

An Invitation From The Blue Baron

A Collaborative Dungeon



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For Use With Blueholme™ Prentice Rules



“An Invitation From The Blue Baron ” is a dungeon module for use with Blueholme™ Prentice rules, the writers of this dungeon are not affiliated with Dreamscape Design (actually well that wasn’t entirely accurate, we did borrow the writer of Blueholme™ to do one of the rooms). So for the most part we aren’t entirely affiliated, but for the purposes of this entirely too long copyright paragraph, we collectively wrote the adventure, not the rules. For more information on Blueholme™ Check out <https://dreamscapedesign.net/>

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Forward

It was just around lunch on December twenty eighth, twenty something, I was slightly frazzled. Well a lot frazzled. You see I had just got back from a brief vacation and I wasn't entirely sure if I should be napping, eating, joining in festivities or actually working. The good news was it was lunch, so I fired up <http://pyromancers.com/> and started working on an old school blue™ map. I have a fondness for them. On my walk to work that morning I was thinking about an idea for a dungeon I had, and that I really wanted to do something with Blueholme™ as it was the first retro clone I read. I fell in love with it FYI. The other thing I was thinking about was the fact that I really needed to do a few more collaborations, as my soul needs more of it. I spent my lunch hour with one hand on my sandwich and one hand on the mouse working on the dungeon. Then I messaged a bunch of people with the following premise...

A powerful noble/wizard is hosting a masquerade ball where the guests are polymorphed into a monster as their costume, but an actual monster attends to kill the noble.

GM Introduction

It's a very well-known fact that every year around this time Baron Gavanov "The Blue Baron" has a splendorous masquerade ball. The general populace refer to Baron Gavanov as the "Blue Baron" because of his risqué often indecent humour. Of course only the elite, the weird, and the abhorrent are invited. The interesting thing about this party is that it's held below the Baron's castle, within his very seldom used dungeons. This year being the 50th time the Baron has held his ball, he has pulled out all the stops! The dungeon is full of guests. Being a bit of an eccentric person the Baron will invite not only his rich and famous friends but all sorts of other interesting personalities. The reason behind this? Well the Baron thinks it's a riot! The weirder the better.

In the last few months the Baron has struck a few bargains with trading partners, in some circles this has been lauded as a bad move. Unbeknownst to the Baron, a monster has devised a way to get itself invited to the party, and at the opportune moment it plans to strike! Killing the Baron. Thankfully the ever brilliant court wizard Nohj has discovered this vile plot. The specifics of which he is unclear on (ie the exact monster). He has found a few brave souls to enter the dungeon in disguise, they will attempt to root out the vile monster before any harm can befall the Baron. Each character is handed a rather large jug of polymorph potion and a writ entitling them to 50 gold pieces should they succeed in capturing the assassin.

Notes On The Adventure

The players do not need to outright kill every single guest at the party. If anything that will be very frowned upon by Nohj. For every monster/guest the players interrogate they can be given 15 XP (treat as one hit dice creature) if they are successful. Alternatively a GM can give out the appropriate amount of XP for the actual monster if they like (treat monster XP as per Blueholme™ prentice rules) rather than normal human XP. Obviously in this case these “monsters” are still polymorphed guests.

Most of the guests in this adventure are humans disguised as monsters, there are however a few monsters in the dungeon just for good measure. And of course the actual assassin. If at any point a guest is killed, they will not be automatically turned back into their former selves, but within in 1d4 turns. Routing out the assassin may take a bit of cleverness and roleplaying on the part of the players and the GM. If at any point the players feel they have caught (or killed) the culprit they can go back to the entrance and find Nohj. If the players are unable to find the correct assassin, or feel that they already have you can stage a final encounter in room 13. Nohj may suggest to the players that they need a refreshment and lead them towards the room. In which case hopefully all hell breaks loose.

Typical Guest Stat Block

AC 9, HD 1d8, MV 30, ATT hand to hand, makeshift weapon , DMG 1d3, XP 5, AL N, SAVE F1

Monster Saving Throws

**Note monster saving throws are based on fighter saving throws, In the case of a monster with Hit dice of 4 or higher, normally one would use fighter 4. However there are only tables for fighting men up to level 3. In the rare instances that this happens you can either do the math (HD of Monster, then look at saving throws for fighters level 3 and extrapolate from there) or you can just use the saving throws for a fighter of level 3. Which makes far more sense to me.*

Formatting

Text that can be read aloud is written like this. *Text that is for the GMs eyes only is written like this.*

A bit of disturbing news has crossed my desk. It seems that a plot may in fact be a foot. While I would like to detail all of the information within this letter, I would prefer to speak with you in person. A fortnight from today, please meet me on the stairs leading to the dungeons of the Blue Baron. I hazard to guess that you haven't been living under a rock, and know full well that every year the Blue Baron throws a rather distinct masquerade ball. Obviously you will be compensated for your efforts. Consider yourselves cordially invited.
— *Nohj (Wizard of the court).*



What Monster Am I?

This table can be used for the following: Wandering Monsters, polymorphed party guests and the players. Have each player roll on this table. **note the players maintain all abilities of their race/class, and any languages that they speak. They will not get any special powers being the monster, they will only look like the monster from all outward appearances. This polymorph potion is pretty powerful, most monsters that encounter the players will believe they are in fact what they appear to be. (Worse case have the monster save vs spell at -4 on their roll)*

It may be fairly entertaining to have a player be an ogre, then have to talk to an ogre and it turns out they don't actually speak ogre fluently (although really how hard can it be?).

d20	Monster Type	NPC Name	NPC Personality Trait	NPC Background
1	Hill Giant	Sir Gauwis	Extravagant	An overly pompous knight that everyone tolerates.
2	Ogre	Adulf	Moody	A would be assassin with no guts to get the job done.
3	Goblin	Helman	Opinionated	Wizened wizard.
4	Pegasus	Gyles	Quiet	A librarian and author.
5	Centaur	Brytha	Pessimistic	A dark cultist.
6	Orc	Bertio	Crude	Local miner down on his luck.
7	Bugbear	Maid Piersym	Argumentative	An older spinster.
8	Gargoyle	Tidher	Elitist	Maniac
9	Gnome	Sir Adneynn	Craven	Terrible jouster
10	Lizard Folk	Wulftru	Boorish	Thirsty Barbarian
11	Minotaur	Cilia	Suffers from hallucinations.	A peasant who got lucky and found treasure.

12	Owl Bear	Sir Earad	Inspires mistrust in others.	Boasts about his past deeds (all of which are lies).
13	Mummy	Lene	Aloof	Local farmer.
14	Medusa	Maid Beatrey	Vengeful.	Young maid looking for a husband.
15	Hippogriff	Saethra	Deceitful	A witch who made a pact.
16	Djinni	Symath	Never throws anything away.	Gravedigger.
17	Pixie	Maid Annell	Hot-tempered.	Father was a soldier.
18	Troll	Amer	Secretive	A wanderer
19	Unicorn	Narder	Resentful	A convicted felon
20	Zombie	Wilhye	Charming	Extremely smart cobbler.



The Assassin

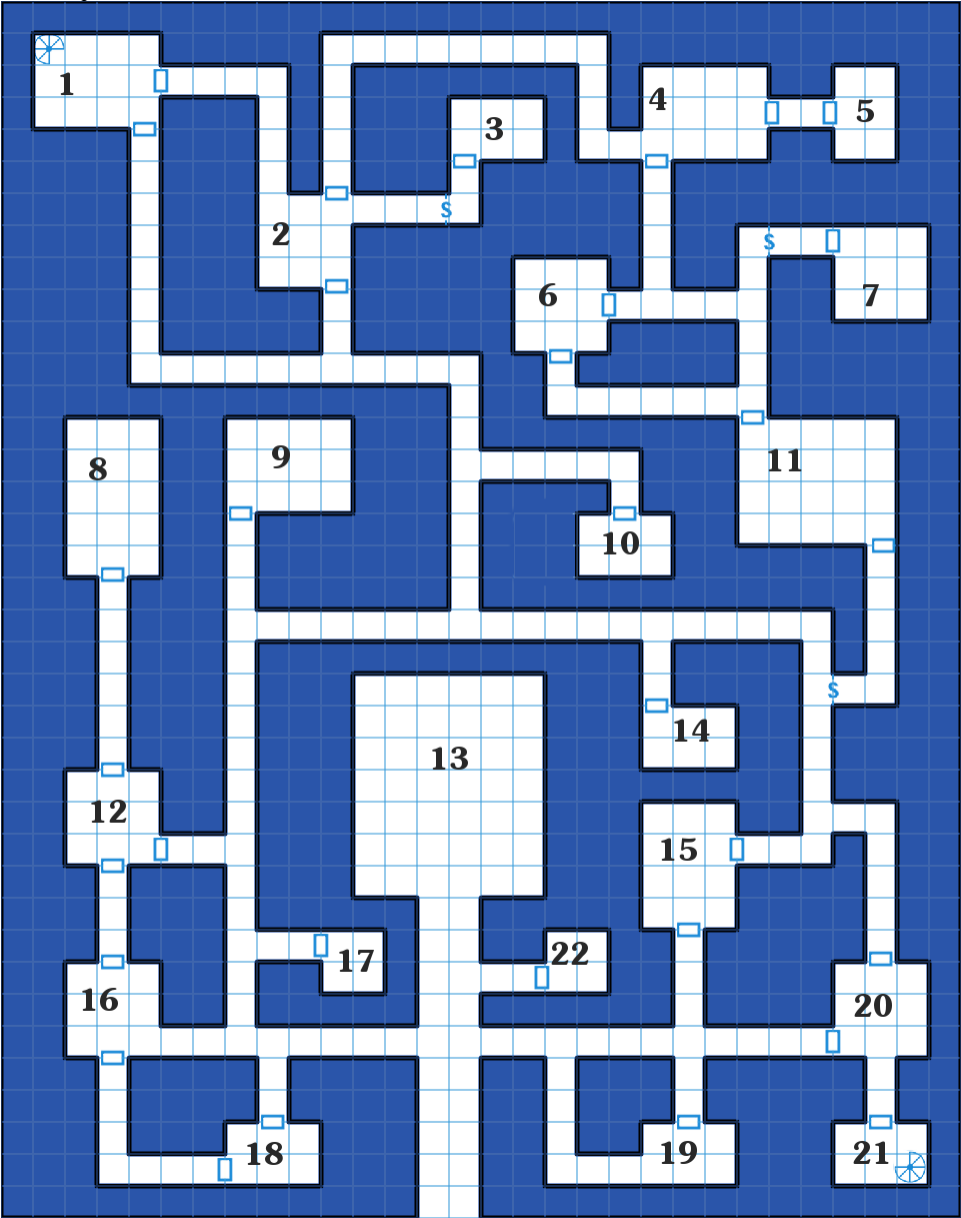
Roll on the table to decide who the assassin is! Alternatively you can roll a dice on the blue map™ to determine a room where the assassin is located.

Roll 1d8	The Culprit	Stat Block
1	The Fat Kobold Chef (Room 8)	<i>*as noted in text the Chef is a magic user, AC 9, HD 3d4, MV 5, ATT Spoon, DMG 1d3 each, XP 35, AL N, SAVE MU3 Spells: Enlarge, Sleep, Read Magic.</i>
2	The Manticore (Room 19)	AC 4, HD 6d8+1, MV 45, Att 2 claws + 1 bite or 1 - 6 spikes, DMG 1d6 each, XP 350, AL N, SAVE F3
3	The Pixie (Room 11)	AC 3, HD 1d8, DEX 14, MV 15 fly 45, ATT 1 weapon, DMG 1d4, XP 15, AL N, SAVE F1
4	Lene (Clue in room 12).	AC 9, HD 1d8, MV 30, ATT hand to hand, makeshift weapon , DMG 1d3, XP 5, AL N, SAVE F1
5	Ogre Henriki (Room 1)	AC 6, HD 4d8+1, DEX 8, MV 30, ATT 1 battle axe, DMG 1d10, XP 125, AL N, SAVE F4
6	Fab Freddie (Room 16)	AC 5, HD 3d8, DEX 16, MV 30, ATT 1 dagger, DMG 1d6, XP 125, AL N, SAVE W4 <i>Leprechaun's can cast any charm related spells, treat as 4th level magic user.</i>
7	Saethra (Clues in room 6) NPC located in room 1.	AC 9, HD 1d8, MV 30, ATT hand to hand, makeshift weapon , DMG 1d3, XP 5, AL N, SAVE W3 <i>*Note Saethra is a witch and able to cast magic user spells at 3rd level.</i>
8	Sir Adneynn (Clues in room 9) NPC located in room 1.	AC 5, HD 1d6, DEX 11, MV 10, ATT 1 by weapon, DMG 1d6, XP 5, AL N, SAVE F1



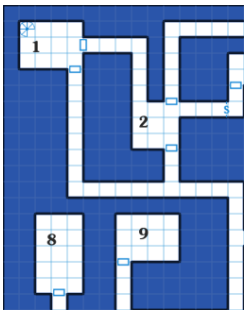
The Blue Map

Each square is 10 feet.



Room Descriptions

1. The Tavern:

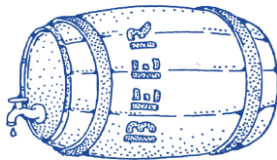


The door to this room is propped open with two large kegs. The sound of bagpipes assails your ears as you step closer. Within the room is a huge gathering of various monsters, all appear to be having a grand ole time. Along the East wall is a bar, a very ugly looking ogre is mixing drinks. Sitting along the bar are seven dwarves, once of which sneezes promptly as the characters walk in. There is a make shift stage along the west wall, it is currently occupied by a leprechaun playing a set of rather odd bagpipes on his knee, his foot pumps a set of bellows in time with the music. The rest of the room is made up of tables with monsters drinking. At the very north western section of the room is a set of grand stairs leading up. *(The stairs lead up to the ballroom in the main castle, there is a steady stream of people coming and going).*

The ogre is a merchant named Henriki who loves to play the host, so that she can hear all the latest gossip from the patrons of the bar. She carries a very large two handed battle axe behind the counter (+2 against dwarves coincidently). Interestingly enough, she isn't polymorphed, but due to an unfortunate pact with a witch has become an Ogre. If the heroes ask about drinks she can offer the following.

The Drink Menu

Blurry Blue Ale	1 SPs
A Taste Of Merriment	5 GPs
<i>(Returns all spent spells for the day, one time only)</i>	
Rock Gut	2 CPs
<i>(Terrible ale, reduce constitution by 1 for the remainder of the day)</i>	
Flaura Fauna Vino	4 SPs
<i>(Wine provides delusions of grandeur, increase Charisma by 1 for rest of day)</i>	
Fire Balrog Ale	5 GPs
<i>(Increase strength by 2, decreases intelligence by 2 for rest of day)</i>	
Keiner Kream Kocktail	5 CPs
<i>(The drink just sounds tasty, and doesn't have any entertaining effects)</i>	
Water	Free
<i>(Free, however the bartender may give you a ribbing)</i>	



The Entertainment

Randomly check this table if the heroes stay in the bar longer than a few rounds.

1d8	Entertainment
1	A leprechaun playing the bagpipes.
2	Two Orcs arm wrestling a giant thru the door way.
3	A pair of halfings chasing each other around casting minor spells dressed as goats.
4	A chorus line of goblins.
5	A terribly off key elven bard singing bawdy songs with a penny whistle.
6	Eight ball room dancing giant toads.
7	A pixie doing an overly complicated magic show. The rabbit out of the hat is entertaining to the say the least.
8	A wizard lazily casting minor illusions while drinking heavily, looking fairly bored with the whole situation.

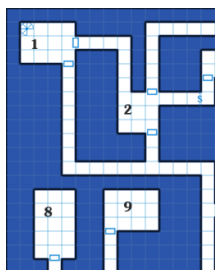
The Ballroom

At the top of the stairs is a grand ballroom, huge chandeliers hang from the ceilings, a band plays loudly, torches glow brightly on the walls. The room is packed. Among all of the dancers is a large blue elephant (the baron). Monsters mingle with other monsters, drinking, dancing and carousing.

Henriki (Ogre)AC 6, HD 4d8+1, DEX 8, MV 30, ATT 1 battle axe +2 against dwarves, DMG 1d10, XP 125, AL N, SAVE F4



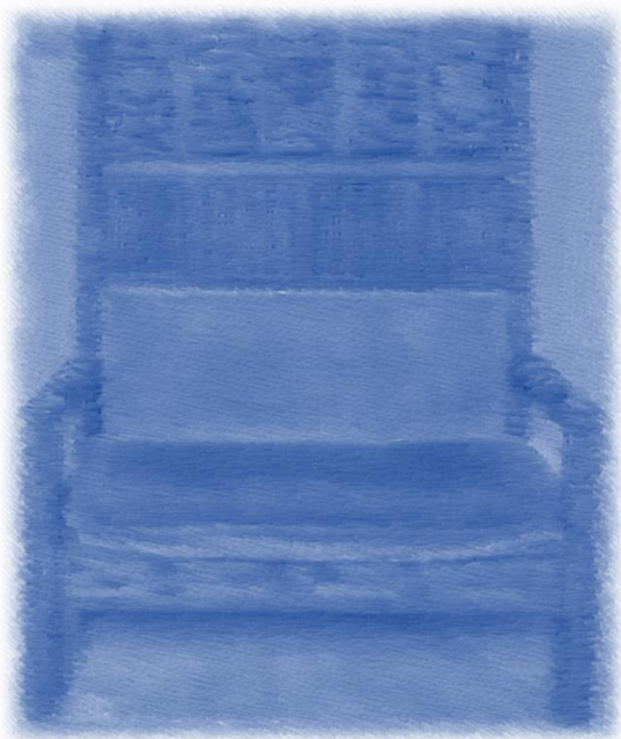
2. The Parlour:



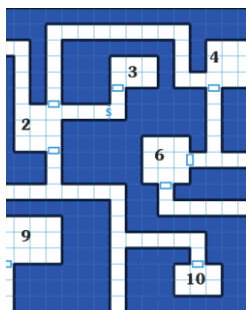
In this room are 4 wooden chairs, along the northern wall is a full length mirror. Along the southern wall is a huge coat of arms on a shield, the name Keiner is written in runic letters, along with a large elephant. In each of the chairs is a regular human (3 men, 1 girl), all of which are getting tattoos. There are 3 goblins and 1 orc tattooing them. The orc in particular is covered in tattoos, and has a bone thru his nose.

All of the people getting tattoos are guests, they have not taken their polymorph potions yet. There is a table in the room with 4 potions on it. Under the table is a small chest that is locked, it contains 1 healing potion, and a bag with 35 SPs. The monsters in the room are all polymorphed, except the Orc, he is real. Depending on complexity a tattoo is worth 5 GPs to 50 GPs. The ink contains a special magical property that increases a player's Constitution by 1 point.

Orc Tattooist AC 6, HD 1d8, DEX 10, MV 15, ATT Club, DMG 1d6, XP 5, AL N, SAVE F1



3. Previous Relatives



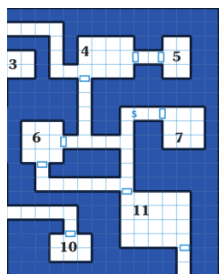
The tunnel leading to the iron door is dark and cluttered with dust and debris. The remnants of old bookshelves, tables and chairs are strewn about. The iron door is locked and bares the crest of the Baron's family, an elephant encircled with large oak trees. Past the iron door is a small crypt containing six large stone coffins. Along the east and west walls are alcoves with older coffins stuffed into them. These are quite decrepit and falling apart. Bones of the dead within are noticeable. The North wall there is a large painted family crest. The south wall contains a handwritten family tree, carved into the wall itself.

There is a secret door that leads to this room. The secret door is not a mechanical trap, but a magical one. The only way to open it is to speak the last name of the Barons family. Which is Keiner. The Heroes may find this out a few ways. 1. There's a drink in the tavern named after the family. 2. In the tattoo parlour there's a coat of arms with the name. 3. They find the name out from one of the guests, or the wizard Nohj. The iron door to the tomb is locked, Nohj & the Baron have keys to this room. If the Heroes linger too long in the room there is a 2 in 6 chance that they may wake the dead within coffins. Buried amongst the coffins are 30 large jewels worth 50 GPs each, an ancient sword that belonged to a former ancestor of the baron (The sword adds a +2 to attack and damage rolls against trolls, the former master hunted them). On the top of one of the coffins is a spellbook containing 4 - 1st level spells.

6 Skeletons AC 8, HD 1d4, DEX 12, MV 30, ATT 1 Sword, DMG 1d6, XP 5, AL N, SAVE F1



4. The Green Room



Loud raucous laughter emits from the room. Within is an entirely green painted room, a small bar along one wall is filled with all sorts of patrons. A gnome lazily strums a guitar, while a few loud Goblins play cards at a table.

All of the entertainers from Room 1 stay here unless they are performing. On occasion some of the guests will make their way into the room, before being quickly shooed out. Consult the table of entertainers and the drink menu from room 1.

5. A Room Full Of Mowgars:

The door to this room is locked and 6 iron spikes have been hammered in place from the outside; 3 on top and 3 on bottom. Removing the spikes takes 1 turn and makes a bit of noise. At first there is silence behind the door but as the PCs spend time and make noise they start to hear strange, small gibbering sounds reminiscent of animal noises and an occasional low growl.

The small room was used to store unusual spices, herbs, and beverages. At some point a rat hole was exploited by a gang of Mowgar that entered the room and started eating everything. The caretaker abandoned it, spiking the door shut.

Upon entering the room the PCs are assaulted by a thick and pungent aroma so strong that it takes 1d4 rounds to acclimate to it. During this time, all PCs suffer a -1 penalty to saving throws and attack rolls as their eyes and noses feel the sting of a thousand weird spices.

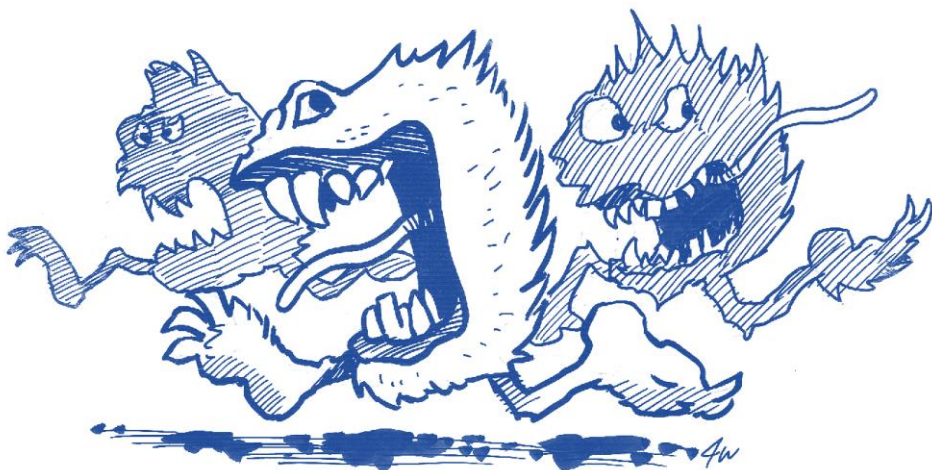
The room is occupied by 9 Mowgars. The monsters ate all the rare spices and herbs, drank all the rare wines, and had been quietly resting in quasi-nauseated repose until the door was disturbed.

It is possible on a 1 in 6 roll per PC to find something in the room that can be salvaged.

1d10 Salvage found in the room

- 1 Red spice that can blind when thrown (2 throws, save vs. Paralysis).
- 2 1d6 Yellow tubers that heal 1d4 hp when eaten.
- 3 Blue wine that causes intoxication after 3 sips (5 for dwarves).
- 4 Bottle of putrid liquid. Drinking requires save vs. Death. But used in cooking with fire can make a safe, delicious gravy that even the gods would love.
- 5 Strip of dried meat. Smells funny.
- 6 Handful of orange rice. When thrown in water, will feed 20 people for 5 days.
- 7 Broken vase bearing the spell Light written on the inside bottom.
- 8 Hippogriff blood in a vial. Worth something to a wizard, no doubt.
- 9 Magic horn. When blown, all allies gain +1 to hit for 1d6 rounds. 3 uses.
- 10 A treasure map.

Mowgar Stats



Mowgar AC: 6 HD: 1+1 DEX 13, Move: 50 Attacks: 1 bite Damage: 2d6 XP: 25
Alignment: N Treasure: None

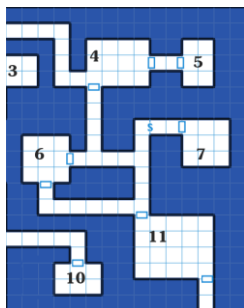
Mowgar are small, roundish, hairy beasts composed mostly of a toothy mouth. These unruly beasts roam in packs of 2d6 members but may be found in colonies of up to 100 in areas rich with garbage. They only want to chew and eat and are prone to outbursts of rage. Mowgars will eat anything and like it. They can smell food 500' away, even thru barriers. They can chew through wooden barriers in 1d6 rounds and even metal and stone barriers in 1d6 turns.

The force of a mowgar's powerful bite can break almost anything. On a hit roll of 18 or better the mowgar has destroyed something. The GM should roll 1d6. On a 1, the PC's armor or shield has been destroyed. On a 2, the PC's pack, sack, or purse has been destroyed, spilling its contents. On a 3, the PC's weapon, torch, or other held object has been destroyed. On any other result, the mowgar's bite has merely damaged such goods but not destroyed them.

Because of their small size and ferocity mowgars can climb upon the heads of their companions to bite at enemies. In this way, up to 6 mowgars can potentially chomp at the same target in a single round.

Magical objects may be granted a saving throw against the mowgar's bite.

6. A Princess In Distress:



Both doors leading to this room are blocked by a pile of old chairs, benches and crates. From outside the room you can hear a struggle, and yelling.

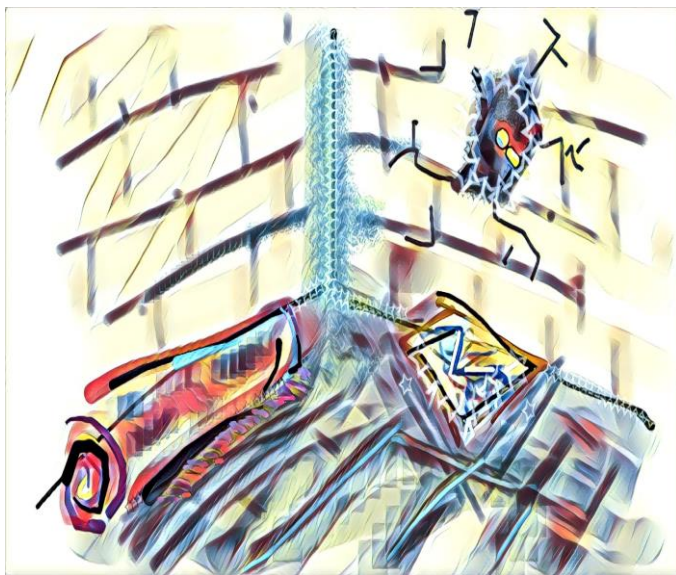
It will take 4 rounds to clear a path to get into the room. Inside the room is piled almost to the top with more old benches & chairs. A young girl is fighting a Cobra in the room, and she appears to be losing, she has been pushed into a corner of the room, and looks weakened. The girl is princess Dariana, she was blindfolded and led into the room by a woman with a husky deep voice. She was told that she was only one part to finishing

the equation, and to shut up and take what the gods give her. Other than the snake and the girl's word, there are not many other clues in the room. Within the snakes stomach is a gold ring with the words "Saethra" inscribed on it. The princess knows the name, and recognizes her as one of the guests that has been invited to the party.

Cobra Snake AC 8, HD 1d8, DEX 12, MV 30, ATT Bite + poison , DMG 1d6, XP 5, AL N, SAVE F1 **Note on an attack roll of 18 or higher the snake will poison their victim. The poison will not immediately take hold, it will however cause 1d6 damage. A player can save vs poison, if successful they have not been poisoned. If not tended to by a cleric, the poisoned player will die in 1d6 turns. Casting "Cure Light Wounds" will cleanse the player of the poison.*



7. Looted Treasure Room:



The room is bare, except for a large rug that has been pushed over to one side, revealing a stone floor. A smashed painting lies below the far wall. Above the painting is a smashed in section of wall revealing a cavity. It looks like a concealed panel has been forced open. Inside the cavity is a small lever, in the down position. Close inspection of the floor shows two rectangular groves, each about 3 x

6 feet. These are thick stone flagstone flaps. If the lever is pulled up, the flaps open and a thick-sided steel box about 6 x 6 x 6 foot pushes slowly up through the slot. The box is open on one side and the party could easily walk into it.

Inside the box are the remains of a small humanoid, probably a halfling. His attire and lock picking tools suggests that he may have been up to nefarious activities.

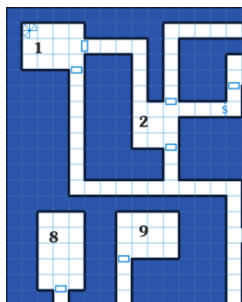
In one skeletal hand are 3 gold pieces in the other hand are a copper, a silver and button. On skeletal fingers he wears 3 gold rings, each with a crude gem (each worth about 50 GP; one ring has a false compartment holding a small amount of flash powder). He has 3 dagger laid out in front of him and which are in good condition. The rest of his equipment has decayed so as to be useless.

If the lever is pulled down the box slowly descends again and the stone flaps close over it.

The box is a vault. The treasure long looted. There is no means to raise/lower the box from inside the steel box.

Anyone foolish enough to jump into the box on its way down without a friend on the outside to pull the lever up again will meet the same fate as the halfling.

8. The Barons Kitchen:



30' x 50' chamber, 25' high barrel-vaulted ceiling, brick-lined. A double door in the south wall swings both ways when unlocked, but the western one sticks when swung out of the room (usual door opening roll to unstick). A huge fireplace fills the entire north wall, and the stifling hall is filled with aromatic smoke and steam.

This is the Baron's kitchen, filled with the usual bustling chaos of such places. The chef is a grossly fat kobold who rules her domain from a raised wooden podium in the centre of the room. The kitchen staff consist of a hobgoblin waiter and a dozen assorted cooks - 3 goblins, 4 elves, 1 halfling, 3 gnomes, and 1 doppelganger which barely remembers it took the identity of a beautiful human pastry patisserie 10 years ago. All are generally cowardly, but will fight to the death to defend their food. They despise the authoritarian chef, yet worship her consummate culinary skills.

The chef's cookbook contains a number of minor spells useful in the kitchen, such as enlarge (to provide banquet guests with course after course without filling them up). The great wooden spoon which she wields like a sceptre has the power to change the temperature of any foodstuff it touches to ensure it is absolutely perfect when served. This unfortunately has the side effect that guests are sometimes poisoned by food which has been left standing too long, but most agree that the risk is worth the gourmet experience. All of the monsters in the kitchen are real, none are polymorphed.

3 Goblins AC 6, HD 1d6, MV 15, ATT 1 weapon, DMG 1d6, XP 5, AL N, SAVE F1

4 Elves AC 5, HD 1d6, MV 15, ATT 1 weapon, DMG 1d6, XP 5, AL N, SAVE F1

1 Halfling AC 9, HD 1d6, MV 10, ATT 1 weapon, DMG 1d6, XP 5, AL N, SAVE F1

3 Gnomes AC 9, HD 1d6, MV 15, ATT 1 weapon, DMG 1d6, XP 5, AL N, SAVE F1

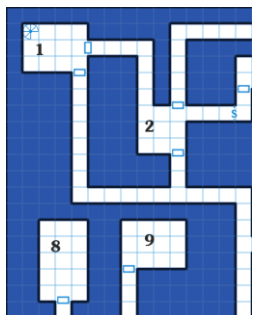
1 Doppelganger AC 5, HD 4d8, MV 15, ATT 2 fists, DMG 1d6/1d6, XP 25, AL N, SAVE F4 abilities: STR +1

Kobold Chef AC 9, HD 3d4, MV 5, ATT Spoon, DMG 1d3 each, XP 35, AL N, SAVE MU3

*as noted in text the Chef is a magic user. Spells: Enlarge, Sleep, Read Magic.



9. The Key To The Barony:



This room smells of brass and dust, the floor is littered with keys. All sizes and shapes of keys, some on key rings, and others are individual. Some are rusted and others are polished shining in the torch light.

When the players enter the room, the door won't lock, the keys won't float in mid-air, nothing exciting. Upon further inspection the heroes will notice that each key has a different name inscribed on it. Near the door on a bookshelf is a large tome. Within the book is a map of a town and outlying areas. It details all of the dwellings, entrances, occupants and names. In

the back of the book is a list of all the taxes owed in the local barony. One entry looks quite disturbing, it appears that Sir Adneynn owes an extremely large sum of gold to the barony. A promissory note is attached to the page, detailing the excitement of an upcoming joust and the promise of easy gold.

10. Rat's Hideout:



The door to this room is locked. It's always locked. Etched in the top corner of the door is a symbol carved into the wood. It's the symbol for the thieves' guild. There is a large sized hole in the east wall, about a 1' in diameter. Lot of chittering can be heard from within. Against the south wall is a makeshift bed of debris and a small fire-pit that still smolders. A hunched over rat-

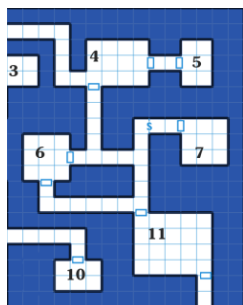
man stands watching the party.

Chuzzle is a wererat and a member of the local thieves' guild. The leaders know what he is and keep him around because he provides good information. Chuzzle keeps this location, his own personal safe house, secret. As soon as the party enters he transforms into a giant rat and enters the hole. In two rounds, whether he makes it into the hole or not, eight giant rats scurry out of the hole to attack. Chuzzle uses the opportunity to escape. Anyone who can shrink down can follow the hole to the nearest town.

There is very little treasure here. Chuzzle doesn't care about gold or gems. They are things he takes from other people and finds having a lot of those just draws attention to himself. He has a few items he values, a simple tin broach his mother used to wear, a hammer his father used when he was a carpenter and a wooden stick his son whittled before he died. Chuzzle lost his family to a vicious attack, the attack is what gave him his lycanthropy. If treated well, he may share information, but other than that he would prefer to be left alone.

Chuzzle The Wererat AC 7, HD 3d8, DEX 12, MV 30, ATT Weapon + Bite , DMG 1d6/1d6, XP 15, AL N, SAVE F3. Bite can cause lycanthropy 33% of the time.

11. The Pit Of The Pillowed Pixie:



This 50 by 40 foot room contains a 30 by 20 sunken pit in the middle. A five foot wide ledge (balcony), with a sturdy if low iron railing, surrounds the pit and looks down upon it. A handful of wooden benches are scattered along the ledge, the two portals exit the room from the ledge level. The only way into the pit twenty feet below is via iron rungs drilled into the northern wall of the pit.

There are two things going on in this room, one is magical and one is not. First, the not magical portion.

Along the ledge are 3d6 costumed persons all in various states of cheering, cavorting, drinking, and even passed out. Some are actually paying attention to the events in the pit below. Most of these people are to some degree inebriated, but there are spies, and possibly assassins, among their number.

Use the tables below to help determine what any one patron is doing at any time. If one result on a table conflicts with the result on another table, just pick whichever will be the most fun for the players.

Determine level of drunkenness:

1d6 Effect

1-2 Slightly drunk.

3-4 Moderately drunk.

5 Heavily drunk, will pass out/vomit soon 2d10 rounds.

6 Barely coherent, will pass out in d4 rounds.

Determine mood of a patron:

1d6 Effect

1-2 Cheerful and friendly.

3-4 Neutral.

5 Fun-loving and attracted to one of the PCs.

6 Angry (1-4 with someone else, 5-6 with one of the PCs).

Determine current activities of a patron on the ledge:

2d6 Effect

1-5 Drinking, heavily.

6-8 Actually watching the events transpiring in the pit below.

9-10 Singing along to some unknown song with another patron.

11 Unspeakable Innuendo.

12 Completely passed out.



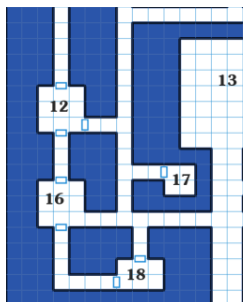
The magical portion of this room. As the PCs enter, roll a d4 and this is the number of rounds before the fight in the pit ends. As each PC enters the room they must make a Save vs. Spell. If everyone in the party passes, the last person who enters automatically fails, regardless of their roll.

The room has a powerful curse placed upon it which causes any person who enters the room and fails a save feels compelled to enter the pit, they cannot resist. Upon entering the pit, their greatest fear will materialize in physical form. If their fear cannot physically fit, it will form a much smaller version of their fear (up to a maximum of twelve feet tall). Regardless of their greatest fear's normal abilities, this version will have the abilities of the person. This is a fight to the death, BUT if the PC is killed in the fight, they will awake d6 rounds after their 'death' and permanently lose the total of their level rolled in d4 worth of Hit Points (for example, a 5th level PC would roll 5d4 and lose that number of Hit Points). If a character on the ledge attempts to help a friend in the pit they will discover they cannot. Some manner of field around the pit refuses to allow weapons, missiles, or even spells to pass from the ledge into the pit...except in one location - at the top of the ladder. That is the only location where a person standing on the ledge can effect anything inside the pit, thought the other audience members may not take this lightly.

If the PC manages to slay their greatest fear, as the fear falls it will be replaced with a small leather bag filled with gold coins equal to the PC's hit points when they first entered the pit. At that point the compulsion to enter the pit will be lifted and the PC will be allowed to exit the pit. Curiously enough even with all the commotion going on in this room, a small pixie naps on a pillow in the centre of the ledge. She seems undisturbed by any noises, and once in a while lift her head gaze around and then promptly fall back asleep.

Pixie AC 3, HD 1d8, DEX 14, MV 15 fly 45, ATT 1 weapon, DMG 1d4, XP 15, AL N, SAVE F1

12. The Actual Dungeon?



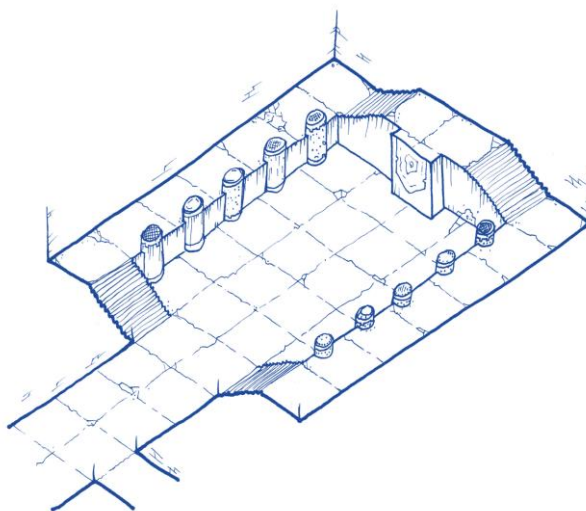
Every door to this room is locked. *(However easily broken down)*. The room contains chains bolted to the walls, one of which contains a dusty skeleton hanging by its wrist. Scrawled on the wall nearest the skeleton is what appears to be the last will & testament of this poor soul.

My dearest daughter Lene, I hope that you live a long and happy life. May you grow tall and be prosperous.

This is the last remnants of the actual dungeon, which has been in disuse for years. The unfortunate soul chained to the wall may have been forgotten about by his captors. The skeleton is the father of Lene, one of the guests. There is nothing of value in the room, save a necklace that hangs on the neck of the skeleton (20 GPs).



13. The Big Blue Mofo Room:



The first thing that draws the eye in this multi-tiered chamber are the ten glass cylinders built into the side of the right and left mezzanines. Each contains a glowing pale blue liquid and an experimental beast of the wizard-host.

These nasty lamprey-like monstrosities will attack wantonly if their cylinders are damaged or destroyed.

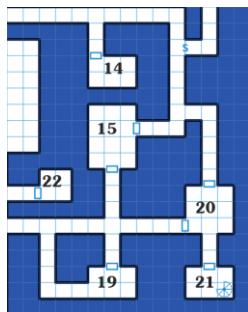
Perched and squatting at the uppermost section of the mezzanines is a gargoyle servant of the Nohj. The gargoyle will not attack unless those entering the room are evidently hostile or the host has been slain. If it does attack, it attempt to use one of its four attacks each round to smash one of the lamprey cylinders.

If the cylinders survive, they can unlocked from above with a successful pick locks check opening a small hatch from which the uppermost layer of the unadulterated blue fluid can be withdrawn. This glowing blue fluid, cleansed by the strange creatures within, acts as a Potion of Read Thoughts as well as a Potion of Delusion (roll again on the potion table to see what the drinker thinks the other effect of the potion is). Each cylinder has one dose of this potion present, and the lamprey-like monsters produce a new dose every six months they remain in the tanks.

Lamprey Monstrosity AC 7, HD 1d8+2, DEX 12, MV 30, ATT 1 blood drain, DMG 1d6, XP 15, AL N, SAVE F1 if it hits with an attack, it latches onto the target and automatically drains blood each round dealing 1d4 hit points of damage for 3 rounds] will attack wantonly if their cylinders are damaged or destroyed (2 hit points of damage will destroy a cylinder, as will any concussive shock from explosions or area effect spells).

Gargoyle AC 5, HD 4d8 hp 21, DEX 12, MV 20 fly 40, ATT 4 claws,, DMG 1d4 each, XP 125, AL N, SAVE F4

14. All That Gorgles Might Be Slimy:



The walls pulsate green and purple and are of hundreds of tentacles. They are slimy and cold to touch, yet soothing in a weird eldritch way. The floor is soft and organic, like a belly of an ancient being that never evolved further from a living mass.

On the ceiling a huge yellow eye stares those who enter the room. It blinks slowly, and is sharp. Those who stare the eye hear in their heads:

"You may ask a question, and I will answer it".

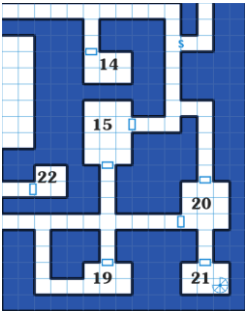
The answers, though, are weird and hard for any (demi-) human to comprehend. The answers have ancient, even alien, intelligence hidden. You just need to "get it".

Any question asked is answered with one of the following answers (1d10):

1d10 Answers

- 1 The gift should be in the eyes, and the receiver in the mouth.
- 2 Most of the time eldritch forces are those that make all magical things aware.
- 3 Intelligence is most advanced in most primitive forms.
- 4 The purple sky and green sea is the answer.
- 5 Second time you die, the revelation will be there.
- 6 Hands wave and legs run, yet the answer is here.
- 7 Eating healthy is important.
- 8 Poisoned mind is a beginning for tainted soul.
- 9 Close your eyes, and walk as long as you bump onto something.
- 10 I like turtles.

15. Glass Effects:



Walls, floor, and ceiling are in the midst of being covered with glass tiles. These glass tiles are thick and infused with colorful liquid, their bold hues of blood red, ocean blue, emerald green, exotic bird orange, and enigmatic violet move in strange ways; they occasionally glow when seen in one's peripheral vision. The colors are so vividly bright that it almost hurts to look directly at them for any length of time.

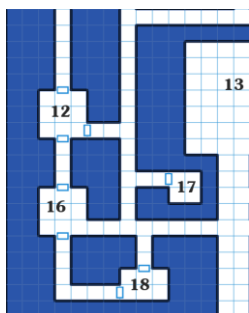
The tiles definitely detect as magical and all spells cast within this room triple in potency. No loose tiles can be found; however, an adventurer may attempt to pry one or more tiles loose. There's a 2 in 6 chance of successfully freeing a tile from the floor, ceiling, or wall. However, if a 6 is rolled, the tile explodes dealing 3d6 damage. Loose tiles can provide a one-time power boost to spells at 1.5 times their normal potency.

If the GM wishes to roll for tile hue randomly, below is a helpful table...

1d6	Tile Colour
1	Blood red
2	Ocean blue
3	Emerald green
4	Exotic bird orange
5	Enigmatic violet
6	Citrus yellow



16. Fab Freddie the Leprechaun:



Fab “Five Fingers” Freddie the leprechaun waits in this nondescript room for adventurers to drop in so he may amuse himself at their expense. He also roams the dungeon on occasion looking for marks for his mischievous pranks. When encountered in this room, Fab Freddie reclines in a wooden chair against the south wall, smoking a pipe and whistling an out-of-tune ditty. He wears brightly-colored patchwork clothes and a floppy hat, favors musky colognes, and speaks in rhyme to confuse his marks and entertain himself.

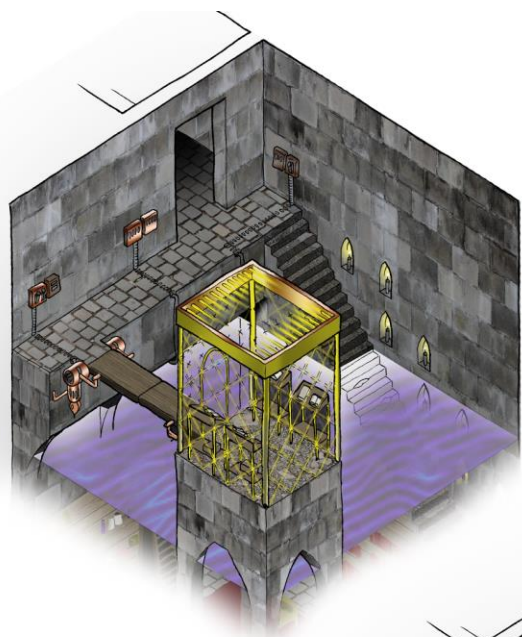
Fab Freddie relishes stealing valuable or important-looking objects that catch his eye. He also enjoys luring adventurers on wild goose chases throughout the dungeon by crushing their egos with his sarcastic wit, by impersonating other creatures in the dungeon, as well as using his innate magical abilities. In particular, Freddie obsesses over pranking dwarves and gets googly-eyed hot and weak-kneed for elven women—especially those elven men he confuses for elven women. Freddie fancies himself a Romeo without equal from drinking a potion he “found” in the dungeon. He believes this potion to be a Potion of Human Control, but it is in fact a Potion of Delusion. Since Fab Freddie knows the dungeon well, he may become a source of information about the goings-on and the occupants of the other rooms, depending on how generous or cruel the Referee feels.



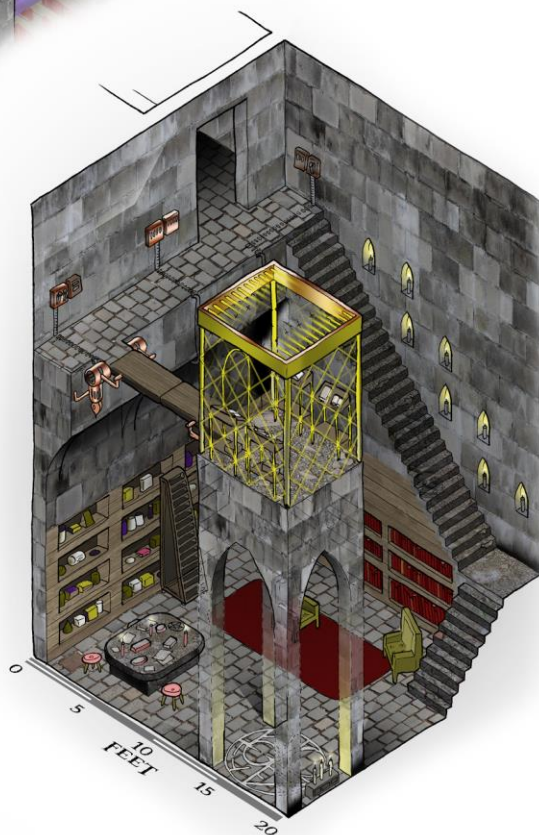
Fab Frederick's Possessions: Gaudy clothes, pipe and weed, silver whistle, vial of musky cologne, 10 GP, and a Potion of Delusion with one dose remaining.

Leprechaun AC 5, HD 3d8, DEX 16, MV 30, ATT 1 dagger, DMG 1d6, XP 125, AL N, SAVE W4 *Leprechaun's can cast any charm related spells, treat as 4th level magic user.*

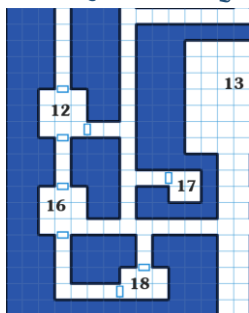




Hidden Library



17. Hidden Library:



Room 17 is divided into two distinct parts, the first of which is the public book storage cell, the second is the hidden library and experimentation area beneath.

When character first enter the room, they see a few pedestals at reading height in a gilded cage, across a faintly glowing pool. A series of switches and levers lines the platform near the entranceway. One of which is obviously connected to a drawbridge that allows access to the cage.

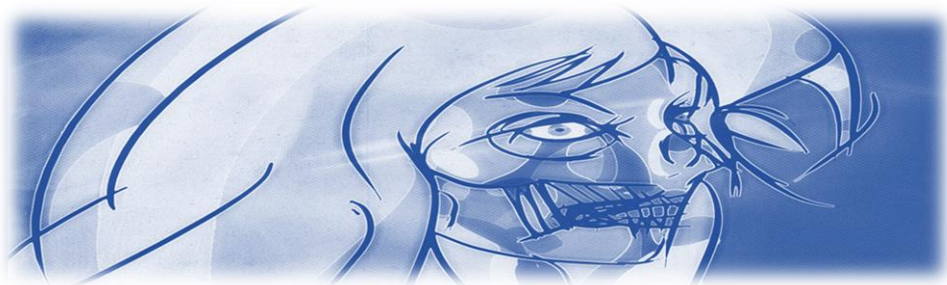
Anyone touching the "glowing liquid" around the gilded cage is immediately sucked into it. Anyone viewing this sees a churning maelstrom of waves as the victim disappears.

Anyone attempting to manipulate the switch boxes finds that it isn't too hard to solve the puzzle that lowers the drawbridge and allows access to the books within. The books are old, but not ancient, illuminated with historical data but nothing magical, they might fetch a moderate price with the right buyer.

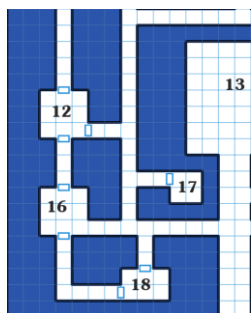
Those who manipulate the other switch boxes have a roughly even chance of releasing a toxic gas into the upper part of the chamber, or making the "glowing liquid" disappear (thus revealing the bottom half of the chamber).

Far more interesting books exist in the shelves of the lower chamber, along with a variety of alchemical reagents, a small table surrounded by stools, a mystic protection circle (within which, experiments can be safely conducted), and a pair of padded reading chairs. A second safety protocol exists in the chamber, and any attempts to remove anything from the lower part of the chamber instantly activates the toxic gas above unless it has been specifically disabled.

This chamber appears to have been designed as a safe space for apprentices to test their magical abilities and contraptions before taking them out into the real world. There is no obvious grand or powerful magic here, but spending years reading through the assorted texts might reveal deeper mysteries.



18. How do you catch a cat?

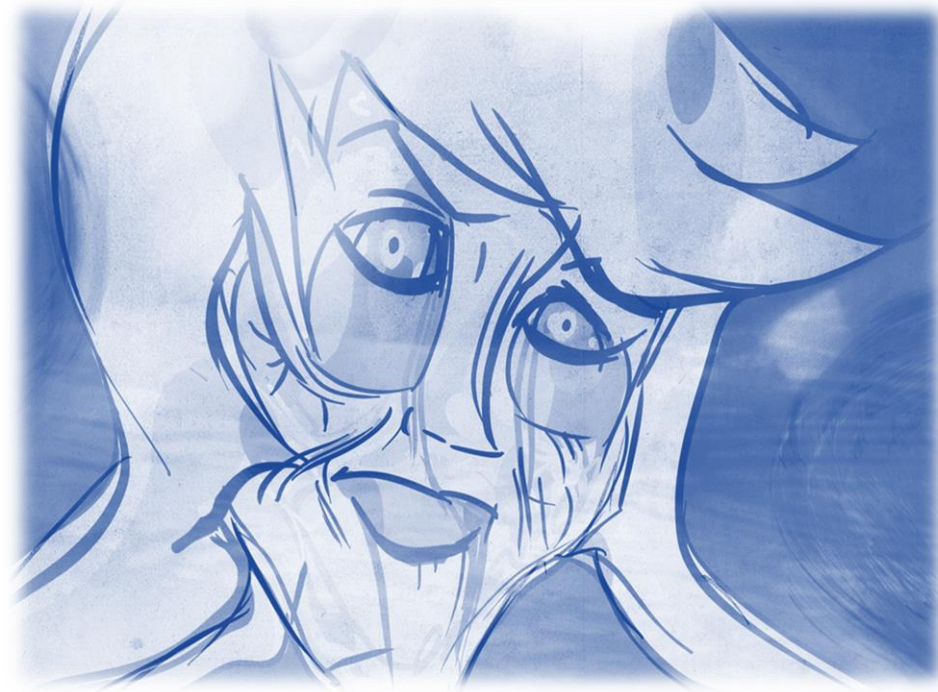


The doors to this room are closed but unlocked, the room is very warm, there is a large fireplace burning brightly on the east wall. Throughout the room are very large wooden boxes of different sizes and shapes, every single one of them is occupied by a large cat. They are lazily bathing, yawning or sleeping and generally have an oblivious attitude about everything. Sitting around a large table in the centre of the room are five older looking hobgoblins in dresses, they are sipping wine and playing cards. (One of the wooden boxes contains 5 gems worth 30 GPs each, and a silver locket with a mirror within it, 40 GPs). (Buried beneath the floorboards in

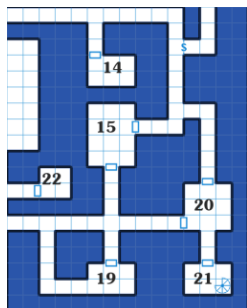
the room is a secret stash of gold, 600 GPs, in a trapped and locked chest).

One of these ladies is the baron's wife Maria, and these are her friends. Maria doesn't partake much in the baron's parties, and prefers to be accompanied by her friends and beloved cats. If any of the players do anything untoward Maria has the ability to have the cats attack with a simple gesture.

Domestic Cats (6) AC 9, HD 1d6-1, MV 15, ATT 2 Claws, DMG 1d2 each, XP 5, AL N, SAVE F1



19. Hookah-Rific:



This opulent, but clearly overlooked, chamber is scattered with large pillows enough that stealth is difficult (-25% to all attempts) and movement greatly slowed. In the center is a large crystal hookah and, more importantly, and even larger manticore lazily puffing away! If the party approaches peacefully, they will be invited to join in (it is very well spoken), and observant characters will notice a mirror on the opposite wall that reflects the monster's true nature as a polymorphed nobleman with sandy-blond hair and a foppish demeanor. Puffing from the hookah has the following immediate effects:

Roll 1d12	Effect
1-3	The user is healed of all damage, and spell casters recover one used spell slot (assume the lowest level as applicable)
4-6	The user becomes enraged (save vs. gaze) and attacks the manticore, ending any chance of peaceful relations
7-9	The user becomes deluded, thinks they are a manticore, and wanders off, growling like a monster for 1d6+1 game turns
10-12	The user is stoned off their gourd for 1d8 turns. All subsequent actions attempted (combat or otherwise) require a roll of 1d6 instead of the applicable rule, with a 1 indicating spectacular failure and 6 a stunning success. All other results indicate the character stumbling aimlessly (but harmlessly) in their altered state

Except where noted, saving throws are not applicable, as the choice to partake is left entirely up to experimental players (who can always choose not to inhale). Refusing the offer results in the manticore becoming surly and refusing to answer further questions or otherwise cooperate until someone takes a hit. Note that each subsequent puff is rolled at a cumulative +2, either giving a different result or possibly extending the duration (where applicable) of any current effect. The manticore wears a gold signet ring on one claw worth 300 GP, but has no other valuables...

20 Phantasmal Blood Vine:



Please read the entire description of the mechanics of this room prior to describing anything to your players.

Set up

1. The DM should ask the players if **anyone** would like to describe what they see in this room
2. If a player does, the DM should ask if anyone else would like to embellish this suggestion
3. Repeat **Step 2** until no more suggestions are forthcoming

*The DM must be careful **not** to actively entice any player to provide suggestions, it must be wholly voluntary*

Consequences

*The character of any player who contributed to the description of the room has in fact been **ensnared** in an illusion, the illusion being the one they helped to describe. You can't readily disbelieve your own creation!*

*The character of a player **not** contributing to the illusion is 'skeptical'. Skeptical characters get a chance to roll under their WIZ score to disbelieve the illusion. Failure means that they are also ensnared in the illusion.*

Damage

Ensnared characters loses 1HP per round while ensnared

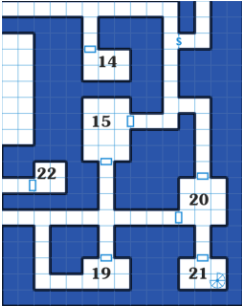
Breaking the illusion

*The DM should ask if anyone would like to roll a D20. **This is a group die roll**.*

D20 Modifiers

If the player rolling the 'group die' is the one that initially created the illusion, then add 10 to the score.

If the player rolling the 'group die' was instead someone who helped embellish the illusion, then add 5 to the score. If the player rolling the 'group die' added nothing to the illusion, then take 5 off the score.



D20 & DM Gamesmanship

So that the players don't figure out the modifier system above, the DM should also roll a dice in tandem with the player (e.g. a percentile). This being done to give the **impression** that the DM's dice give the modifiers mentioned above, i.e. rather than those modifiers being solely player dependent.

Results

If the 'group die' (is rolled and) is under the WIZ score of **any** character, then that character breaks from free of the illusion.

Any character that breaks free of the illusion can rouse the other characters and remove the vines so that no more damage is taken.

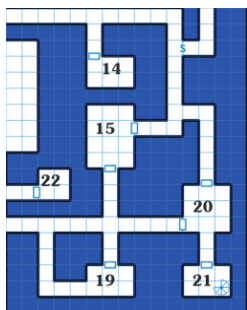
Real Room

The room is roughly hewn, dusty and disused, with some broken furniture. There is a small water leak in a corner and inch-thick vines/roots have bored through a crumbling wall.

Theses vines are in fact **Phantasmal Blood Vines**. They project an illusion to stupefy their victims, before they wrap around their victim's necks and begin to suck their blood out. The vines can be cut back, but they will eventually regrow.

Phantasmal Blood Vine AC 9, HD 3d8, MV 5, ATT 3 Vines, DMG 1d4 each, XP 25, AL N, SAVE F3

21. The Observatory:



This rectangular room is constructed of cool-blue metal plates and stretches 50' high. There is a spiral metal staircase in the corner which leads metal grate platform near the ceiling.

The room is adorned with tapestries depicting star constellations, pictures of planets exploding, suns with deadly solar flares reaching spaceward, and pictures of hideous-looking alien creatures.

Near the door is an expertly crafted mahogany desk. Resting on the desk is a battered leather-bound book, a quill, and a large vial of silver-shimmering ink. Inside the desk is a pouch with 400 GP, a vial of black goo (treat as Darkness spell cast by a 3rd level MU), a silver dagger (25 GP), a golden goblet (75 GP), and a bottle of fine wine (200 GP).

Anyone who opens the book will find all the pages blank. The silver-shimmering ink is actually stardust and only appears under the glow of the moon. The ink is worth roughly 500 GP and is highly sought after by wizards.

The spiral staircase is sturdy and those who travel up to the metallic platform find a comfortable chair, a small table with remnants of pipe tobacco, a goblet of wine, and an intricately carved pipe. Descending from the ceiling is a strangely angled and juttied piping ending in an eyepiece, which reaches eye level of a person sitting in the chair. Resting on the arm of the chair is a metallic handheld device with six colored buttons (red, yellow, green, blue, black, and white). The device is connected to the piping by shiny copper coils.



The Stellar Book

As stated above, the book found on the desk can only be read under the moonlight. The book is written in a strange language and can only be understood by a MU who has cast Read Magic.

The contents of the book are strange ramblings of distant worlds and wars taking place far away, speaks of calamity befalling the world in the distant future, as foretold by the stars, and of great treasure in a nearby, ancient and forgotten kingdom that now rests under a snow-capped mountain.

At the end of the book are four spells that can be cast (or learned) by a determined Magic User.

Starlight (2nd level): The MU stretches their arms wide and releases hundreds of miniature twinkling stars that hover around them (or a designated target) and illuminate the area as though three torches were lit. The spell also grants a defensive bonus to the target, as the twinkling starlight makes them harder to hit. Melee attacks have a 20% chance to miss and ranged attacks have a 30% chance to miss. Duration: 1 turn/level.

Stardust (5th level): The MU can draw power from the stars and gather their twinkling light into a vial. This functions like the vial of Starlight Ink found on the desk. This spell must be cast under the light of the full moon on a completely cloudless night. The MU must stand under the stars all night, standing over the vial(s), and never waiver in their chanting. Once the sun starts to rise, the spell is complete and 1d3 vials are filled with Stardust Ink. Duration: Permanent.

Twilight Eyes (4th level): The MU touches a target's eyes when casting this spell. The target's eyes become black pools suffused with twinkling stars. The spell grants Darkvision to the target, allowing them to see in complete darkness up to 120' feet away. The spell also allows the target to know their direction constantly, so long as the stars are out and they can see them. This even works on different worlds or extraplanar places, so long as the target can consult the stars. Duration: 1 round/level.

Solar Flare (5th level): This spell functions as Fireball of equal level in regards to damage, however the spell originates as an arc of flame extending out from the caster and hits all targets up to 50' away. All targets are permitted a Dexterity-based save to take half damage. Targets also must succeed a Constitution-based save or take 1d8 points radiation damage, which manifests as permanent Constitution loss. If a target suffers 4 points of radiation damage, they suffer mild radiation poisoning and are immediately stunned for 1d4 rounds, unable to act due to being ill. After 1d3 days, they will lose all their hair, which will not start to grow back for 2d6 months. If a target suffers the full 8 points of radiation damage, they suffer acute radiation

damage, fall unconscious for 1d8 hours, their hair falls out immediately, and gain a horrific mutation (roll on your favorite mutation chart here).

The Telescope: This powerful magical artifact can be used to peer into distant worlds, stellar bodies, etc. or can be used to peer at any location known to the viewer (they need not have visited the location, simply knowing enough information about the location is enough).

The buttons on the handheld device do different things to a location when pressed.

Red: Superheats the area with the power of the sun. Nearly all creatures, plants, structures, etc. will burst into flame in the visible area. If peering at a planet, 50% of the planet will turn into scorched, barren rock.

Yellow: This spins the planet drastically, causing it to become daylight/nighttime in the viewed area. The spinning of the planet is harmful to the natural order of things and causes all inhabitants to age 3 years.

Green: This causes the growing season of an area to become hyperactive. Treat it as though an entire growing season (roughly 3-4 months) have occurred in 3-4 hours. Doing this too often (say more than three times) will deplete the soil of vital nutrients, effectively killing it. It will take a dozen years for it to become fertile again.

Blue: This can only be used when focusing on a particular person/being. Clicking the button once causes the viewed target to age 2d12 years. Clicking the button twice rapidly causes them to rejuvenate 1d8 years.

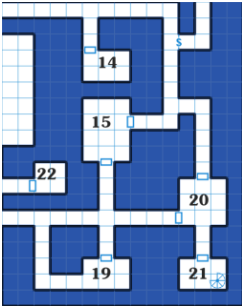
Black: This can only be used when viewing a sun. When the button is clicked, it dampens the sun's light and heat by 50% for 1d4 hours. Double clicking the button extends the duration by 3d4 hours. Entire planets have become frozen balls of ice due to this.

White: Clicking this button immediately teleports the viewer to the location. This will have terrible consequences if the viewer is observing a sun or empty space. However, it's handy for quick travel to a known location.

Note: Some of the spells detailed in the stellar book are above the level of magic users detailed in the Blueholme Prentice rules™. Keep your eye out for the upcoming Journeymann rules. You can however for the purposes of this game, allow a magic user to copy these spells as scrolls.



22. Hot Tub Time Sheer:



The handle to this door is warm to the touch, if anyone looks at their feet they will notice a vapor coming from under the door. Inside the room is a large hot tub made from limestone. The tub takes up most of the room (20" x 20"). An ogre, eight goblins, a large monkey and a couple of turtle humanoids occupy the warm bubbles. All of the occupants look clearly sedated. Along three walls are large golden clown mask ornaments. (The ornaments are worth 100 GPs each in any lands that are not the Barons.)

*The hot tub is warmed by 4 magical rocks imbued with a mild fireball spell. These rocks maybe worth something to some, specifically someone who would like to build a hot tub in their dungeon. The water in the tub is laced with a combination of potions, the effect of which causes any occupant to fall into a trance state within 1d4 rounds (allow a save vs spell). *not unlike a certain expensive galactic drink. Once in the trance the person will be sent forward thru time for 1d6 turns. During the time travel the person is only a viewer. What they see is on the following table.*



1d20 Future seen

- 1 The Gods are reshaping the world.
- 2 Oceans are shrinking, the world is getting bigger.
- 3 A large forest burns, the occupants flee, and something chases them.
- 4 A trio of witches around a fire, in the dark something sneaks up on them.
- 5 Magic has ceased to work.
- 6 A barbarian eats the heart of a elegant man. Around him people cheer.
- 7 A meteor has struck the world, causing natural disasters.
- 8 Most of the fairy races have died, humans have taken over. Large metallic structures dot the landscape.
- 9 Standing on a beach you see a grey thing emerge from the sea, around you there is nothingness.
- 10 Relative peace, and calm surround you. A utopian paradise.
- 11 The Gods have forsaken their followers, Clerics turn to evil demigods.
- 12 Across the sea come a fleet of 400 ships, the lead ship has a dragon head flying from its mast.
- 13 The age of 30 becomes a death sentence due to overpopulation. Anyone turning 30 gets tossed into a large volcano.
- 14 A tentacled mass has enveloped the world.
- 15 A stream of electrical signals, 01010101 flash in front of your vision.
- 16 Rutabagas are extremely sweet and fruitful.
- 17 An army of metallic golems has imprisoned a world leader and taken over a large city.
- 18 Lava has covered most of the world, cities have built on magical floating platforms.
- 19 Inhabitants live underground the air is unbreathable above.
- 20 Dragons are the same as they always were. Of course there are way more!

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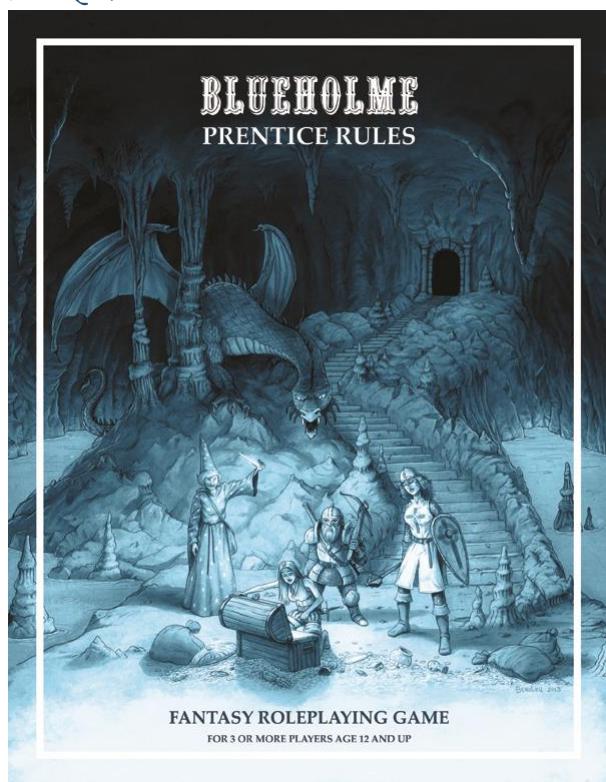
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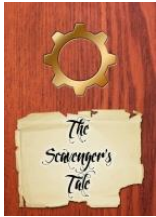
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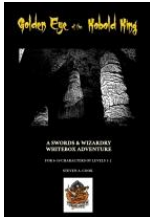
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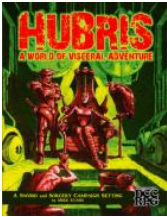
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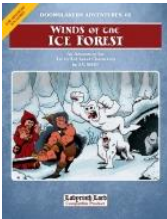
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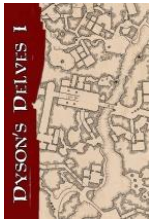
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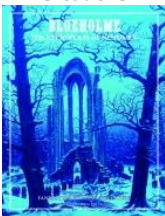
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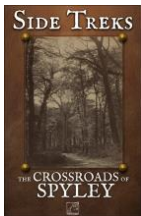
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An Invitation From The Blue Baron

This wonderful forty four page adventure that you hold in your hands was written for Blueholme Prentice rules™. The book was a collaborative effort between some of the brightest minds in the Old School Role Playing community. Detailed within this book is a twenty two room dungeon, new monsters & spells, and all kinds of interesting twists. The Blue Baron holds his masquerade party annually, and because of this we have added a pile of random tables, which should easily allow replaying this adventure with different results! Grab a few sets of dice, some pencils, paper and few friends and delve into the masquerade.

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A bit of disturbing news has crossed my desk. It seems that a plot may in fact be a foot. While I would like to detail all of the information within this letter, I would prefer to speak with you in person. A fortnight from today, please meet me on the stairs leading to the dungeons of the Blue Baron. I hazard to guess that you haven't been living under a rock, and know full well that every year the Blue Baron throws a rather distinct masquerade ball. Obviously you will be compensated for your efforts. Consider yourselves cordially invited.

– Nohj (Wizard of the court).

A Collaborative Dungeon