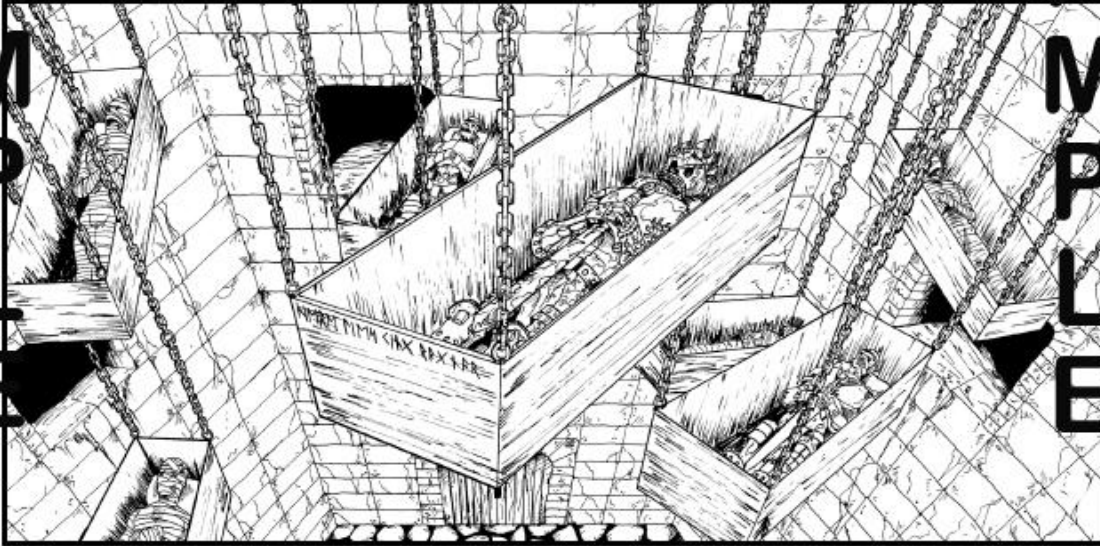


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**Maximum Mayhem Dungeons #1**  
**The Hanging Coffins of the Vampire Queen**  
Written by Mark Taormino

AN ADVENTURE FOR CHARACTER LEVELS 10-14

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## AUTHORS NOTE:

Thank you for purchasing this module. I hope you enjoy it! What I remember enjoying most from playing RPG modules in the "old days" (early 1980s) - was that it was all about "fun and memorable encounters" the way I saw it. This is a detailed adventure with a lot of scalability to fit your players and their varying role-playing styles as well as yours as the GM.

## GM BACKGROUND:

This module is designed for 8-10 characters of levels 8-14+. The party should consist of at least 3 Fighters, 3 Clerics and a strong Paladin, 2 Magic Users, and 2 Thieves. Of course feel free to work with the Players to figure out whatever you and your group feels is best. They should be able to inflict mass damage to their enemies in just a few rounds. If you feel you need to scale down or scale up the encounters, go ahead.

## PIT TRAPS:

All pit traps are 20 feet deep. Players take 3d6 damage if they hit the ground and must Save vs. Falling for half damage. Roll a D8 on the table below to determine the type of trap is at the bottom of the pit.

1. **Poisoned Spikes:** Players must roll an extra 2d4 damage and Save vs. Poison or become poisoned and take 2d4hp damage every turn until cured.

2. **Cube:** 1 Gelatinous Cube (AC: 1, MV: 60 ft, HD: 8, HP: 64, #AT: 1, D: 2d8, SA: Paralyzing touch, surprise 10, #7, SZ: Large, MR: Normal, AL: Neutral, Level/XP: 8/150 + 4/HP)

3. **Goo Trap:** GM roll on the chart on **Encounter #35**.

4. **Tentacles:** 8 Huge Carcass Creepers (AC: 3, MV: 20 ft, HD: 6+2, HP: 54, #AT: 8, D: 2d8+Paralysis, SA: Paralysis, SZ: Large (5 ft/6 ft), MR: Normal, AL: Neutral, Level/XP: 3/105+3/hp)

5. **Mechanical Razor Gears Grinder:** A hideous system of razor sharp gears designed to slice up anything that falls into them. The blades make up the entire floor of the trap so there is no way to get footing once they land in it. Save vs. Death or take 2d20 damage. Players who fail the save have their foot caught in the gears and will be pulled in completely in 3 rounds. Every round in the trap the Player must Save vs. Death or take another 2d20 damage.

6. **Vampire Pit:** 8 Vampires (AC: 1, MV: 120 ft or 180 ft flying (AA: level V), HD: 8+3, HP: 70 each, #AT: 1 bite, D: 1d6+4, SZ: Man Sized, AL: Chaotic Evil, Level/XP: 8/1810 + 12/HP)

7. **Bottomless Pit:** The Player has fallen into a magical bottomless pit and will be stuck falling for eternity unless they have a Ring of Feather Falling or some other means of escape. Dispel Magic cast on the area will dispel the trap. Roll a d8 again on this table to determine the type of trap the Player lands in when the trap is dispelled ignoring this #7 option on those rolls.

8. **Fire:** Players take 2d10 fire damage.

## RUMORS TABLE:

The Players will have heard 3-6 of the following Rumors during their incarceration time in the Vampire Queen's Dungeon. Go ahead and roll a d10.

1. "Legends say that Lady Neeblack the Vampire Queen killed her husband King Wallawally in order to ascend the throne and take full power of the kingdom."

2. "She will NEVER let anyone leave! It's all a sick joke, a twisted and wicked game simply for her amusement."

3. "If you thought she's a shrew now... you should have seen her 1000 years ago - when she was fully human!"

4. "They say 500 years ago she trapped the soul of her former lover, Vampire Master Daemonicus in a huge gem known as 'The Heartstone' in a lost and lonely corner of the Dungeon. Whispers from demons that travel in and out of the planes say they commune with him and he is plotting his escape and ultimate revenge."

5. "I heard there is a garden somewhere in a hidden cavern. In that garden lives a mysterious wild woman with snakes on her head!"

6. "They say the Vampire Queen has made a deal with the devils and demons and they routinely Gate in and out of her dungeons freely collecting the hundreds of lost souls in the Vampire Pits!"

7. "Don't eat at the dinner table...I beg of thee. Don't eat at the dinner table."

8. "The rubble collapsed hallway leads to another adventure..."

9. "She has nine 'Hanging Coffins.' They are protected in a hidden and locked chamber. Death is waiting there."

10. "Somewhere in that foul dungeon an evil Vampire Lich rests. I don't know who, what, where or why - just know it lies somewhere in the night, somewhere in the pitch black of the darkness...it is there waiting."



## WANDERING MONSTERS:

As you can see from the chart – these are not our “ordinary” wandering monsters so use one of these rolls as you see fit or whenever the party gets out of hand and needs an extra little kick in the ass! Roll a D6 and pick one... These Demons below routinely Gate In and out of their Planes to collect Lost Souls from the Vampire Pits. They generally will not Gate In another demon unless you feel it is necessary to keep the Party in line.

**1. Class A Demon (Vrock) - (#1d3):** AC: 0, MV: 120 ft, 180 ft flying (AA: level IV), HD: 8, HP: 64, #AT: 5 (2 claws/2 claws/1 bite), D: 1d4/1d4/1d8/1d8/1d6, SA: (See OSRIC™ page 214), SD: (See OSRIC™ page 214), SZ: Large, MR: 50%, AL: Chaotic Evil, Level/XP: 7/1,275 + 10/HP

**2. Class B Demon (Hezrou) - (#1d3):** AC: -2, MV:60 ft, 120 ft hopping, HD: 9, HP: 72, #AT: 3 (2 claws/1 bite), D: 1d3/1d3/4d4, SA: (See OSRIC™ page 214), SD: (See OSRIC™ page 214), SZ: Large, MR: 55%, AL: Chaotic Evil, Level/XP: 8/2,000 + 12/HP

**3. Class C Demon (Glabrezu) - (#1d3):** AC: -4, MV:90 ft, HD: 10, HP: 88, #AT: 5 (2 Pincers, 2 claws/1 bite), D: 2d6/2d6/1d3/1d3/1d4+1, SA: (See OSRIC™ page 214, 215), SA: (See OSRIC™ page 214, 215), SZ: Large, MR: 60%, AL: Chaotic Evil, Level/XP: 8/2,400 + 14/HP

**4. Bats - (#1d200):** AC: 4, MV: 10 ft / 240 ft flying (AA: level V), HD: 1, HP: 2 each, #AT: 1, D: 1, SA: Swarm (causing confusion, extinguishing torches) SZ: Small, MR: Standard, AL: Neutral, Level/XP: 1/1/HP

**5. Huge Carcass Creepers - (#1d8):** AC: 3, MV: 120 ft, HD: 6+2, HP: 54, #AT: 8, D: 2d8+Paralysis, SA: Paralysis, SZ: Large (5 ft/6 ft), MR: Normal, AL: Neutral, Level/XP: 3/105+3/HP

**6. Vampires - (#1d8):** AC: 1, MV: 120 ft or 180 ft flying (AA: level V), HD: 8+3, HP: 70 each, #AT: 1 bite, D: 1d6+4, SZ: Man Sized, AL: Chaotic Evil, Level/XP: 8/3,810 + 12/HP

## PLAYERS BACKGROUND

You are in a huge marbled room about 70' long by 60' wide. The floor is polished in a black and white checkerboard design. There is a huge throne made of bones and gems at the east back wall with a series of 3 steps that leads up to it. Above the throne is a huge bat head made of black stone. This must be the evil bat deity she worships. The walls of this chamber are made of polished mirrors. To the north is a large sleek mirrored black door in

the center of the mirrored walls and to the south is the same but double doors. Seated sideways on the throne with her legs casually kicked off one side is Lady Neeblack the Vampire Queen. She is in her beautiful voluptuous womanly human form with flowing black hair and wearing a sexy outfit displaying lots of cleavage. Her gaze is almost irresistible to both men and women. You try not to look into her eyes. She is staring at all of you wickedly and puffing from a jeweled smoking pipe. It smells like Highbottom Leaf.

Standing next to her on the right is a beautiful naked Succubus, giggling and pouring blood like it is red wine from a diamond chalice on her naked, supple body. She is known as "Sin." On the left laying in a relaxed position is another beautiful naked Succubus eyeing you wearily – he snake forked tongue slowly licks out of her lips. She is known as "Diabolica."

As you glance around you catch the reflections of yourselves and the Succubi in the mirrors. You look at each other in and you realize you're all wearing the black loin cloths prison garb of the Vampire Pits. You are all marched into a 10x10 area in front of the Vampire Queen.

Nine Death Guards fan out around you all in a U-Shaped pattern. They all look like former regal knights but now are Servants of the Vampire Queen. Also surrounding the perimeter of the entire area are about eighty eight vampire minions all snarling and growling at you. The Vampire Queen stands up and slowly walks down the steps and approaches your group. When she looks into your eyes you are paralyzed by her gaze and simply can't move as your brain says "move" but your bodies stand still.

She slowly circles the group and starts to speak. "Foolish Ones, I have brought you here for a special game I want to play." She looks at the Clerics and Paladins, "Your gods won't save you here. They don't exist here. Only death exists here." You notice the mirrors reflect you and your group but not the Vampire Queen who is one inch away from your face. She takes a puff of her pipe and blows it in your face... It is definitely Highbottom leaf. She continues walking and looks at the Thieves in the party.



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