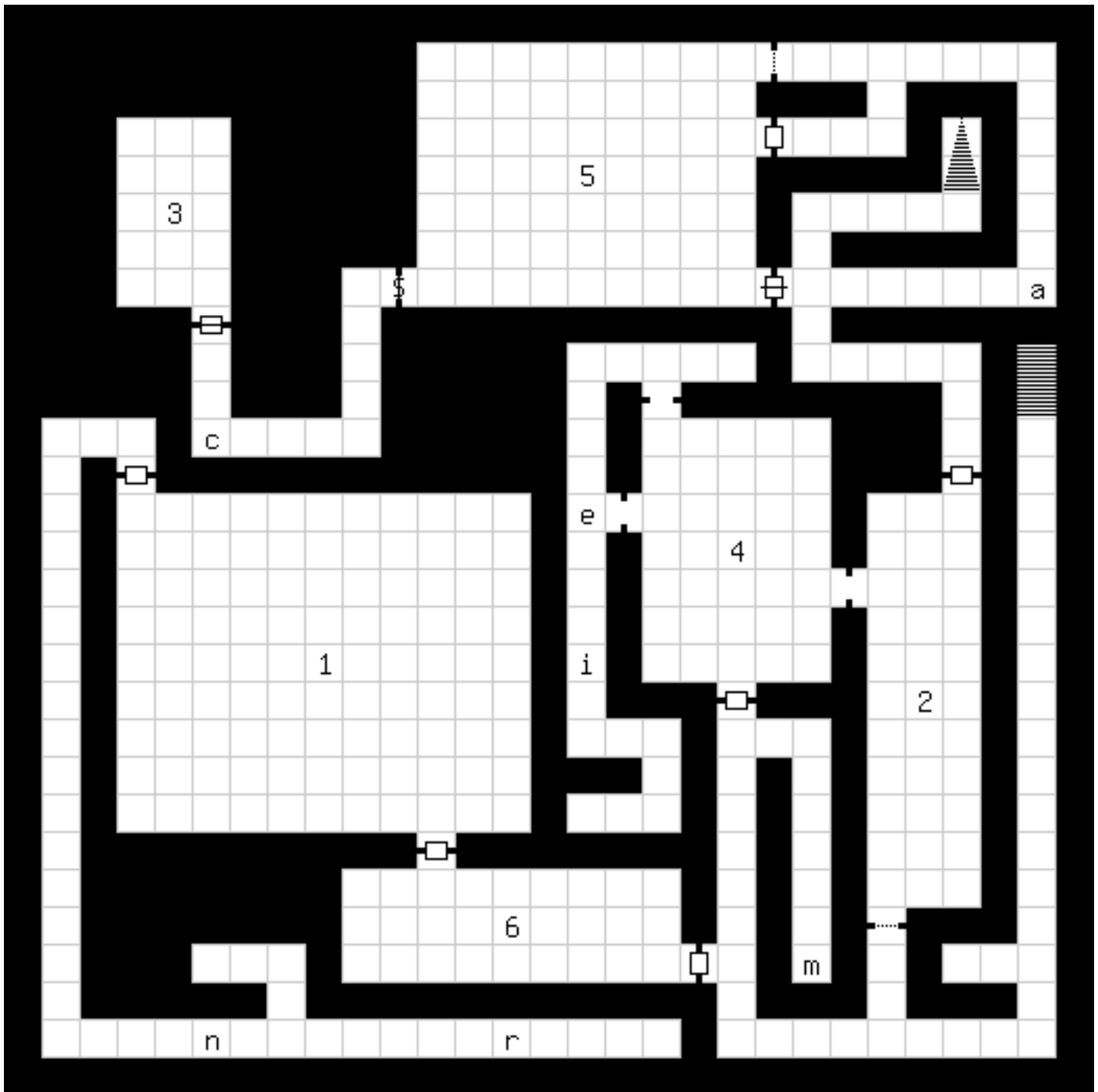


The Vaults of the Vampire King

Level 1



General

Dungeon Walls	Reinforced Masonry (Climb DC 20)
Dungeon Floor	Smooth Stone
Temperature	Warm
Illumination	Average (shadowy in corridors, lamps or torches in most rooms)

Corridors

- | | |
|----------|---|
| a | Earthmaw Trap: CR 3; magic; Perception DC 20; Disable Device DC 22; Trigger location; Reset none; Effect earthmaw (1d6 damage, DC 10 Reflex save for half damage) |
| c | Skeletons hang from chains and manacles against the walls |
| e | Mournful weeping fills the corridor |
| i | The walls here have been engraved with glowing symbols |
| m | Several square holes are cut into the walls here |
| n | Part of the ceiling has collapsed into the corridor |
| r | Falling Block: CR 3; mechanical; Perception DC 20; Disable Device DC 22; Trigger location; Reset none; Effect Atk +10 melee (1d6); multiple targets (all targets in a 10 ft. square area) |

Wandering Monsters

- | | |
|----------|---|
| 1 | 1 x Goblin Dog, scouting from another part of the dungeon |
| 2 | 3 x Orc, returning to their lair with plunder |
| 3 | 1 x Ghoul, actively patrolling their territory |
| 4 | 4 x Drow, bloodied and fleeing a more powerful enemy |
| 5 | 1 x Homunculus, wielding bizarre eldritch powers |
| 6 | 4 x Duergar, wandering senselessly |

Room #1

- | | |
|--------------------|--|
| <i>North Entry</i> | Unlocked Good Wooden Door (hard 5, 15 hp) (slides to one side, +1 to break DC) |
| <i>South Entry</i> | Stuck Strong Wooden Door (break DC 23; hard 5, 20 hp)
→ Leads to room #6, inhabited by 4 x Rat |
| Monster | 3 x Drow

Drow: CR 1/3, XP 135; CE Medium Humanoid (elf); Init +2; Senses darkvision 120 ft.; Perception +2; AC 15, touch 12, flat-footed 13 (+2 armor, +2 Dex, +1 shield); hp 5 (1d10); Fort +2, Ref +2, Will -1, +2 vs. enchantment; Immune sleep; SR 7; Weak light blindness; Speed 30 ft.; Melee rapier +2 (1d6/18-20); Ranged hand crossbow +3 (1d4/19-20 plus poison); SA spell-like abilities CL 1st; Str 11, Dex 15, Con 10, Int 10, Wis 9, Cha 10; Base Atk +1, CMB +1, CMD 13; SQ poison use
Skills and Feats: Perception +2, Stealth +2; Weapon Finesse
Treasure: 40 gp, 360 sp, 1200 cp; Potion of Cloak of Shade (apg, 50 gp), Potion of Stabilize (cr, 25 gp), Scroll of Stabilize (cr, 12 gp 5 sp), Scroll of Unseen Servant (cr, 25 gp); hoard total 200 gp 5 sp |

Room #2

- | | |
|--------------------|--|
| <i>North Entry</i> | Unlocked Simple Wooden Door (hard 5, 10 hp) |
| <i>West Entry</i> | Archway
→ Leads to room #4 |
| <i>South Entry</i> | Wooden Portcullis (lift DC 25, break DC 28; hard 5, 30 hp) |
| Monster | 4 x Human Skeleton

Human Skeleton: CR 1/3, XP 135; NE Medium Undead; Init +6; Senses darkvision 60 ft.; Perception +0; AC 16, touch 12, flat-footed 14 (+2 armor, +2 Dex, +2 natural); hp 4 (1d8); Fort +0, Ref +2, Will +2; DR 5/bludgeoning; Immune cold, undead traits; Speed 30 ft.; Melee broken scimitar +0 (1d6), claw -3 (1d4+1) or 2 claws +2 (1d4+2); Str 15, Dex 14, Con -, Int -, Wis 10, Cha 10; Base Atk +0, CMB +2, CMD 14
Feats: Improved Initiative |

Room #3

<i>South Entry</i>	Locked Strong Wooden Door (Open Lock DC 20, break DC 25; hard 5, 20 hp)
Room Features	A fountain decorated with screaming faces sits in the east side of the room, A bent dagger lies in the east side of the room
Monster	2 x Human Skeleton Human Skeleton: CR 1/3, XP 135; NE Medium Undead; Init +6; Senses darkvision 60 ft.; Perception +0; AC 16, touch 12, flat-footed 14 (+2 armor, +2 Dex, +2 natural); hp 4 (1d8); Fort +0, Ref +2, Will +2; DR 5/bludgeoning; Immune cold, undead traits; Speed 30 ft.; Melee broken scimitar +0 (1d6), claw -3 (1d4+1) or 2 claws +2 (1d4+2); Str 15, Dex 14, Con -, Int -, Wis 10, Cha 10; Base Atk +0, CMB +2, CMD 14 Feats: Improved Initiative

Room #4

<i>North Entry</i>	Archway
<i>West Entry</i>	Archway
<i>East Entry</i>	Archway → Leads to room #2, inhabited by 4 x Human Skeleton
<i>South Entry</i>	Stuck Strong Wooden Door (break DC 23; hard 5, 20 hp)
Room Features	A sloped pit lined with iron spikes lies in the north side of the room, A faded and torn tapestry hangs from the east wall

Room #5

<i>West Entry</i>	Secret (Search DC 30) Trapped and Stuck Iron Door (break DC 28; hard 10, 60 hp) ⑤ The door is concealed within a mosaic of ancient mythology ① Swinging Axe Trap: CR 1; mechanical; Perception DC 20; Disable Device DC 20; Trigger location; Reset manual; Effect Atk +10 melee (1d8+1/x3); multiple targets (all targets in a 10 ft. line)
<i>East Entry #1</i>	Wooden Portcullis (lift DC 25, break DC 28; hard 5, 30 hp) (magically reinforced, +10 to break DC)
<i>East Entry #2</i>	Stuck Good Wooden Door (break DC 18; hard 5, 15 hp)
<i>East Entry #3</i>	Trapped and Unlocked Simple Wooden Door (hard 5, 10 hp) ① Guillotine Blade: CR 3; mechanical; Perception DC 20; Disable Device DC 20; Trigger location; Reset manual; Effect Atk +10 melee (1d6/19-20)
Room Features	Lit candles are scattered across the floor, Several iron spikes are scattered throughout the room
Monster	1 x Ghoul Ghoul: CR 1, XP 400; CE Medium Undead; Init +2; Senses darkvision 60 ft.; Perception +7; AC 14, touch 12, flat-footed 12 (+2 Dex, +2 natural); hp 13 (2d8+4); Fort +2, Ref +2, Will +5; DA channel resistance +2; Speed 30 ft.; Melee bite +3 (1d6+1 plus disease and paralysis) and 2 claws +3 (1d6+1 plus paralysis); SA paralysis (1d4+1 rounds, DC 13, elves are immune to this effect); Str 13, Dex 15, Con -, Int 13, Wis 14, Cha 14; Base Atk +1, CMB +2, CMD 14 Skills and Feats: Acrobatics +4, Climb +6, Perception +7, Stealth +7, Swim +3; Weapon Finesse Treasure: 49 gp, 372 sp, 1140 cp; Ivory (50 gp); Potion of Feather Step (apg, 50 gp), Scroll of Magic Weapon (cr, 25 gp), Scroll of True Strike (cr, 25 gp); hoard total 247 gp 6 sp

Room #6

<i>North Entry</i>	Stuck Strong Wooden Door (break DC 23; hard 5, 20 hp)
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<i>North Entry</i>	Stuck Strong wooden Door (break DC 23; hard 5, 20 hp) → Leads to room #1, inhabited by 3 x Drow
<i>East Entry</i>	Stuck Good Wooden Door (break DC 18; hard 5, 15 hp)
Room Features	A chute descends from the room into the next dungeon level down, A corpse lies in front of an open chest in the east side of the room
Monster	4 x Rat Rat: CR 1/4, XP 100; N Tiny Animal; Init +2; Senses low-light vision, scent; Perception +1; AC 14, touch 14, flat-footed 12 (+2 Dex, +2 size); hp 4 (1d8); Fort +2, Ref +4, Will +1; Speed 15 ft., climb 15 ft., swim 15 ft.; Melee bite +4 (1d3-4); Space 2-1/2 ft.; Reach 0 ft.; Str 2, Dex 15, Con 11, Int 2, Wis 13, Cha 2; Base Atk +0, CMB +0, CMD 6 (10 vs. trip) Skills and Feats: Climb +10, Stealth +18, Swim +10; Weapon Finesse

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