarm
5-6: 1d8 Giant Ants

Legend - North is at the top, 10' squares

S – Secret Door
C – Concealed door
T - Trap

Setup

Rumors of a powerful magic item (The Sword of the Vampire Princess) have led our heroes to this tomb. The camp of humanoids (Orcs, Hobgoblins and Goblins) camped outside the door of the tomb reveals that our heroes are not the only ones looking for the sword.

The front door is a hive of activity at night and would require the entire force of humanoids be driven off. During the day, a sneaky group might be able to pick the locks on the front doors and sneak into area 2. In this case the humanoids may notice the tomb is open and come in (or not, depending on the what precautions the heroes take).

Scouting around the hill in which the tomb is buried will reveal another way in: A stone capped well leading into area 3 with a ladder. Booms of battering rams sound constantly if this course is taken.

The Sword

The Sword of the Vampire Princess is a powerful artifact. Capping the pin in the hilt with the ruby awakens the sword. It whispers in the mind of any who hold it, driving them to slay everyone around them and drink their blood. It is a powerful magical aid in combat and was stored in three parts to prevent it from being used against the vampires.

Room Key

- 1. Outside:** A humanoid camp trying to use a battering ram on the tomb doors. 10 Orcs, 30 Hobgoblins, and 150 Goblins are in the camp. Each carries 1d3 silvers.
- 2. Entry Hall:** Walls carved with depictions of a vampire empire. Two vampire faces conceal hidden doors on the walls. There is 1 in 6 chance of an Ant Swarm on returning.
- 3. Hidden entrance:** A dusty, cobweb and root choked hallway. A single Ant Swarm is here. 1 in 6 chance on a revisit.
- 4. Ant Hill Entrance:** Another cobwebbed, dusty, root choked hallway infested with 2 Ant Swarms with a 1 in 6 chance of 1 on a re-visit. The pit at the far end has a 3' diameter tunnel at the bottom (50' down) leading into the Ant Hill.
- 5. False Tomb:** Carvings on the walls depict humans being fed to vampires. A stone slab rests in the center. If 100 lbs (~45 kg) is placed on it, the secret door to the north slides up revealing a twisting staircase down. Remove the weight and the door closes.
- 6. Symbol Room:** Faint, black lines can be seen through the debris on the floor. Carvings of vampires ruling over human sacrifices adorn the walls. If anyone steps inside the 9 squares in the center, the lines light up (staying lit for 28 days) and all traps in the dungeon arm. Note: this is the only way to gain access to rooms 10-15.
- 7. Ant Hill Trap:** A 60' corridor with a statue holding a metallic sword at the end. If traps armed, when anyone steps on the T₇ square, the middle 40' drops to a slide which dumps the heroes into room 16. The trap then resets. The sword is a stone sword plated in silver.
- 8. Escape Trap:** Appears to be a blank, 80' corridor with an imposing vampire statue at the end holding a metallic sword. If traps armed when a character reaches T₆ then traps T₂-T₅ activate. Each has a 1 in 6 chance to activate when a character enters the square. Each resets immediately. T₂: Spear trap. T₃: Scything blade trap. T₄: Poison dart trap. T₅: crushing block trap (only drops halfway down). Again, the sword is stone plated in silver.
- 9. Crushing Block Illusion:** This corridor ends in a false cave-in after only 30'. If traps armed when a character enters the square with T₁, a stone block drops while the floor drops away beneath the character and deposits them safely at the far end of 14 while a block seals the top of the pit, giving the illusion of crushing them flat. When they step into the hallway the trap resets. No remains are shown to those left on top. A lever on the wall also triggers the trap and it resets shortly after. No vampire can use the holy, silver lever, trapping them down there.
- 10. Preparation Area:** A small slab in the center of the room with blood channels carved in it. Skeletons lie around the room. Among the bodies are 300 various coins, and a handful of small gems. Each round spent searching the room (which only gives 1/10 of the treasure) gives a 1 in 10 chance of the Vampire Priest entering the room.
- 11. Storage:** Small empty room, only a shelf at waist high in the back. On it is a small, velvet-lined, locked chest holding a ruby capped pin used to lock together and activate the Sword of the Vampire Princess. The pin radiates a faint magic. A weapon-smith would be able to identify its purpose.
- 12. Vestment Room:** Immaculately kept room. Priestly vestments hang on mannequins. Jeweled necklaces and rings sit on a display case. There is a one 1 in 4 chance the Vampire Priest will enter the room if he has not already been defeated (see room 13).
- 13. Vampire Priest:** When the door opens, the Vampire Priest (if he has not already been defeated) opens his sarcophagus and faces the heroes. He speaks in a language they do not understand. If they fail to answer him, he attacks. In his sarcophagus, hidden in the pillow, is the faintly magical hilt to the Sword of the Vampire Princess.
- 14. Gauntlet of Skeleton Guards:** This hallway has a stream of red liquid running from a doorway carved in the likeness of a vampire's mouth to the north. It exits through a grate in the south end. On each side are statues of vampires. When the characters first turn the corner the closest pair of statues burst, revealing Vampire Skeletons. Each round after the next pair burst and join the combat. Anyone who falls into the stream is dragged to the grate. The stream saps strength and heals the skeletons and they will use this knowledge in combat. There is no treasure here.
- 15. Tomb of the Vampire Princess:** A sarcophagus lies on top of a stone platform, with stairs leading up to it and pillars at each corner. 4 piles of fur and bones are scattered around the room. When the sarcophagus is opened, the Vampire Princess will leap up and scream. The four piles will into 4 Skeletal Wolves under her command. If she begins to lose, she will summon 4 Rat Swarms from small holes about the chamber and flee to the healing stream to the south and continue from there. She is wearing a silk dress, an emerald necklace and a gold belt. The strongly magical blade of the Sword of the Vampire Princess is under the lining in the sarcophagus.
- 16. Ant Feeding Room:** 4 Ant Swarms are here. The only exits are 3' diameter tunnels.
- 17. Ant Guards:** 10 Soldier Ants guard the entrance to the Queen Ant's chamber.
- 18. Queen Ant:** The Queen Ant, 3 ant swarms, and 10 Soldier Ants guard the ant eggs in this room. The eggs might be valuable as treasure. 150 are stacked here.
- 19. Nursery:** 50 small, harmless ant pupae are in here, with 5 Ant Swarms tending and defending them.
- 20. Refuse Room:** Skeletons litter the ground along with the shredded remains of clothes and equipment. 1 in 10 chance to find 1d10 coins, 1 in 20 chance to find a mildly magical weapon, and 1 in 30 chance to find some other appropriate magical item (armor, potion, simple wand, etc). Use this room to possibly seed some magic item into the campaign for later.