

## Guidelines

Play through **Death House** using the Overpowered rules during the month of October 2023. The Death House adventure is [freely available here](#).

**GOAL:** Begin in **22**, and Overcome Lorghoth the Decayer (the Shambling Mound) in **38**.

**TRICK:** You cannot spend your highest value dice.

**TREAT:** All d12s are worth max value.

**PRIZES:** Whoever accomplishes the Goal with the highest score will receive:

> **1st Prize:** Hardcover copy of Bones Deep. Winner-Takes-All!

*Prizes can be shipped worldwide, we'll cover shipping costs!*

Players have until November 1<sup>st</sup>, 2023 to participate.

**Proof of Score:** Scores must be submitted to Overpowered Scoreboard with an adventure log (generated by the web app), detailed writeup, or video recording.

**Bot Name:** Bots used for this competition must have a name starting with "OCT2023", e.g. "OCT2023.Tomb.Robber.12" is a valid bot name for this Monthly Challenge. Reuse a bot name on the Scoreboard to compete directly with that run or create a new bot name and hope for better rolls.

## Death House Room Key

This official room key declares all legal Obstacles and Targets in Death House. The relevant Stat is provided for each Obstacle. Remember to spend enough Power to EXCEED that Stat.

**22.** Empty

**23A.** Obstacle: Stone Slab (DC 15)

**23B.** Obstacle: Stone Slab (DC 15)

**23C.** Obstacle: Stone Slab (DC 15)

**23D.** Obstacle: Stone Slab (DC 15)

**23E.** Obstacle: Stone Slab (DC 15)

**23F.** Obstacle: Stone Slab (DC 15)  
Obstacle: Insect Swarm (STR 3)

**24.** Empty

**25A.** Obstacle: Iron Padlock (DEX 15)  
Valuables (x2): gp, sp

**25B.** Obstacle: Iron Padlock (DEX 15)  
Valuable: Moss Agates

**25C.** Obstacle: Iron Padlock (DEX 15)  
Valuable: Carnelian

**25D.** Obstacle: Iron Padlock (DEX 15)  
Valuable: Ivory Hairbrush

**25E.** Obstacle: Iron Padlock (DEX 15)  
Valuable: Shortsword

**26.** Obstacle: Spike Pit (HP 26)

**27.** Empty

**28.** Obstacle: Grick (INT 3)

**29.** Obstacles (x4): Ghouls (CHA 6)

**30.** Empty

**31.** Obstacles (x5): Shadows (STR 6)  
Obstacle: Secret Door (DC 10)  
Unique Feature: Strahd Statue  
Valuable: Crystal Orb

**32.** Empty

**33.** Obstacle: Mimic (INT 6)

**34.** Obstacles (x2): Ghosts (CHA 8)  
Named Creatures (x2): Gustav & Elisabeth Durst  
Powerful Objects (x3): Cloak of Protection,  
Potions of Healing, Spellbook  
Valuables (x5): Chain shirt, fire flask, lantern,  
thieves tools, mess kit

**35.** Empty

**36.** Obstacle: Secret Door (DC 15)  
Valuables (x1): gold ring

**37.** Obstacle: Portcullis (DC 20)

**38.** Obstacle: Shambling Mound (INT 6)  
Named Creature: Lorghoth the Decayer