

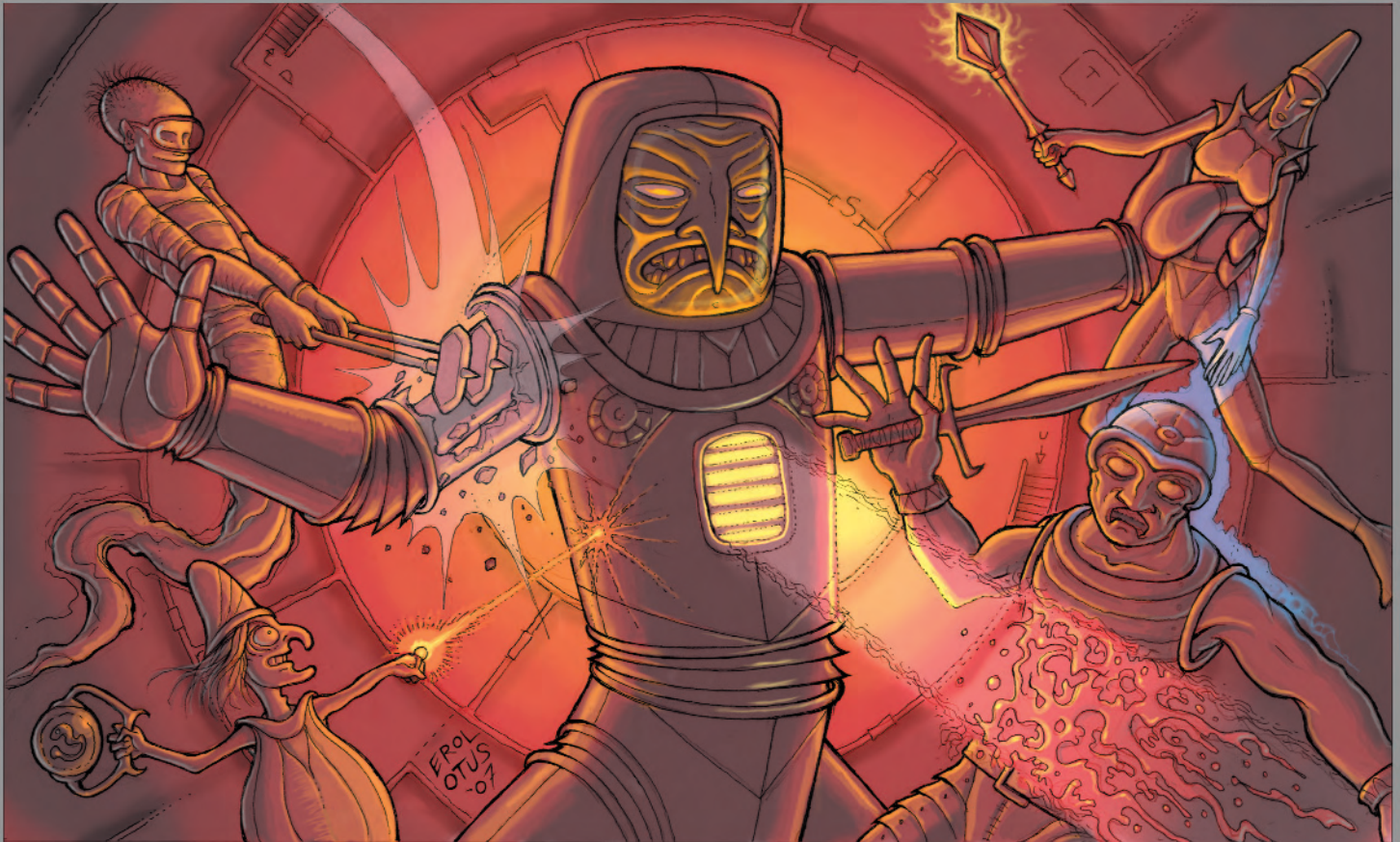
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Dungeon Crawl Classics #50

Vault of the Iron Overlord

by Monte Cook

AN ADVENTURE FOR CHARACTER LEVELS 7-9



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Chaos reigns in the kingdom as the king and queen have died, leaving no heirs. The heroes are commissioned to go into the king's vault to retrieve the *scepter of succession*, a magical relic that legends claim to be able to determine who should be the rightful ruler of the kingdom. The king kept his treasures in no ordinary vault, however. The so-called Vault of Rings was designed to not only keep out thieves but to train his heir, who would be unable to access the kingdom's wealth until he or she could overcome the trials and obstacles found within the vault....

If you enjoy this adventure, look for the rest of the Dungeon Crawl Classics series!

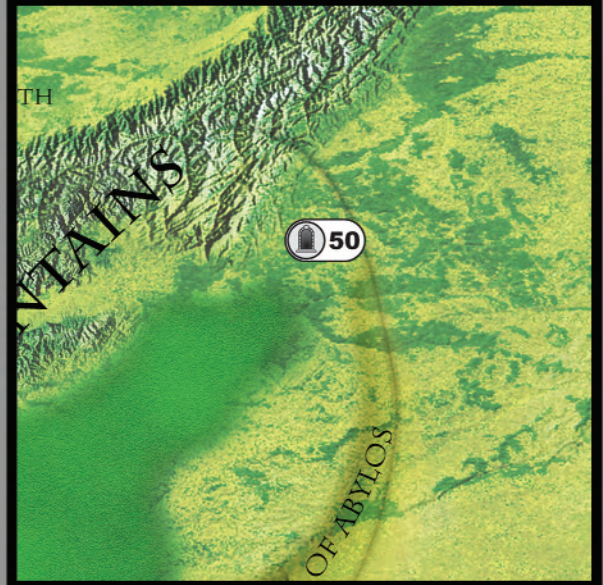




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This world-neutral adventure is easy to set in the world of *Aereth*, as described in *Dungeon Crawl Classics #35: Gazetteer of the Known Realms*. See inside for full details.



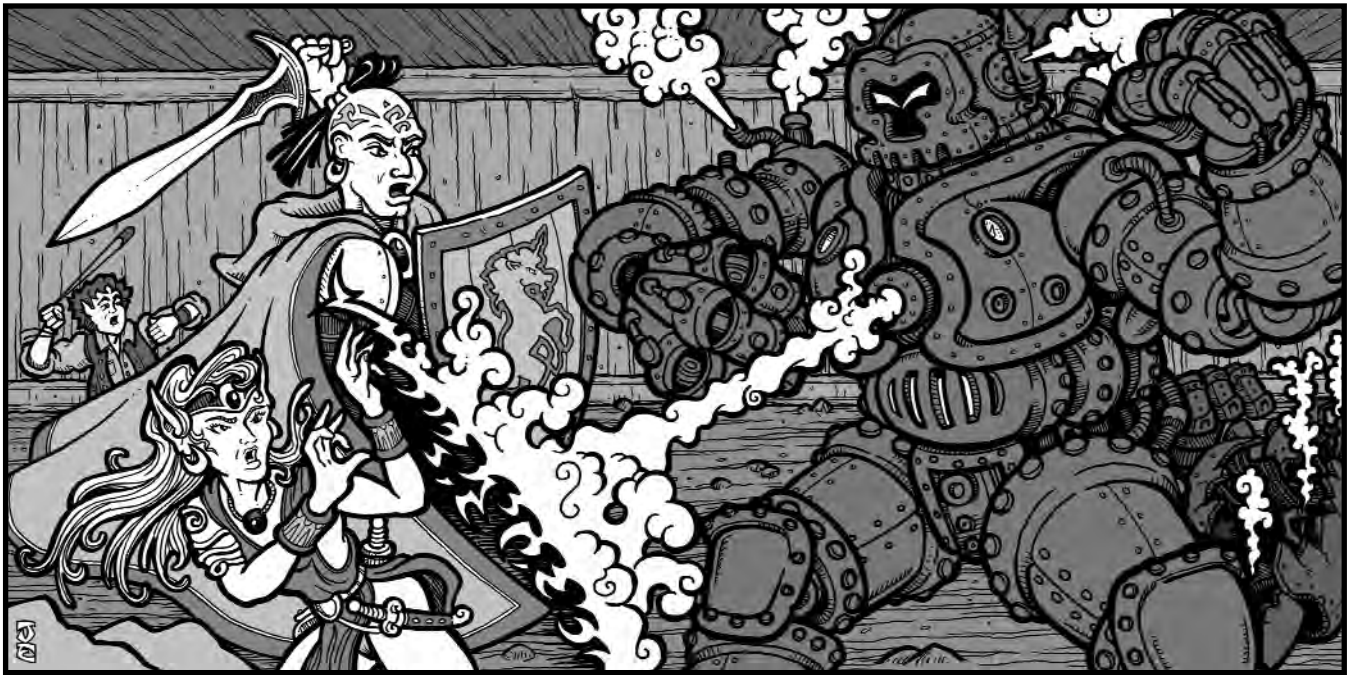
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The Vault Of The Iron Overlord

By Monte Cook and Søren Keis Thustrup
AN ADVENTURE FOR CHARACTER LEVELS 7-9



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If you like this adventure, be sure to look for the rest of the Dungeon Crawl Classics series at your local game store.

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Introduction

Remember the golden days of role playing, when adventures were underground, NPCs were there to be killed, and the finale of every dungeon was the dragon on the 20th level? Well, those days are back. Dungeon Crawl Classics feature bloody combat, intriguing dungeons, and no 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 must be there somewhere.

The Vault of the Iron Overlord is designed for four to six characters of 7th through 9th level. We recommend 35-40 character levels between the party members. While characters can be of any basic character class, a good mix of character classes is helpful. See the "Scaling Information" section for ways to tailor this adventure to your group's unique style of play.

Adventure Summary

Chaos reigns in the kingdom as the king and queen have died, leaving no heirs. The player characters are commissioned by a minor noble to go into the king's vault to retrieve the *scepter of succession*, a magical relic that legends claim to be able to determine who should be the rightful ruler of the kingdom.

The king kept his treasures in no ordinary vault, however. The PCs learn that the king's obsession was, in fact, the so-called Vault of Rings, and it was designed to not only keep out thieves but to train his heir, who would be unable to access the kingdom's wealth until he or she could overcome the trials and obstacles found within the vault. The vault is made of a series of rings that turn mechanically using mechanisms within the rooms in each ring. Each ring must be manipulated precisely in order for the PCs to proceed deeper into the vault – the vault itself is a lock that must be opened to get at the center!

To make matters worse, however, the PCs also discover that the Iron Overlord who created the vault, whose consciousness now resides within a bizarre construct body, has gone quite mad. He killed the king and queen and commands that the Vault of Rings' construction must continue. Ultimately, they must confront this villain and his insane work crew at the center of the vault if they are to recover the *scepter of succession* and restore peace in the kingdom.



Game Master's Section

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 trap (T), puzzle (P), or combat (C). **Encounter** – the key monsters, traps, or NPCs that can be found in the encounter. Names in italics are classed NPCs. **EL** – the encounter level.

Loc	Pg	Type	Encounter	EL
1-2	10	C	Modified gorgon	8
1-3	11	C/T	2 girallons Energy floor	9
1-8	12	C	<i>Liliarata</i> , medusa Shield guardian	9
1-10	14	P	Blocks puzzle	6
1-13	15	C/T	Black pudding <i>Telekinesis trap</i>	9
1-14	15	C/P	Pit trap maze	7
1-15	16	C/T	2 deviant lamias Magical mirrors	9
1-17	16	T	Shifting floor	7
2-3	18	C	3 advanced air mephits 3 advanced dust mephits	10
2-6	19	C	3 cloaklers	8
2-7	20	C/T	Animated reading stand <i>Vacuous grimoire</i>	8
2-8	20	T	False entrance trap	10
2-9	20	C/T	Bearded devil 3 <i>fireball</i> traps	9
2-11	22	C	2 Large water elementals	8
2-12	23	T	False entrance trap	10
2-13	23	C	Dire boar zombie Dire lion zombie Dire wolf zombie	8
3-3	25	C	<i>Horolas</i> , guardian automaton	8
3-4	26	C	<i>Baraszor</i> , derro Sor6 Allip	9