

'Blue Alley' D&D 5e to Alloyed RPG Conversion

Blue Alley is a 3-4 hour one-shot adventure for Dungeons & Dragons 5e, published by Wizards of the Coast (WOTC). For campaign details (maps, storyline, etc.), you'll need a copy (print or pdf) of **Blue Alley** to use with this conversion. As with most systems and campaigns, conversion of **Blue Alley** to **Alloyed RPG** is fairly simple. Start by keeping everything but the stat blocks. Generally speaking, stat conversions are as follows:

Body = (Strength + Dexterity)/7 rounded down. **Mind** = (Intelligence + Wisdom)/7 rounded down. **Spirit** = (Constitution + Charisma)/7 rounded down. **HP** = HP/3. **Target** = Armor Class – 5

All rolls are 1d20 unless specified. For encounters requiring effort other than combat, think of Target as, 'How hard is it to connect?' and think of HP as, 'How hard is it to complete?' Targets of 1-5 (Easy), 6-10 (Moderate), 11-15 (Hard), 16-20 (Really Hard). All Magic rolls against Target 10 (Spirit). When assigning a Target doesn't quite cut it, simply assess the situation and those involved, then give it a Percentage to succeed. Don't overthink it! If the Target or Percentage is met, follow [Alloyed RPG Core Rules 2.1](#) for Damage against HP. Speaking of which, **Alloyed RPG** is old-school. It doesn't have nearly as much 'healing' as 5e. When you're wounded, you're wounded, so ratchet down HP Damage accordingly or else players will die rather quickly!

ENOUGH, ALREADY – ON TO THE CAMPAIGN!

EPISODE ONE: CALL TO ACTION

Having spent the evening gambling in the tavern, you've unknowingly racked up 250 gold pieces of debt to the local magistrate. As you contemplate how to settle accounts (you can't), a man approaches your table.

'Good evening, friends. I see you're in a bit of a pickle. The constables are waiting just outside the door to arrest you and, (please take no offense) judging by your clothes and general demeanor, I suspect you don't have the means to pay. I have a proposition: I'll cover your debt (and a nice meal and drink to boot) in exchange for your services. Blue Alley has something I want – the Celestite Unicorn. Bring me this small statue and we'll call it even. What do you say? Do we have a deal?'

Agreeing to the offer, the man introduces himself as Mirt. He goes on to explain that Blue Alley was constructed many years ago by a reclusive mage named Kielier. The place is dangerous, full of traps, tricks, and strange monsters. Puzzles and clues are

scattered throughout nearly every room and hallway.

'Blue Alley is off Ivory Street in the Sea Ward. You'll recognize it by the blue cobblestones. When you arrive at the entrance, you'll have to sign a book. But be warned! Once you sign, your life is bound to completing the task. That's enough information. For now, please, enjoy your (last) meal. Drinks are on me!'

As you mingle with the other patrons, you hear rumors of treasure behind a golden door, exploding glass chests, minotaurs, and other strange and hostile perils. The innkeeper calls you over and suggests you stock up on provisions and Magic. *'Lots of locks that need pickin' in Blue Alley,'* he says.

Players may now Gear up for the adventure.

Dawn comes early and Mirt meets your Party at the bar before you leave for Blue Alley.

'I almost forgot. You're going to need these.'

Each player rolls 1d20/5 (rounded up) and is given that many inspiration tokens. Each token may be exchanged at anytime (no Action used) for 3HP or a re-roll. Tokens may be shared among players.

EPISODE TWO: INTO BLUE ALLEY

1. GUEST BOOK

You make your way to Blue Alley. You turn the corner into a long corridor with high blue walls and ceiling. For being totally enclosed, the alleyway is unexpectedly bright. Midway stands a small podium with an open leatherbound book and a small pen. The book is filled with hundreds of names, most crossed off in red.

DM Note: An impenetrable field guards the way past the podium. Only by signing does one gain entry. Any Magic attempts simply waste casts.

The book is protected by an explosive glyph. If removed from the podium, the book explodes. Everyone within 15ft (5m) rolls against Target 10 (Body) to dodge the blast. Failure results in Light Damage.

2. MURAL OF MUTILATION

A brightly colored mural is at the end of the hallway. It depicts numerous adventurers falling victim to all kinds of hideous traps. At the top of the mural are directional arrows. *'Silver'* points to the right, *'Gold'* to the left.

DM Note: Roaming the labyrinth are six (6) **boggles** (Body 3, Mind 2, Spirit 2, Target 9, HP 6, excretes sticky or slippery oil). They will steal (non-Magical) items from players and take them to the incinerator (Loc.21). If players take too long to make decisions (set 3-min timer), there's a 25% chance of encountering boggles. If encountered, each player rolls against Target 13 (Body) to keep an item from being snatched.

Roll against Target 17 (Mind) to notice the following small sentence hidden in the mural: *"FIFTY FEET SOUTH OF THE BARRED WINDOW IS A SECRET DOOR."*

3. IVORY DOOR

This door is overlaid with pure ivory with carvings of animals etched within it.

DM Note: Doors. Unless specified, all doors are made of wood and reinforced with iron. Opening without the proper key or Magic requires a roll against Target 15 (if using lock pick tools) or Target 17 to physically break open the door. Failure with lock pick results in the pick breaking in the lock. Failure breaking the door results in 1HP Damage. Each player has only one (1) attempt per door.

As you enter the small room, you see murals on the wall depicting hundreds of treasure chests. Some (75%) are filled with gold, while others (25%) have teeth. In the far corner of the room is a rectangular wooden chest with an iron padlock (*automatically opens on any attempt*). As you consider the chest, you hear a creak. The ivory door slams shut behind you and locks by itself (*impossible to open other than by Magic until room encounter is finished, then it opens automatically*).

One (1) Party member rolls good/bad/both/neither dice for the group, each against Target 10. Good = treasure in the chest, Bad = the chest is a **mimic** (Body 4, Mind 2, Spirit 3, Target 7, HP 19, multiple adhesive arms, rolls with Advantage, attacks 2 players simultaneously).

After the encounter: On the floor next to the chest lies a silver key (*unlocks door in (Loc.14)*) and a bronze bell that is silent when shaken, then rings 5-minutes later. The key does not take up a Gear slot, the bell does.

4. GRAB THE BULL BY THE...

The large chamber is filled with a holograph casting the illusion of an outdoor pasture with tall grass and sunny skies. Two silos, one on either side of the 50ft (15m) pasture, are painted with repeating patterns of a key. In the center of each silo is a pedestal holding a silver-plated ox skull. The horns on each skull are covered with runes.

DM Note: If a skull is removed from the silo, it crumbles into dust.

Upon touching the first skull, you hear a distant mooing as the top half of a **minotaur** (*Body 4, Mind 3, Spirit 3, Target 9, HP 75, 'rage' attacks 4 people simultaneously (lowest rollers)*) phases into view. After 30-seconds, the skull gets too hot to hold. As you let go, the minotaur fades away but you notice an ivory key hanging from the chain on his neck (*the key cannot be grabbed until the minotaur is killed*). Touching the other skull does the same thing, but only the bottom half of the minotaur phases in, and the skull gets cold instead of hot. Touching both skulls at the same time neutralizes hot and cold, and materializes both the minotaur and the key. The Party rolls with Advantage against the minotaur due to his disorientation from phasing.

5. A STICKY SITUATION

The 6ft (2m) wide stairs have a 3ft (1m) wide rug running up the center. The rug is covered in geometrical shapes.

Anyone stepping on any part of the rug gets stuck to it with sovereign glue. As soon as the last adventurer is stuck, a magic mouth opens at the top of the stairs and demands that each victim tell it a clean joke to be set free.

6. WINERY

As the Party passes this room, each roll against Target 15 (Mind) to find the secret door. If

successful, the door is unlocked and opens into an old wine cellar. It is full of broken bottles. If anyone rolled greater than 17 (Mind) prior to entering, they notice a small golden door behind a barrel. The door can be opened only with the golden coin from (*Loc.18*) or by Magic. The cubby contains a lantern of revealing that reveals all traps and hidden doors.

7. HOVERING BLADE

A raised dais sits in the center of the room with a huge, glittering gem upon it. Hovering above and slowly rotating is a long sword, point-down. The ceiling is domed and nearly 40ft (12m) high with painted murals of wizards and warriors.

The **animated sword** (*Body 3, Mind 0, Spirit 1, Target 12, HP 5, attacks with Advantage against player who touched the gem*) is activated and attacks only if the gem is touched.

Perform separate rolls against Target 8, 9, and 10 (Mind) to discover each of three (3) secret doors (*Loc. 8, 9,10, respectively*).

DM Note: The gem contains a set of small iron gates and is the key to the teleporter in (*Loc.22*).

8. "BROKEN" TRAP

At the center of this small room is a crossbow mounted on a tripod. The string has long since snapped, leaving one unfired silver bolt in the track.

Roll against Target 12 (Mind) to discern that the silver bolt is holding down a very tiny pressure switch. If the switch is tripped, roll against Target 12 (Spirit) to overcome fumes. Failure results in Medium Damage.

9. PANIC ROOM

This room appears to have been a comfortable library or study at one time. The walls are reinforced with steel and the ceiling has an iron lattice. A fire blazes in the hearth, and the couch still feels warm. On the table is a plain wooden box with nine (9) golden berries in it.

Touching the wooden box causes an electric shock to transmit from player to player (in Turn order, starting with the player who touched it). The player who touched it rolls 1d20 divided by the number of Party members. Each player **gains** that many HP. The player touching gains twice that amount. This only happens once, then the box self-destructs.

10. A QUIET PLACE

The walls, floor, and ceiling are all made of a single, solid stone. The door shuts and locks behind you. It is supernaturally quiet to the point where even your voices will not carry. You can only communicate by gestures.

Every minute they remain in the room (start and stop timer each minute) players must roll against Target 10 (Mind). Failure results in -1 Mind due to madness (*resets to zero after they escape*).

DM Note: The door automatically opens after 5 minutes.

11. SKELETAL SECRET

On the west wall of the alley is a relief sculpture of a screaming skeleton.

Roll against Target 15 (Mind) to notice a small iron button in the skull (*the button opens the secret door to (Loc.19)*).

12. THE HIGH WAY

The tall ceiling features a holographic skyscape depicting all sorts of flying creatures from bumble bees to pterodactyls. Running along either side of the hall, about 15ft (5m) above you, are copper rods discharging lightning between them.

Roll against Target 15 (Mind) to detect the pressure plate located midway down the hall. If undetected, you step on it, causing anyone in the hall to slowly levitate toward (into) the lightning. Roll for Turn order. The high roller will enter the electric charge within 3 individual player's Turns.

The player contacting the lightning must roll against Target 10 (Body). Failure results in Heavy Damage. Success results in Medium Damage. Once discharged, the lightning stops and **everyone** drops to the floor, sustaining Light Damage.

13. THE LOW WAY

Spanning the stone corridor about midway, an open pit blocks your passage. It's 20ft (6m) long, filled with cobwebs, and the floor is covered with impaling spikes.

14. SILVER DOOR

The silver-plated door is locked (*can be opened with silver key from (Loc.3)*). The small foyer chamber is filled with heavy steel spheres that tumble out if the door is opened. The player opening the door rolls against Target 12 (Body). Failure results in Medium Damage, bludgeoning.

15. BEAR TRAPS AND BONES

The walls of this chamber are lined with dirty brown bricks. Rubbish litters the floor, including coins, weapons and other equipment...as well as bones, blood stains, and other remains.

The floor is covered in hidden bear traps.

DM Note: For every 10 ft of movement, an adventurer must roll against Target 12 (Body). Failure results in triggering a trap, Medium Damage, and becoming restrained. Anyone with 2+ Body may use an action to free themselves or someone else from a bear trap.

As soon as the second bear trap is sprung, the secret door (*Loc.16*) is opened, releasing six (6) **skeletons** (*Body 3, Mind 2, Spirit 2, Target 8, HP 4, swords only*) to attack the Party. Anyone restrained rolls with Disadvantage until freed.

16. CHAMBER OF SHADOWS

After the skeletons (*Loc.15*) have been dispatched: A small altar, made entirely of skulls stands before you. The eye sockets of three (3) of the skulls are stuffed with gemstones.

DM Note: As soon as a gem is removed from a skull, a **shadow fiend** (*Body 2, Mind 2, Spirit 3, Target 7, HP 5*) emerges from the eye socket and attacks. Shadows are vulnerable to light, but otherwise keep reemerging when killed.

17. BLADED BLITZ

As soon as you open the south door, dozens of whirling blades emerge from deep grooves in the floor. More blades swing in alternating patterns across the corridor.

A player trying to 'time the blades' to run past them must roll against Target 15 (Body) each round for 3 rounds to complete the gauntlet. Failure results in Medium Damage, slashing.

18. HIDDEN GOLD

Sitting on a velvet pillow on a pedestal in the middle of the room is a single coin. It was minted in BGC 1364 and stamped with the image of grapes and a wine bottle.

DM Note: The coin is the key that unlocks the golden door in (*Loc.6*).

19. FORMER RECEPTION ROOM

This old, but once-luxurious room is furnished with comfortable overstuffed chairs and couches. Though currently in a state of disrepair, it is obvious that this parlor hosted wealthy guests.

This is literally nothing but a good place to rest (safe from boggles). No tricks, no traps.

20. STATUE OF KEILIER

A life-sized bronze statue of the wizard Keilier stands in the middle of the room. Its eyes seem to follow each one of you simultaneously. Inscribed on its base is written, '*Just ask.*'

The statue is completely immovable (can't be removed). Each player may ask it one (1) question and it will tell the truthful answer.

21. INCINERATOR

The interior is lined with charred red bricks. It's loud, hot, humid, and smells of ash and funky garbage. The deep pit glows a fiery red. Peering down into the incinerator, you see a piles of silver and gold slag among the ashes – ashes being shoveled into the furnace by two (2) **magmins** (*Body 3, Mind 2, Spirit 3, Target 9, HP 3*).

DM Note: Roll against Target 6. Success means the **magmins** don't hear the Party over the noise of the furnace. Either way, the **magmins** will not attack. If killed, a **magmin** will explode directly at the one who killed it, dealing Medium Damage.

22. THE GATES OF PARADISE

This room is featureless except for the iron gates attached to the far wall.

Anyone who touches the iron gates while in possession of the gem from (Loc.7) is immediately whisked away, back to the tavern. Their adventure is over and they are offered a drink on the house for surviving Blue Alley. The gem falls to the ground in (Loc.22) for another player to pick up.

Anyone who touches the iron gates while NOT in possession of the gem from (Loc.7) awakens a **magic mouth** that says, *'Enter these gates as you entered this life – with nothing.'* Players who strip down and then grab the gates are immediately whisked away and dumped into (Loc.28). Their adventure is over and they are left with nothing.

23. VAULT ROOM

The room is filled from floor to ceiling with piles of gold coins. A plaque on the wall reads, *'Take only what you can truly afford. Wealth is burdensome.'*

Anyone wishing to take the coins must roll 1d20/5 (rounded up) to determine how many they take. Once taken, the coins may not be discarded. The coins are corrupt, each one deducting one (1) point from every roll hereafter. As soon as the player exits Blue Alley, their coins crumble into dust.

24. TWISTY & NARROW

A winding path of bright yellow tiles leads from the western door to the northern door.

Each player must decide to walk on or off the path. Those who walk **on the path are safe**. Those who walk off the path each get shot with a rusty dart from the wall, taking Light Damage.

25. THE CELESTITE UNICORN

The entire room is constructed of a single mirror. All of the walls, floor, and ceiling reflect back at you in endless repetition. In the center of the room is a small statue – the Celestite Unicorn.

The unicorn is protected from theft by strong arcane Magic. As anyone goes to grab it, they are

met with their own reflection (and strength) countering the attempt. The mirror is unbreakable.

DM Note: Players will have to get creative so they don't see their own reflections while attempting to heist the unicorn. Painting the mirrors, closing their eyes, using clothing as cover, etc. are all valid options.

26. SWINGING PERIL

Seven (7) circular metal platforms, each 6ft (2m) in diameter and 6ft (2m) apart hang from thick iron chains attached to the ceiling. The floor is 20ft (6m) below, obscured in a blanket of smoke.

Roll against Target 12 (Body) to jump onto each wooden disc. If successful, roll 1d20/4 (rounded up) to see how many discs you clear on that attempt. Failure results in a fall and Light Damage (players will have to figure out how to climb out).

Once a player falls, a **smoke mephit** (Body 2, Mind 2, Spirit 3, Target 7, HP 7) flies up from the bottom and starts harassing the other players on discs, causing them to roll with Disadvantage.

27. SPARE PARTS

The room is filled with workbenches littered with flasks of a green, bubbling liquid.

A successful roll against Target 14 (Mind) determines that the potion is a healing potion, adding 5HP to the base of anyone who drinks it.

28. THE BUMS RUSH

This dead end is laden with piles of refuse, old rags, broken crates, empty bottles, rotting food, and worse. The smell of waste and filth are overpowering.

Anyone transported here from (Loc.22) find themselves half-buried in a mound of trash.

EPISODE THREE: WRAP UP

'Bartender, get them all a round! Drinks are on me!'

MIRT RETURNS

You have lived to tell the tale of Blue Alley. Your benefactor, Mirt, awaits you at the tavern. *'Congratulations!'* he exclaims. *'I didn't think you'd make it. None of us did. Now, I believe you have something of mine?'* Mirt extends his hands to receive the Celestite Unicorn. As he admires the statue, it crumbles to dust and sifts through his fingers into a pile on the floor. Mirt stares at the granules in disbelief, then looks up at you menacingly. (long awkward pause) *'A deal's a deal,'* he says as he lets out an uproarious laugh.

DM Note: At this time, all HP is fully restored and each character may roll 1d20/2 for additional HP. Any leftover inspiration tokens may be traded in for 1 HP each. Characters may also completely re-supply, replacing and/or exchanging any of their original Gear and adding one (1) Magic, if Staff/Wand slots are available. You may also allow the characters to add +1 to one (1) Ability of their choice.

CONGRATULATIONS!

If this is your first Alloyed RPG™ campaign, welcome to the Party. We hope you enjoyed it enough to spread the word! This project is our labor of love to the ttrpg community. Most of what we put out is free, so it really helps if you support us by liking, subscribing, and sharing the links below. For questions and comments, email the DungeonMaster@AlloyedRPG.com. Thanks, and may your dice always roll with advantage!



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