

OLD-SCHOOL ESSENTIALS

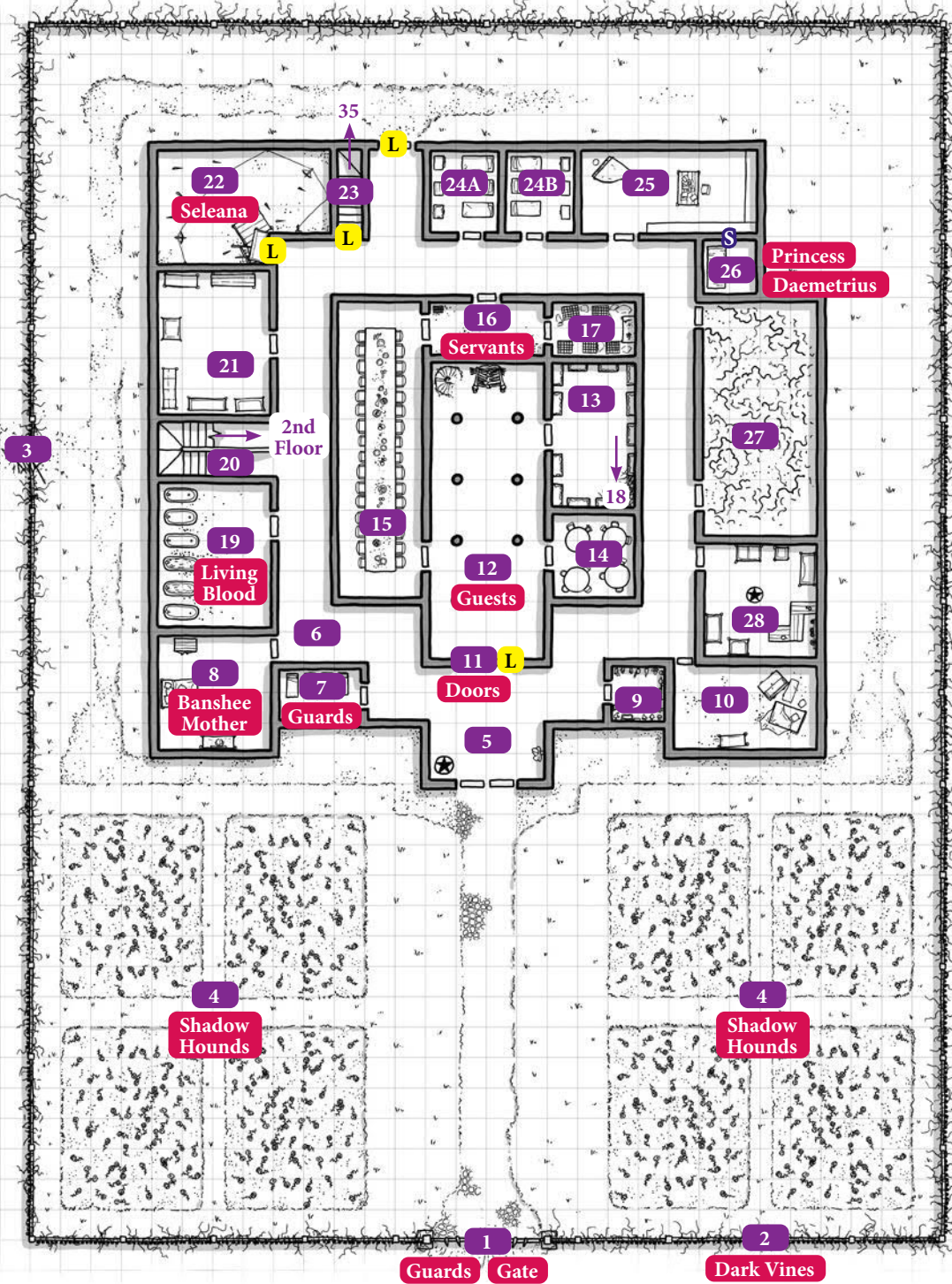
OFFICIAL ADVENTURE SCENARIO



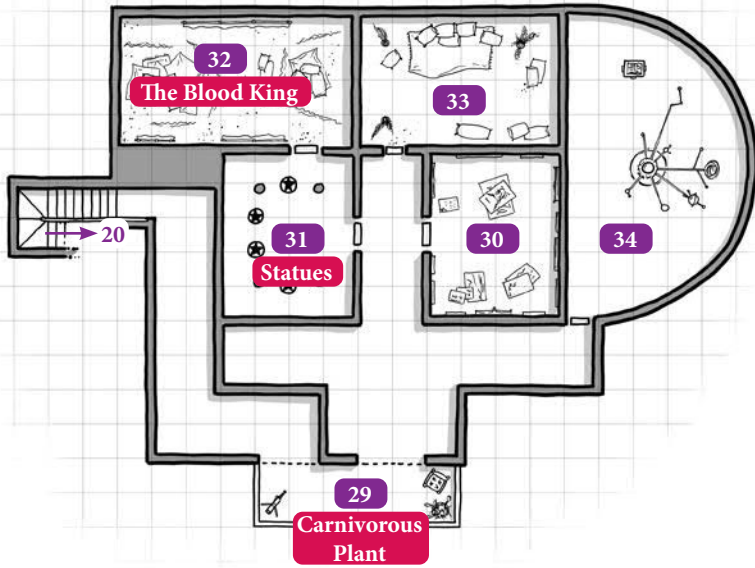
HALLS OF THE BLOOD KING

by Diogo Nogueira

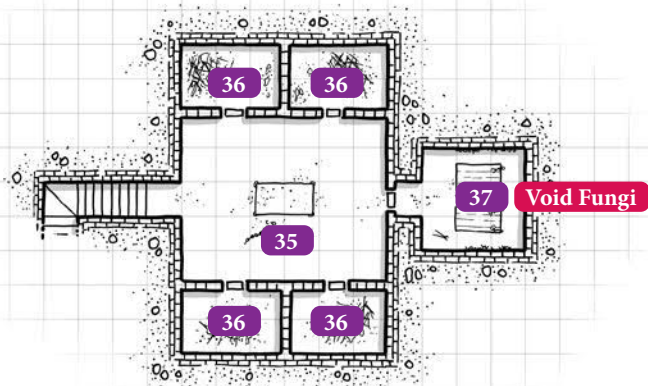
First Floor



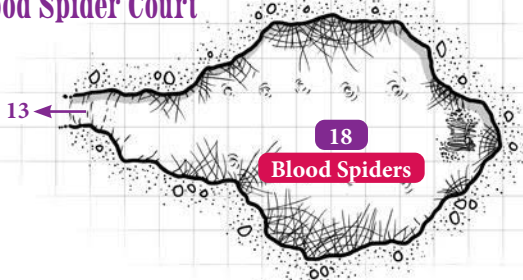
Second Floor



Dungeon



Blood Spider Court



1 square = 5'

Locked doors

Secret doors

Monsters

Area numbers

Random Happenings

1-in-6 Chance per Turn

Every turn, roll 1d6. On a 1, roll 1d12 and consult the following table. Encounters with monsters occur 2d6 x 10' apart. On a 2, referees can show a possible encounter's omens.

d12	Event
1	Blood flows through the walls; the PCs can see it pulsating as if alive.
2	The walls bleed a malodorous, dark, rotted blood. PCs must save vs paralysis or are so disgusted they receive -2 for attacks and saves in the room.
3	The vision of a villager the Blood King took long ago appears, crying and requesting help. When PCs approach, it disappears.
4	A tangible moving darkness approaches (MV 120' (40')), intent on draining all light sources. It drains mundane light sources before moving on. It drains magical light sources before reporting to the Blood King.
5	Dozens of small common spiders are en route to the Blood Spider Courts. If killed, 1d6 Blood Spiders (from Area 18) come to check on their small cousins in 1d4 turns.
6	Classical piano music is audibly coming from everywhere. PCs must save vs spells or be compelled to dance for 1 turn.
7	1d4+1 Blood Thrall Guards (Area 1 for stats) carrying a gagged human to drain.
8	A Living Blood (Area 19 for stats) mass scurries across the ceiling, seeking blood to grow.
9	2d4 Blood Spiders (Area 18 for stats) gossip about their court.
10	1d4 Vampire Guests (from Area 12) trying to locate the Dining Room, complaining about excessive formality.
11	1d4 Escaped Villagers seeking escape. 2d4 Blood Thrall Guard pursuers (Area 1 for stats) are 1d6 round(s) away.
12	Seleana (Area 22 for stats), stalking the halls to capture a lone vampire.

Vampire Traits

Many vampires are within. To avoid repeating information with every stat block, their common traits are listed here and on page 9:

- ▶ **Undead:** Make no noise, until they attack. Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading spells (e.g. *charm*, *hold*, *sleep*).
- ▶ **Mundane damage immunity:** Can only be harmed by magical attacks.
- ▶ **Energy drain:** A successfully touched target permanently loses two experience levels (or Hit Dice). This incurs a loss of two Hit Dice of hit points, as well as all other benefits due to the drained levels (e.g. spells, saving throws, etc.). A character's XP is reduced to the lowest amount for the new level. A person drained of all levels becomes a vampire in 3 days.
- ▶ **Charming gaze: Save versus spells at -2** or be charmed: move towards the vampire (resisting those who try to prevent it); defend the vampire; obey the vampire's commands (if understood); unable to cast spells or use magic items; unable to harm the vampire. Killing the vampire breaks the charm.
- ▶ **Regeneration:** A damaged vampire gains 2hp at the start of each round, as long as it is alive.
- ▶ **At 0hp:** Change into gaseous form; flee to coffin. Most don't have a coffin here, so they will die.
- ▶ **Change form:** At will; takes 1 round:
 - **Humanoid:** Standard form.
 - **Dire wolf:**

Att 1 x bite (2d4), **MV** 150' (50'). **AC, HD**, morale, saves as vampire.

 - **Giant bat:**

Att 1 x bite (1d4), **MV** 30' (10') / 180' (60') flying. **AC, HD**, morale, saves as vampire.

 - **Gaseous cloud:**

MV 180' (60') flying. Immune to all weapons. Cannot attack.

- ▶ **Coffins:** Must rest in a coffin during the day or lose 2d6hp (only regenerated by resting a full day). Cannot rest in a blessed coffin. Always keep multiple coffins in hidden locations.
- ▶ **Vulnerabilities:**
 - **Garlic:** Odour repels: **save vs poison** or unable to attack this round.
 - **Holy symbols:** If presented, will keep a vampire at bay (10'). May attack wielder from another direction.
 - **Running water:** Cannot cross (in any form), except by a bridge or carried inside a coffin.
 - **Continual light:** Partly blinded by the light from this spell (-4 to attacks).
- ▶ **Destroying:**
 - **Sunlight: Save vs death** each round or be disintegrated.
 - **Stake through the heart:** Permanently kills.
 - **Immersion in water:** For 1 turn permanently kills.
 - **Destroying coffins:** Permanently killed if all hit points lost when unable to rest (see coffins).

Alternatives to Energy Drain

Groups that wish to reduce the deadliness of vampires' attacks may consider one of the following alternative effects of a vampire's attack:

- **Ability damage:** Drains 1d4 CON, which returns with normal rest.
- **Permanent hp loss:** Permanently reduces the victim's maximum hit points by 2.
- **Global penalty:** Applies a cumulative -1 penalty to the victim's attack rolls, saving throws, and ability checks. Penalties are removed after a night's sleep.

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Halls of the Blood King



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Table of Contents

Introduction	3
Adventure Overview	4
Rumours	7
Treasure	8
Vampire Traits	9
Random Happenings	10
Putting Pressure on Players	11
Area Descriptions: Manor Grounds	12
Area Descriptions: First Floor	16
Area Descriptions: Second Floor	38
Area Descriptions: Dungeon	46
Concluding the Adventure	48

Adventure Areas

Manor Grounds

1. Biting Gate	12
2. Vine Fence	13
3. Hole in the Fence	13
4. Garden of Roses	14
Gaining Entry to the Manor	15

First Floor

Interior Areas	
Common Traits	16
5. Entry Hall	16
6. First Floor Corridors	16
7. Guards' Room	17
8. West Guest Room	18
9. Hat Room	19
10. East Guest Room	19
11. Monstrous Doors	20

12. Great Hall	21
13. Library	23
14. Games Room	24
15. Dining Room	24
16. Kitchen	24
17. Pantry	25
18. Blood Spider Court	26
19. Blood Bath	28
20. Service Stairs	28
21. Armoury	28
22. Seleana's Trapped Lair	30
23. Dungeon Stairs	32
24. Service Quarters	32
25. Princess's Study	33
26. Secret Conference Room	34
27. Inner Garden	36
28. Trophy Room	37

Second Floor

29. Balcony	38
30. Blood King's Studio	41
31. King's Hall	41
32. King's Chambers	42
33. Princess's Chambers	44
34. Observatory	44

Dungeon

35. Centre Room	46
36. Dungeon Cells	46
37. Torture Room	47

Introduction

About This Adventure

Halls of the Blood King is a mid-level Fantasy Horror adventure locale—a manor from a dimension of horror and pain materializes and begins disrupting the campaign world's balance. Inside, a powerful undead lord guards secrets, treasures and unspeakable monsters while his forces pillage the countryside's blood and souls.

Old-School Essentials

Running this adventure, the referee requires a copy of **Old-School Essentials**. The Classic Fantasy and Advanced Fantasy flavours work equally well. Alternatively, use the classic Basic/Expert game or another derived rule set.

Character Levels 3–5

This adventure is suitable for PCs of 3rd to 5th level. Note that, as an adventure in the old-school style, not all encounters are intended to be balanced to the PCs' capabilities. Judicious use of stealth, parley, and trickery are to be encouraged, in place of blindly rushing into combat.

Campaign Setting

The Halls of the Blood King might manifest anywhere in the world! This adventure can be placed in any campaign setting. The adventure happens during a Blood Moon astrological event, but the referee can use any other sinister happening in the world in its place.

Adventure Overview

History

The Blood King claims to be the first vampire, vampiric progenitor and king, visiting all his children's worlds, always during the Blood Moon eclipse, when the shadow world's veil thins. None recall his name or age but he's unlike other vampires, who universally fear him. He demands the world's vampires reaffirm fealty every hundred years, collects blood taxes and, eventually, orders them to fulfill his indecipherable schemes. The Blood King is here presently and displeased with one of his children, Lord Daemetrius', behaviour, ordering his subjects to present him.

Seleana Suantis

When last the Halls of the Blood King appeared, a courageous vampire hunter entered to slay the King, avenging her neighbours, who were sacrificed filling the sinister manor's blood pools. She never returned. She remains within, alive, fuelled by hatred for the undead King and the despicable things she did to survive.

The Princess of Blood

She is not the Blood King's real daughter, but he chose her to play this role, which she resents him for immensely. The King's mind control powers do not work on the Princess, who presently plots revenge. She can't regain her mortality, so she will take the Blood King's throne. She is likely an ally herself to another faction—or even PCs inclined to parley properly.

Lord Daemetrius

In the past century, something happened to Lord Daemetrius, making his vampiric existence much harder: a cleric of law's curse restored his soul. He cannot stand his existence, but is too cowardly to allow himself or others to end it. Where would he go afterwards? He failed to deliver his blood tax quota, and the Blood King ordered his minions rendition him for punishment. He is afraid, but also wishes for this to finally end.

Dungeon Factions

The Blood King's manor is inhabited by the King's servants, divided into smaller, oppositional factions alongside infiltrators making it their new territory.

- ▶ **Blood Spiders (Area 18)**
The Blood King's pet spider laid eggs—lots of eggs. Dominating this portion of the manor with court mimicking their lord's.
- ▶ **Vampire Court (Area 12)**
Where the Blood King resides, receives guests and punishes his vassals. Contains vampires from across the universe with their own agenda and secrets.
- ▶ **Vampire Rebels (Area 25-26)**
The Princess of Blood and her few allies' small secluded area, where they plot their coup.
- ▶ **Void Fungi (Area 37)**
In the manor's deep dungeons, extraplanar fungi have a foothold, growing and dominating the underground.
- ▶ **The Hunter (Area 22)**
Seleana secured this portion, riddled with deadly traps to (hopefully) eliminate wandering vampires—unfortunately, they're equally deadly for the living.

Relationships

- ▶ **Blood Spiders:** Owe fealty to the Blood King, but actually enjoy drinking other vampires' blood for strength and a high. Would turn in the Princess to exsanguinate her.
- ▶ **Vampire Court:** Marginally entertained by the Blood Spiders and unaware of the Vampire Rebels. Likes experimenting with the Void Fungus but doesn't want it spreading throughout the manor. Enjoys Seleana's suffering.
- ▶ **Vampire Rebels:** Disgusted by (and support the removal of) the Blood Spiders. Wish to overtake the Vampire Court by killing and replacing the Blood King. While unaware of other factions, would work collaboratively to accomplish their goals.
- ▶ **Void Fungi:** Desire expansion and conquering everything, possibly this world.
- ▶ **The Hunter:** Traumatized by horrible survival requirements, wishes only to kill all the vampires.

Hooks

PCs can get involved many ways. Each referee's campaign will require generating their own hooks, but a few ideas are provided below.

- ▶ **Treasure:** The Blood King's Halls are allegedly laden with ancient and valuable treasure accumulated visiting many worlds. Beyond gold, the treasury contains relics and magical artifacts any adventuring party would love to seize.
- ▶ **Saving Villagers:** This world's vampires raided villages, collecting offerings for the Blood King. Do-good adventurers would certainly feel compelled to rescue them. Alternatively, a loved one, important contact or someone the PCs care about was taken.
- ▶ **The Princess's Dreams:** The PCs receive oneiric visions from the Princess of Blood. She pretends to be a defenseless princess to attract adventurers, hoping they cause sufficient trouble distracting her "father" as cover for her coup.
- ▶ **Elixir of Life:** A dying wizard needs the Elixir of Life and is missing the world's most potent blood—guess where the PCs can find it? In the Halls of the Blood King! The King carries it in a golden vial around his neck.
- ▶ **Seleana's Vengeance:** One of the PCs is actually Seleana's revenge-seeking descendant, or her descendant hired the PCs to enact vengeance or recover her body.

Unanswered Mysteries

Not everything in the Blood King's otherworldly manor provides PCs with easy answers. These things provide a sense of wonder the referee should expand as they see fit—if PCs demonstrate interest.

- ▶ **Planetary Model:** Miniature planets with micro beings. Where did they come from? What's their purpose?
- ▶ **Another World's Telescope:** Shows another world—as if the PCs were there. Which one? How does one get there?
- ▶ **Changing Pictures:** Some pictures change in a random pattern—or do they? What is their secret?
- ▶ **The Blood King's Family:** It is implied the Banshee (Area 8) and Blood King are mother and son, but not confirmed. Is this true? How would finding out affect them?

Rumours

The referee may provide players with one (or more) rumours concerning the manor, before they venture within.

False rumours are appended with (F) and the partially true with (P).

d10 Rumour

- 1 Someone inside can help defeat the Blood King, but they won't trust you at first.
- 2 Cats fascinate the Blood King. If you present him with a cat, he treats you well. (F)
- 3 The Blood King can't be killed until his heart is found and burned with holy fire. (P)
- 4 One of this world's vampire lords plans to betray the Blood King, usurping the manor. (P)
- 5 Vampiric spiders and their court overran the Halls. Their Queen seeks a suitable king. (P)
- 6 The Halls are filled with blood, drowning the careless. (P)
- 7 The Halls only remain for the Blood Moon's duration. You only have a few hours, be quick!
- 8 Mortals who drink vampiric blood gain their wretched undead strength. (P)
- 9 Blood is animated within. Try not to bleed so much. (P)
- 10 The Blood King fears his reflection. The problem is mirrors do not show it.

Treasure

The following treasure is located within. As much of it is hidden or difficult to remove, only cunning and thorough parties may find and take it all. Note: Random items (e.g. Area 36's) are not included.

Area Treasure

- | Area | Treasure |
|------|---|
| 1 | 2 fire opals (150gp/each). |
| 3 | Pouch with 50gp, golden ring (250gp) and 2 vials of holy water. |
| 4 | Blood rose (500gp to a botanist or herbalist). |
| 5 | A gold bat-shaped pin (300gp). |
| 8 | Shiny jewelry (800gp total). <i>Old dark brown cape</i> (makes the wearer look like a vampire). |
| 10 | A hand-crafted ivory comb (250gp). |
| 12 | Scraping the Throne's gold (1,000gp). Golden coffin (10,000gp). |
| 13 | Removing heart book (1,000gp, 10,000gp to a vampire). Vampire medicine book (500gp). Hollowed-out book with 3 Living Blood antidotes. Begemmed book (1,500gp). Spellbook. |
| 15 | Golden chandelier (2,000gp). Well-crafted dishes (250gp). |
| 16 | Fancy silverware in crystal cases (1,500gp). |
| 19 | 6 gold baths (5,000gp/each). |
| 21 | 4 chainmail, 5 longswords and 3 crossbows. |
| 24 | An ivory-infused mirror with platinum details (1,250gp). Publishable love poems (150gp/month). |
| 25 | Large silver piano (10,000gp). <i>Sun ray pistol</i> . |
| 26 | Obsidian dagger (dragon motifs, +1 <i>dagger of blood letting</i>). |
| 27 | Herbs (600gp). |
| 28 | 8 trophies (1,250gp/each). 7 spirits bottles (150gp/each). |
| 29 | Large telescope (5,000gp, very delicate lens, 1,000gp broken). |
| 30 | 12 paintings (850gp/each). |
| 32 | Chest 1: 5,000sp, 3,000gp, 3 rubies (500gp/each), 3 jade alien god statues (750gp/each).
Chest 2: Articulated silver and ebony snake with emerald details (1,500gp), roll of ever-fresh-to-the-touch silk linen (500gp), dark crystalline skull with 'magic 8-ball' eyes (250gp), set of 3 fist-sized balls that never lose inertia (500gp).
<i>Elixir of life</i> , royal crown (10,000gp) |
| 33 | Porcelain dolls (5,000gp). |
| 34 | Precious gems (350gp/each). |

Total monetary treasure: Potentially ~122,450gp (but ~71,000gp is quite hard to carry).

Vampire Traits

Many vampires are within. To avoid repeating information with every stat block, their common traits are listed here and on the rear endpapers:

- ▶ **Undead:** Make no noise, until they attack. Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading spells (e.g. *charm*, *hold*, *sleep*).
- ▶ **Mundane damage immunity:** Can only be harmed by magical attacks.
- ▶ **Energy drain:** A successfully touched target permanently loses two experience levels (or Hit Dice). This incurs a loss of two Hit Dice of hit points, as well as all other benefits due to the drained levels (e.g. spells, saving throws, etc.). A character's XP is reduced to the lowest amount for the new level. A person drained of all levels becomes a vampire in 3 days.
- ▶ **Charming gaze: Save versus spells at -2** or be charmed: move towards the vampire (resisting those who try to prevent it); defend the vampire; obey the vampire's commands (if understood); unable to cast spells or use magic items; unable to harm the vampire. Killing the vampire breaks the charm.
- ▶ **Regeneration:** A damaged vampire gains 2hp at the start of each round, as long as it is alive.
- ▶ **At 0hp:** Change into gaseous form; flee to coffin. Most don't have a coffin here, so they will die.
- ▶ **Change form:** At will; takes 1 round:
 - **Humanoid:** Standard form.
 - **Dire wolf:**

Att 1 x bite (2d4), **MV** 150' (50'). **AC, HD**, morale, saves as vampire.

 - **Giant bat:**

Att 1 x bite (1d4), **MV** 30' (10') / 180' (60') flying. **AC, HD**, morale, saves as vampire.

 - **Gaseous cloud:**

MV 180' (60') flying. Immune to all weapons. Cannot attack.

- ▶ **Coffins:** Must rest in a coffin during the day or lose 2d6hp (only regenerated by resting a full day). Cannot rest in a blessed coffin. Always keep multiple coffins in hidden locations.
- ▶ **Vulnerabilities:**
 - **Garlic:** Odour repels: **save vs poison** or unable to attack this round.
 - **Holy symbols:** If presented, will keep a vampire at bay (10'). May attack wielder from another direction.
 - **Running water:** Cannot cross (in any form), except by a bridge or carried inside a coffin.
 - **Continual light:** Partly blinded by the light from this spell (-4 to attacks).
- ▶ **Destroying:**
 - **Sunlight: Save vs death** each round or be disintegrated.
 - **Stake through the heart:** Permanently kills.
 - **Immersion in water:** For 1 turn permanently kills.
 - **Destroying coffins:** Permanently killed if all hit points lost when unable to rest (see coffins).

Alternatives to Energy Drain

Groups that wish to reduce the deadliness of vampires' attacks may consider one of the following alternative effects of a vampire's attack:

- **Ability damage:** Drains 1d4 CON, which returns with normal rest.
- **Permanent hp loss:** Permanently reduces the victim's maximum hit points by 2.
- **Global penalty:** Applies a cumulative -1 penalty to the victim's attack rolls, saving throws, and ability checks. Penalties are removed after a night's sleep.

Random Happenings

1-in-6 Chance per Turn

Every turn, roll 1d6. On a 1, roll 1d12 and consult the following table. Encounters with monsters occur 2d6 x 10' apart. On a 2, referees can show a possible encounter's omens.

d12 Event

- 1 Blood flows through the walls; the PCs can see it pulsating as if alive.
- 2 The walls bleed a malodorous, dark, rotted blood. PCs must **save vs paralysis** or are so disgusted they receive -2 for attacks and saves in the room.
- 3 The vision of a villager the Blood King took long ago appears, crying and requesting help. When PCs approach, it disappears.
- 4 A tangible moving darkness approaches (MV 120' (40')), intent on draining all light sources. It drains mundane light sources before moving on. It drains magical light sources before reporting to the Blood King.
- 5 Dozens of small common spiders are en route to the Blood Spider Courts. If killed, 1d6 **Blood Spiders** (from Area 18) come to check on their small cousins in 1d4 turns.
- 6 Classical piano music is audibly coming from everywhere. PCs must **save vs spells** or be compelled to dance for 1 turn.
- 7 1d4+1 **Blood Thrall Guards** (Area 1 for stats) carrying a gagged human to drain.
- 8 A **Living Blood** (Area 19 for stats) mass scurries across the ceiling, seeking blood to grow.
- 9 2d4 **Blood Spiders** (Area 18 for stats) gossip about their court.
- 10 1d4 **Vampire Guests** (from Area 12) trying to locate the Dining Room, complaining about excessive formality.
- 11 1d4 Escaped Villagers seeking escape. 2d4 **Blood Thrall Guard** pursuers (Area 1 for stats) are 1d6 round(s) away.
- 12 **Seleana** (Area 22 for stats), stalking the halls to capture a lone vampire.

Putting Pressure on Players

The Blood King's Halls won't stay in the PCs' world forever, vanishing at dawn along with everyone inside. Referees can make this explicit immediately or start showing portents of impending catastrophe. PCs may look through windows and see a changing landscape or start losing memories of home, family and the like.

After 6 hours in game time (36 turns)

The Blood King judges one of the guests' secretive disloyalty, initiating a Blood Hunt. Vampires roam the halls ferociously hunting them, but any mortal encountered makes nice prey. Now, on Random Happenings, a 2 on the d6 indicates encountering a randomly determined vampire from those left standing—including the Blood King and Princess of Blood.

After 10 hours in game time (60 turns)

Dawn breaks and the manor leaves this world for another dimension of shadow and death. PCs inside come along—are they lost forever? Can they escape? That's another adventure!

Area Descriptions:

Manor Grounds

1 Biting Gate

Darkened iron, maw-shaped double gate (rusty, vine covered). **Garden of decaying red roses beyond** (embedded in blood, swaying without wind). **Black stone path leads to the manor** (worn, stained, 8' wide).

- ▶ **Approaching the gate:** It may attack unwelcome guests (see Biting Gate below).
- ▶ **Heard from the north:** Audible classical music emanates from the manor.



2 Blood Thrall Guards

Human appearance (red eyes, emotionless). **Dark red armour** (hardened leather).

- ▶ **Reaction:** Demand invitations to allow PCs entry. Attack if provoked or if the party gatecrashes.

BLOOD THRALL GUARDS

AC 4 [15], **HD** 3* (hp 12, 14), **Att** 1 x barbed sword (1d8 + bleed), **THACO** 17 [+2], **MV** 90' (30'), **SV** D12 W13 P14 B15 S16 (3), **ML** 10, **AL** Neutral, **XP** 50

- ▶ **Bleed:** Anyone taking damage from a barbed sword must **save vs death** or suffer an additional 1d4 damage.
- ▶ **Morale:** Guards failing a morale check snap out of the trance and request help.

Biting Gate

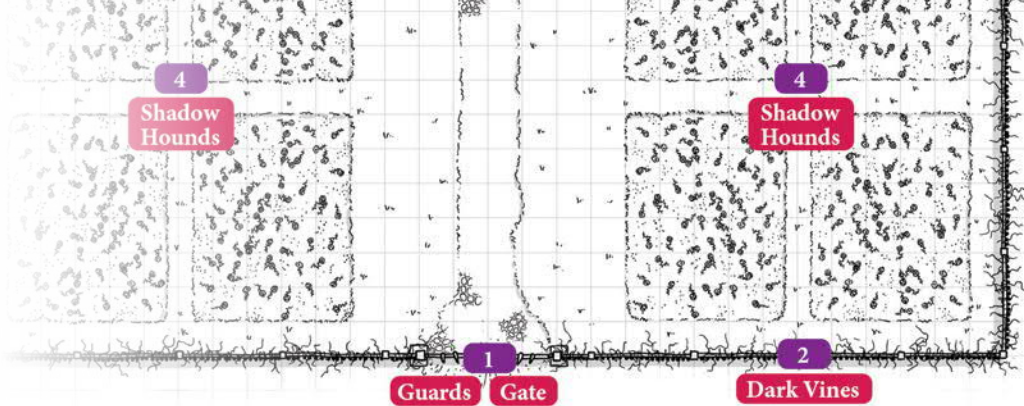
Great metal maw (2' long teeth). **Grinding noises** (old and rusty). **Adorning gems** (2 fire opals in the teeth, 150gp each).

- ▶ **Reaction:** Attacks unwelcome guests who approach (within 10').

BITING GATE

AC 4 [15], **HD** 4 (18hp), **Att** 1 x bite (1d10), **THACO** 16 [+3], **MV** 0' (0'), **SV** D10 W11 P12 B13 S14 (4), **ML** 12, **AL** Neutral, **XP** 75

- ▶ **Mundane damage immunity:** Can only be harmed by magical attacks.
- ▶ **Spell immunity:** Unaffected by *sleep* and *charm* spells.



2 Vine Fence

12' tall barbed fence (rusty iron, lacquered with dried brown blood). **Laden with dark green vines** (sway intermittently when someone approaches).

- ▶ **Getting over it:** If anyone tries to climb over, the vines animate, attempting to impale intruders, draining their blood.

Dark Vines

Thick dark green vines (move of their own volition).

- ▶ **Reaction:** Desire blood.
- ▶ **Appeasing:** Attention diverted by sacrifices of 1d6 hp of spilled blood.

3 Hole in the Fence

Broken and twisted metal shafts (as if melted). **Skeleton on the ground** (by the hole, charred bones).

- ▶ **Searching the skeleton:** A pouch (50gp), a golden ring (250gp) and 2 vials of holy water. There are scattered broken flasks.

DARK VINES

AC 6 [13], **HD** 3* (13hp), **Att** 4 x vine (entangle + pull), **THACO** 17 [+2], **MV** 0' (0'), **SV** D12 W13 P14 B15 S16 (2), **ML** 12, **AL** Neutral, **XP** 50

- ▶ **Entangle:** Anyone hit by a vine must **save vs paralysis** or they cannot move and can only use small weapons.
- ▶ **Pull:** Those entangled are pulled towards the barbed fence at the beginning of the Dark Vines' round and suffer 1d6 damage.



4 Garden of Roses

Rotting red roses (seemingly dying). **Sharp thorns** (unusually long and sharp). **Worn stone path to the manor** (from the Gate to the Entry Hall's doors).

- ▶ **Moving through:** Requires a DEX check to avoid 1d4 damage for each turn of movement. The roses drinking blood rejuvenate and appear beautiful.
- ▶ **Picking up a blood rose:** A botanist or herbalist would pay 500gp for this rare species.

3 Shadow Hounds

Dark as the night (reflects no light). **A face that is largely its maw and small red eyes** (can swallow a head). **Long and tall but very lean** (as if stretched).

- ▶ **Tracking:** 1-in-6 chance of finding PCs per turn in the garden if they don't cut themselves on the roses, 3-in-6 chance if they do.
- ▶ **Reaction:** Unless the characters are masquerading (using an undead scent or have vampiric blood), Shadow Hounds are hostile.

SHADOW HOUNDS

AC 4 [15], **HD** 4* (hp 14, 18, 20), **Att** 1 x bite (1d8) or 1 x spiked tongue (1d6 + constriction, 15' range), **THACO** 16 [+3], **MV** 120' (40'), **SV** D10 W11 P12 B13 S14 (4), **ML** 10, **AL** Chaotic, **XP** 125

- ▶ **Constriction:** Tongue grab and constrict after a hit. 1d4 automatic damage per round. 6 damage severs the tongue.



Gaining Entry to the Manor

There are several ways to get inside. Some of the most obvious are presented below.

Main Doors (to Area 5)

Stout oak, painted gold (open). **Heavy** (requires two people to open or close).
Stone path to the gate (Area 1).

Servants' Entrance (to Area 6)

Small reinforced door (barred from inside).
Exterior painted with a big yellow eye (seems to blink when you're not directly looking at it).

- ▶ **Forcing it open:** Makes a lot of noise, 3-in-6 chance of drawing 1d4+1 Blood Thrall Guards' attention (from Area 1).

Other Entrances

Players will certainly ponder other ways in. Here are some possibilities the referee should be prepared to adjudicate. We suggest rolling a Random Happening whenever one is attempted.

- ▶ **Climbing a window:** Each of the outermost rooms, except for the Blood Baths (Area 19) or where the referee thinks occupants would appreciate secrecy, has one.
- ▶ **Climbing the balcony:** The second floor balcony (Area 29) entails dealing with its carnivorous plant.



Area Descriptions:

First Floor

Interior Areas Common Traits

Walls with veins inside (if harmed, bleed a dark viscous blood). **Tongue-textured carpets** (slowly drink spilled blood). **Small eyes on walls** (blind). **Rose motifs on walls** (the Blood Kings' family crest).

Breaking Interior Walls

Characters can attack and breach the walls (AC 2 [17], 10 hp). Doing so makes the area scream and bleed, requiring an immediate Random Happenings roll (2-in-6 chance of an encounter). Breaches seal themselves in 1d6 turns.

5 Entry Hall

Stout oak doors, painted gold (opened). **Dwarven statue with outstretched hand** (life-like). **Coat hanger with coats** (dark and bloodstained). **Smell of perfume and blood** (from within).

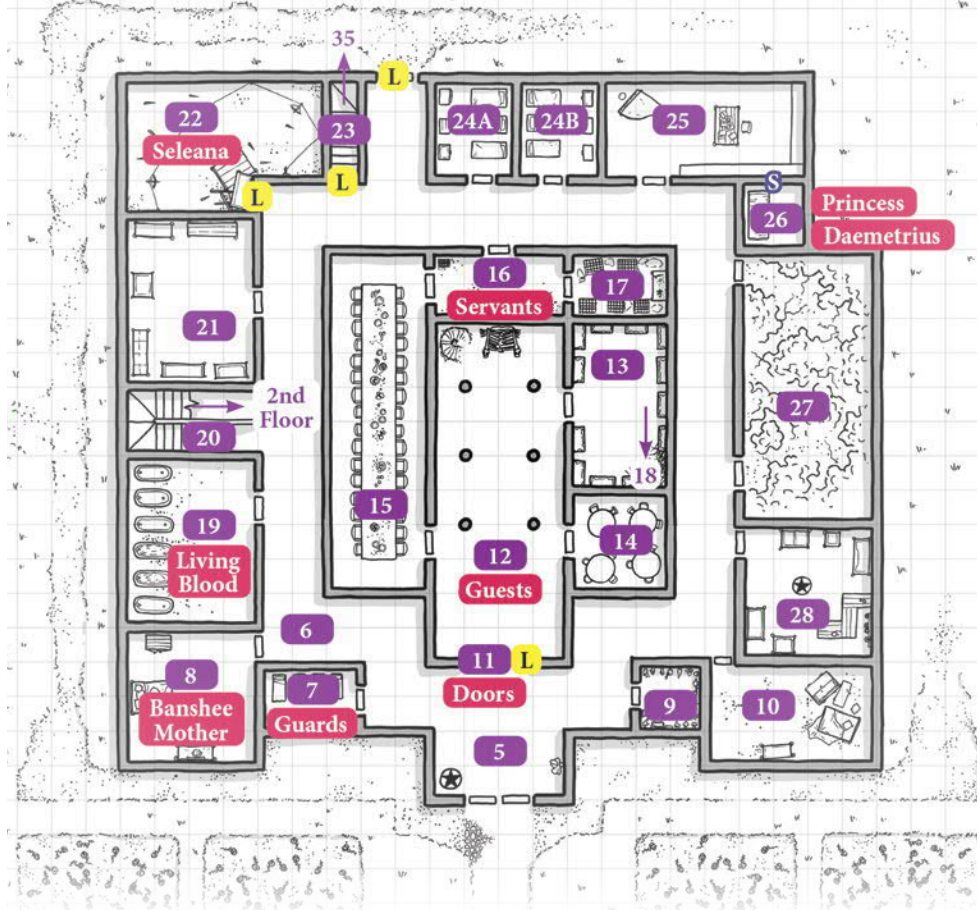
▶ **Upon entering:** An alarm sounds, summoning 1d6+1 Blood Thrall Guards (from Area 1).

- ▶ **Putting an invitation in the statue's hand:** Avoids sounding the alarm. Putting something else there delays the alarm 1d6 turns.
- ▶ **Checking the hanger:** There's a coat with an extra invitation. Additionally, 6 coats can be used as disguises. If they are all checked, the last has a finely crafted, bat-shaped gold pin (300gp).

6 First Floor Corridors

Stained red carpet (fading colours, dirty). **Paintings on the walls** (various eras and styles depicting mundane and alien vistas). **Many human statues in frightened poses** (life-like).

- ▶ **Random Happenings:** Every time PCs traverse the corridors, roll a Random Happening.



7 Guards' Room

Cramped and austere (colourless, moldy). **Bunk beds, tightly arranged** (well-organized). **Armour and weapons mounted on the walls** (hooks hanging with leather armour, chain shirts and swords).

1d6 Guards

Sleeping (in a deep trance). **Unarmoured** (armour hanging on the walls).

- ▶ **Loud noises:** 1-in-6 chance of waking guards.
- ▶ **Awakened guard:** 1-in-6 chance one guard is awake, reading a letter in bed. He's near-

ly broken the trance and, if treated fairly, may join the PCs. Otherwise, a love letter is under one of the pillows.

BLOOD THRALL GUARDS (UNARMoured)

AC 8 [11], **HD** 3* (14hp), **Att** 1 x barbed sword (1d8 + bleed), **THACO** 17 [+2], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (3), **ML** 10, **AL** Neutral, **XP** 50

- ▶ **Bleed:** Anyone taking damage from a barbed sword must **save vs death** or suffer an additional 1d4 damage.
- ▶ **Morale:** Guards failing a morale check snap out of the trance and request help.

8 West Guest Room

Large, decorated wooden bed (purple linen, silken pillows). **Marble-topped dresser with silver mirror** (a wig and makeup over it). **Old oak closet** (a small dead spider and two, somewhat rusty, metallic hangers).

- ▶ **Checking the closet:** PCs find two small, thin apertures on both sides of the closet's base. Inserting both hangers simultaneously opens a compartment containing a dirty old dark brown cape. Anyone wearing it is treated as a vampire lord—not even spells detect the magic.



Lenice Albathea

Beautiful banshee noble (long curly hair, beautiful eyes and formal dress). **Wearing shiny jewelry** (800gp total, one ring bears an old noble family's crest—a deep red rose: same as the Blood King's brooch).

- ▶ **Reaction:** Lenice laments what happened to her family, especially her son lost long ago.
- ▶ **Insinuating her lost son is the Blood King:** She disbelieves (at first) but this fills her heart with hope.
- ▶ **Redemption:** If she finds her son, her spirit may live again, and she and her son become mortals.

LENICE ALBATHEA (BANSHEE MOTHER)

AC 0 [19], **HD** 7* (31hp), **Att** 1 x touch (1d8) or 1 x wail, **THACO** 13 [+6], **MV** 150' (50'), **SV** D8 W9 P10 B10 S12 (7), **ML** 12, **AL** Chaotic, **XP** 850

- ▶ **Undead:** Makes no noise until she attacks. Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading spells (e.g. *charm*, *hold*, *sleep*).
- ▶ **Mundane damage immunity:** Can only be harmed by magical attacks.
- ▶ **Energy immunity:** Unharmful by cold-based or electrical attacks.
- ▶ **Wail:** All within 30' must **save vs death** or die. Usable once per day and only during the hours of darkness.
- ▶ **Melancholic presence:** Mortals with less HD than her must **save vs spells** or become melancholic, receiving -2 on attacks and saves.

9 Hat Room

Walls covered with hats (all shapes, sizes, times, eras and worlds, hanging by human hand-shaped hooks). **Mirrors of various shapes and sizes** (arranged throughout). **A mirror is shattered** (pieces litter the floor).

- ▶ **Trying on hats:** 1-in-10 chance it's somewhat magical and produces a small magic effect such as growing a beard, becoming smaller, becoming taller, growing nails and so on (referees can have fun with this).

Elaborate Mirror

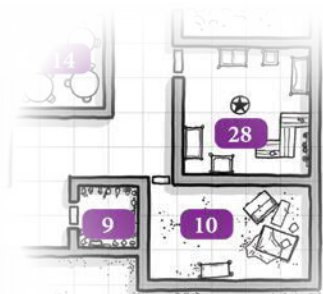
Well polished (almost luminescent). **Decorated with arcane symbols** (detect as magical).

- ▶ **Looking in the mirror:** PCs paying careful attention can make a WIS check to sense that there's someone hiding in the reflection, just out of sight.
- ▶ **Examining the runes:** They seem incomprehensible at first, but *comprehend languages* or an INT check with a +4 modifier deciphers a name within: **Alvaraz**.
- ▶ **Calling Alvaraz:** A purple-skinned man's reflection appears.

Alvaraz

Bright purple skin and shining yellow eyes. **Dressed in noble regalia** (white and red tones, family crest in a medallion and a signet ring). **Trapped in the mirror** (placed there by the Blood King).

- ▶ **Reaction:** Fears the Blood King and his servants (assumes that's who the PCs are). Doesn't want to see the Blood King (who tortures him).
- ▶ **Origin:** The Blood King stripped his weakness and mortal soul's fragments for imprisonment within the mirror, birthing Alvaraz—the Blood King hates and fears it.
- ▶ **Show the reflection to the Blood King:** If Alvaraz is convinced to face the King (not easy), the King must **save vs death** every round to act. His servants try to break the mirrors (AC 7 [12], 6hp).



10 East Guest Room

Ransacked (everything's scattered on the floor). **Blood stains** (mortal). **Signs of battle** (Seleana attacked a vampire guest). **Bed, closet and dresser** (damaged).

Dresser

Made of dark wood (lighter than it appears, drawers lined with teeth). **Fine garments hanging from the drawers** (Seleana was seeking something).

- ▶ **Search the garments:** If not taken out of the drawers carefully before searching, requires a DEX check not to cut themselves on the dresser's teeth, suffering 1d4 damage. Examining every piece carefully uncovers a small silver key with an old noble family's crest—just like the Blood King's brooch (opens the Observatorium's sun [Area 34])—and a hand-crafted ivory comb (250gp).



11 Monstrous Doors

Closed (but sense monstrosity and open).
Great double doors with metallic red veins (actually pulsate and bleed if damaged).

- ▶ **Open the doors:** Sealed unless the PCs appear supernatural. Trying to force them causes eyes and a mouth to appear, questioning who they are and what they want. Without a convincing answer, the doors attack.

MONSTROUS DOORS

AC 5 [14], **HD** 4* (24hp), **Att** 4 x bite (1d8+1),
THACO 16 [+3], **MV** 0' (0'), **SV** D10 W11 P12 B13
S14 (4), **ML** 12, **AL** Chaotic, **XP** 125

- ▶ **Acidic blood:** When suffering damage, those in melee must **save vs breath** or suffer 1d6 damage/round until cleaned. Mundane weapons are damaged if saving throws fail.
- ▶ **Spell immunity:** Unaffected by *sleep* and *charm* spells.
- ▶ **Scream for help:** After losing half hp, the doors call for reinforcements. 1d6+1 Blood Thrall Guards arrive in 2d6 rounds.

12 Great Hall

Interior doors decorated with red metal veins (actually alive and pumping blood).

Flanked by two lines of columns (decorated with scenes of vampiric debauchery, preying on all sorts of alien beings—and humans).

- ▶ **Guests arriving:** 1d4 guests arrive every hour until all 12 are here (talking among themselves, drinking blood, sulking). Once all 12 guests arrive, the Blood King will be here.

The Blood King

There's a 1-in-6 chance the Blood King (Area 32 for stats) is present, prying about a guest's secrets. If all guests have arrived, he's automatically here.

Guests

Vampires from various worlds (roll on table on page 22 for name, appearance, personality). **Hanging around** (gossiping, drinking blood, conspiring against one another).

- ▶ **Petty:** Universally really petty and, if played against one another, seize advantage from any commotion to attack one another.

VAMPIRE GUESTS

AC 4 [15], **HD** 7** (31hp), **Att** 1 x touch (1d10 + energy drain) or 1 x gaze (charm), **THACO** 13 [+6], **MV** 120' (40'), **SV** D8 W9 P10 B10 S12 (7), **ML** 9, **AL** Chaotic, **XP** 1,250

- ▶ **Vampire traits:** See page 9.

Golden Throne

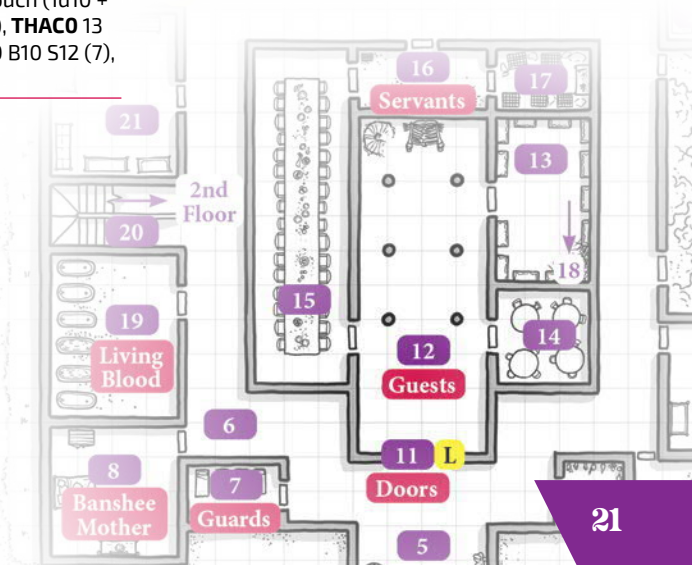
Shaped like skeletons (holding the person seated). **Tall and sturdy** (petrified bones). **Gold-plated** (thickly layered).

- ▶ **Touching it:** This calls the attention of all the guests present in the Great Hall, who mostly find this gesture quite audacious and risky. The Throne is cold to the touch, almost like ice. One of them might go tell the King to get off the hook.
- ▶ **Underneath:** If moved by very strong individuals (combined 30 STR), slides to the side, revealing the Blood King's extremely heavy (½ ton) and extremely valuable (10,000gp) golden coffin.
- ▶ **Scraping gold:** Takes 1d6 hours for 1,000gp total.

Spiraling Stairway

Made of hardened flesh and bones (part of the living manor's structure). **Works like an escalator** (moving its muscles).

- ▶ **If fleeing the Blood King:** The stairs delay escape and attempt to squeeze PCs. PCs must **save vs paralysis** or become entangled, suffering 1d6 damage/round until they escape.



Vampire Guests

d12	Name	Appearance	Personality	Secret
1	Szantis Crimstoneyes	Humanoid with red skin and a third eye.	Haughty	Is not a real vampire, but a magician studying them.
2	Dartia Scaleblood	Humanoid fish, with antenna and pale skin.	Aloof	Considering becoming a vegetarian vampire.
3	Haltis-Paldis Tetrafangs	Two-headed, bald, purple skin, silvery-red jumpsuit.	Joker	Lacks their Blood Tax but stole someone else's.
4	Maltazar Greenfang	Large bulbous head, 3 green fangs, pincer hands.	Secretive	Is working with the Princess of Blood to overthrow the Blood King.
5	Zarzzizol Fastwing	Small, insectoid, impeccable tuxedo.	Selfish	Likes to drink other vampires' blood.
6	Yetar Toughskin	Hairy, tall, muscular, horn.	Affable	Has stolen from the Blood King for centuries.
7	Lartarin Sharpclaws	Serpent head, thin tail, sharp claws.	Questioning	Knows of the Princess of Blood's plans.
8	Brunt Steelarm	Cybernetic arm, pink mohawk, spiked leather coat.	Abrupt	Infected with vampiric plague.
9	Ciranda Bloodsmile	Tall, thin, green skin, dozen eyes, two mouths.	Childish	Has played vampires against one another for centuries.
10	Kailenya Mawhands	Maws in their hands, leathery skin, no apparent eyes.	Chatty	Was expelled from their world.
11	Yandir Bloodspirit	Translucent, crimson shadow, no visible detail.	Dull	Is trying to find a vampirism cure.
12	Welacom Bloodspat	Slimy, eyes and mouths floating in a dark goo.	Grim	Has fed a rival of the Blood King information.

13 Library

Larger inside than out (to accommodate books from many ages and worlds). **Dust and cobwebs** (the Blood King hasn't been here for a few years). **Very tall bookshelves** (made of hardened blood, move on rails).

12 Bookshelves

Shaped like gothic towers (spiked sides). **Filled with books in many strange languages** (from various worlds).

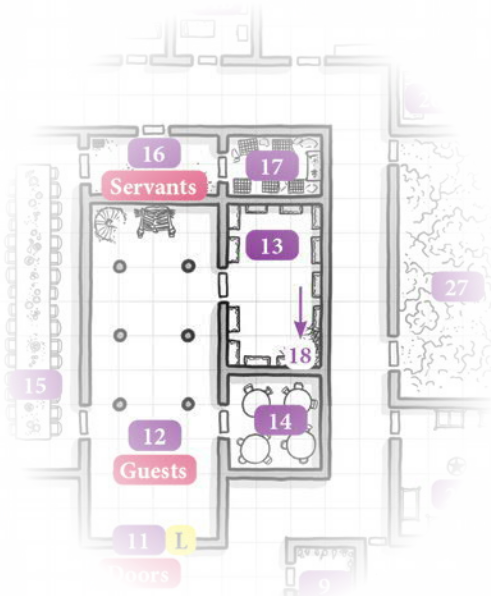
- ▶ **Trap:** May be identified by inspecting the opposing shelf's sharp, bloody spikes. If unnoticed, removing a book triggers the other bookshelf to run on its rail, impaling anyone in its path. PCs must **save vs breath** or suffer 2d10 damage.
- ▶ **Examining books:** One person's cursory examination takes 6 turns, 3 turns with 2 people, and so on. Most books are incomprehensible even with spells (which can't reach the other worlds' intelligence), many vampires' diaries and mundane topics (a lot of YA vampire novels). Each bookshelf's most significant find is listed below. Whenever a search is completed, roll 1d6.

1. A book detailing the ritual for removing a vampire's heart from their body, providing immunity to stakes and even fire. Notes indicate the Blood King might have used this (1,000gp, 10,000gp to a vampire).
2. A treatise by a vampire medic on fresh blood's uses treating many conditions (500gp).
3. A young vampire's diary, detailing a dream about his lost mother accompanied by sketches resembling Lenice Albathea (Area 8).
4. A lost god's hollowed-out holy book. Inside is a vial with 3 doses of Living Blood monster antidote (immediately fatal).
5. A collector's edition young adult novel decorated with gems and gold. The book isn't worth much, but the extracted gems and gold total 1,500gp.
6. A spellbook containing the following: *dispel magic*, *hold person*, *protection from normal missiles*, *charm monster*, *polymorph self* and *wizard eye*. Each use drains 1d4hp.

Webs

Sticky, red, thick webs (spun from blood by gigantic spiders). **Thicker cluster** (in the southeast corner).

- ▶ **If the southeast corner's webs are cleared:** Reveals a loose floor tile covering a rough hewn tunnel descending into the darkness below (to Area 18). Blocked with thicker webs.



14 Games Room

Four round tables spread around (card games, miniature games, block tower games and a board game). **Shelves with various different tabletop games** (accumulating dust).

Iara, the Game Master

Translucent ghost (bespectacled young girl). **Dark haired and grey eyed** (that look excited and alive, even being a ghost). **Wearing formal clothes** (with red stains).

- ▶ **Reaction:** Bored, wants to play a game. Excited to see someone to play. Very competitive, but eager to teach anyone who is willing to play with her. Brags of being unbeatable in certain games (the referee can decide which depending on what they want to play).

- ▶ **Information:** Every game played makes the ghost casually state one thing going on in the castle. The referee can use this for dispensing useful information.

Playing a Game

If PCs play a game with the ghost, the referee has two options:

- ▶ Actually play another game (a card game, board game, miniature game, or whatever).
- ▶ Condense it into abstracted dice rolling. For example, roll 3 rounds of a d20 plus an appropriate Ability score (e.g. DEX for a manual ability game, INT for a strategic one). Highest roll wins the round, whoever wins the most rounds wins the game.

15 Dining Room

Long dinner table (seats 32). **Golden chandelier** (2,000gp). **Dishes with human organs and limbs** (as fresh as possible, dishes worth 250gp). **Servants enter and exit** (replacing not so fresh dishes with new ones).

- ▶ **Northeast:** muffled screaming.

16 Kitchen

Bloodied tables and drains (where people are vivisected and exsanguinated). **Servants working** (killing people taken from Area 17). **Fancy silverware** (in crystal cases, 1,500gp).

4 Blood Servants

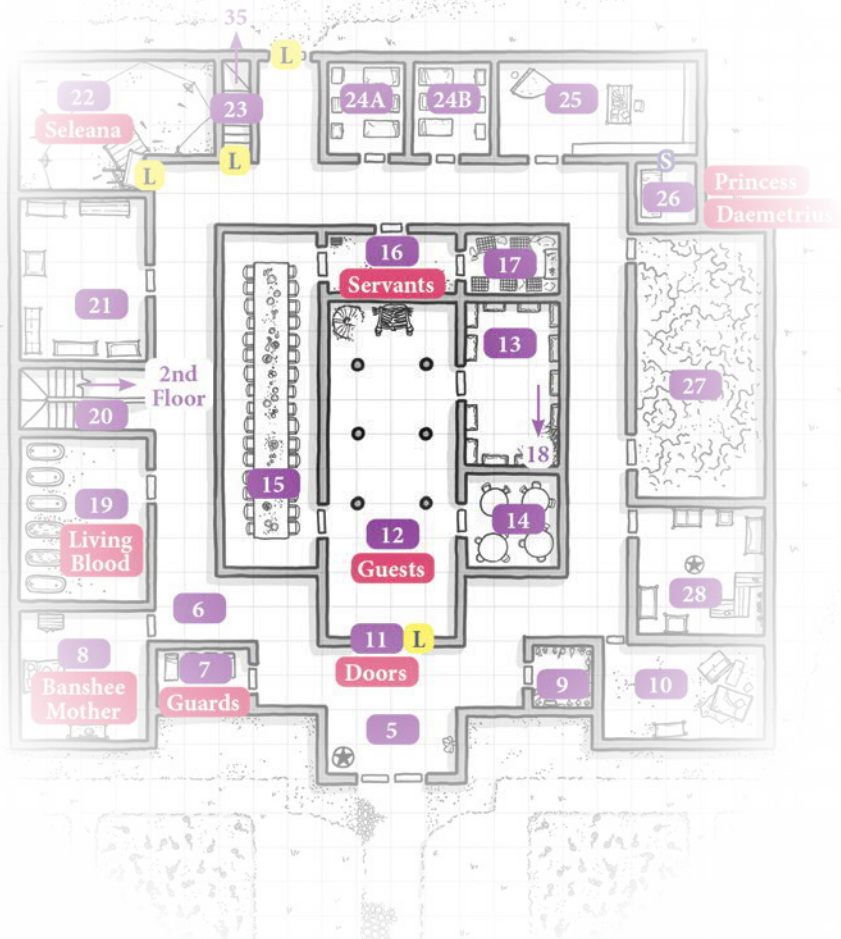
Human in appearance (blank eyes, unspeaking). **Soaked clothes** (fresh blood).

- ▶ **Reaction:** Ignore PCs unless attacked. Issue a high-pitched scream before fighting with their cleavers.

BLOOD SERVANTS

AC 8 [11], **HD** 2 (hp 6, 7, 9, 10), **Att** 1 x cleaver (1d6+1), **THACO** 18 [+1], **MV** 90' (30'), **SV** D12 **W13 P14 B15 S16 (2), ML 12, AL** Chaotic, **XP** 20

- ▶ **Scream:** Every round screaming, roll for a Random Happening, and if it occurs, roll 1d6+6 to see what arrives.



17 Pantry

Dark and cold (slabs of ice spread around the small room). **Caged people** (scared, wounded and disarmed). **Iron table with tubes and needles** (for extracting blood).

2d6 Prisoners

People of all kinds (varying ages and genders). **Scared** (wish to flee as fast as possible—maybe causing trouble).

Blood Extractor

Stained metal table (sturdy and very well made). **Thick needles in a handle** (for use on a bound victim). **Full receptacle under it** (someone was recently drained).

- ▶ **Using it on a Blood Thrall:** Blood Thrall may **save vs spells** to break their enthrallment.
- ▶ **Using it on a vampire:** Draining a vampire enrages them but also temporarily disables their regeneration.

18 Blood Spider Court

Dark and damp (filled with spider webs and blood stains). **Stalactites in rows** (like a great hall, wielding large weapons is difficult). **Throne of withered bones** (collected by the Spider Queen).

Throne of Bones

Carefully arranged (glued together with thick webbing). **Hundreds of small eggs** (awaiting vampire blood to hatch).

Is the Court in Session?

3-in-6 chance the Blood Spider Queen is present with a retinue of 2d6 Blood Spiders, eating and torturing 1d4 humans.

Blood Spider Queen

Gigantic (like a large bull with very long legs). **Shiny, deep-red chitin armour** (stains like arcane symbols). **Chatty and curious** (usually lonely).

- **Reaction:** Sees the characters as an opportunity to strengthen her position, offering allegiance if provided with some vampires to drain. If they wish to kill the Blood King, and foolishly disclose this, she betrays them afterwards.



BLOOD SPIDER QUEEN

AC 3 [16], **HD** 7 (32hp), **Att** 1 x bite (2d10 + poison + blood drain) and 2 x claws (1d10), **THACO** 14 [+5], **MV** 60' (20') / 120' (40') in webs, **SV** D8 W9 P10 B10 S12 (7), **ML** 8, **AL** Chaotic, **XP** 950

- ▶ **Poison:** Those bitten must **save vs poison** or die in 1 turn.
- ▶ **Webs:** Creatures caught in webs become entangled and unable to move. Breaking free depends on Strength: 2d4 turns for Strength in the normal human range, 4 rounds for Strength above 18, 2 rounds for creatures with giant Strength. The webs are destroyed by fire in two rounds. All creatures in a flaming web suffer 1d6 damage.
- ▶ **Drain blood:** On a natural 19 or 20 attack roll, the Spider Queen attaches to her victim, draining their blood, automatically inflicting damage every round while healing herself for the same amount.

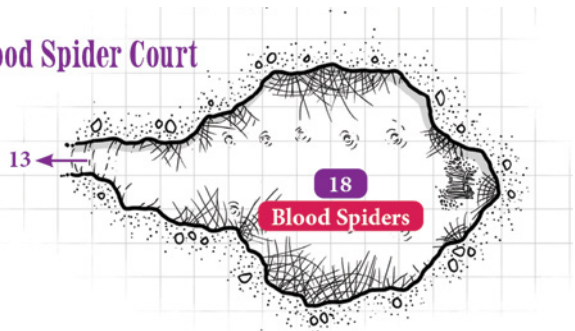


BLOOD SPIDERS

AC 5 [14], **HD** 4** (18hp), **Att** 1 x bite (2d6 + poison + blood drain), **THACO** 16 [+3], **MV** 60' (20') / 120' (40') in webs, **SV** D10 W11 P12 B13 S14 (4), **ML** 8, **AL** Chaotic, **XP** 175

- ▶ **Poison:** Those bitten must **save vs poison** or die in 1 turn.
- ▶ **Webs:** Creatures caught in webs become entangled and immobilized. Breaking free depends on Strength: 2d4 turns for Strength in the normal human range, 4 rounds for Strength above 18, 2 rounds for creatures with giant Strength. The webs are destroyed by fire in two rounds. All creatures in a flaming web suffer 1d6 damage.
- ▶ **Drain blood:** On a natural 20 attack roll, the spider attaches to their victim, draining their blood, automatically inflicting damage every round while healing themselves for the same amount.

Blood Spider Court



19 Blood Bath

Luxurious bath (6 golden tubs, marble floor). **Shocking murals** (depraved scenes of vampires gorging themselves). **Bloody footprints** (lead to a bath in the back).

6 Blood Baths

Made of pure gold (5,000gp, weigh 5,000cns each). **2 filled** (fresh warm blood). **4 empty** (spotlessly clean). **Humanoid footprints lead to a filled bath.**

- ▶ **Blood-filled baths:** A Living Blood lurks in the southernmost. The other bath contains simply blood. Fresh and warm, recently poured in.
- ▶ **Waiting:** The Princess of Blood (Area 26 for stats) arrives to bathe in 1d6 turns.
- ▶ **Searching the baths:** 1-in-6 chance of finding a small piece of jewelry (1d8 x 50gp) in the drain.

Living Blood

Giant amorphous blood mass (partly rotten, partly fresh). **Tendrils and appendages** (form faces and limbs). **Gurgling sound** (like blood spilling from a severed limb). **Crawls and**

tries to mimic people it attacks (making terrible, coagulated blood copies).

- ▶ **Reaction:** Seeks more blood to grow. Avoids attacking vampires in the open as it was created with the Blood King's blood, but will if they are alone. Mortals are also a nice way to gain a bit more essence. Leaves if fed at least 2hp of blood per HD.

LIVING BLOOD

AC 6 [13], **HD** 7 (33hp), **Att** 2 x touch (2d8 + blood absorption) **THACO** 14 [+5], **MV** 60' (20'), **SV** D8 W9 P10 B10 S12 (7), **ML** 10, **AL** Chaotic, **XP** 950

- ▶ **Resistance:** Mundane weapons and attacks cause only half damage.
- ▶ **Holy water vulnerability:** Causes 1d8 damage.
- ▶ **Cling:** Can move across walls and ceilings.
- ▶ **Seep:** Can squeeze through small holes and cracks.
- ▶ **Blood absorption:** For every 8 points of damage it causes, it increases its HD by 1 (roll for hp), improving its THACO and saves. If it reaches 10 HD, it gains another touch attack.

20 Service Stairs

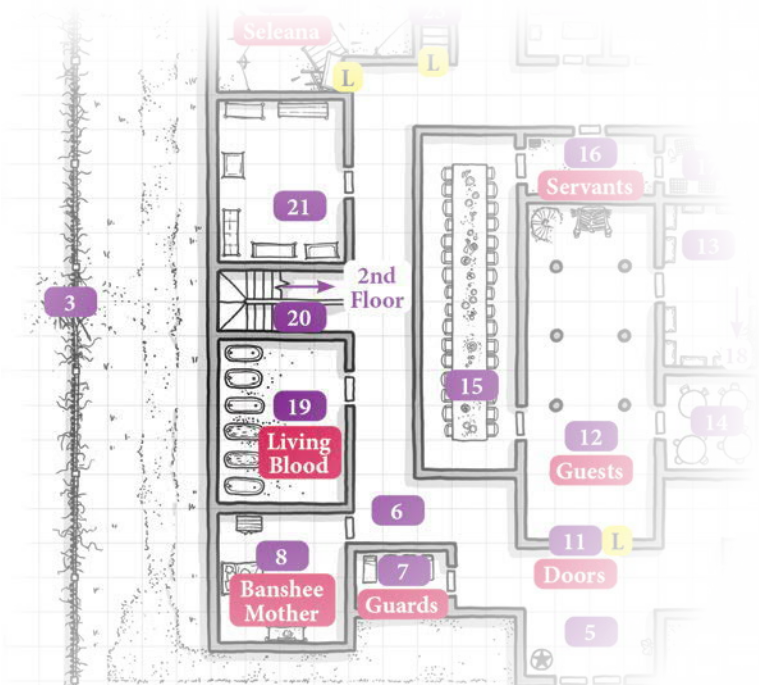
Old and noisy (seem fragile). **Made of bones painted to look like wood** (some paint is fading). **Lead to the Second Floor.**

- ▶ **Walking on the stairs:** Makes moaning noises—roll for Random Happenings.

21 Armoury

Cabinets with Blood Thrall weapons and armour (4 chainmail, 5 longswords and 3 crossbows). **3 red knight statues** (steel blood). **Messy** (unlike Blood Thralls' other rooms).

- ▶ **If a Random Event happens:** Treat the result as 12, and Seleana is looting supplies.



22 Seleana's Trapped Lair

Locked door (barricaded with furniture when Seleana is inside). **Rigged with traps** (tripwires trigger crossbows or falling stakes). **Ransacked bedroom** (with furniture moved around). **Wooden stakes** (scattered everywhere).

- ▶ **Entering:** Uncautious PCs have a 3-in-6 chance of triggering a trap and being struck for 1d8 damage. If calmly walking in with sufficient light, they're avoided without problem.

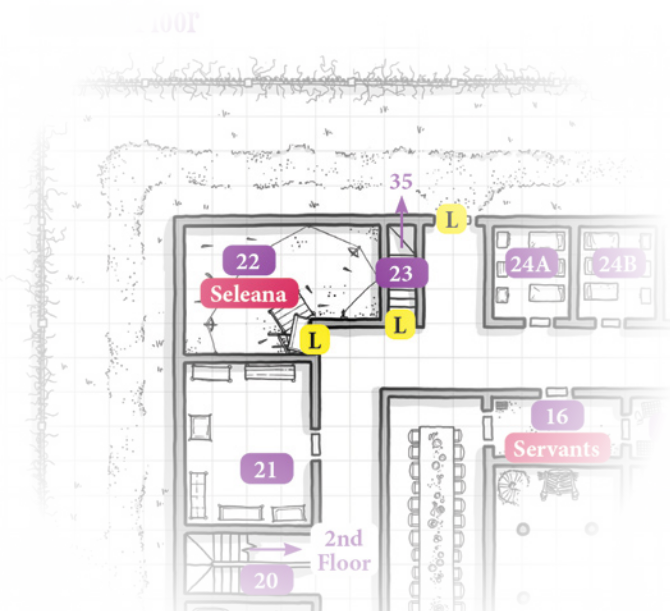
Nightstand

Almost all taken apart (one drawer remains). **Made of white-blue wood** (from another planet). **Old rusty key** (opens Area 23's locked gate).

Vampire Prisoner

Bound (chains sprinkled with holy water). **Gaunt and gagged** (Seleana is drinking their blood for sustenance and strength). **Desperate eyes** (the vampire fears Seleana and desires escape).

- ▶ **Reaction:** If released, they vow to help the PCs however they can. After all, they just saved their unlife.
- ▶ **Drinking vampire blood:** +2 to attacks and damage, but makes PCs more likely to take violent and careless actions. Lasts for 1d6 turns. Drinking it more than 3 times requires a **save vs death** to avoid addiction, imposing -1 to attacks, damage and other relevant checks while not affected by Vampire Blood.



Seleana Suantis

Dark haired and wild eyed (desperate to escape but is determined to end the Blood King).

Armed to the teeth (stakes, crossbows, swords, reinforced armour). **Hungry for any normal food** (she's fed on blood and human meat for too long).

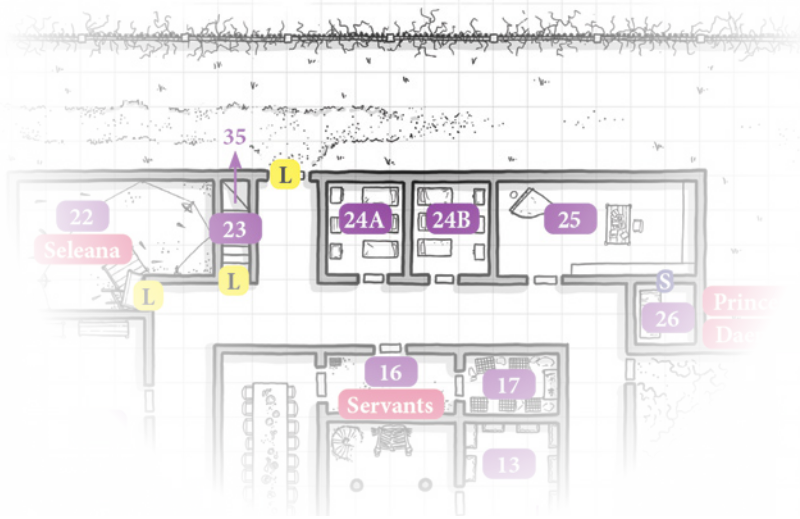
- ▶ **Reaction:** Immediately hostile until she realizes PCs are not vampires (they don't look like one or smell like perfumed death). Sees the PCs as obvious allies and a chance of facing the Blood King. If they refuse to help, she won't accept it.

SELEANA SUANTIS

AC 5 [14], **HD** 5 (18hp), **Att** 2 x short swords (1d6+2, magical, sprinkled with holy water) or 1 x crossbow (1d6+1, sprinkled with holy water), **THACO** 15 [+4], **MV** 120' (40'), **SV** D10 W11 P12 B13 S14 (5), **ML** 10, **AL** Neutral, **XP** 175

- ▶ **Regeneration:** Gains 1hp at the start of each round, as long as she is alive.
- ▶ **Holy water in weapons:** Created a water-infused paste to imbue mundane weapons with the ability to attack vampires as though magical.
- ▶ **Fury:** When reduced to half hp, gains +2 to attack and damage rolls.





23 Dungeon Stairs

Made of rough hewn stone (looks like a stone beast's gullet). **Behind a locked gate** (rusty iron bars). **Fanged lock** (verdigrised and stained with dry blood around the keyhole). **Moldy smell** (the Void Fungi in the dungeons' depths).

- ▶ **Opening the lock:** If someone messes with the lock or fails an attempt to properly open it, it attacks with THAC0 9 [+10] for 1d8 damage and a **save vs breath** or their hand is locked in the trap. Forcing it open requires a STR check with a -2 modifier. This also immediately calls for a 2-in-6 chance of a Random Happening (if it does, determine the result with 1d6+6).

24 Service Quarters

Cramped (small bunk beds and dressers). **Sweaty odour** (vampire lords don't care much for hygiene). **Spartan beds and furniture** (meticulously arranged).

Hidden Treasure

There are small trinkets hidden by Blood Thrall Servants—indicating some retain desires and consciousness deep down.

- ▶ **24A:** In the middle room, under a bunk bed pillow (slightly unaligned): an ivory-infused mirror with platinum details (1,250gp).
- ▶ **24B:** Under the cushion of a badly-made bed: scraps of paper with a pen and ink—love poems written for the Princess of Blood. They are quite good, and could be published for a small revenue (150gp/month).

25 Princess's Study

Large silver piano (10,000gp). **Desk stacked with books** (many from the Library [Area 13]). **Wall of fake book shelves** (solid wood).

Silver Piano

Appears newer than everything else (does not gather dust). **Sheet of music set on it** (sad and tense song). **Decorated with star motifs** (with golden lines).

- ▶ **Playing the piano:** Triggers a Random Happenings roll. If the sheet music is played correctly (INT and DEX checks to understand and play it), a passage on the wall of fake books opens.
- ▶ **Looking inside the piano:** There is a magic *sun ray pistol* (2d10 unhealable damage to vampires, 1d4 to non-vampires [double to other undead]) hidden by the Princess of Blood. 2d10 charges remain, requires an INT check to use properly.

Desk with Books

Papers and notes everywhere (written in code). **Crude manor map** (indicating the Blood King's heart is hidden in the Observatorium [Area 34]). **A letter from Lord Daemetrius** (agreeing to help the Princess of Blood for painlessly ending his unlife).

Wall of Fake Books

Carefully painted (kitch as it sounds). **Wooden** (including the books). **Hollow section** (where the passage opens).

- ▶ **Breaking the wall:** If the PCs can't figure out how to open the secret door, they can bash it with their weapons for 1d6 rounds for one person or half as long with assistance. This immediately forces a Random Happening with double the chance of an encounter (roll 1d6+6 for which encounter).



26 Secret Conference Room

Dark (lit by a few red candles). **Long bone table** (seats 6). **Obsidian dagger** (on the table, dragon motifs).

- ▶ **The dagger:** Is magical: +1 *dagger of blood letting* - **save vs death** or lose 1d4 hp/round until healed.

Princess of Blood

Dark purple skin with violet eyes (that seem to catch people's attention and stare into their souls). **Long, braided blue hair** (braided with victim's bones). **Emerald dress with rose motifs** (to please the Blood King).

- ▶ **Encountered here:** Conversing with Lord Daemetrius and 2 other vampire guests (Area 12 for stats).
- ▶ **Wants:** To kill and replace the Blood King herself. She resents her treatment being forced to portray a princess.
- ▶ **Reaction:** Quickly realizes the opportunity the PCs represent and determines their main intent. She offers to help them achieve it so long as they help her. If they were drawn here by her psychic induced dreams, she plays the part of a helpless princess under a cruel vampire lord's tyranny.



THE PRINCESS OF BLOOD

AC 3 [16], **HD** 7** (32hp), **Att** 2 x psi claws (1d6+1, magic, and 30' range) or 1 x psi blast (3d6, see below), **THACO** 13 [+6], **MV** 150' (50'), **SV** D11 W12 P11 B14 S12 (MU 7), **ML** 10, **AL** Chaotic, **XP** 1,250

- ▶ **Vampire traits:** See page 9, though she does not have the standard touch and gaze attacks.
- ▶ **Psi blast:** Affects everyone with rational minds within 30', inflicting 3d6 temporary damage unless they **save vs paralysis**.

Those reaching 0hp fall asleep and are under her influence as if targeted with a *geas*. Only usable 3x daily.

- ▶ **Read thoughts:** If she looks someone in the eye for a round, the target must **save vs spells** or have their immediate thoughts read. If she remains staring for 1d6 rounds, she can examine deeper thoughts and intents.
- ▶ **Create illusion:** Can recreate the following spells, affecting up to 7 targets at once, 3 times/day: *invisibility*, *hallucinatory terrain*, *hold person* and *mirror image*.

Lord Daemetrius

Short and lean (starving for a few days).

Ragged noble vest (with small Void Fungi spores in it). **Worried and tense expression** (unwillingly helping the Princess and would rather simply escape).

- ▶ **Reaction:** Submissive to the Princess of Blood. In her he sees his last chance of escaping his cursed life.
- ▶ **Isn't he in the dungeon (Area 37)?:** Nope, that's a guest vampire the Princess enchanted with an elaborate illusion to fool her father, but it won't last forever and she must act quickly.

LORD DAEMETRIUS

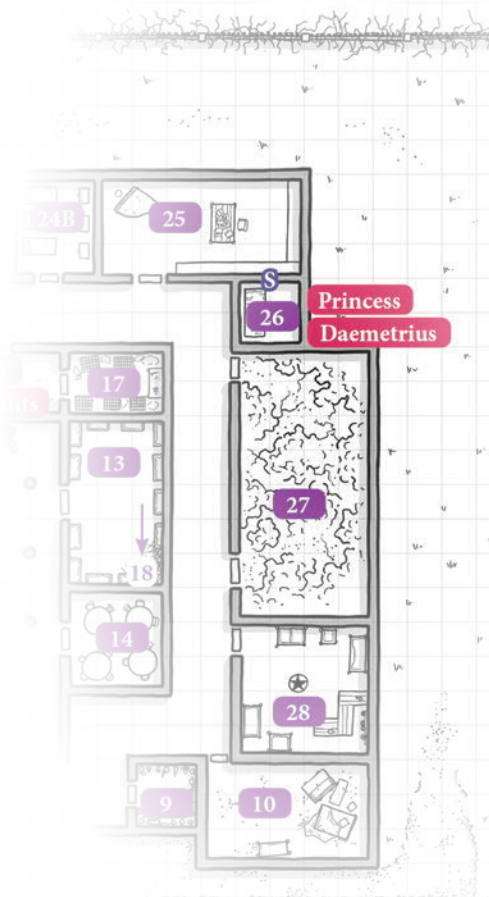
AC 5 [14], **HD** 5 (13hp), **Att** 1 x Sabre of Saints (1d6+1, magic, undead bane), **THACO** 15 [+4], **MV** 90' (30'), **SV** D10 W11 P12 B13 S14 (5), **ML** 8, **AL** Lawful, **XP** 175

- ▶ **Vampire traits:** See page 9, though he can no longer use the standard touch and gaze attacks.
- ▶ **Undead bane sword:** Double damage to undead.
- ▶ **Vampire with a soul:** Reflection appears in mirrors, takes no additional damage from light—actually feeds off it (hasn't done so for a while).
- ▶ **Weakened:** Has only 13hp, and attacks at -2.

Hidden Sarcophagus

Blended with the dusty walls (resembles the stone wall). **Closed and heavy** (combined STR 20 to open).

- ▶ The Princess of Blood's actual coffin for sleep and shelter if anything happens.



27 Inner Garden

Glass ceiling (dirty and cracked). **Winding paths** (allows garden exploration).

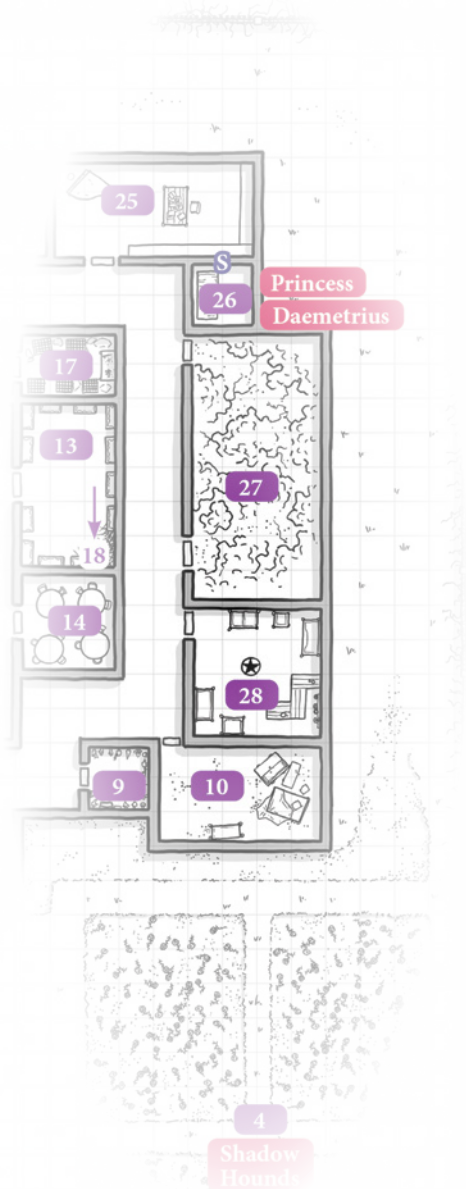
Dying Plants and Flowers

Overgrown (growing into the paths and over the walls). **Grey and red** (fading colours).

- ▶ **Searching:** PCs may find (dying) rare herbs and powerful magical ingredients with a WIS check and 1d6 turns spent looking. If successful, they find herbs (600gp, only viable for one week).

Rarely Visited

No Random Happenings are rolled here. It's a safe spot—don't tell the players!



28 Trophy Room

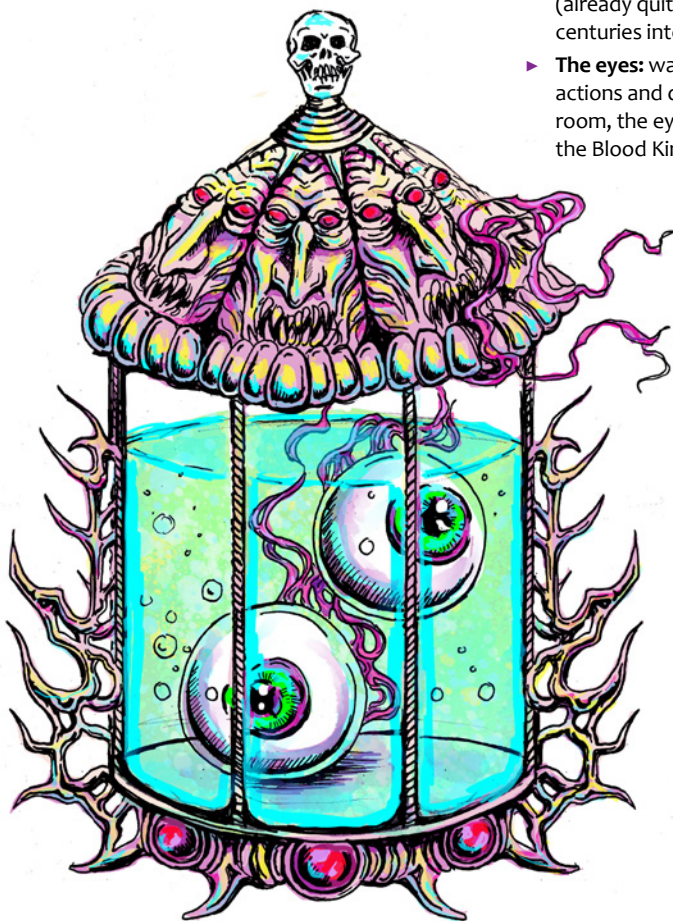
8 trophy-filled cabinets (many shapes, sizes and accomplishments). **Sofas and a bar** (very old and expensive bottles). **Obsidian Blood King statue** (boisterous pose).

- ▶ **Breaking open cabinets:** Easily busted open—1-in-6 chance everything falls to the floor, triggering a Random Happening.
- ▶ **Trophies:** Most are fake, but each cabinet has one 1,250 gp trophy that is not easy to carry.

Bar

Many bottles on display (most untouched). **One has a pair of eyes inside** (which see what's going on).

- ▶ **Valuable bottles:** PCs can make an INT check to determine the most valuable bottles. There are 20 but only 7 are worth much (150gp each). Carrying them all encumbers PCs and any damage may break the fragile bottles (**save vs breath** to avoid).
- ▶ **Drinking:** Drinking restores 1d4hp but requires a **save vs poison** to avoid intoxication (-2 to attacks, spells fail 20% of the time, lasts 2d6 turns). The (already quite strong) liquor has spent centuries intensifying.
- ▶ **The eyes:** watch and record all the PCs actions and dialogue. If they leave the room, the eyes leave the bottle, seeking the Blood King (2d6 turns) to inform him.



Area Descriptions:

Second Floor

29 Balcony

Spacious and perfumed (many orchids and other flowers). **Large, luxurious chair set before a gigantic flower** (the Blood King talks to his plants).

Telescope

Large (longsword-sized, set on a tripod). **Made of silver and gold** (5,000gp, but very delicate lens, worth only 1,000gp broken). **Pointed at a distant bright green star** (need to mess with handles to unlock it).

- ▶ **Looking at the bright green star:** Reveals the Blood King's memories. His suffering under an older, cruel vampire, culminating with the Blood King killing and drinking his blood. Occasional flashes of a woman similar to Lenice Albathea (Area 8).
- ▶ **Looking elsewhere:** Different planets within very close range are visible and audible (the referee can insert glimpses of other worlds and settings to instigate players' curiosity).
- ▶ **Breaking the telescope:** Anyone carrying it and suffering 10+ damage from a single source must **save vs breath** or the lenses break.

Carnivorous Plant

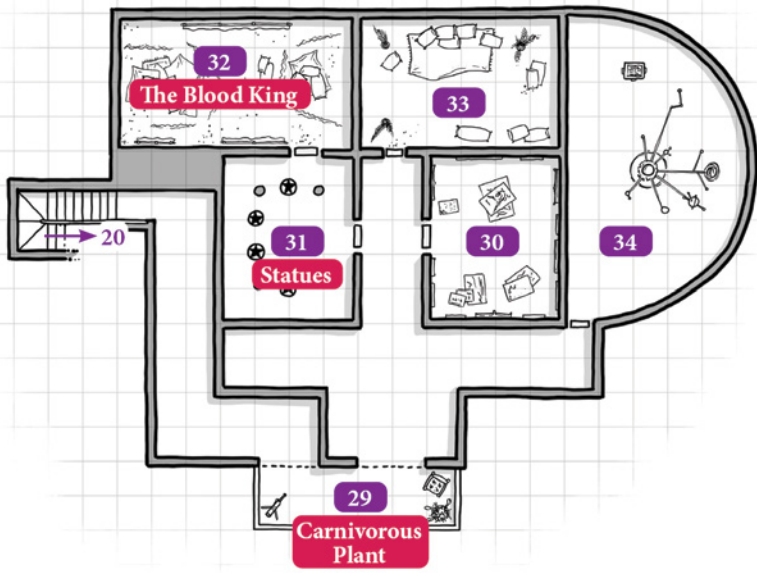
Large and full of thorny vines (fed on vampiric blood). **Spheric bouboulis flower head** (full of sharp, yellow teeth). **Sweet seductive smell** (distillable into a very powerful perfume).

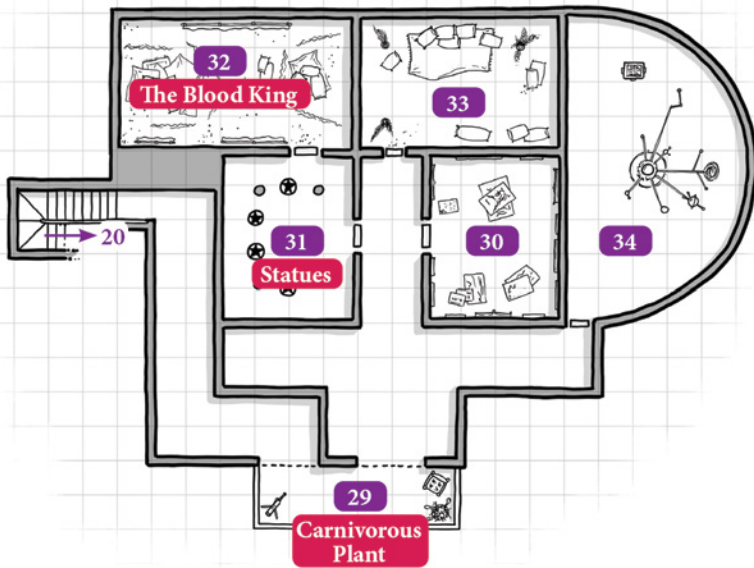
- ▶ **Reaction:** Sleeping after the Blood King fed it a few hours ago. Loud noises or simply poking it a bit harder rouse it and it awakens ravenously. It's also quite jealous of the Blood King, attempting to eat anyone carrying the telescope.

CARNIVOROUS PLANT

AC 7 [12], **HD** 6* (27hp), **Att** 8 x small tentacle (1d4 + constriction, 10' range), 2 x large tentacle (1d6 + constriction, 20' range), 1 x bite (1d10), **THACO** 14 [+5], **MV** 30' (10'), **SV** D12 W13 P14 B15 S16 (3), **ML** 8, **AL** Chaotic, **XP** 500

- ▶ **Constriction:** Tentacles grab and constrict after a hit. 1d4 automatic damage per round.
- ▶ **Severing tentacles:** Requires a hit inflicting 6+ damage (8 small tentacles) or 10+ damage (2 large tentacles).
- ▶ **Vulnerability to fire:** Suffers double damage from fire.
- ▶ **Pheromones:** Twice per day can expel pheromones within 50' radius, attracting victims failing a **save vs breath** towards its mouth. Those failing are attacked with a +4 bonus for 1 round and, if hit, are allowed another saving throw.





30 Blood King's Studio

Canvases everywhere (hanging on the walls and ceiling and stacked atop one another). **A lot of red paint** (blood). **Many paintings of alien landscapes** (actual places and from the Blood King's imagination).

12 Finished Pieces

Very bizarre landscapes (referee may insert visions of other game worlds and settings). **Some even move in the corner of your eyes** (magical). **Accomplished artistry** (each worth 850gp).

- ▶ **Feeding a painting blood:** If 1d4hp blood is fed to a painting, it animates and you can see the people and things within moving (tree leaves being blown by the wind and such). Bathing a painting in the Blood King's blood opens a portal to there for 1d6 turns.

31 King's Hall

Red-veined marble floor and pillars (blood-stained). **Murals depict the Blood King's conquests** (battles against various alien races, romantic conquests, coronations). **Spike-armoured statues with glaives** (also bloodstained).

4 Armoured Statues

Wearing spiked, full plate armour (more for show than defense). **Each holds a large glaive with both hands** (fingers flex when approached). **Marks on the floor in front of them** (as if something heavy stepped there).

- ▶ **Reaction:** Remain motionless until PCs cross the room's middle or approach the door to Area 32. If presented with something bearing the King's crest (the red rose), they permit passage. Otherwise, they attack.

ARMOURD STATUES

AC 2 [17], **HD** 4 (18hp), **Att** 1 x glaive (1d10 + bleed), **THACO** 16 [+3], **MV** 90' (30'), **SV** D8
W9 P10 B10 S12 (8), **ML** 12, **AL** Neutral, **XP** 75

- ▶ **Bleed:** Those hit by the glaive attack must **save vs death** every round or bleed for 1d6 damage until they successfully save.
- ▶ **Mundane damage resistance:** Half damage from mundane sources.
- ▶ **Spell immunity:** Unaffected by *sleep* and *charm* spells.

32 King's Chambers

Larger inside than out (space is distorted and the Blood King lives in a great hall).

Pillows, veils and a luxuriously decorated tapestry (gold threads, bright gems and other detailing).

2d20 Languishing People

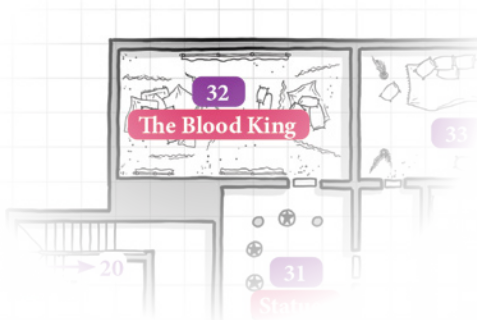
Of many cultures, races and planets (some PCs have never seen). **All are 'attractive'** (a magical enchantment). **They seem lifeless, and their eyes lack spark** (they are illusory).

- ▶ **Reaction:** They invite the PCs to join them, and just enjoy life in the Blood King's glory. Players looking at them and listening to their voices must **save vs spells** to act every round. If they discover they are mere illusions, they can **save vs spells** to disbelieve them decisively.
- ▶ **Behind the veil:** If the illusion is broken, PCs see the room is practically empty save two large chests storing the Blood King's spoils.
 - **Chest 1:** 5,000sp, 3,000gp, 3 rubies (500gp/each), 3 jade alien god statues (750gp/each).
 - **Chest 2:** Articulated silver and ebony snake with emerald details (1,500gp), roll of ever-fresh-to-the-touch silk linen (500gp), dark crystalline skull with 'magic 8-ball' eyes (250gp), set of 3 fist-sized balls that never lose inertia (500gp).

The Blood King

Dark purple skin and eyes dark as the night (meeting them raises goosebumps). **Royal dark red regalia** (with family crest medallion and signet ring). **Deep melodic voice** (comes from surrounding ambience).

- ▶ **Reaction:** Disdainful at first, bothered about the interruption. Asks PCs to leave fast or join the rest of the food. If bothered too much, he summons 2d6 Blood Thrall Guards (Area 1 for stats) and attacks if attacked himself.
- ▶ **Mother?:** Over centuries as vampire king, the Blood King repressed all his memories of childhood and his mother. If confronted with the possibility someone is his mother, he initially refuses to believe. May be convinced by insistence and accompanying evidence reinforcing the hypothesis. He requests everyone leave so he can talk with his mother alone. He grants every individual responsible for this reunion one wish, provided it doesn't harm him or his mother.
- ▶ **Rose from garden:** Bringing a reinvigorated rose from Area 4 causes the Blood King to see you as an admirer and caretaker. He understands the sacrifice necessary to feed the roses, and entertains the idea of parlaying with PCs, inviting them for dinner in Area 15 (but won't serve much beyond blood).
- ▶ **The King's reflection:** The mirror with Alvaraz's reflection (from Area 9) scares and confuses him. He must **save vs death** every round to act.
- ▶ **Elixir of Life:** Around the King's neck is a small golden vial containing the first vampire's purified blood. The Blood King keeps it in hopes of finding and resurrecting his mother. The vial can resurrect any being without issue, provided there are remains.



- ▶ **Royal crown:** An ostentatious crown shaped like skull-faced bats preying on humanoids, adorned with 4 red gems containing red liquid. Extremely valuable (10,000gp) and also magical. The gems can be removed and broken, releasing a Living Blood creature (Area 19 for stats). Each gem lost reduces the crown's value 1,000gp.
- ▶ **Star key:** Inside the Blood King's jacket is a small silver key with a star motif, which opens the Sun where he hid his heart (Area 34).

BLOOD KING

AC 2 [17], **HD** 11*** (55hp),

Att 2 x bloody sabre (1d8 + bleed) or 1 x touch (1d10 + energy drain) or 1 x gaze (charm) or 1 x bite (1d8 + feeding), **THACO** 11 [+8], **MV** 150' (50'), **SV** D6 W7 P8 B8 S10 (11), **ML** 10, **AL** Chaotic, **XP** 3,500

- ▶ **Vampire traits:** See page 9, though he doesn't suffer the vulnerabilities and can't be killed while his heart is safe (Area 34).
- ▶ **Bloody sabre:** Anyone hit loses an additional 1d6hp next round and 1d4hp the round after that.
- ▶ **Feeding:** Any damage inflicted with a bite attack immediately heals the King for that amount.
- ▶ **Fearful aura:** Can exude an aura of fear at will, forcing those looking at him within 60' to **save vs death** or flee as fast as they can for 2d6 rounds.
- ▶ **Living blood:** When reduced to 25hp or less, creates a Living Blood creature (Area 19 for stats) which begins acting next round.



33 Princess's Chambers

Lavishly decorated (plumes and pillows).
Almost untouched (doesn't seem lived in).

Porcelain Dolls

Many lifeless dolls (dressed in eclectic fashions from all eras and cultures—even modern and futuristic ones). **Of different shapes and sizes** (some very small, others approximate a grown human being).

- ▶ **They are watching us:** Those failing a **save vs spells** are unable to shake the sensation the dolls watch their every move. It's just a sensation, though.
- ▶ **Valuable but fragile:** Although kinda creepy, they fetch about 5,000gp total, though they are very fragile and not easily carried (200cns of encumbrance, dividable among the PCs). If any are broken, the value drops to 1,000gp.

34 Observatory

Arched high ceilings painted like the night sky (seemingly extending into infinity).
Large planetary system model in the middle (made of precious gems and gold wires, a large lamp replacing an important star).
Large leather-bound tome above a pedestal (beside the model).

Planetary System Model

A large and important icosahedron-shaped star (emitting the brightest light, slightly red luminescence). **Planets move slowly around an axis** (magically enchanted). **Variou sizes** (from a few inches to a couple of feet—the central star).

- ▶ **Cosmology:** Modeled after the cosmological concept of the referee's campaign.
- ▶ **These are actual small planets:** For all purposes, they're actual, inhabited planets—they are just very tiny and almost imperceptible. There are a number of precious gems equal to the number of planets in the referee's current campaign (350gp each).



► **Taking out a planet from their orbit:** Destabilizes the whole system, and it collapses as a whole in 1d4 turns. Roll 1d4:

1. The star explodes, creating a black hole, sucking everyone within 30' into it— this also destroys the Blood King's Heart.
2. It all falls to the ground, and there's the audible screams of trillions dying at once.
3. The planets rotate faster and faster until they lose control, forcing PCs to **save vs breath** every round or suffer 1d6 damage.
4. The gravity pulls everything together, forming an increasingly larger ball that rolls towards the nearest PC, forcing them to make a DEX check every round or suffer 1d8 damage. The ball has 20hp, AC 9 [10].

► **Heart of the Sun:** There is a small keyhole in the brightest star, inside of which is the Blood King's perfectly preserved heart, emanating a bright red light. Destroying it kills the Blood King, causing the entire manor to begin collapsing as it is maintained by his power and blood. PCs have 2d6 turns to leave or be consumed alongside the alien manor.

Leather-bound Tome

Big as a backpack (weighs 500cns). **Handwritten in a variety of tongues** (all seemingly written by the same person). **Sketches of various people and places** (alien and other-worldly).

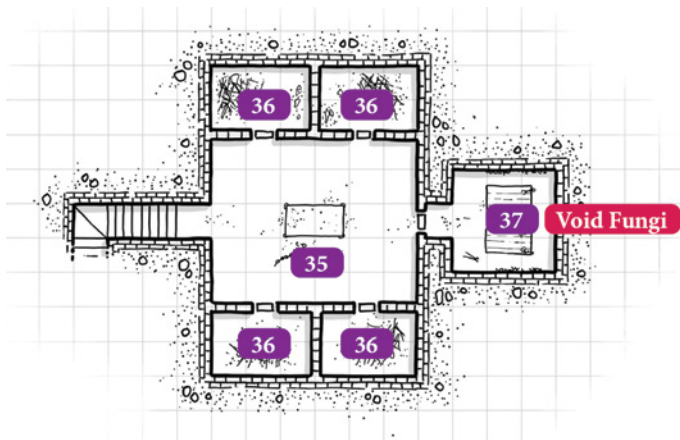
► **Perusing the book:** It's barely intelligible, composed of reports from various beings from different worlds. There are also instructions on how to talk to them, with each of their worlds represented in the planetary model. If examined thoroughly, PCs find a person from their world who has been passing reports to the Blood King about their world's grand events.



Area Descriptions: Dungeon

35 Centre Room

Cramped and moist (a palpable warmth coming from deep within). **Old battered iron table** (bloodstained). **Broken chain on the floor** (recently collapsed). **Footprints going deeper into the dungeon** (large, humanoid).



36 Dungeon Cells

Dusty, dirty and dark (just entering one chills your spine). **Bloodstains and cloth scraps** (decaying).

Prisoners

If the PCs are looking for prisoners, this is where they are. They are unarmed, unconscious and weak. They've seen the Blood King torturing "Lord Daemetrius" (see next page) and are possibly traumatized.

Loose Stone

The northeast and southwest cells each contain a loose stone where a prisoner hid something. This is noticed by any PC spending a turn searching. Roll to determine what is found.

d6 What is found?

- 1 A large obsidian key (500gp) depicting a skull—what does it open?
- 2 2 scrolls: *remove curse* and *protection from evil*, 10' radius.
- 3 A silver bird that can deliver a 20-word message to someone whose true name you know.
- 4 Plastic vampire denture that turns you into a vampire (gain Vampire Traits, page 9) for 1d6 turns daily.
- 5 A pair of gloves that lets the wearer know the age of anything touched.
- 6 A potion of acid blood: imbiber's blood deals 1d6 damage/round to anything it touches.

37 Torture Room

Large, walls lined with torture instruments (rusty, stained and twisted). Two large, manacled tables (an unconscious individual imprisoned in one looks a lot like Lord Daemetrius [Area 26]).

Lord Daemetrius?

Short and lean (has been starving for a few days). Ragged noble vest (covered in a bright purple and dark blue fungi). With open empty eyes (staring into nothingness).

- ▶ **Void Fungi:** The body is being controlled by a Void Fungi, a creature brought by an alien enemy of the Blood King. It is slowly expanding through the Dungeon, hoping to cover the entire manor. If PCs negotiate with it properly, they can form an alliance of sorts. If they can grab patches of the fungi, placing it in other rooms and halls, it helps by opening doors and communicating what they see or hear. For this last part, however, someone must be linked through infection with the fungi (see below).
- ▶ **Reaction:** Initially it ignores PCs but, after 1 turn, welcomes them into its “new home”. Refers to itself in the plural (“we”). (The fungi is an alien hive being). It is curious about the PCs’ world and its inhabitants. If attacked, however, it reacts appropriately.
- ▶ **Information:** The Void Fungi knows the following:
 - The Princess shape-changed the corpse they’re occupying to resemble the Blood King’s enemy.
 - The daughter wants a real enemy’s help overthrowing the Blood King.
 - She’s allied with other vampires.

LORD DAEMETRIUS (VOID FUNGI)

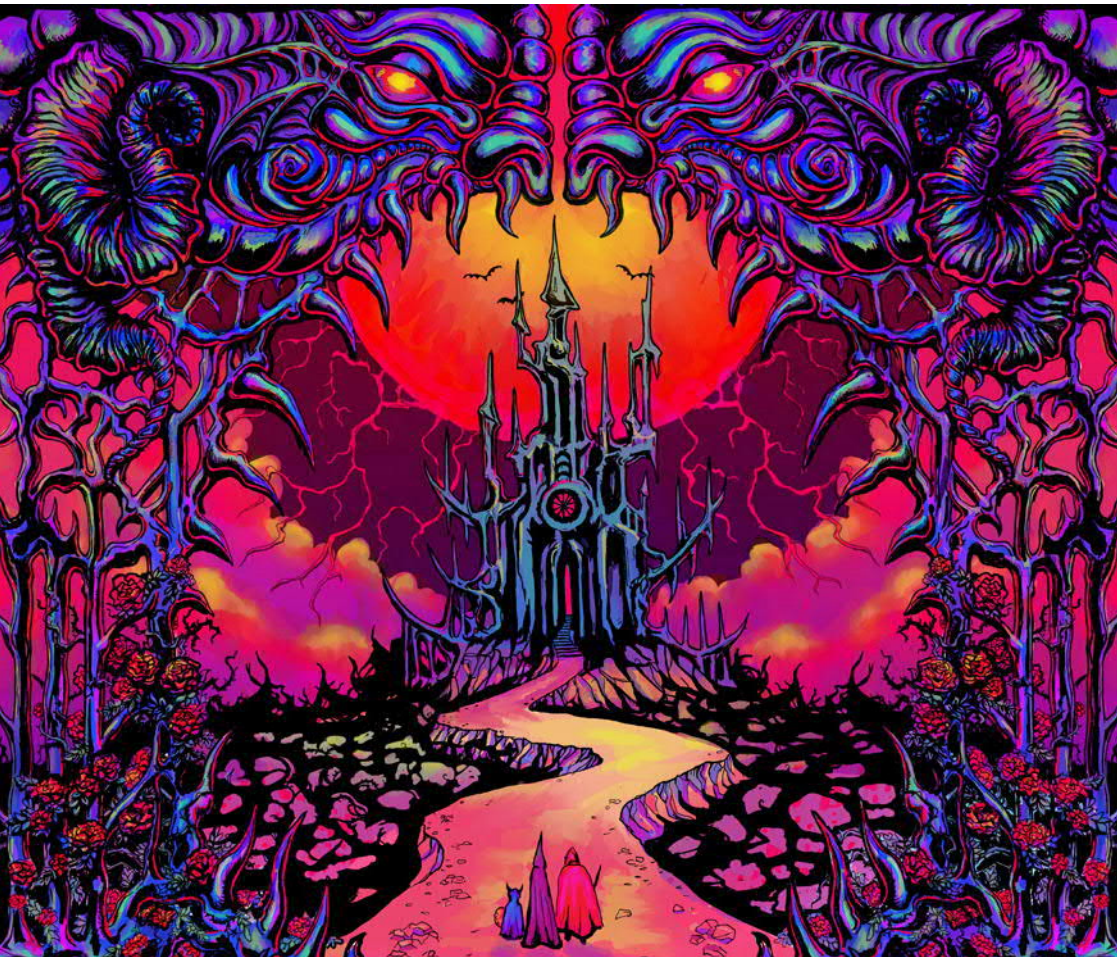
AC 7 [12], **HD** 6 (22hp), **Att** 6 x pseudopods (1d6+1 + fungi infection), **THACO** 15 [+4], **MV** 30' (10'), **SV** D10 W11 P12 B13 S14 (5), **ML** 10, **AL** Neutral, **XP** 1250



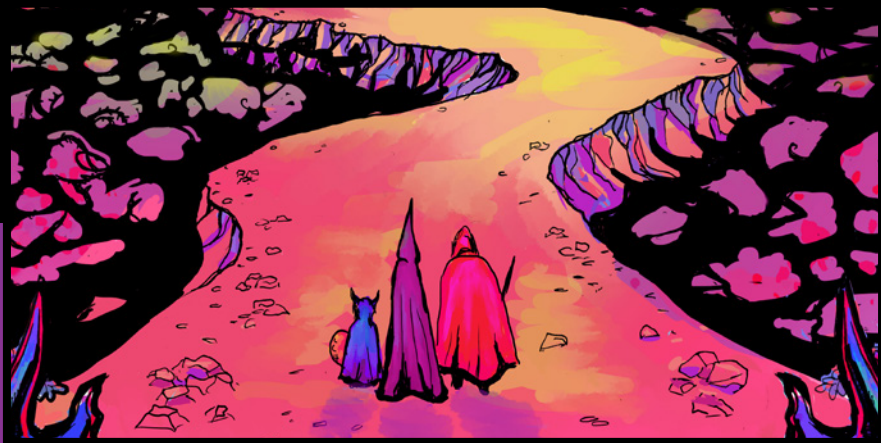
- ▶ **Fungi infection:** Those hit must **save vs death** or be infected by the Void Fungi. After 1d6 turns part of their skin is covered in a Void Fungi patch. They suffer 1d6 WIS damage/day. When reduced to WIS 0, they are under the Void Fungi’s control. In the meantime, they can communicate with the hive mind.
- ▶ **Cloud of spores:** Void Fungi can exhale a cloud of spores that forces everyone within 30' to **save vs death** or suffer Fungi Infection (3x/day).
- ▶ **Hive mind:** Anywhere there is a Void Fungi, the creature can experience as if it was there.

Concluding the Adventure

There isn't a real end—and that's great! This is an open-ended scenario, with many potential outcomes. The PCs might enter seeking treasure, to rescue innocents, a long lost ancestor, searching for answers to strange dreams or simply because it looks extremely suspicious under the ominous Blood Moon. Within they can make allies, discover strange things, glimpse alien worlds, mingle with supernatural beings and much more! They can dethrone the King, become his servants, capture the alien palace or get shiny things and flee. So let the adventure find its own course and have spooky fun!



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Halls of the Blood King

With the rising of the Blood Moon, the accursed abode of the Blood King returns to this world. The lord of all vampires comes to claim the blood that is owed to him. His halls contain treasures and secrets that would make any ambitious adventurer abandon reason and caution to seek them out. Will you risk your soul for gold and glory in the Halls of the Blood King?

*A fantasy horror adventure
for characters of 3rd to 5th level.*

Requires Old-School Essentials
Classic Fantasy or Advanced Fantasy.



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