

Guidelines

Play through **Death House** using the Overpowered rules during the month of October 2023. The Death House adventure is [freely available here](#).

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

TRICK: You cannot spend your highest value dice.

TREAT: All d12s are worth max value.

PRIZES: Whoever accomplishes the Goal with the highest score will receive:

> **1st Prize:** Hardcover copy of Bones Deep. Winner-Takes-All!

Prizes can be shipped worldwide, we'll cover shipping costs!

Players have until November 1st, 2023 to participate.

Proof of Score: Scores must be submitted to Overpowered Scoreboard with an adventure log (generated by the web app), detailed writeup, or video recording.

Bot Name: Bots used for this competition must have a name starting with "OCT2023", e.g. "OCT2023.Tomb.Robber.12" is a valid bot name for this Monthly Challenge. Reuse a bot name on the Scoreboard to compete directly with that run or create a new bot name and hope for better rolls.

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