

# BLOODNUT PASS



An Old School Adventure approved  
for use with Pits & Perils



*Bloodnut Pass is a treacherous pass that leads over the mountains. Taking this path will cut travel time by three days, but many will find the longer travel acceptable compared to what lies within the caverns of the pass.*



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## BACKGROUND

Venger is a head, just a head and nothing more. A head is all that remains of this once proud cleric who fell into the worship of a particularly vicious demon. This demon enjoyed torturing those who lost faith, and after months of torture he turned Venger into a Huecuva.

The demon was not satisfied and continued to toy with him by slowly removing parts of his body. To deepen his own pleasure, the demon ensured that the creature remained trapped in its slowly shrinking body. As can be expected, Vengar went insane.

Nine decades later, a clan of Dark Dwellers were scouring the mountains looking for a new place to make their home. Stumbling upon Vengar's head, the only part of him that remained intact, they took up residence in the caverns of the pass. The caverns afforded them shelter and the opportunity to rob any merchants foolish enough to likewise seek shelter in the pass.

Over time Vengar's influence grew stronger and twisted, and the Dark Dwellers became more violent and vicious. Now, not only do they rob the merchants, but they will rape, torture, and eat anyone they are able to capture.

## GETTING PLAYERS TO THE PASS

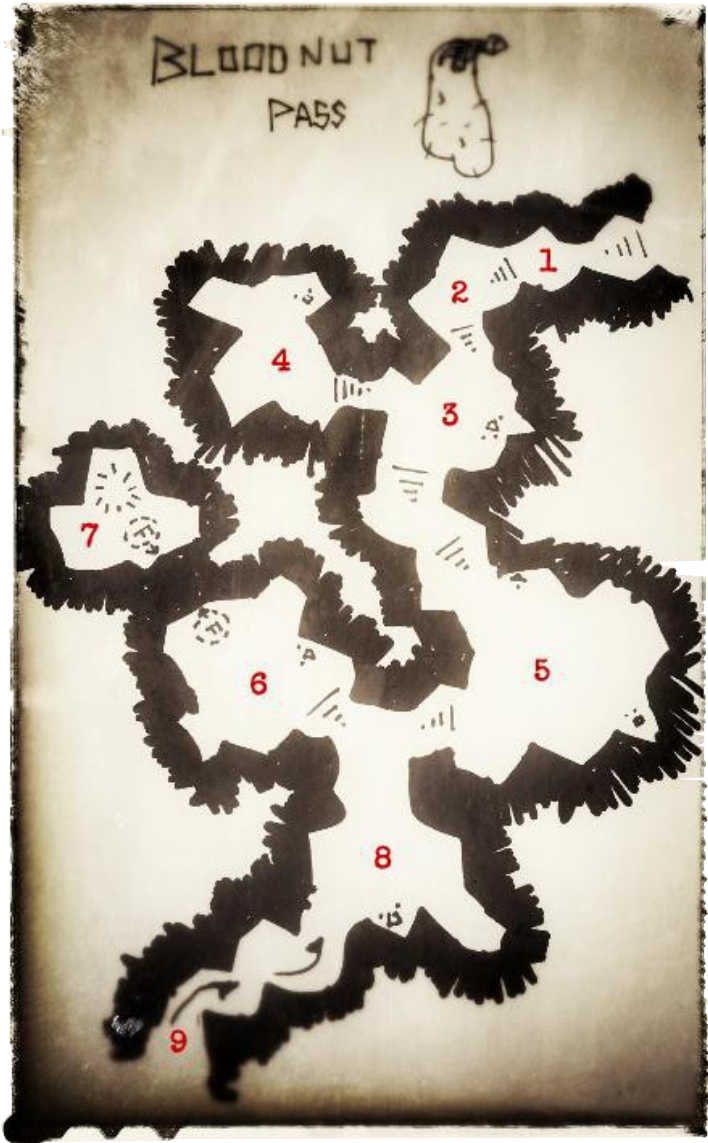
A clever GM can drop this adventure into any location where the players are needing to get from point A to point B and state that this is the path they must travel. In my own game this was the path I chose.

I placed the pass high in the mountains along a desolate trail that forked. One path led to Bloodnut Pass while the easier but much longer pass added more than four days of travel. I simply told the players speed was of utmost importance and they needed to get to what lie on the other side of the Pass.

If they wished, GMs could use this as a cavern lair and remove the slide at Room 9.

# THE CAVERNS OF BLOODNUT PASS

Characters can approach from either the south or north, it is recommended that regardless of the direction the GM should rotate the map so players enter the Pass from area #1.



**1. THE ENTRANCE.** The narrow path suddenly is swallowed by a gaping hole in the side of the mountain. Looking at the black hole before them, the characters will immediately be overcome with a wave of dread floating on the air. Any character failing a save will be shaken and receive a -1 penalty for all actions for d6 turns.

Any characters observant enough or searching this area will note a good number of footprints in the road here that stop at the entrance, do an about face, and march back the way they came.

Anyone failing to take extra care and be observant upon entering the area will trip a simple trap the Dwellers have placed here as a warning. A simple trap has been constructed of human hair, stretched across the passage, tied on one end to the rock wall and on the other to a goblet balanced atop an old and rusted helmet. Inside this goblet are random metal objects, none of note and of little worth, that will clang and bang on the ground if the wire is tripped. The trap can be easily disarmed by simply cutting the hair or moving the goblet aside.



If the trap is tripped, the Dwellers from area four will come charging up the steps of area #2 in moments and attack.

The helmet is rusted and worthless. The goblet was once part of a set and solid silver (25gp). The metal trinkets are worth little but could be sold in town (6gp).

**2. A WARNING.** As characters enter this area they are immediately beset by a terrible odor. The odor appears to be coming towards the party from farther in the caverns, carried on a faint breeze.

A close inspection of the area will reveal bone fragments in the corners where the wall meets the floor. A very close inspection of these will reveal the bones have teeth marks and scratches on them.

**3. THE MURDER ROOM.** This room is the source of the horrendous odor. Anyone entering this room must immediately make a save. Characters failing their save are suddenly overwhelmed and fall to the ground, unconscious for d6 rounds.

There is a 1 in 6 chance of encountering 1d6 Dark Dwellers in this area. They will enter from area 4 covered in fresh blood and carrying large cleaver type knives. They

will be in a jovial mood, joking and teasing each other, until they see the party.

On a 1-3 chance, the lead Dweller will howl a challenge before charging, thus alerting the Dwellers in area 5 to the characters' presence. So driven by the hunger for raw flesh, they will charge even if outnumbered.

*NOTE: If a Dark Dweller kills a party member, the Dweller must make a save or give into their hunger and begin to eat the slain.*

**4. THE MEAT LOCKER.** d6+2 bodies are strung up and hung from the ceiling. All are stripped of goods and hang from large hooks ran through their skulls (*GM Note: Ratchet up the gore in the descriptions here--large hooks poking through eye sockets, a hook in one side and out the other, one still barely alive and eyes quivering as the creature slowly dies, etc*).

Half of the bodies are freshly killed and the chamber echoes with faint sounds of blood dripping into pools beneath the bodies. In the far corner is a pile of mundane items removed from the bodies after death and mindlessly tossed away. Characters have a 1 in 6 chance of finding any (reasonable) mundane item they wish to look for. Also in the pile are three vials (heal d6 HP each), a



dagger +1 and a scroll case with a spell (pick one your magician needs).

Anything removed from the pile is covered in blood and will reek for days until it is cleaned in freshwater.

**5. THE MESS HALL.** The party may surprise a group of 2d6 Dark Dwellers as they munch on a fresh kill. Astute adventurers will note that the Dwellers prefer their meat fresh and raw, the blood and gore dripping down their faces as they eagerly rip flesh from bone. These Dwellers are in an eating frenzy and become very excited at the prospect of even more fresh meat. They will charge the party, entrails and blood dripping from their toothy mouths.

**6. THE BREEDING CHAMBER.** Gnidvrik is the leader of the Dwellers and the only one that can speak to Vengar. When the party enters the room they will see Gnidvrik standing over a frightened and naked human female. The Dweller wears nothing, but he holds an almost-too-large-for-him dagger, its point sticking into the sobbing human. The jerk has clearly been enjoying his plaything and he is now continuing the work of Vengar and torturing her before he has his way with her and eventually mates with her. When he is hungry he will simply eat them.

Gnidvrik has a single spell provided to him by Vengar to use to subdue a small group of enemies: STUN (special, see below). He will immediately attempt to cast the spell to defend himself. If successful, this will



change the dynamic of this adventure drastically. He can cast this spell five times before exhausting his magic. If Gnidvrik manages to subdue the party, he will summon the six Dwellers from area 7 and begin tying up the party and cutting their clothes from them.

If the casting fails and Gnidvrik is outnumbered, he will turn and attempt to flee through the small tunnel (partially hidden by rocks scattered about the back of the room). Normally this tunnel is hidden from view by the rocks scattered about the room and Gnidvrik uses a few large and flat rocks to disguise its existence from all but the most trusted Dwellers.

Closer inspection will reveal that Gnidvrik prefers to enjoy the females of captured species while the males get treated much differently. The scrotum of dozens of Gnidvrik's previous victims are nailed to the wall around the room as if it was a fancy

art gallery. From the many on the wall it is clear he has been busy.

Hidden in the blood-stained straw pile that makes up his bed, Gnidvrik has hidden his horde: 186gp, 2d6 gems (range from 1gp to 30gp) and a single silver ring (75gp)

**7. VENGAR'S CHAMBER.** Six naked Dwellers are here worshipping a decapitated head sitting atop a rounded stone in the middle of the room. They will immediately attack the characters while Gnidvrik, assuming he escaped to this location from area 6, lobs spells from a safe distance behind the Dwellers (GMs are invited to refresh Gnidvrik's STUN spells for added fun in the room).

Likewise Vengar, always a nasty person even in death will throw out insults to the characters. Normally this would mean little but Vengar's exceptionally powerful personae has another effect on those who are insulted. His vicious jibes have a terrible effect on a person's morale and any target that fails a save against Vengar's attack suffers a -1 to all actions until either they leave this area or Vengar is dead. If the verbal attack is repeated and the target fails their save again, the penalty is culmulative.

**8. THE SHIT PIT.** Dark Dwellers are not known for their cleanliness, and these creatures are no exception. In fact, these particular Dwellers not only wrote a new chapter, they wrote an entire new book. The sunken floor of this room is disgusting. A two foot deep mire of rotting flesh, excrement, urine, and any waste the Dwellers have is thrown into this room.

The failed births of Gnidvrik's victims from the breeding room can be found in this disgusting mix by those who dare to search its murky waters. The Dwellers love it and bath in it (resulting in the terrible odor of the entire place).

**9. SHIT SLIDE.** This entrance has been worked on by Vengar's slaves. A cleverly designed trap for people entering the way opposite the characters, this slick slide will cause anyone not making a save to slide into the deep shit pool below. At its deepest point the pit is only two feet deep but the stench is horrible and nearly overwhelming.

Once in the pit all must make a save or contract a disease of the GM's choosing. The pit also proves perilous and anyone standing in it receives a -1 to all actions while attempting to maneuver in the pit.

## LEAVING THE DWELLERS BEHIND

Those characters lucky enough to have escaped the Pass with their lives will likely look for someplace to rest and recuperate from the nightmare of the pass. GMs are encouraged to paint the caverns as a bloody and disgusting place that any civilized person would vacate as soon as they are able.

I suggest placing a village a day's hike from the exit of the cavern. The villagers will hail the characters as heroes for removing the horror of Bloodnut Pass.

# THE VILLEINS

## BLOODNUT DWELLER

Bloodthirsty, mad, and vicious is about the only way to describe these creatures. The stuff of nightmares, these creatures once lived out their days hidden in the dark recesses far below ground. Food scarcity caused them to wander to higher and higher lands until they finally emerged above ground and realized how pathetic, and yummy, the surface prey could be. They decided to stay.



They are covered in dull gray and thick, hairless hide that provides excellent protection from harm. Large fangs protrude from their jaw and the six inch claws provide them with ample ability to strike down prey. They are reported to have excellent senses of sight and smell.

They emit a strange howl, witnesses report it to be a bloodcurdling mix of a scream and maniacal laughter. When the howl is first experienced all within earshot must make a save or be frozen in fear for d6 rounds.

They struggle when tempted with fresh meat and when presented with fresh meat they must make a save or be overcome with the desire to eat immediately without regard for anything else. If attacked directly, they can force themselves to disengage with their dinner and defend themselves.

ATTACKS 2

LEVEL 2

MOVE 40'

SIDE C

SIZE M

NUMBER 2d6

TREASURE B/II

## VENGAR TEKTONIK

Vengar was once a powerful and ambitious cleric who took on a patron of questionable nature. His decades long interaction with the patron has caused mutations and mysterious energies to wrack his body



until the patron finally took his body from him. Vengar used those same majicks to survive and eventually sprout eight spidery legs to move his head around.

He is a wicked man, prone to bouts of violent rage and is afraid of little. He also believes he is immortal and will fight to the death to ensure his success.

ATTACKS 2

LEVEL 4

MOVE 40'

SIDE C

SIZE S

NUMBER 1

TREASURE B/IV

SPELL:

STUN (five castings) 1d6 rounds, 30' cone, immobilize a single man-sized target

EFFECT:

JIBE (unlimited), all within earshot, target that fails save suffers a -1 to all actions until Vengar is dead or the target leaves the area, repeated failed saves cause cumulative penalties.



BLOOD NUT  
PASS

