

Guidelines

Play through **Death House** using the Overpowered rules and get a feel for the game. The Death House adventure is [freely available here](#).

GOAL: Begin in **22**, and Overcome Lorghoth the Decayer (the Shambling Mound) in **38**.

Death House Room Key

This official room key declares all legal Obstacles and Targets in Death House. The relevant Stat is provided for each Obstacle. Remember to spend enough Power to EXCEED that Stat.

22. Empty

23A. Obstacle: Stone Slab (DC 15)

23B. Obstacle: Stone Slab (DC 15)

23C. Obstacle: Stone Slab (DC 15)

23D. Obstacle: Stone Slab (DC 15)
Obstacle: Insect Swarm (STR 3)

23E. Obstacle: Stone Slab (DC 15)

23F. Obstacle: Stone Slab (DC 15)

24. Empty

25A. Obstacle: Iron Padlock (DC 15)
Valuables (x2): gp, sp

25B. Obstacle: Iron Padlock (DC 15)
Valuable: Moss Agates

25C. Obstacle: Iron Padlock (DC 15)
Valuable: Carnelian

25D. Obstacle: Iron Padlock (DC 15)
Valuable: Ivory Hairbrush

25E. Obstacle: Iron Padlock (DC 15)
Valuable: Shortsword

26. Obstacle: Spike Pit (HP 26)

27. Empty

28. Obstacle: Grick (INT 3)

29. Obstacles (x4): Ghouls (CHA 6)

30. Empty

31. Obstacles (x5): Shadows (STR 6)
Obstacle: Secret Door (DC 10)
Unique Feature: Strahd Statue
Valuable: Crystal Orb

32. Empty

33. Obstacle: Mimic (INT 6)

34. Obstacles (x2): Ghosts (CHA 8)
Named Creatures (x2): Gustav & Elisabeth Durst
Powerful Objects (x3): Cloak of Protection,
Potions of Healing, Spellbook
Valuables (x5): Chain shirt, fire flask, lantern,
thieves' tools, mess kit

35. Empty

36. Obstacle: Secret Door (DC 15)
Valuables (x1): Gold Ring

37. Obstacle: Portcullis (DC 20)

38. Obstacle: Shambling Mound (INT 6)
Named Creature: Lorghoth the Decayer