

DUSTY DOOR



An Adventure For 3rd Level Characters

Written By Shane Ward

BLUEHOLME
COMPATIBLE PRODUCT

Credits

This adventure was written for the BLUEHOLME™ Prentice Rules. It is intended for 3rd level characters. If you are a player, please do not read any further as you will spoil the surprise.

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Thanks to Jeff Cape for running a playtest on this adventure! Check out his youtube channel here:

https://www.youtube.com/channel/UCnp1_dV3ViQ-VNGWqAsRUEA

Playtesters: Andrew Knapp played D'Summ, Clay Hollandsworth played Zip, Shane Ward played Kauff, and Troy Spencer played Thoven the Younger. Thanks guys! That was a lot of fun.



Introduction

Halfway between here and there is a small roadside Inn. A weather worn wooden sign stands outside of the door "Adventurers wanted, apply within". Weary from the road, you stand outside the Inn, smoke rises from the chimney promising a warm evening. The inside of the Inn is small and cozy, a set of stairs lead up to much needed beds. The small bar is decorated with old suits of rusted armour, a bookshelf with musty tomes and a large map of the countryside. The bar is empty save for a small gnome who is fast asleep at a table, smoke curls from his pipe.

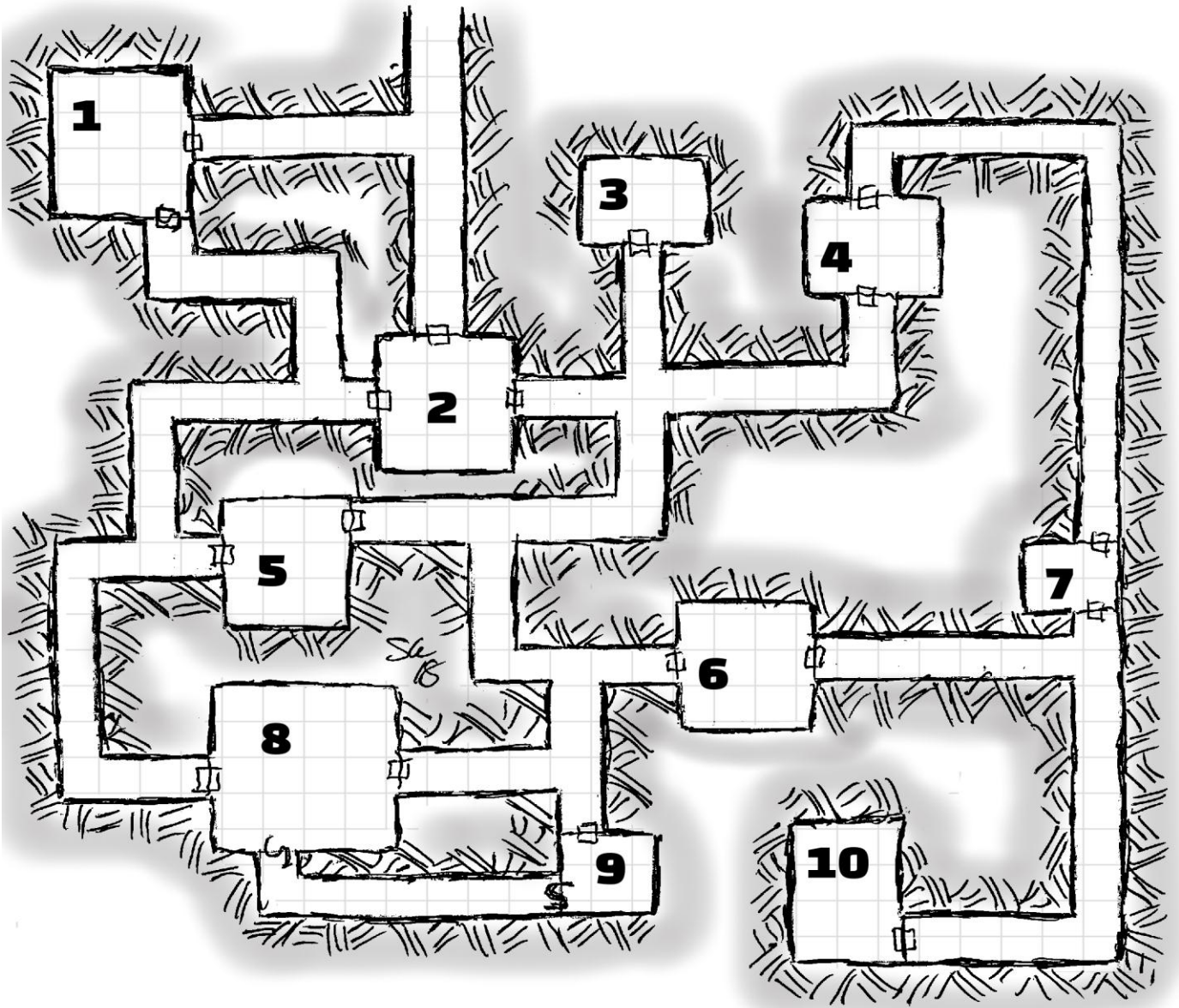
Adventure Premise

(For referee's eyes only). The old gnome is named Hagit, he has owned the Inn for years. A demon named Orneum lives below his Inn and it has made a deal with Hagit. Orneum provides Hagit with potions that keep him alive (he is very old) and in return Hagit sends willing victims into the dungeon below. The demon feeds off the hearts of dead adventurer's. Throwing their corpses thru a magical portal where they are damned to eternity. The ruse that Hagit has used for years is that below his Inn there is a doorway to the underworld; great treasure has been known to come up from it, rumours of an ancient city, wondrous magick's. He is more than willing to let the adventurer's into the dungeon for a small fee, five percent of whatever they find. Once the adventurer's go thru the doorway he will lock the door behind them, claiming that he doesn't want any foul beasts coming up the stairs and destroying his much loved Inn! If the adventurers are to just knock upon the door thrice, he will let them back out. Of course this is not the case....

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The Map

Each square is ten feet. All of the hallways have a greyish phantasmal coating. They ripple when touched like a pool of water.



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Wandering Monsters

Most of the denizens of the dungeon owe an allegiance to Orneum, and have been summoned from other planes of existence. Therefore they can be sent back to whence they came with either death or a critical hit. Any of the monsters below with (sum) written in the description are summoned. Roll 1d6 on the table below:

- 1) **Troll** AC 6, HD 6d8+3, MV 30, ATT 1 Bite + 2 Claws, DMG 1d6 each, 650 XP, CE
- 2) **1d4 Zombies** AC 8, HD 2d8, MV 15, ATT 1 Claw + 1 Bite, DMG 1d6/1d4, 20 XP, AL Nil
- 3) **1d4 Imps** AC 6, HD 2d8, MV 30 (Fly 60), ATT Bite/Tail, 1d4/1d4 DMG, 15 XP, AL CE (Sum) Immune to Charm & Sleep spells
- 4) **1d6 Goblins** AC 9, HD 1d6, MV 20, ATT Dagger, 1d4 DMG, 5 XP, AL CE
- 5) **Lost Adventurer** (Human Warrior) AC 9, HD 1d8, MV 20, ATT Sword, 1d6 DMG, 10 XP, AL LG
- 6) **Crone:** (Magic-User) Intelligence 13, AC 9, HD 3d4, MV 15, ATT 1 Staff, DMG 1d6, 75 XP, AL CE, SPELLS: Charm Person, Sleep, Knock (See Room 6)

Weird Sounds

Roll 1d8 once in a while to increase the tension.

- 1) Incomprehensible screams
- 2) A large crash
- 3) Quiet muttering in ancient tongues
- 4) Sawing
- 5) The crack of bones
- 6) A door slam
- 7) Creaking of the floor
- 8) Wallowing moan

Room Descriptions

Room 1: *The door to the room is ajar; the room is unoccupied. A large dark stain occupies most of the floor. Upon the western wall is a terrifying mural drawn in feces and blood. A stone well filled with a black liquid is below the mural against the wall.*

The door to the south has a tripwire, if it is opened without the trap being noticed an alarm will sound. In 4 rounds a group of Goblins will appear. The door is unlocked and leads to a corridor. The well is dark magical in nature, anyone drinking from it will be cursed. Allow a save vs spell. The black liquid smells of chocolate. There is a small lever underneath the well, when pulled it will open a secret compartment in the floor. Inside the compartment are 10 Gems worth 15 GPs each. The Goblins have no treasure.

6 Goblins AC 9, HD 1d6, MV 20, ATT Dagger, 1d4 DMG, 5 XP, AL CE

Curses From The Well Roll 1d6

- 1) Any gem touched by the player will curse the stone. Anyone touching a gem will have to save vs spell or permanently lose 1d4 strength (except the cursed player).
- 2) Any gold picked up by the player will turn to dust.
- 3) The weapons of the player melt before their eyes.
- 4) -2 Penalties to all saving throws for the balance of being in the dungeon.
- 5) Ghostly images appear in the peripheral vision of the player. They scream but make no sound.
- 6) Save vs gaze or become a stone statue.

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Room 2: *Strewn haphazardly about are various rusted torture implements. There are two grotesque statues on each side of the northern wall. The statues are identical; they are that of a humanoid figure with a horse head, elephant ears and a barbed curved tail, their clawed hands outstretched in a ferocious pose. At the base of each statue are gems, one is black, the other is white. To the east and west are doors.*

The doors in the room are locked and sealed. The only way to open the doors is to pick up one of the gems. The west statue has a black gem, when picked up it opens the east door, and vice versa. If a search for treasure is made, the players will notice that there is a loose piece of stone on the southern wall. Moving the stone a large dart will come flying out of it, allow a save vs breath weapon for half damage (1d6). The dart contains a lethal poison, allow a save vs poison or die. Behind the stone is a bag of 100 GPs, a scroll of cure light wounds, and a dagger (+2 against summoned creatures including demons). The statue on east wall with the white gem is a gargoyle, once the gem is pulled from its feet it will spring into action!

Gargoyle AC 5, HD 4D8, MV 20, 2 CLAWS, DMG 1D4 EACH, XP 75, CE

Outside of Room 3: *Sleeping in front of an oak door is a seven foot tall creature; its skin is a dark green colour. Hanging around the neck of the creature is a large brass key. The smell is overpowering.*

The troll is guarding the door, and is in a deep sleep (sneaky characters maybe able to get the key and open the door without waking the troll). The brass key around its neck opens the door to room 3.

Troll AC 6, HD 6d8+3, MV 30, ATT 1 Bite + 2 Claws, DMG 1d6 each, 650 XP, CE

Room 3 Inside: *This room appears to be a storehouse; four barrels are stacked along the northern wall. On the east wall there is a shelf with glass jars and potion bottles, near the west wall is a macabre obsidian table with strange runes carved into it. On the desk is a black book.*

Three of the barrels contain dried food stuffs all of which are edible. The fourth barrel is filled with foul smelly grog, it is not deadly in anyway. The glass jars contain body parts, including hearts, brains, feet and elbows. There are the following potions; 6 in total each a different colour.

- 1) PINK - Cursed potion (Cause light wounds)
- 2) YELLOW - Potion of Delusion
- 3) RED - Healing potion (Cure light wounds)
- 4) BLUE - Unholy Water (Causes reverse of bless spell - curse)
- 5) BROWN - Tastes terrible
restores/increases one attribute by 1.
- 6) BLACK - Life extending potion for Hagrit
(Adds five years to your life expectancy, but reduces your constitution by 1d4 permanently).

The black book is the key to keeping the demon in the material world, if it is destroyed by holy water or fire the demon will be sent back to the abyss. Anyone touching the book must save vs spell or take 1d8+2 damage. Written in a foul language is information detailing the above.



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Room 4: *The room smells of mould, spider webs cling to the walls. A full deck of cards is staked individually to the floor by 52 silver daggers.*

Unfortunately none of the cards are magical. All of the daggers are silver and function as a plus 1. If any of the daggers are removed from the floor the act will trigger a large stone slab to fall from the ceiling. Save vs breath weapon or suffer 1d12 damage. If a search is made, a small compartment is located in the northern door inside is a key in the shape of a skeleton (opens the secret door in room 8/9). There are 4 Gems worth 50 GPs each.

Room 5: *The room is knee deep in purplish slime, six zombies occupy the room, and they are feasting on the remains of an adventurer. A sword and shield have been discarded in the slime.*

Both doors to this room are unlocked. If the characters listen at the door they will hear scratching sounds, and low groans. Any character fighting in this room has a -2 penalty on all attack rolls due to the slime. The body of the adventurer contains a vial of holy water, a bag of holding with 200 GPs and a scroll of cure light wounds. The sword and shield are regular.

6 Zombies AC 8, HD 2d8, MV 15, ATT 1 Claw + 1 Bite, DMG 1d6/1d4, 20 XP, AL Nil

Room 6: *A small old crone sits near a pool of bubbling black water, she holds a wooden stake in her hand, her eyes have a faint purplish glow. The western door to the room is barred from the inside.*

The old crone has been trapped in the dungeon by the demon, she is unwilling to fight the demon directly, but will accompany the characters if they agree to help her escape

once the demon has been vanquished. The crone is a 3rd level magic user, and has an Anti Regeneration wand.

Crone: (Magic-User) Intelligence 13, AC 9, HD 3d4, MV 15, ATT 1 Staff, DMG 1d6, 75 XP, AL CE, SPELLS:Charm Person, Sleep, Knock

Anti-Regeneration Wand (The wand stops the ability for creatures to regenerate, it contains 2 charges)

Room 7: *The remains of a large fire can be seen upon the floor and ceiling of this room. Black ash covers what is left of a wooden pyre. The only thing that the fire left behind is a giant's skeleton. Its bones fused to the floor.*

Both doors to the room are rigged, so that when they are opened they fall forward off the hinges onto the characters. Anyone standing in front of the door will take 1d10 damage on a failed saving throw vs breath weapon. The room is devoid of any treasure and monsters.



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Outside Room 8: *Chanting can be heard from outside the room, smoke pours from under the doorway.*

Inside Room 8: *The room is filled with smoke; you can make out figures dancing around a glowing orb in the centre of the room. Thru the smoke you can see a seven foot tall rat like humanoid. It is slowly levitating a human corpse into the orb. The humanoid has a barbed tail, elephant ears and long nails, and blood drips from its hands. The room is decorated in grotesque tapestries showing the downfall of a prince who turned into a demon.*

The smoke in the room is poisonous, anyone entering the room must save vs poison or suffer 1d6 damage.

4 Imps AC 6, HD 2d8, MV 30 (Fly 60), ATT Bite/Tail, 1d4/1d4 DMG, 15 XP, AL CE (Sum)
Immune to Charm & Sleep spells

Orneum (Lesser Demon) AC 2, HD 8d8, MV 30 (Fly 60), ATT 2 Claws/Tail, 1d6/1d6/1d8 DMG, 1375 XP, AL CE, Immune to poison, regenerates 1d4 hit points every round unless burned. Can cast magic missile 4 times a day.

If Orneum is reduced to 0 hit points he will become a mist, returning to his original form in 3 days' time. There are two ways to kill Orneum, burn the book located in room 3, or reduce him to 0 hit points after he has been burned. The Crone located in room 6 knows how to kill him, however she doesn't know where the book is located. Orneum has a key with in the shape of a skeleton; it will open a secret door in the south wall, behind a ancient tapestry. The orb in the centre of the room is a teleport to the abyss, falling into it could prove disastrous (The referee will have to figure out what happens to a character who falls in. Orneum will do his best to subdue characters so that he can feed on them, as a

last resort he will try to hurl them thru the portal.

NOTE: When Orneum dies, so does Hagrit. The spell is broken; the door to the dungeon disappears.

Outside Room 9: *The door is ornate with gold trim, and jewels inset into the centre. They form a strange symbol, a set of teeth in an upside down mouth.*

The door to this room will not budge, and as soon as a hand is laid upon the handle a magic mouth spell will start speaking in gibberish (demonic). The only way into this room is from the secret door located in room 8, a key in the shape of a skeleton will open the secret door. The demon has a key and there is one in room 4. There are 12 gems in the door worth 5 GPs each. A knock spell will open the door.

Inside Room 9: *Heaps of jewels, coins and shiny weapons litter the floor. Hanging upon the southern wall is a portrait of a managed prince wearing a jester hat. His face is scarred and his hand's drip literal blood upon the floor.*

Congratulations, you've found the demons hoard. There are 2000 GPs, 1000 SPs, 1d4 healing potions, A short sword +2, 2 scrolls of magic missile, a few random shiny weapons, a candy cane, a pair of old brown shoes with holes in them, a bag with various teeth, and a petrified partridge (name tag says Lenny on it).



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Room 10: *You can hear hoots and hollers coming from the other side of the door. Inside you see eight goblins; one is taking turns whipping two prisoners chained to the wall. The others dance around with glee.*

8 Goblins AC 9, HD 1d6, MV 20, ATT Dagger, 1d4 DMG, 5 XP, AL CE

The two prisoners are not adventurers really, just a farmer and his wife that were passing by the Inn. Hagit was getting desperate and asked them to clean up his “basement” and then locked them in the dungeon. They have been the prisoners of the Goblins ever since. The goblins have a bag full of useable arrows (24), 5 SPs, 2 GPs, and a few rotting rat corpses.

And so ends the tale of Dusty Door

Also available at drivethrurpg.com

The Tomb Of Gardag The Strange: A long time ago lived an evil and very eccentric warlord named Gardag. Over the years he built up a cult following, many flocked to him and worshipped. He sent out his cultists to pillage and burn the surrounding lands. Eventually he amassed a huge stock pile of treasure.

The Lizardmen Of Illzathatch: The green dragon Illzathatch has been dispatched by local heroes “The Shields of Atreu”, thus ending his reign of terror across the countryside. Only one problem remains, the

adventuring party left to raid the lair of the dragon, they have not been seen since.

The Overrun Mines: The local mine has been overrun by foul creatures, stopping all mining operations! The Lord has dispatched a call for brave heroes to clear out the mine, but what lurks below the surface?

D100 Minor Magical Items: Need a quick magical item? Something not too deadly? All of these rather entertaining magical items are one shots. ie one charge! The table is based on Old School rules and magic and should work for most Old School Systems.

D100 Things Overheard In A Tavern: Need to start a conversation between your players and a few NPCs? Not sure how to get the ball rolling? Here's a 100 conversation starters. The players could overhear this, or it maybe directed at them.

D100 Mildly Plausible Backgrounds For Old School Characters: Need a quick background for your characters? Here's a easy d100 table for backgrounds. I've used this in my own games and it works quite well. The players fill in the blanks after the initial roll.

D100 Things Found In Pockets: My thief picks the pocket of the guard while the other players distract him. What do I find? Those are the moments when a gamemaster has to say “Hold on a sec, I gotta look that up”.

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Shane started out playing Fighting Fantasy (TM) books when he was 13. Around the same time he played his first game of D&D (TM) with his cousin. Later he started writing his own adventures for the Advanced Fighting Fantasy game (TM) and played many hilarious adventures with his friends.

Fast forward a few years later, a snowy Christmas morning in Canada, he opened up his first present to find that he was given copies of all the main books for AD&D 2nd Edition (TM). As he got older he found less time to play games and read books and took a few years of sabbatical from all things RPG. (Insert sad face).

As of last year he was asked by his cousin in law to teach him how to play D&D (TM) and his love affair was re-born! Having never really spent much time on Google +, he decided to check it out and found this HUGE community of these apparent “gronards” that played this game called OSR. What the heck is that? Check it out on Google + it’s an amazing community of likeminded RPG-er’s (is that a word?) that really dig the early version of the “World’s Most Popular Role Playing Game” (TM). Shane found all these cool clones of the original set of rules and fell in love with RPG’s all over again! (Do yourself a favor if you don’t know about the OSR go on and google it).

Check out www.3toadstools.blogspot.ca to read Shane’s daily rambling about RPG’s Download adventures: <http://www.drivethrurpg.com/browse/pub/6654/3-Toadstools>

If you want to get a hold of me its shanepatrickward AT gmail DOT com

I should probably fill this space here. I mean it’s just a pile of empty white space. ACHK! I just moved the cursor down the page, and I got a lot of room to write here. If I was smart I’d increase the font size on the bio! Whoops, actually I should have written biography as that fills a bit more room doesn’t it? Hmm what else? Well I’m really glad you grabbed a copy of this adventure. It was a fun one to write. During Christmas vacation I sat down and drew a map, then started filling it in. I really like these 10 room type dungeons, because you can run them in two sessions usually. And obviously they are fairly low prep. I will probably keep putting out these types of adventures for a while. Because they are fun to write, and they are not overwhelming. While I love the idea of a HUGE mega dungeon, that is significantly overwhelming isn’t it. I mean who does that? (Actually Shane lots of people do that). Alright well at some point in time I will try and get a big mega dungeon done for everyone. WOW I still got a bit of room here, hmm. Maybe I should go back and revise my biography so it’s a bit bigger eh? Oh hahah, totally just used a Canadianism there. Ah well cest la vie (oh and another one!) I’ve got it, if I make that guitar selfie pic just a bit bigger this should work out fine. Keep those dice rolling!

(That worked perfectly). As usual the next page is the OGL.

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OGL

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