

# Dhunprick Manor

A Hexcrawl and Dungeon for 4-8 Low-Mid Level OD&D characters

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## Dhunprick Manor

The majority of the characters who played through this scenario were fighters with levels 3+. We typically play in groups ranging from 4-7 players. Their HP was a little more inflated than usual (In the referee's rules, a fighter has d8 and monsters only have d6 HD) and a character's damage depends on their Hit Dice instead of the standard d6 damage dice for everything. As a result, they steamrolled pretty much everything in here. I imagine that a normal OD&D party with more reasonable HP totals might find this scenario reasonably challenging.

When Devil World's Heroes (the name of the current campaign) began, I had just finished playing a game of Shizzards. The name generator for Shizzards declared me "The Dhunprick Slipper." The Dhunprick Slipper became the name of my thief, a completely hairless man who loves being covered in grease and sees the world as a medium by which that holy substance is expressed and created. In other words, he's a total weirdo. Dhunprick, then, became a natural place for the party to go while our referee for DWH was on hiatus, and I leapt at the opportunity.

It's worth noting that the treasure in this adventure is for the silver standard (1sp = 1gp, items are priced in silver instead of gold) and that adventurers in DWH get 100xp HD for any opponents slain/routed during combat.

This is basically my own scattered notes compiled into one document and formatted, so don't expect anything polished, coherent, or even complete.

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## What's Going On?

Goopy rain has left a nine-day slime over the mourning city-island of Dhunprick. Its prince, long missing, has been declared dead. The dead prince's brother and successor, the Dhunprick Gripper (8HD, impossibly large hands on a

normal body, 2d6 Fist damage, AC as mail) , throws his regal weight around the court even now, and gifts from remote principalities on the mainland flow in slowly, like molasses from a damaged vat. There is one problem for Gripper: The Slippery Shortsword, the badge of office for the Dean of Dhunprick, is missing. It was last seen within Dhunprick Manor, where King Koagulant lay slain by forces of foul friction.

To make matters worse, the city has been attacked by pirates who call themselves the “Coarse Corsairs.” They pillage and loot in the streets and some say make nighttime visits to and from Dhunprick Manor. If they find the Shortsword, all is lost for the Dhunprick line.

The secret? The Dhunprick Gripper hired the Coarse Corsairs to invade the city. When they’ve pillaged about half of the poor town of Dhunprick, The Dhunprick Gripper will collect the Slippery Shortsword from the leader of the Coarse Corsairs, Sandpaper Phil, and position himself as the hero of Dhunprick. This plan is going off without any problems when the players arrive.

And how exactly do they arrive? To aid the family and bring an end to the succession crisis, Oneida Sandman, the Sage of Dreams, attempted a dangerous ritual to bring the assumed-dead prince back alongside “Devil’s World’s greatest heroes” as she put it. The ritual required her to submerge herself in grease upside-down and dream of a world adjacent to this one for several days and several nights.

At the end of this ritual, she pulls your sorry asses out of a pit of bubbling grease. Where are you?

## On the Aesthetics of Dhunprick

Dhunprick is closer to a city in the midst of industrialization than any fantasy city. The smoke from the flames and the greasy, slimy architecture make it quite the stinky place. The average residents of Dhunprick are large balls of snot, not dissimilar to the snot guy from Mucinex commercials, but otherwise are just regular people. The Dhunprick family line, The Dhunprick Gripper, The Dhunprick Slipper, The Dhunprick Flipper, and the late King Koagulant are all humans, as well as all the Coarse Corsairs and Oneida Sandman are human. Sandpaper Phil is more like a Golem made of sand with plates of Sandpaper as armor.

## Rival Adventuring Party

These guys are just plain mean. They’re not connected to anything going on beyond exploiting the people of Dhunprick during their time of need to make money.

### Steve

Blue Shirt, Blue Jeans, Wields the magical Pick *Diamond* which can shatter any 10’x10’ cube of material three times a day.  
20/20HP, AC 5

### Pinball Pete

Khaki cargo shorts and a triform t-shirt; wields a magic +2 slingshot that can shoot around corners.  
8/8HP, AC 5

### The Magician

Flowing black robes and a wide-brimmed hat. Harvests grease to perform his magics. Stole his spell book from Parent Petroleum in the Hall of Oil.  
8/8HP, AC 7

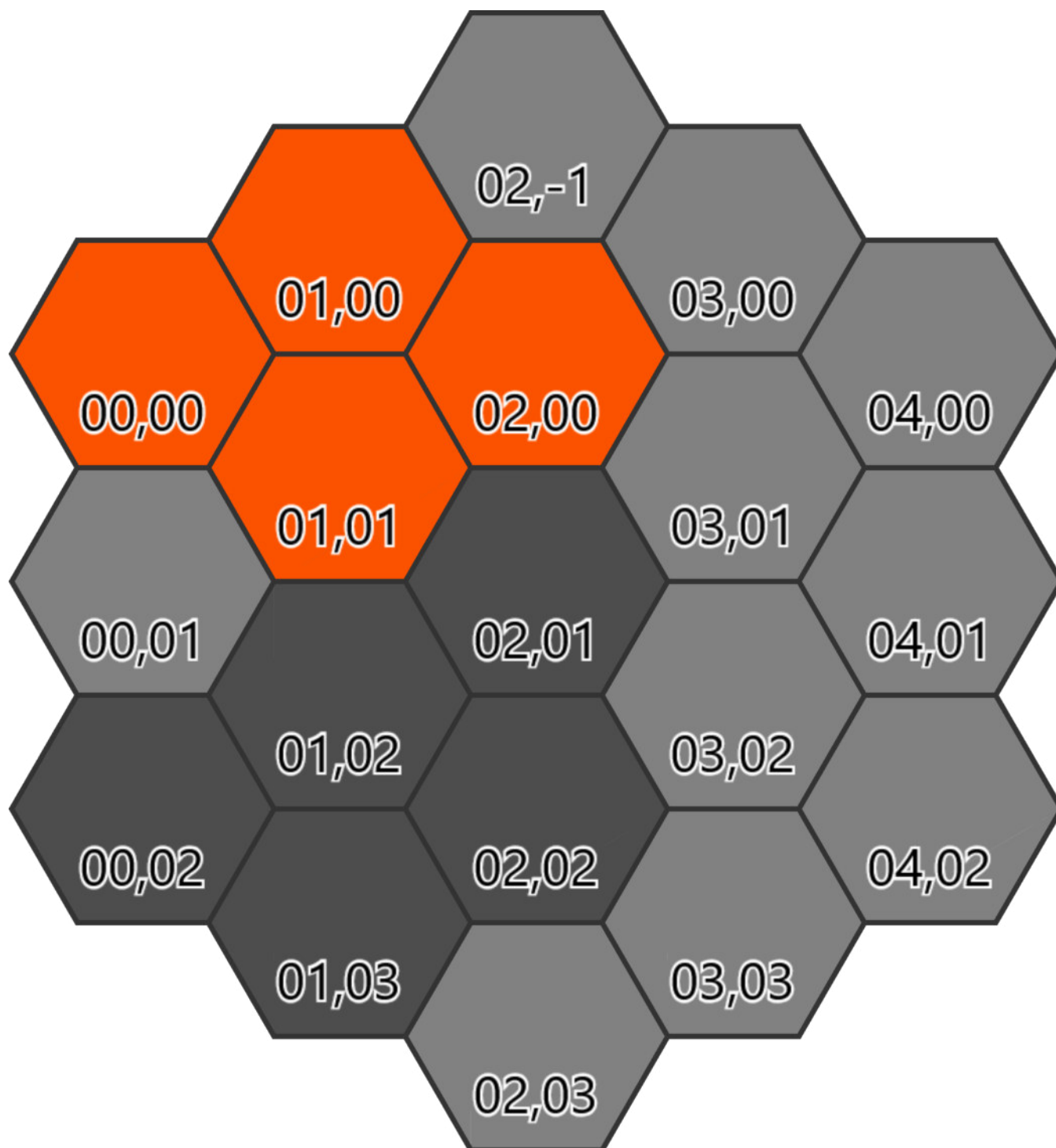
(Spells from *Hamsterish Hoard of Hexes* by E.A. Bisson, flavored to be greasy)  
Spells from the Drooling Dossier: \* Cutting Grease {Bleeding Edge Buffed} \* Slip Away {Gate of the Moon} \* Thousand Masks \* Hand of Grease {Maahes’s Claw}

### The Thermos

Man stuck in metal armor. Wields a giant two-handed hammer.  
30/30hp, AC 3

## The Hexfill

Red hexes on the map are on fire. Dark Grey hexes are burnt. Light grey hexes catch fire if they're adjacent to red hexes each morning. Characters travel 4 hexes each day.



## Encounter Table

1d6	Encounter
1	3d6 Coarse Corsairs
2	2 Roving Mucus Mares
3	The Glass Golem
4	2d6 Dhunprick Nipper
5	The Dhunprick Gripper
6	Adventuring Party

## The Hexes

### 0,0: The GreaseFarmer's Guild

3d6 Coarse Corsairs poke about the ruins w/ rapiers.

Among the ruins, 3 small pots of Healing Grease, which restore 2d6HP but make you slippery for the rest of the day.

### 0,1: Pus Port

water has carried a fleet of coarse corsairs here; 7d6 currently milling about. The Dhunprick Gripper waits for news of the recovered shortsword here.

### 0,2: Cauldron Statue

A statue of a cauldron overflowing with a bubbling liquid in a dilapidated courtyard. Touching the Cauldron teaches the caster Oilyform (gaseous form, but grease)

### 1,0: Single Tower

A single tower juts from the torn land. The whole thing is covered in flaming grease. Inside, on each floor:

1. Dining table, burnt meal still on table
2. Sweltering Library, Wizard's Grimoire among the books
3. Bedroom, asphyxiated wizard, smoke everywhere from open window.
4. Research Laboratory, fit for any self-respecting Wizard. 12 Hands to carry it out.

### 1,1:

In this dense slum, a fleeing crowd is trampled by a glass golem (HD 9) and 2 snickering Coarse Corsairs. Inside the glass golem is a golden religious symbol, broken in half, that depicts a handful of bubbles.

### 1,2:

The pasture has been destroyed and the proprietor (marty membrane) petitions the party to recover them with a mucus lasso.

### 1,3: A Great Chasm

in the street, nearly 90' deep. At the bottom, 6 Wild Mucus Mounts.

### 2,-1: Dhunprick Manor (The Dungeon)

### 2,0: The Hall of Oil

Aflame. Parent Petroleum leads efforts to douse the fire. Looking for their religious symbol (A golden grease bubble) which was stolen by the Coarse Corsairs and put in the glass golem in 01,01.

### 2,1: Drop O'Slime

Greasy Libertarian Wielding a 2nd Amendment gundam house. He says that his son (see Drip O' Slime) has been kidnaped and stolen away by the Dhunprick Nippers, a gang of street thugs. He will give you an unlimited supply of grease for grease guns if you return him.

### 2,2: The Lugey

Guarded by 3d6+6 Snot Guards (As Orcs w/ greatswords). Inside, Snotty Gabriel. a Jabba-The-Hutt slime elemental sells nights of safe rest and equipment at 4x the listed price in your system.

### **2,3: The Slums**

This is where the party spawns in; lots of grease holes mark the roads and furtive eyes size you up from dark corners of the street. Oneida Sandman, the sage who summoned you here, quickly prancercises off to her laboratory in 04,02.

### **3,0: Firefight**

Citizens of Dhunprick fight the flames here. They are losing.

### **3,1: Drip O' Slime**

Leads the Dhunprick Nippers with an iron fist in his baby bowser flying machine w/ a minigun on the bottom. He has directed the Nippers to oppose the Coarse Corsairs and bring any Dhunprick citizens to their secret hideout. Sends 6 goons with the party if they promise not to tell his dad.

### **3,2: The Invisible Hand of the Market**

A market square, now deserted. The Invisible Hand of the Market (as Lich, incorporeal) laments the collapse of capital. It guards a large slippery mound of 1000 golden coins. Buried amongst the coagulated coin pile are deeds to Dhunprick's means of production.

### **3,3: Ambush**

Deserted streets here press in close and smoke from the rest of the city sticks here; good place for an ambush.

### **4,0: Escape**

Citizens in Dhunprick pack their belongings and vacate their homes to escape towards the mainland in dinghies and longboats. They're looking for a new home. 30 Dhunprick Laborers here, their families add 60 more; 90 Refugees with no place to go.

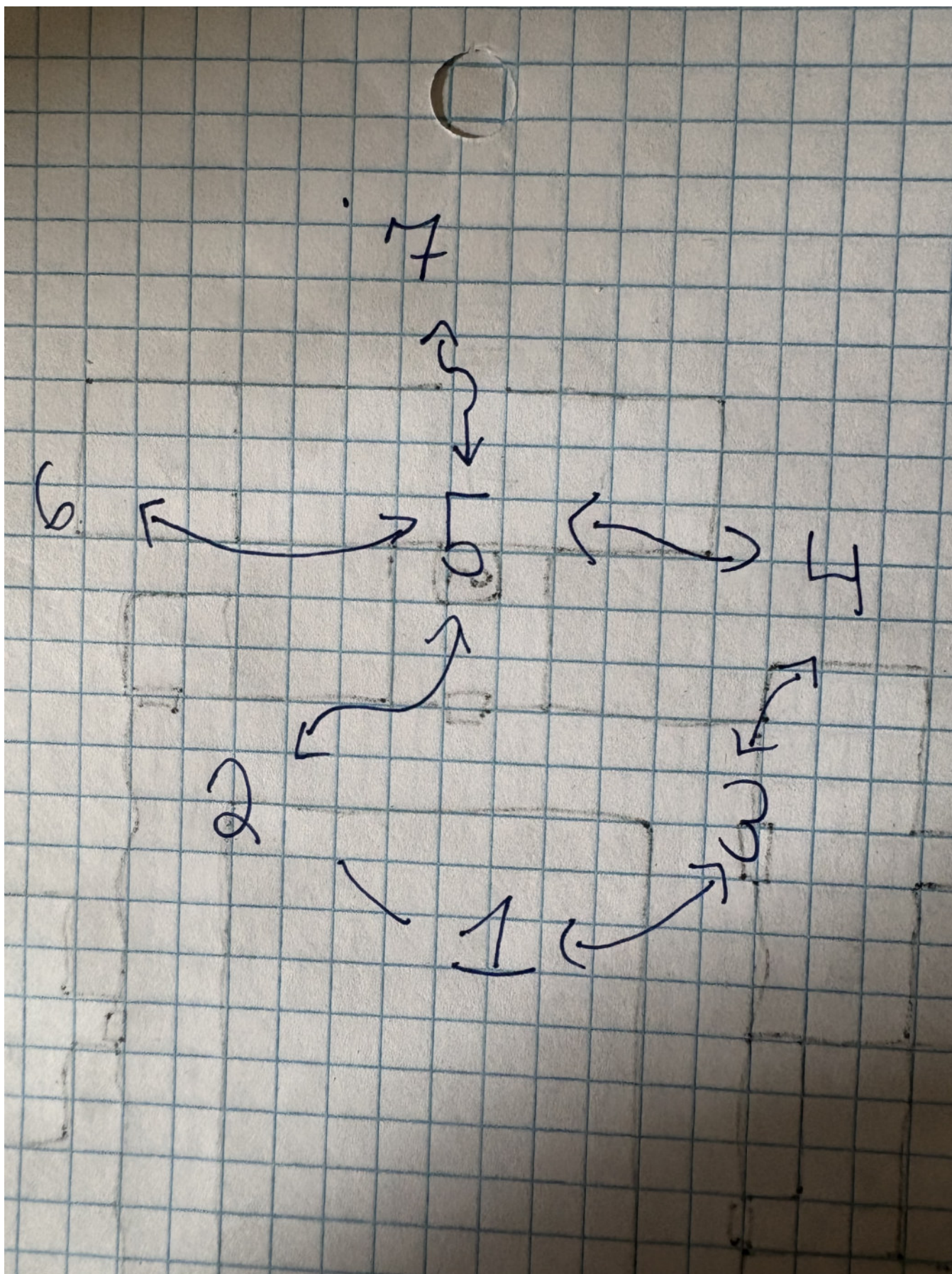
### **4,1: Park**

A quiet park (funded and enchanted by Oneida Sandman) insulated from the chaos by head-high walls. Sleeping here restores all HP and Spell Slots.

### **4,2: Oneida's Laboratory**

Oneida is the Saint of Dreams. Her house is built to resemble a giant pillow. The door is in the seam of the pillow. It's currently hanging open. The arrows in the picture mean the same thing as normal lines; I forgot to arrow the connection between 1 and 2.





*Room 1: Entrance*

Lots of shoes piled up against a shoe rack in this room. The floor is carpeted.

*Room 2: Living Room*

A conversation pit with tons of pillows. Spending 2 turns searching reveals 50gp.

*Room 3: Lava Lamp Room*

The floor of this room is covered in magical lava lamps. Worthless, but very pretty. Travel is slow here.

*Room 4: Kitchen* Tons of snack food littered about the room. A single talking rat named Smee is sitting in the sink chewing on a large cheese wheel. He tells the party to take whatever they want, Oneida doesn't care that much. In one of the cupboards is a greasy six-shooter engraved "Naptime" (6 Shots, +1 gun).

*Room 5: Laboratory* A large pool in the floor here bubbles and smokes, covered with a large glass lid like a pot on a stove. The lid is locked with a really big lock. Staring at the liquid through the lid, you can see a dim vision of your sleeping form.

*Room 6: Exercise Room*

An at-home gym (carpeted, ew) with a large crystal in the center of the room playing 80s exercise videos on loop.

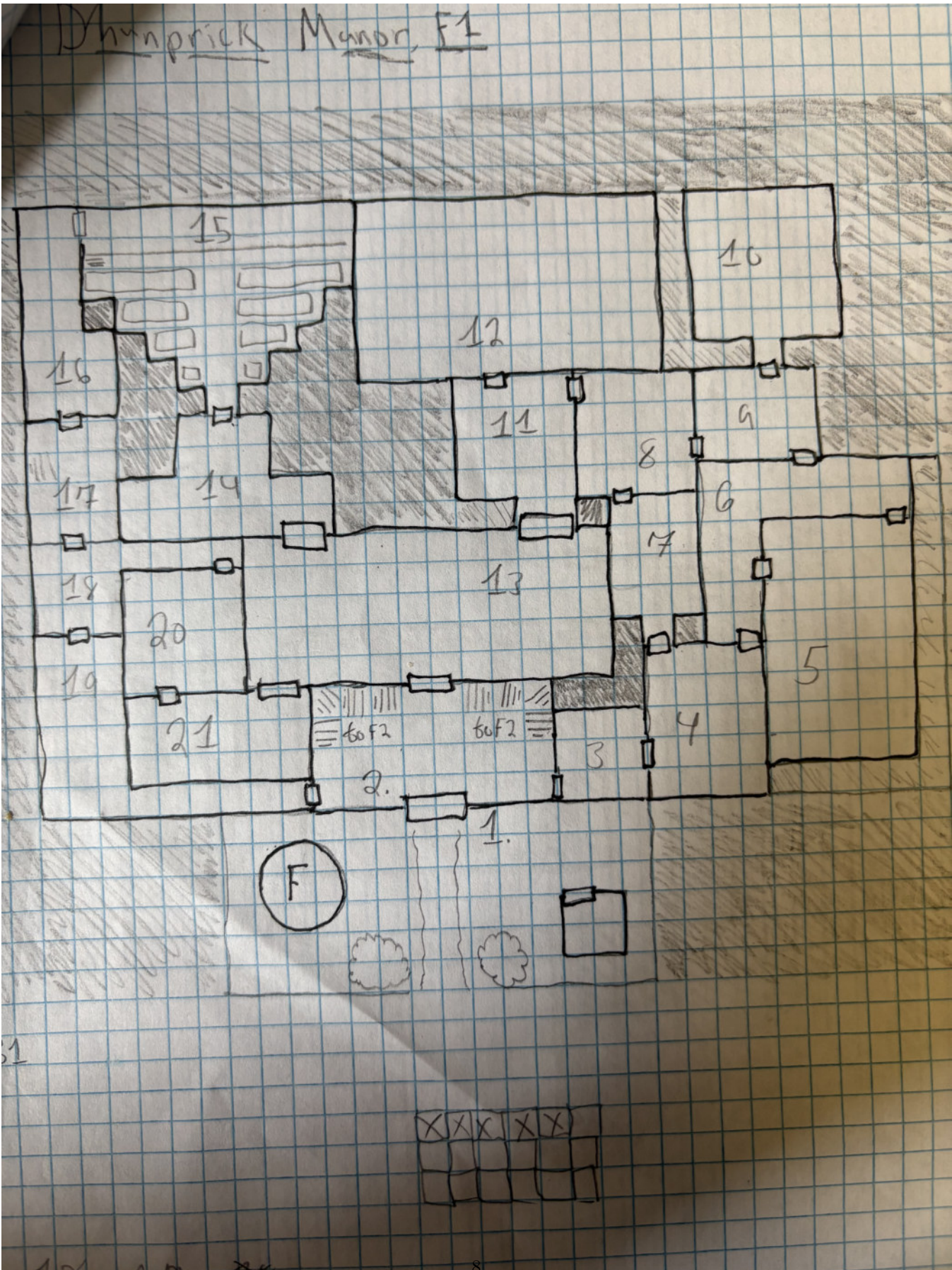
Anyone who enters the room must make a save vs. spells or be entranced to follow the routine for 30 minutes. Afterwards, the characters are exhausted and fight at a -2 to hit and damage for the next 24 hours.

*Room 7: Bedroom* A padded room with a large double king bed in the center. Oneida is curled up in the middle, sound asleep. A large snake puppet (HD1, Magical Sleep Bite at +6 to hit.) protects her and will give the party the key to the pot in the middle if they ask for it. Of course, Oneida is controlling the snake in her sleep. If someone pulls the sock off her hand, they have a magic sockpuppet. Strikes as a dagger, inflicts a deep magical sleep on hit.



# The Dungeon

## Floor 1





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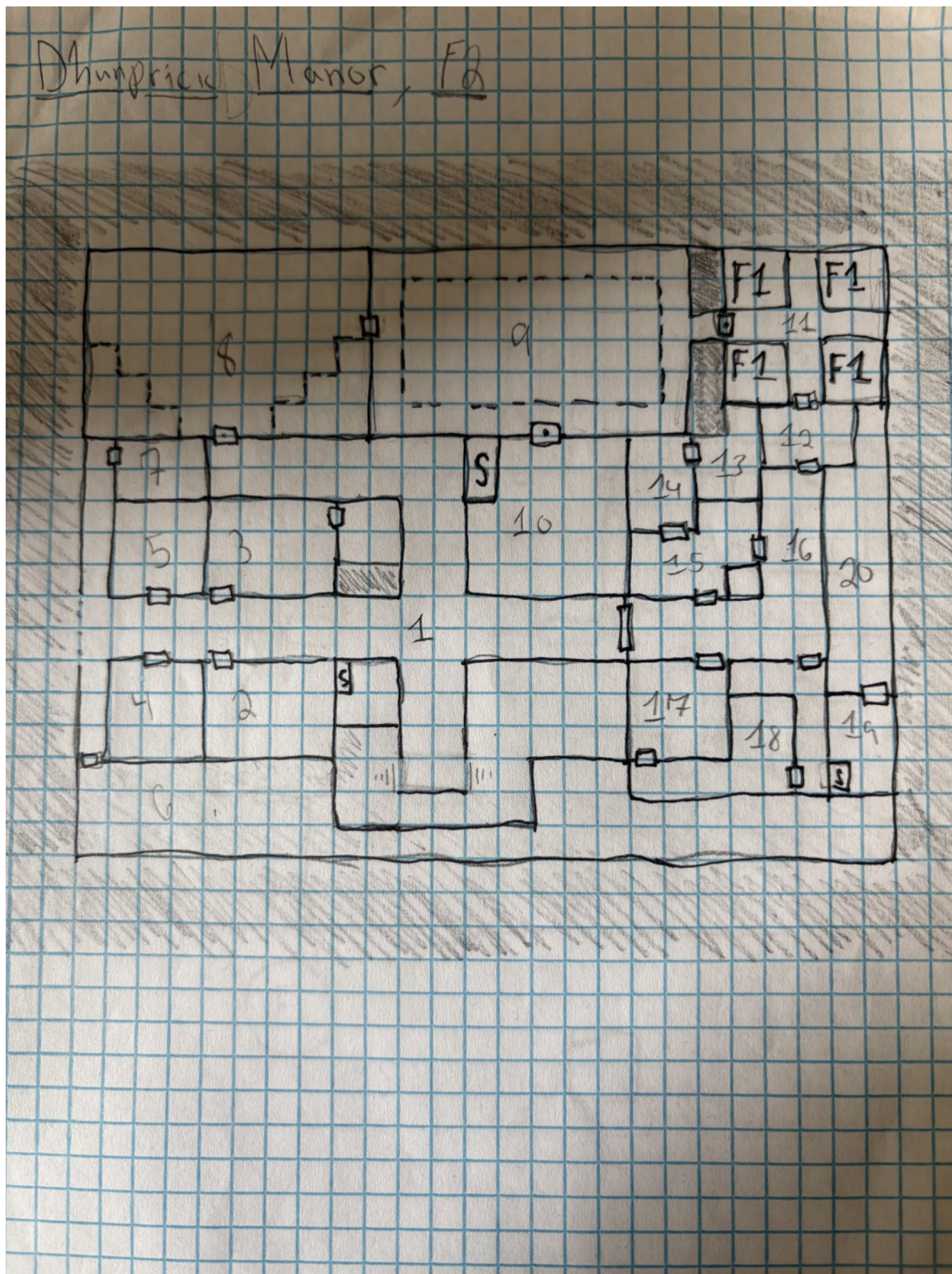
## 1d6 Encounter

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- 1 Rival Adventuring Party
  - 2 1d6 Coarse Corsairs (HD 4, Armor as Leather, Blinding Sand)
  - 3 2d6 Sawdust Spirits (HD 2, AC as unarmored, explode when killed)
  - 4 1 Lard Lizard (HD 8, AC as Leather, spawns 1d3 Living Lard Blocks (1HD))
  - 5 Grease Golem (12 HD)
  - 6 Sandpaper Phil, wearing the Slippery Shortsword (HD 20, Armor as Mail, 2d6 Fist Attacks & Magical Sand Powers. If fire hits him, his skin turns to glass and he gains +1 AC)
- 

1. Large Courtyard in front of the manor, Fountain spits lantern oil grease and a shed has typical gardening supplies.
2. Large Entrance Hall. Slippery Stairs (Only traverse safely when dry) wrap up to balcony above the room, doors in the north, east, and west.
3. Smoking Room, Couches and recliners. Anything valuable was looted.
4. Ugly paintings (little more than grease splotches) line the walls here. Obviously looted
5. A small walled garden with a running stream and a *ton* of frogs.
6. A long hallway with a large grandfather clock. Sand is spilt all across the floor here, and it's obviously looted.
7. Large glass tanks, broken, line the room. There is a thick sludge of lard inside the tanks proper, which have been decorated with logs and fake rocks.
8. Special (Treasure); An undead hippo (skeleton, as CAPSLOCK HD 6, 2 1d6+1) displayed beside a bangle in a glass case. "Recovered from another world" labeled in the glass. Breaking the glass summons a Grease Golem to the room.
9. 4 Sawdust Spirits whirling around the room; whole room covered in loose sawdust.
10. Sanctuary of the Shoe-Shiner; 6+1d6 uses of Shoe-Slip grease. The ceiling leads up to F2 and appears to be a library, Cross-shaped walkway.
11. 5 Coarse Corsairs argue amongst themselves about who is going to go convince Sandpaper Phil to give them the sword so they can rule Dhunprick instead.
12. Sandpaper Phil amidst a bunch of broken columns and disaster. The room has been eroded away beyond recognition (former throne room). A balcony on the second floor wraps around the ceiling. Sandpaper Phil's ultimate goal, above and beyond privateering, is to build as many bridges as possible between people of all types and to eliminate all the profanity and sex in society. He is beyond Redemption. The Slippery Shortsword, however, is freaking awesome. It's a +2 sentient shortsword, whispering to the wielder about the Primordial Grease that birthed all the world, and while wielding it in combat you can teleport between grease spills in the environment like a squid from Splatoon. Wowza!
13. A large dining room with a ton of collapsed tables and stuff. Rooms to kitchen and theater made obvious with pictures.
14. The ground is covered in a few inches of sand which conceals spikes that deal 1d6 damage (nonlethal) and slurp up any grease
15. The Booger Ballerina (HD 6, AC as Mail, teleport as displacer beast) dances on the stage of the theater, waving a wand named Grease-Be-Gone! (a sponge on a plastic handle) around. She wants a necklace on the second floor of the manor that she saw a noble wearing at her last big performance. In exchange, she'll give you her wand, which instantly frees anyone tapped by the wand from movement-impeding effects.
16. The backrooms for the theater; amongst the various stage costumes is a Cloak of the Manta Ray (AC 6 in water w/o armor, tail barb attack underwater, swim 180')
17. Special The Makeup booth of a performer from Phatt city. Amongst the effects is a Teleporting Turkey-Bone elaborately decorated with exotic ribbons and tassels. When one end is snapped and thrown, the holder of the other end is teleported wherever the bone lands. Behind the dresser is a muddy staircase that leads down to B1.
18. 6 Sawdust spirits have buried a dried corpse here, which contains a beautiful jade amulet worth 2000sp. Monster & Treasure
19. Corpses lie everywhere in this room, recently slain by 3 Coarse Corsairs with big treasure sacks slung over their shoulders worth 1000sp each.
20. Special & Treasure: In the pantry sit all sorts of greasy food and a ton of bullion. In a special jar is a can of peppers called "Hot Hot Hots Peppers" that give the person who eats them fire breath (2d6 + level breath) uncontrollably for 1d6 rounds of combat. There are 1d6 peppers left.
21. A flame elemental (HD 8, as plate) has gone haywire in this room out of grief from the loss of his chef. The room is burned beyond recognition.

# Floor 2



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## 1d6 Encounter

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- 1 Rival Adventuring Party
  - 2 1d6 Coarse Corsairs (HD 4, Armor as Leather, Blinding Sand)
  - 3 2d6 Sawdust Spirits (HD 2, AC as unarmored, explode when killed)
  - 4 1 Irritant Iguana (HD 8, AC as Leather)
  - 5 Grease Golem (12 HD)
  - 6 Sandpaper Phil, wearing the Slippery Shortsword (HD 20, Armor as Mail, 2d6 Fist Attacks & Make the Floor Hard to move Special) Sandpaper Phil, wearing the Slippery Shortsword (HD 20, Armor as Mail, 2d6 Fist Attacks & Magical Sand Powers. If fire hits him, his skin turns to glass and he gains +1 AC)
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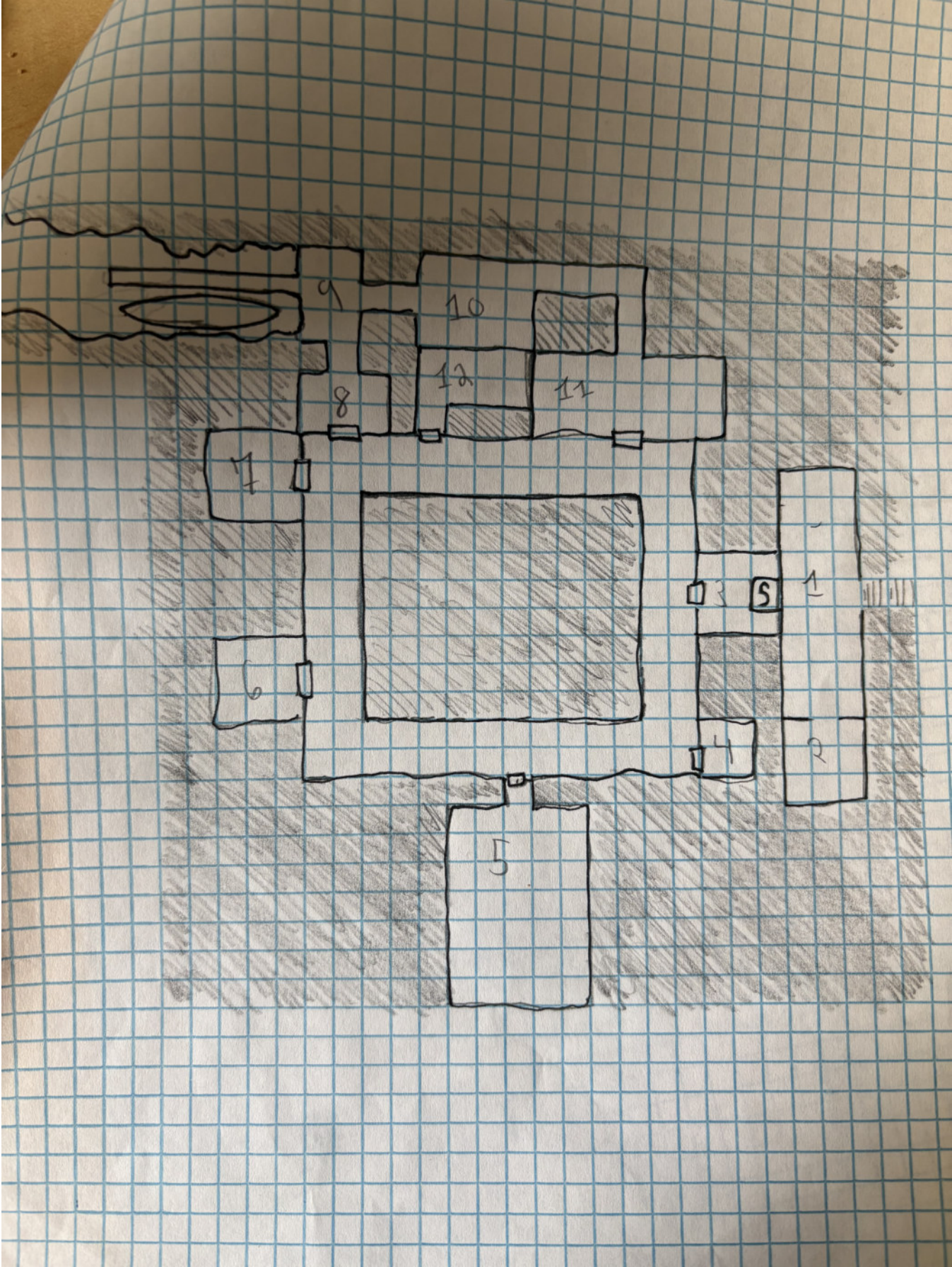
1. 6 Coarse Corsairs have set up rudimentary barricades (2 round to cross) and guard the middle of the corridors with grease guns.
2. An irritant iguana is guarding a beautiful statue of a kid with a big snot bubble coming out of his nose in this bedroom, 1000gp (12 hands to carry)
3. A beautiful bedroom, ruined beyond recognition.
4. When light strikes a mirror in here it shoots a beam of moonlight which burns out the light. In the armoire beneath the light is a beautiful jade necklace worth 100gp and a key that opens the locked doors on this floor.
5. A beautiful room, looted and destroyed.
6. The balcony here. There are a few lawnchairs, one of which is colored neon green and latches onto the person's back, legs, and arms, becoming an exoskeleton and causing an immediate level-up.
7. An irritant iguana has locked itself in here and is beating against the door with its tongue.
8. A bunch of peepholes in the floor of this large room let people look down into the theater from above. A few scattered chairs, dusty and unused. The door into this room can only be opened with a key found in
9. Sandpaper Phil will throw chunks at rock to anyone on the balcony if he spots them. 6 Coarse Corsairs with Grease Guns pepper anyone coming in from below
10. A secret laboratory, with a magic staff named Elovissa:

A narrow length of copper, the surface etched to a snake-skin pattern. It has no further ornamentation. In 1/Day: Animate Dead, Anti-Magic Shield, Control Water. Ego 5.

11. Library Catwalk. Bookshelves all around and long moving stairs to
12. Books in large piles, unsorted and uncared for. Sand litters the ground.
13. A Coarse Corsair lies dead on the ground, hands on a Grimoire (The Least Book of Serpentarius) that killed him when opened. Constellations and Nebulae drift idly around the room
14. Genealogy of the Dhunprick Line: Dhunprick Gripper had a brother who's name has been scribbled out with a wax crayon.
15. A book sits open on a lectern in the middle of the room. The letters are suspended throughout the air and dance happily. When the book is touched, all the letters fly back into it and it slams shut. The book is titled "Levitation for Dummies". Its contents are irrevocably jumbled and it would be a project to put the book together.
16. 5 Coarse Corsairs count their earnings (nothing) in large flappy sacks and try to figure out which door to enter. Sand litters the ground.
17. An Irritant Iguana's leg and tail are caught between a large tome titled "Eating Monsters; an illustrated guide". The book's cover has real-teeth where the pages are, and blood drips out of the book as the Iguana Struggles. The book is alive (2HD, immune to nonmagical weapons, save or chomp fspot)
18. A large grecian urn stands on a pillar in this room. Inside it is a bunch of book-grease, which lubricates the mind so as to learn more. If eaten, increase intelligence by 1d6.
19. Behind a bookshelf door lies a more discrete library full of forbidden scrolls and tomes. An old man lies dead at a table, quill in hand. He was writing a letter addressed to "my liege in exile"
20. A Grease Demon (15HD, Terrifying Aura to Lawful individuals) slumbers here, buried in a large vat of petroleum jelly. If awoken, its first desire is to conquer a powerful enemy.



Basement Level 1





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1d6 Encounter

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- 1 Rival Adventuring Party
  - 2 1d6 Coarse Corsairs (HD 4, Armor as Leather, Blinding Sand)
  - 3 2d6 Sawdust Spirits (HD 2, AC as unarmored, explode when killed)
  - 4 1 Lard Lizards (HD 8, AC as Leather, sticky tongue)
  - 5 Grease Golem (12 HD)
  - 6 Sandpaper Phil, wearing the Slippery Shortsword (HD 20, Armor as Mail, 2d6 Fist Attacks & Magical Sand Powers. If fire hits him, his skin turns to glass and he gains +1 AC)
- 

1. Casks of Wine and tubers are kept here in the cellar. The potatoes have a glowing mold on them which makes the consumer's eyes glow like spotlights for 2d6 days. One of the Cask's has been written on and says "Amontillado". Secret entrance to the rest of the compound.
2. more tubers, this time mundane.
3. A very obvious tripwire here activates some rattling wooden chimes.
4. A citizen of Dhunprick, imprisoned here before the invasion for crimes beyond viscosity.
5. 4 Coarse Corsairs here tend to a flock of 2d6 Lard Lizards. Against the far wall is a large treasure pile of Candlelabras, Chandeliers, and other light-producing objects worth 6000sp in total.
6. an empty prison cell.
7. A Slippery Siren tries to lure individual people into her cell with very transient singing. Her eyes are bright green gemstones worth 1000sp each.
8. The door has been tripped to activate a falling debris trap (a bunch of sand and ship-materials) and alert the guards in room 9.
9. 6 Coarse Corsairs guard the sailing ship in the alcove. This was where the invasion began.
10. empty room, full of spare rapiers and large bags of sand.
11. Corsair sleeping bags everywhere, loose scatterings of sand.
12. In this prison cell is The Dhunprick Flipper (HD 4, Incredible Chef, Armor as Unarmored), the regent of Dhunprick, imprisoned here by the Coarse Corsairs for daring to challenge The Dhunprick Gripper's reign.