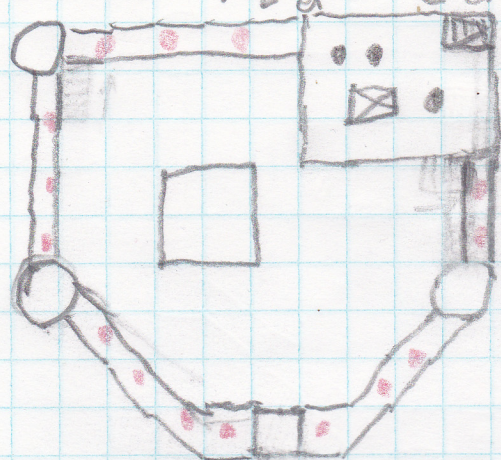
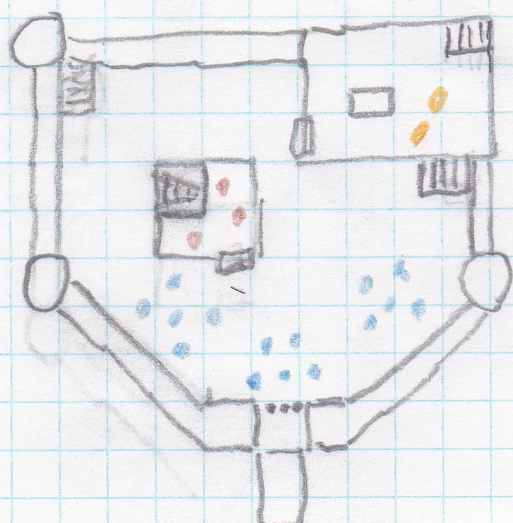


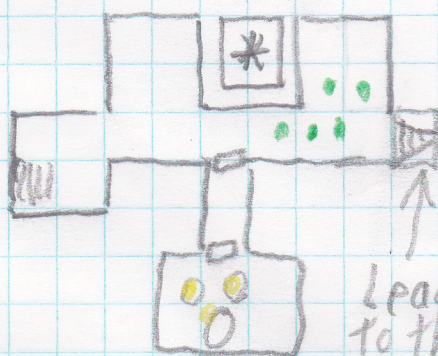
# Count Vlad's Castle (A.K.A. the Monster Mash)



Top Level



Ground Level



Leads to the sea

- skeletons with bow and 12 arrows
- werebats

Count Vlad is a vampire who comes out at night.

There's a 1 in 6 chance

he'll be with the werebats and 2 in 6 chance to be with the flesh golems

- -flesh Golems guard stone to mud scroll
- -Zombies
- -Werewolves

If the Count is losing in combat or gets turned, he takes gaseous form and heads towards the room marked \*. This room has small holes in 3 walls

- fish men
- mummies have 1,000 gp, 3 gems scroll of passwall

\* \* hold Vlad's coffin, 2000 gp  
has 5000 sp silver diadem  
of them