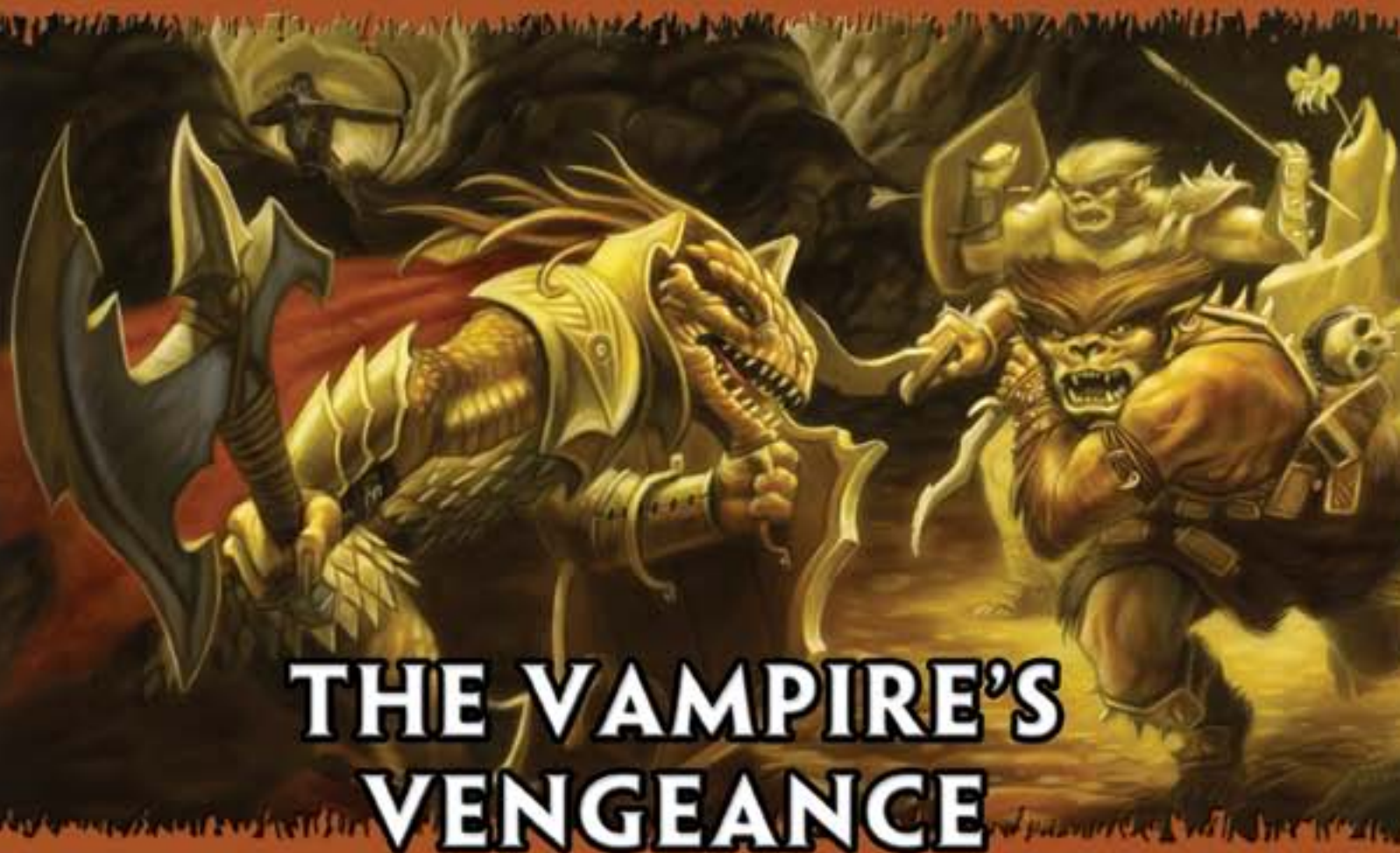


THIS ADVENTURE MODULE IS 4E COMPATIBLE

DUNGEON CRAWL CLASSICS



THE VAMPIRE'S VENGEANCE

BY ADRIAN POMMIER
AN ADVENTURE FOR CHARACTER LEVELS 6-7





THE VAMPIRE'S VENGEANCE

AN ADVENTURE FOR CHARACTER LEVELS 6-8

BY ADRIAN M. POMMIER

Editors: Aeryn "Blackdirge" Rudel, Dwight Hulse

Interior Art: Doug Kovacs • **Cover Art:** Jeremy McHugh

Cartographer: Ed Bourelle • **Layout:** Erik Nowak

Playtesters: Dan Adams, Leah Adams, Nicol Buckley, Tim Buckley, Matthew Dolen, Ben Dowd, Matt Dowd, Mike Dowd, Jason Gentry, Stephen Glicker, Stan Grimes, Tom Hackman, Seth Lipton, Christian Lucas, Jennie Mar, Bob Markee, Chad McAllister, Ken McCutchen, Dee Mike, Thor Olavsrud, Chris Petit, Greg Phillips, Nicol Roell, Jonathan Ross, Ray Teetsel, John Vandebrook, Mathew Webb, Yuri Webber, John Webster, Bob Wilhoit, and The Unnamed Gamer

Author's Dedication: For John Vulgamore, my first GM

INTRODUCTION

Remember the good old days, when adventures were underground, NPCs were there to be killed, and the finale of every dungeon was the dragon on the 20th level? Those days are back. Dungeon Crawl Classics don't waste your time with long-winded speeches, weird campaign settings, or NPCs who aren't meant to be killed. Each adventure is 100% good, solid dungeon crawl, with the monsters you know, the traps you fear, and the secret doors you know are there somewhere.

STORY ARC

This adventure is divided into four chapters, which are collectively known as The Vampire's Vengeance. Though each chapter is a small part of that larger story, each one can be used as a stand-alone adventure as well. Here is how they all interconnect:

Chapter One: *Treasure of Tanglethorn Manor:* The heroes enter a cave in search of a golden orchid, supposedly grown years ago by the crone Elziba Caulwik. They find the treasure they seek, but discover that it's been used to bribe a clan of bugbears into attacking the farms north of Ramsgate, their home.

Chapter Two: *The Burning Tower:* Inside a burning guard tower, the heroes kill the bugbear leader and save several captives. Their victory turns bittersweet as the noon sky grows dark and vampires destroy the mobilized militia, leaving Ramsgate defenseless.

Chapter Three: *Marsh of the Miscreants:* As Ramsgate is devoured by a plague of vampires, the heroes venture into the swamp to confront the foul Yenbrue clan. Destroying an arcane apparatus restores the sun, instantly killing the undead. Here they learn the location of Elziba's lair.

Chapter Final: *Down Among the Dead:* The heroes launch a raid on Elziba's lair beneath the sewers of Ramsgate. Unless they can stop her now, the vampire crone of Tanglethorn Manor will return to wreak havoc in the future.

GAMEMASTER'S SECTION

Here GMs will find information that will be helpful in running this adventure. Each chapter of this adventure includes more information specific to that section for the GM to help him prepare.

ENCOUNTER TABLE

To help the GM prepare, we have included a quick reference table showing all encounters at a glance. **Loc** – the location number keyed to the map for the encounter. **Pg** – the module page number that the encounter can be found on. **Type** – this indicates if the encounter is a combat (C), disease (D), hazard (H), puzzle (P), or trap (T). **Encounter** – the key monsters, traps, or NPCs that can be found in the encounter. Names in *italics* are classed NPCs. **EL** – the encounter level.

Below is a sample Encounter Table entry. Each chapter of this adventure contains an Encounter Table like this one which refers to all encounters in that section.

NO EXTENDED REST

The party must complete each chapter of the adventure without taking an extended rest. As soon as they do, the scenario is over.

This adventure (and others written in the tournament style) tests a team's tactics, resolve, ingenuity, and luck. It also tests resource management...daily powers become that much more important when you can't rest whenever you like.

SKILL NOTATIONS

Some skills have parenthetical notations behind them. These refer to the particular function of that skill. For example, it is handy to know that scaling a cliff requires Athletics (climb) because a climbing kit adds +2 to the check.

Perception (search) and Perception (track) refer to the functions of Perception that requires 1 minute to perform and searches all adjacent squares; when this notation appears, other uses of Perception are inadequate to learn or discover the relevant material.

Magic items are followed with the notation (Arcana DC X, none) or (Arcana DC X, arcane). This relates to the "sense the presence of magic" function of the Arcana skill.

ITEMS IN BRACKETS

Throughout the adventure, there are items set in brackets, like this: [right-to-left] or [3].

In the case of phrases, they are instructions or cues for the GM.

In the case of numbers, they reflect an average result. If a series of numbers are presented, they indicate a sequence to follow (and repeat, if necessary).

For falling damage, assume creatures take 5.5 points of damage per 10 feet fallen (round down).

ENCOUNTER TABLE SAMPLE

Loc	Pg	Type	Encounter	EL
1-2	7	C	4 spitting frogs Dire frog	6



The purpose of bracketed instructions or values is to level the playing field between competing teams. Sometimes a GM's dice are "hot" and monsters do a lot of damage; sometimes the inverse is true. Using bracketed values puts success or failure more firmly in the party's hands.

RECHARGE NOTES

For monsters with powers that recharge on random die rolls, look in the appropriate Tactics section for a series of expressions like "round +X." These expressions are how many rounds after its initial use that a power recharges.

For example, let's say it reads "round +2, round +7." If a monster uses a recharging power on round 2 of combat, that power recharges on rounds 4 and 9, or two and seven rounds later.

The expressions represent random die rolls made over 10 hypothetical combat rounds. If combat lasts more than ten rounds after a recharge power is used, go through the cycle again, adding +10 to the numbers displayed.

For example, "round +2" becomes "round +12."

Like bracketed items, the purpose of recharge notes is to allow players' actions and decisions to determine their success, rather than random die rolls.

FORTIFICATIONS

Chapter Two of this adventure, *The Burning Tower*, introduces a new type of challenge: the fortification.

Fortifications are an abstraction that represents a site's defenses. They share many traits with traps (selectively targeting foes) and hazards (cannot typically be disabled), but they require a crew...defenders of some sort.

Although a crew is typically composed of several creatures, a fortification is considered one element of an encounter (much like how a swarm works). If a fortification is destroyed without killing the crew, they become creatures again.

A fortification's crew determines its level since the crew makes attacks and deals damage. The crew also determines the initiative and passive Perception of the fortification, although the fortification itself may add or subtract to those values. The crew of a fortification usually enjoys superior cover.

THIS ADVENTURE MODULE IS 4E COMPATIBLE

Some old ladies bake cookies. Others plot the destruction of the town that exiled them. Elziba Caulwik is the latter.

The Vampire's Vengeance is a story in four parts as a simple treasure-hunt uncovers evidence of Elziba's scheme.

Before the heroes can mete out justice to the crone of Tanglethorn Manor, they'll have to rescue their kin from a burning guard tower, assault a stronghold of marsh-bound freaks, and navigate the sewers of their dying city. Heroes should be warned: old Elziba is not the mere crazed botanist she once was. Her pawns are many, her fangs are sharp, and her thirst for vengeance is not easily thwarted!

This Adventure Module is 4E Compatible!

For use with the 4th Edition

**DUNGEONS
& DRAGONS**
ROLEPLAYING GAME

Requires the use of the D&D Player's Handbook®, Monster Manual®, and Dungeon Master's Guide® Player's Handbook® 2, Monster Manual® 2, Adventurer's Vault™ core rulebooks, available from Wizards of the Coast, LLC



ISBN 978-0-9828609-3-9



9 780982 860939

GMG5065
\$14.99