



The Crypt of the Vampire Queen

Adventure Supplement



Regional Map:

The area around the Shador Hills

1. Old mine entrance
2. Cave entrance which leads to the Crypt
3. Prosperton
4. The Scholar Tower
5. Castle Darkspire

Inside this adventure supplement:

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Setting description

The town of Prosperton grew up to support the new mine in the Shador Hills, but within a decade both the mine and much of the town were abandoned. The mine owners had not heeded the warnings of the local countryfolk who knew something evil and dangerous resided beneath those hills. It wasn't long before the miners broke into the old caves, a vast system that runs beneath the hills. And it wasn't long before the miners realised, to their bloody cost, that this is the domain of vampires.

Deep within the caves is a crypt, consciously built within the caverns to house the resting places of the vampires. A grand crypt, cold and forbidding, scholars of the undead believe it to house the tomb of the Vampire Queen Inkola de Curmort, a vicious creature who heads a large nest of vampires. Indeed, some have been brave enough to venture into the quiet corridors and have confirmed that the crypt contains many tombs, housed within vaults laid out in a complex web. Inside the stone sarcophagi, vampires lay their coffins when in residence — an empty tomb is an ominous sight. But explorers have only wandered in so far and those that have returned have done so quickly. None have ventured to the furthest reaches of the crypt, where they would have reached the uncrossable chasm that leads to the tomb of the Queen herself. Lit at all times on her command, her chamber glows with the tinge of fresh blood — a magical light.

Quiet, impoverished Prosperton might now properly be regarded as a village and it is quite something that it was never fully abandoned - people will live in the strangest of places. Besides, since the times of the miners' bloodbath, the nest has been largely dormant — sated, it seems. Are there still vampires here? Townfolk are divided, but the threat of the vampires beneath the hills is well known and never forgotten. The locals avoid getting too close to the caves and generally avoid going out after dark. It serves them well. The nest is quiet.



Story ideas

Plot hook 1:

Inkola, Queen of the Vampires has not been seen for many decades and is believed to lie in an extended repose within her crypt. It is a risky place to visit, difficult to access and dangerous, but you need her knowledge — there is no one else who can help you defeat Kasimirus, the vampire of Castle Darkspire, who she sired many centuries ago. You're counting on finding her without a stake in her heart. If you can wake her, she'll be hungry. Better take some from fresh blood along...

Plot hook 2:

Finally, the Inculcula is within your grasp. You don't need it — you just really want it. The thought of the glory and riches that will come to you just for obtaining that treasure lights your eyes. You have carefully tracked the history of the Inculcula and believe it to have last been in the possession of the Trio de Nuit, the archminions of a vampire queen, split between the three for safekeeping. Somewhere in the Crypt of the Vampire Queen, lie the tombs of the Trio. It looks like you're going tomb raiding — in the most dangerous crypt you've ever entered.

Plot hook 3:

The party just can't stop bickering. I'm the swiftest; I'm the smartest; I'm the stealthiest — it just goes on and on. Sure, it's all lighthearted enough, right up until the point someone suggests the ultimate challenge night: a trial in an old, abandoned crypt. Everyone gets assigned a task to complete as quickly as possible — last one back to the entrance pays the bar tab for a year. It's a bit of fun! Just mind the deep chasms in the floor. And the poisonous spiders. And the creepy statues that seem like they're watching you. And the vampires. The vicious, voracious vampires....



NPCs

Extracts from Dr Peligo Sparrow's *A History of the Undead, Volume Three: Book of the Vampires*, Chapter 7 'The de Curmont Nest':

The nest is an ancient one, perhaps some 9000 years old. However, it is thought that its activity peaked around a millenia ago, with many new vampires sired in preparation for what one might call a 'vampire civil war'. Research into local legends has revealed that the subsequent time of war was the result of a personal grievance: that the queen of the nest fell into great discord with one of her sired children. Some today rumour that this estranged vampire 'son' was the present owner of Castle Darkspire, Lord Kasimirus — a scandalous claim without foundation. Since the days of the war, the nest is believed to have migrated south, where it resides in a crypt deep within the Shador Hills. The only recorded incident with these vampires occurred around 80 years ago, when a large party of miners was massacred.



Inkola de Curmort, a Vampire Queen — Many ancient records from the region make reference to women or beasts that may well be this bloodthirsty, disgusting creature. It is thought that for many years she was a lone blood-drinker, attacking warm-blooded animals as needed. Around two millenia ago, she began to sire other vampires and gather a nest around her, hence becoming their 'queen'. This change brought her power, wealth and property. No one living has spoken to or seen this vampire and some even rumour that she is 'dead', if an undead can be such. Old accounts posit her as cunning, intelligent and highly sociable, despite an unkind and unforgiving character.



The Trio de Nuit — With names long lost in time, the *Lament of the Half-light* records that these archminions of Inkola are each referred to by the name Brother Nuit. Obligated to each other with a blood-bond, the Trio nevertheless are known to despise their brothers and love only their Queen. They are believed to be the holders of the Inculcula treasure.

Gouraf — Known to have an unquenchable desire for blood, there have been unconfirmed but credible sightings of this vampire in local villages on many occasions over the last few decades. He appears in local folk tales as Old Gouraf the Hungerer. A highly-prized target of vampire hunters.

Pavel, the wandering miner — Knowledge of this vampire is scant, but it is believed he is the sole member of the mining party to have been turned by the vampires. Without a coffin of his own, he is thought to wander the halls of the crypt, still holding his pick and resting for a time in any empty coffins he finds.

Marilena — This ancient vampire holds the appearance of the child she was when turned, using this vulnerable image to trick potential victims. She is known to have been glimpsed in the caves by miners many times.

People in the Lucky Pick Inn, Prosperton, who could be persuaded to accompany you to the Crypt of the Vampire Queen.

- 1 Georgie Legs, a perpetually drunk man, seen stumbling round the bar every day. He claims to have seen the famed vampire Old Gouraf the Hungerer and says he escaped his clutches because he contained more alcohol than blood. He has believed himself immune to vampire attack ever since.
- 2 Laury Spinglestone, an out of work roofer who came to Prosperton on the promise of work, but who fell foul of an incompetent landlord who failed to get the redevelopment going. She is out of cash and down on her luck.
- 3 Jacob Pavelson, the grandson of the miner Pavel who was lost in the mining massacre here. Has an intense hatred of vampires and carries a small, sharpened stake that he says 'has the queen's name on it'. Refutes any suggestion his grandfather is a vampire.
- 4 Dr Marc Philoproffe, a student of the esteemed historian Dr Sparrow, who is visiting the town to gather information for an update he is planning to his master's most famous work. He is keen to investigate the 'vampire caves' and is hoping to trick some unsuspecting yokels into escorting him there.
- 5 Meg Rungel, an old woman who sits outside the Inn and spits at anyone who enters, leaves, or just walks past. After gobbing, she opens her mouth to beg for a penny. Any that don't throw one over to her risk her further expectoration. Any that do, will be given one of her handmade charm necklaces. Attempts at conversation are met with a stream of insults and expletives.
- 6 Olf of the North, a mysterious vampire hunter. Despite claiming to be the best hunter of vampires the North has ever seen, he has been sitting propping up the bar here for nearly a decade. He will readily show his tattoos that record his vampire conquests and the skin bag he claims is made of flayed vampire. Yet no one has seen him venture into the Shadors and most say he quietly heads home to bed at sunset.



Useful tables

Useful table 1: What is the three-piece Inculcula treasure?

- 1 A golden candelabra — once assembled and lit with candles, it illuminates knowledge hidden between the lines of ancient books.
- 2 A magical daggerblade, hilt and sheath - when put together and drawn, the threat of the blade tip against a throat is enough to persuade anyone of any untruth.
- 3 A small witch-silver pen, inkwell and bottle of magical ink - used together they can write the future, if somewhat opaquely.
- 4 Three chunks of an alluring ripped-up ancient tome that contains potent anti-vampire magic and necromantic practices.
- 5 The sides of a faded gilt, triangular frame, carved with eyes — when clicked together a magical mirror appears at the centre that shows the location of nearby earthly riches.

Useful table 2: Set dressing for the vaults in the crypt (roll d12)

- 1 The walls are decorated with murals depicting terrible scenes of murder and slaughter where blood is collected in goblets.
- 2 There is a faint trace of blood spatters on the walls and dried rivulets of blood in the cracks between the flagstones.
- 3 The ceiling is painted with peeling black paint, within which is set a dozen tiny gemstones. They can be recognised as a well-known constellation.
- 4 There is a pale green mist spilling from the gap between the sarcophagus and its lid. The mist pours to the ground and flows over the old flagstones.
- 5 The air is filled with sibilant whispers. It is difficult to pinpoint the origin of the sound.
- 6 The floor is littered with the dry curled husks of dead spiders, each one as large as a cat. They have clearly been dead for years.
- 7 The inside of the door is deeply gouged with scratches. A careful examination suggests it was done by hand, as does the fragment of fingernail still wedged in the wood.
- 8 The floor and tomb lid are covered in a thick layer of bat guano, although there are no bats currently roosting in this chamber.
- 9 The walls have been crudely daubed with graffiti. Difficult to translate, it appears to be curses against vampires.
- 10 The inside of the door has been carved with dozens of messages, written in common. Whilst difficult to read due to their overlapping nature, they appear to have been written by the miners and are messages to loved ones.
- 11 The floor has dozens of dried wax stains, produced where candles have burnt down. Investigation reveals a pattern to their positions.
- 12 The air is filled with the scent of a musty old perfume, floral but with an undercurrent odour of decay.



Useful table 3: Tasks for the trial (roll d8 to pick a task)

- 1 Bring back the heads of three different creatures and find something made of paper.
- 2 Fetch something silver, something gold and something inscribed with a curse.
- 3 Touch the vampire queen's tomb and return with an item from her crypt.
- 4 Make sure that the eyes of the three gargoyle statues stop glowing.
- 5 Find an egg and learn the name of the youngest vampire in the nest.
- 6 Find the key for the chained tomb, unlock the tomb and deal with what's inside.
- 7 Catch two spiders and keep them with you while you find 5 skulls and throw them into the chasm.
- 8 Find a vampire and persuade it to give you a precious item in its possession.



Useful table 4: Who or what is inside this sarcophagus? (roll d20)

- 1 A coffin inscribed with the name Alexin Borsus. Nailed shut.
- 2 A coffin surrounded by thousands of shiny gold coins.
- 3 Many small clay housegods, carefully arranged in a star.
- 4 The coffin of Frankel von Hygh, flanked by two skeleton brides.
- 5 Seventeen vials of black blood, each with a silver chain.
- 6 The skulls of around 30 different people, with red etched crosses.
- 7 An empty sarcophagus, there is nothing inside but cold.
- 8 Karina Childe's coffin, her name emblazoned with rubies.
- 9 The sarcophagus is crawling with beetles.
- 10 An old, dried wood coffin with the name scratched out.
- 11 An open coffin inside the tomb contains dozens of keys.
- 12 The sarcophagus is empty but for a single lace glove.
- 13 A potion bottle standing atop the coffin of Basil the Tall.
- 14 A coffin marked Stefan, lovingly carved with flora.
- 15 A completely empty sarcophagus, swept free even of dust.
- 16 The coffin of Gheghe Hayghe, empty. It stinks.
- 17 Rats, crawling in and out of a crumbled corner of the tomb.
- 18 A plain golden ring, placed neatly on top of a plain coffin.
- 19 Rotten meat that on closer inspection is human remains.
- 20 A ragged shroud, wrapped around an incorrupt body.

Useful table 5: Charms handed out by Meg Rungel, strung on cords.

- 1 A twist of foxtail fur, wrapped around a knucklebone to resemble a woman.
- 2 A sheep bone crudely carved with hearts and diamonds and shaped like an arrow.
- 3 A chip of flint, apparently from the walls of the Church of St Fingwith.
- 4 A crumbling, dried seedhead, possibly from the Feyforest.
- 5 Three old teeth, wrapped with black string. One has a cavity. They dangle in an unsettling manner.
- 6 A 'lucky' bent nail, fished out of the holy well at St Radus Abbey.

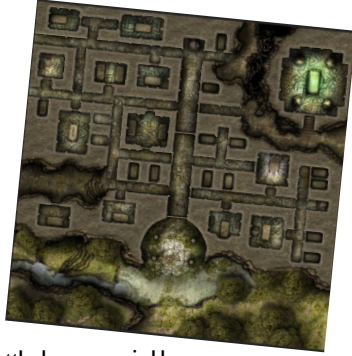
Useful table 6: Random monsters you might encounter in the crypt

- 1 Three emaciated vampiric wolves.
- 2 Blood ooze - an undead predatory ooze made of congealed blood.
- 3 Feral vampire spawn, many clearly once miners.
- 4 Shadowmist - vengeful spectral remnants of those slain here.
- 5 Ghulrats - large rats, corrupted by the nearby presence of so many vampires.
- 6 Cadaver Grubs - swarms of tiny carnivorous larvae that rapidly burrow beneath the skin.

Variant map settings

Variant 1 – Lost Tomb of the Elven Prince

Deep in the Dell of the Evening Sun, an ancient elven tomb complex stands, quiet and crumbling, long lost to travellers from the elf country. No one has climbed down the side of the sparkling waterfall for many centuries, no one has seen the beautiful tomb. The raven-haired elf prince, once the fabled saviour of his people, is forgotten. Felled in his first battle, he was carried here by weeping mourners and left where his body would lie uncorrupted.



But the magical wards on the prince's tomb are still active. The treasures inside the many rooms still sparkle. Perhaps one day someone will walk these halls. Perhaps they will know how to open the tomb and raise Young Haldir, the beautiful elven prince, once more to life.

Variant 2 – Sepulchre of the Pharaohs



In the hot, dry Valley of the Crocodile King, the Sepulchre of the Pharaohs, as later people came to know it, is fronted with a sparkling oasis. Inside, the many treasures of a grand ruler pepper the chambers; the many tombs of his loyal servants fill the vaults. And far

inside, protected from robbers by a deep chasm, is the tomb of the Pharaoh of the Amber Sunrise. His story may be forgotten, his name may be unknown, but his footsteps still fill the halls. The body of such a glory cannot fade, his life cannot truly be ended.

Variant 3 – Catacombs of Thanatos

Above the town of Courios, the old catacombs are still tended by the Thanatic priests. People still climb the hill to make offerings at the tombs of the old philosophers. Those who once wrote the laws of the land and filled the school books with wisdom have long since mouldered in their tombs; the stately glory of the land has long since faded, but local people still revere the heroes' memories.



The priests pay careful attention to one tomb in particular, the name on which has long since been smoothed away by those who come to pray at it. Some say the tomb is the dwelling of the death god himself. That he rises from there each night to gently lead away those close to death. Some claim that on the right night he can be followed, quietly, on his journey to the Underworld. But what price the return from such a place?

Extend your adventure

To extend your adventure further afield, consider the following maps on DrivethruRPG.

Prosperiton

If you're looking to spend some time in the run-down mining town of Prosperiton, try The Dog Arms Inn District Abandoned, for a ruined quarter of town to explore.

If you need a map for the Lucky Pick Inn, either the Dog Arms (non-abandoned!) or former Patreon map The Muckspout Tavern and Brewery would make a good urban stand-in. For a quieter locale, Houndsgrove Village has a nice little tavern.



Caves and Mines

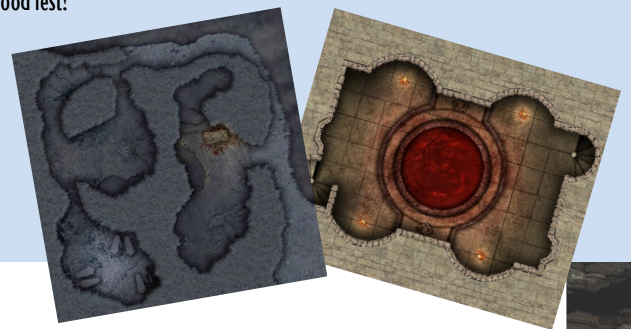
If you want to travel through the caves before reaching the Crypt of the Vampire Queen, then consider using our Modular Caves set or the Geomorph Caves.

If you want to explore the mines where the massacre of the miners took place, we have several maps you could use, including Icevalen Mine and the Patreon map Blackscar Mine.

Vampire-themed maps

If you need to visit other vampires or want to get caught up in a vampire war, then try:

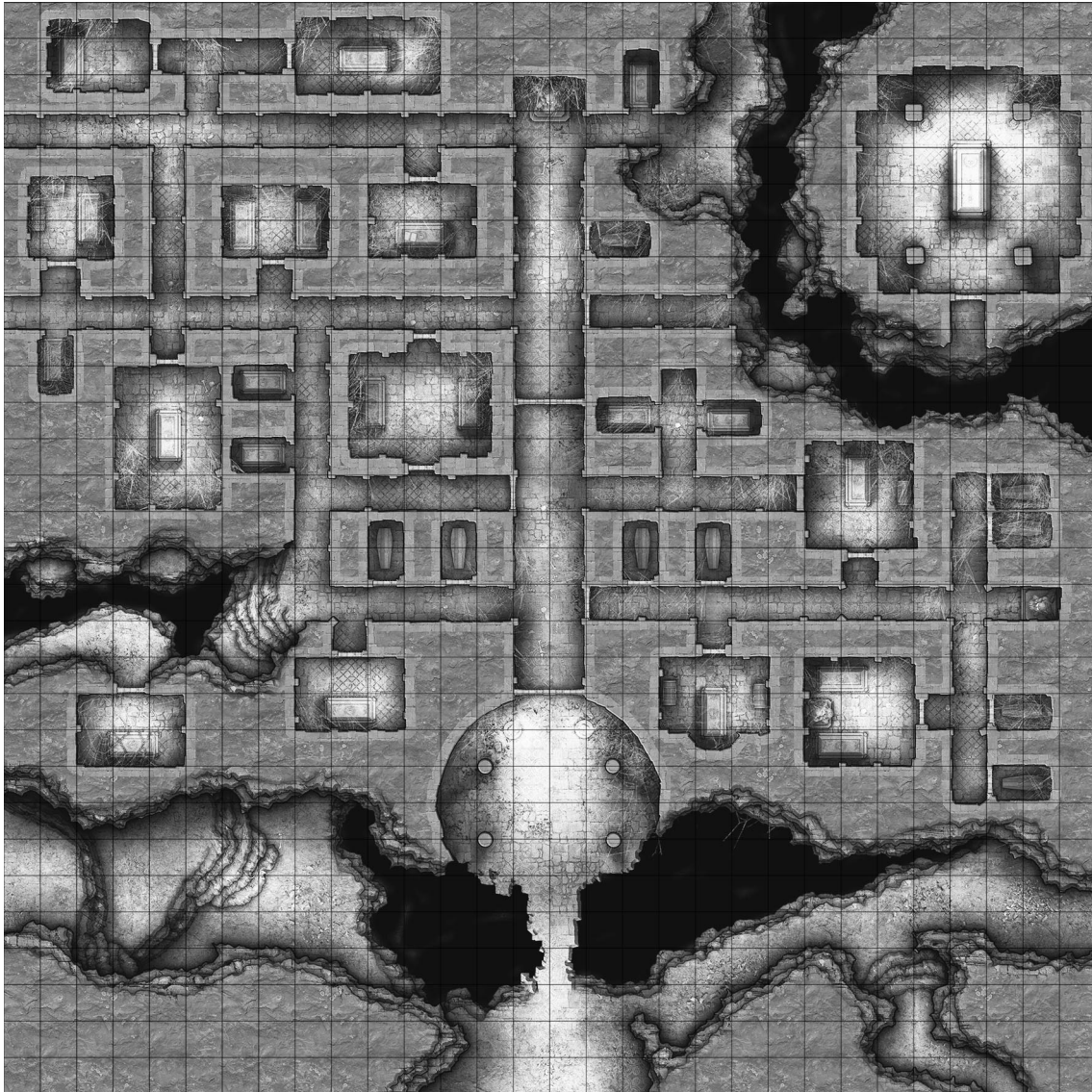
- Castle Darkspire (on DrivethruRPG), a huge multilevel vampire castle
- Schloss von Nachtherz, a giant single-level vampire mansion
- The Vampire Nest is a creepy day/night map full of old vampire coffins
- Chambers of the Blood Cult, a multilevel cult hideout, can be used for a full-on gory blood fest!





The Crypt of the Vampire Queen

Planning Sheet



Notes



The Crypt of the Vampire Queen

Regional map showing the lands above the Crypt

