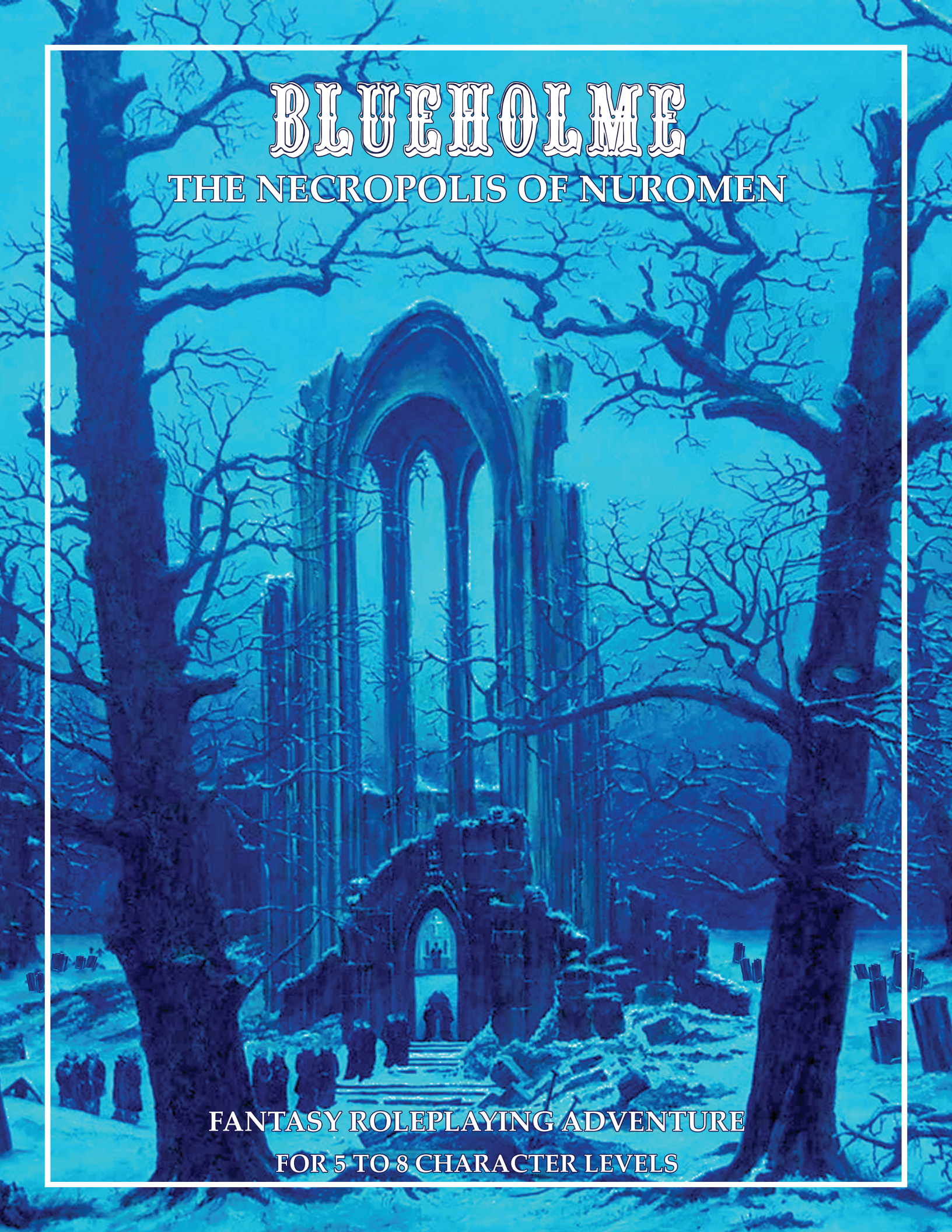




BLUEHOLME

THE NECROPOLIS OF NUROMEN

FANTASY ROLEPLAYING ADVENTURE
FOR 5 TO 8 CHARACTER LEVELS

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THE NECROPOLIS OF NUROMEN

INTRODUCTORY 1ST LEVEL FANTASY ROLE PLAYING ADVENTURE
FOR TABLE-TOP PLAY WITH PAPER, PENCILS, AND MINIATURE FIGURINES

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THE NECROPOLIS OF NUROMEN

INTRODUCTION

This adventure takes place in the depths of the primal Delvingwood. The characters will set out from the tiny town of Camlann Castle, a lonely outpost of the Realm on the ancient road known as the Elfway. Unless the referee has another plot in mind, the characters have been drawn to the area by rumours of Nuromen the Necromancer and his vast treasure hoard, lost since the fall of his domain of Law's End.

THE LAMENT OF LAW'S END

Nuromen the Necromancer was a powerful and evil magic-user who attracted a number of like-minded followers to his tower set upon a rocky knoll in the Delvingwood. Here they built a small town, known as Law's End because it lay beyond the reach of all kings of the Realm. Nuromen took advantage of an extensive cavern network beneath his tower, expanding and fitting it out with fine stone and woodworks. This underground lair became the abode of his family and his henchmen and, according to legend, the site of terrible debaucheries, rituals and experimentation.

Nuromen finally brought destruction upon himself and the people of Law's End by tampering with forces beyond even his power to control. People living in the nearest settlement, an isolated village 10 miles distant, saw a terrible lambent blaze over the region of Law's End. An expedition was mounted, but the folk of the town were discovered dead in their streets and homes, with no clue as to what caused them to fall where they lay.

No trace of Nuromen or his adherents could be unearthed amongst the smouldering wreckage that was all that remained of his tower. From that day forward people shunned the vicinity of Law's End, and the wilds slowly reclaimed the town. To this day the events of that night are told by mothers and good clerics to warn youngsters of the just recompense that is visited upon folk for evil doings – as well as tales of the perilous Necropolis of Nuromen, and of the treasures buried there ...

The wood elves of the Delvingwood set a watch over the ruins as surety against any ill-conceived venture to rebuild the cursed township, but their numbers are declining. As the elves leave the forests for unknown lands beyond the sea, goblins have come down from the Blue Mountains to fill the dark woods. More feared and distrusted than the wood elves, the goblins have proved an even more efficacious deterrent to would-be settlers of the knoll.

THE DELVINGWOOD

This ancient fairy forest has been the haunt of wood elves since time immemorial. The elves have been quietly fading from the area in recent decades, and the forest is slowly becoming the haunt of goblins moving down from the Blue Mountains. Elves move on a measured timetable, however, thus the Delvingwood has become the dark battleground between bands of arriving goblins and departing elves. Although the two sides are not at war with anyone else, humans keep to the tamer woods close to Camlann and the Elfway.

As well as the usual array of forest beasts such as wolves, bears, and boars, fairy denizens make travel through the woods interesting at the very least, and likely deadly for ordinary folk. The only notable human, or mostly human, presence is a band of outlaws belonging to the famous White Company of Urvekos, and even they stay close to the road.

Less than a quarter mile from the Elfway, the Delvingwood becomes thick and well-nigh impenetrable. Beyond this narrow band the forest regenerates with unnatural speed and, some say, a malevolent will, one reason why the lumber trade is so profitable for Camlann.

THE ELFWAY

The Elfway is so named because of its long association of the forest with the fairy folk. Ancient treaties long forgotten by most mortals keep the Delvingwood from swallowing the unpaved, grassy sward of the roadway. Traffic on the Elfway has dropped off significantly since the fighting began, and travellers now move in armed caravans to discourage the warring sides from engaging in a little brigandry on the side.

The two nearest cities are Zimrilas to the east along the Old Road, and Blueholme, which lies to the north on the Crystalmist River in the gap between the Blue Mountains and the Misty Peaks. The House of the Lily hails from Blueholme and maintains relatively strong links with the city, which is also the main market for Camlann's woodcutters by virtue of the river highway and the outpost of Star Ferry.

Both cities help to patrol the Elfway at intervals, although this is more to ensure the long-term viability of the road than to keep every traveller safe from harm. Near Camlann, particularly between the castle and the Crystalmist, it is Lady Leika's troops and her griffins that protect her visitors.

CAMLANN CASTLE

Camlann Castle is an outpost of the Realm, a prosperous fortified town sitting beside the Elfway approximately 20 miles west of the city of Zimrilas. The castle is the ancient White Tower of unknown antiquity, now sitting within the massive timber palisade protecting the town. The White Tower is constructed of an unknown, seamless, and apparently indestructible material – which makes the fact that the top was cleanly sheared off in the unknown past doubly mysterious. Now the tower is surmounted by conventional masonry and a slate roof to dissuade aerial attackers.

The baroness of the castle, Leika of the Lily, is a third generation noble of the line of Leopold of the Lily who cleared the White Tower of its monstrous inhabitants and carved the settlement from the Wilderness 50 years ago. Her household guard consists of soldiers and a pair of griffins. The griffins consent to have the Lady Leika and her captain ride them at need, but the two rarely take advantage of the privilege as the griffins are more effective alone.

Camlann makes good use of its market and its location on the conjunction of Crook River and the Elfway. The river powers a mill, and the road brings merchants and tolls, while the market draws produce from all manner of races including both elves and goblins. The castle itself is a rude fort built by the lord that carved the village from the forest two generations ago, but Lady Leika is building a stone keep to replace the ageing timber castle.

Other than the aforementioned castle and mill, the village boasts a rather fine church, a coaching inn, a blacksmith, a wheelwright, a baker, a potter and a furrier. The rest of the cottages are occupied by the usual villeins, cottars, tenants and serfs.

Apart from subsistence farming and forestry, Camlann Market has long practiced a fairly profitable lumber trade, growing now that the elves are in decline. Other industries include pottery from the fine red clay of the Lonely Lake, cider from the local orchards, and fine furs produced by Ferka the Furrier from the pelts collected by trappers or traded by forest folk.

PROMINENT PERSONALITIES

Leika of the Lily is the current lady of the castle. She is a canny politician and keeps the peace by dealing equitably with all comers that are open to reason, including the goblins and the elves. Camlann Castle is the only neutral ground for these two adversaries in the Delvingwood, at least while her soldiers and her griffin cavalry are in sight.

Gavnut the Grim is captain of Lady Leika's house guard. He is actually a jolly and popular person, but it is a family tradition to go by the appellation "the Grim".

Daglar Doughble is the second power in the village, as the innkeeper and resident guild master. He runs the rambling coaching inn and de facto guild hall, the Boar's Head.

Brother Bryargood is the senile old cleric of the local church as far as outsiders are concerned, while in reality he leads the village in their worship of the old faith in the ancient stone quadrangle behind the castle. The bishop of Blueholme would not be pleased were she to find out.

Mogo the Miller is known as Mogo the Miser by most of the villagers, or "Silverknobs" for the gleaming silver coins his waistcoats are buttoned with. He has made himself the most hated person in the village since Lady Leika passed the mill lease to him after his father's death last year.

Sliva Snitchback is the village ne'er-do-well. Any misfortunes are inevitably laid at her door, more rightly so than anyone realises because Sliva is the local representative of the Zimrilas thieves' guild.

Rumours

Spending any time in Camlann and talking to the locals will uncover no end of gossip, amongst which a few juicy rumours may be gleaned.

Rumours may or may not be true, at the referee's discretion.

1d20 Rumour	
1	Lady Leika's heir, Leonard, is adopted.
2	Mogo is a wererat – look at those teeth!
3	Daglar's ale has a "secret ingredient".
4	The White Company has been seen about.
5	Bryargood is a demon worshipper.
6	The furrier's mink furs are just rabbit.
7	Everyone gets lost off the Elfway
8	Goblins have been stealing babies.
9	Elves have been stealing babies.
10	Sliva steals babies and blames goblins.
11	A magic crown is hidden in Law's End.
12	The elves are gathering an army.
13	Bod the Baker was turned to stone.
14	Gaynut has killed 20 Zimrilans in one fight.
15	Sergeant Sophie is in love with Lady Leika.
16	Hobgoblins have been seen in the castle.
17	Blueholme will go to war with Zimrilas soon.
18	Simon the Shepherd is a Zimrilan spy.
19	Water from Crook River keeps you regular.
20	The trees are closing in with the elves gone.

UP THE ELFWAY AND THROUGH THE FOREST

There is a track that joins the Elfway, but it is all but impossible to find unless you know where to look. The track is watched by everyone – goblins, elves, and bandits alike. Climbing a tall tree will easily locate the bluff on which the doomed town was built.

Law's End lies at the end of the track some ten miles north of Camlann, on a limestone outcrop in the forest. Only mossy lumps on the ground remain of the town, with the exception of a grand stone window arch that somehow stood when the rest of Nuromen's tower collapsed. Inside the ring of fallen stone a black pit yawns in the earth.

Below the ruins of the town a river springs forth, eventually joining the mighty Crystalmist River.



WANDERING MONSTERS

Wanderers may be encountered along the road or within the forest. The tables below include some of the more common types, some of which are limited in number as indicated by the "Total" column. The referee may roll for encounters along the way, or impose them as seems appropriate; wood elves and goblins are the most common intelligent beings to be found. Even if the party meets nothing else along the way, however, "An Unexpected Encounter" should be played out as described below (see page 4).

On the Elfway

1d12	Monster	Number	Total
1	Bandits	2d6	100
2	Dragon, Black	1	1
3	Dwarfs	1d6	30
4	Elves	1d8	Unlimited
5	Gnolls	1d4	20
6	Goblins	2d4	Unlimited
7	Hobgoblins	1d6	50
8	Pixies	1d6	10
9	Rats (giant)	1d4	Unlimited
10	Soldiers	2d6	20
11	Spiders, Great (large)	1d2	10
12	Travellers	1d8	20

In Delvingwood

1d12	Monster	Number	Total
1	Ants, Great (large)	1d3	20
2	Bandits	2d6	100
3	Bats (giant)	1d6	Unlimited
4	Bugbears	1d4	20
5	Cockatrice	1	1
6	Elves	1d8	Unlimited
7	Goblins	1d4	Unlimited
8	Goblins	2d4	Unlimited
9	Ogre	1	10
10	Owlbear	1	5
11	Spiders, Great (large)	1d4	50
12	Wererat	1	5

Bandits – A band of 100 has made the Delvingwood its home. Locals are usually not molested as the outlaws rely on the villagers at need, but travellers and adventurers are fair game (see p.13).

Bugbears – A few bugbears have come to the woods with the goblins, but they are not really affiliated with them and are far more aggressive.

Cockatrice – This lone creature was spawned by one of Nuromen's associates, and no wanders the woods leaving statuary in its wake.

Dragon, Black – This young dragon is wandering the forest in search of a suitable home, and is considering Law's End. It tends to avoid fights.

Dwarfs – Dwarfs use the Elfway on their inscrutable errands, and try to avoid entanglements.

Elves – Mostly wood elves, as there are few high elves left in the area. They may be migrating east with all their goods, or hunting goblins.

Gnolls – A band of these foul creatures is making trouble in the area. Unknown to everyone except the bandits, they have been bought by Lothar to do his more nefarious bidding.

Goblins – Setting into their new lands, goblins are not likely to attack anyone other than elves or dwarfs on sight, especially on the Elfway.

Hobgoblins – These are a mercenary band hired by the goblin king of Delvingwood, and are not interested in fighting anyone but elves. They have also approached Lady Leika, however.

Ogres – Lone ogres are making an appearance since the elves are diminishing, but they are still somewhat insecure and unsettled.

Pixies – A few wandering pixies are causing mischief now that the elves are no longer there to tell them what to do.

Soldiers – a troop of soldiers from Camlann Market or, less likely, from Zimrilas itself. Their response to travellers depends on their perceived relative strength – they may search them for contraband or evidence of wrongdoing, or simply pass by.

Travellers – Anything from tinkers through merchants to minor nobility or even another band of adventurers.

Wererats – A gang of wererats are hiding amongst the bandits of the Delvingwood. They will not reveal themselves if there are other bandits about.

AN UNEXPECTED ENCOUNTER

On the way to Laws End, the party will be met by a band of high elves passing through the forest on their journey out of the Known World. They are civilised and peaceful, travelling with their families and treasured possessions. This makes them doubly dangerous to anyone that thinks to rob or assault them or their loved ones.

Upon learning of their quest (or surmising it if players are tight-lipped) one of their number will recount how his cousin, an elf prince, once approached the necromancer Nuromen in attempt to turn sway him to the side of good or, failing that, take a measure of the danger he represented.

Unfortunately, the true evil and avarice of Nuromen the Necromancer was far greater than the prince had suspected, and he was never seen again.

The necromancer killed the elf and took his crown; a magical circlet of silver which the elves would like to see retrieved from the Necropolis. Should the party agree, they will be given a token which will guarantee free passage from any wood elves guarding the ruins.

If the party manages recover this heirloom and restore it to the kingdom of the high elves, they will thenceforth be known as elf friends. The characters will be further rewarded with other gifts of esteem, of a nature as deemed appropriate by the referee (but probably magical).

THE RUINS OF LAW'S END

On the flat summit of the hill stand the broken remains of Nuromen's great tower and, around this, the fallen down buildings of a small town. The statues and carvings still visible amongst the ruins indicate that it was a place of great wickedness and depravity, but the crumbling structures are overgrown with moss and its streets lie broken by great trees grown unnaturally fast.

All is still and silent, except for the occasional crack of old bones underfoot. There is nothing to be salvaged as the goblins of have picked it clean, though none found the way into the Necropolis from the underground river chamber until a few days before the party arrived – and those have yet to come back out again ...



THE NECROPOLIS OF NUROMEN

The Necropolis of Nuromen is a marvel of engineering. Carved from the natural limestone caverns beneath his tower, the halls and corridors are grand and imposing with fantastically sculpted columns supporting high, vaulted ceilings. Nuromen had the inhabited portions dressed with stone, frescoes and wood which, in spite of the age and neglect that have taken their toll, are still impressive in their hedonistic and decadent splendour.

It is dark except in those areas lit by magic as mentioned in the dungeon key. The party will need torches, lanterns, magical light, or infravision to be able to see.

The catacombs are filled with dust and cobwebs and spiders and the skeletal remains of its inhabitants, struck down in the act of whatever they were engaged in at the moment of doom. The doors and woodworks of the Necropolis are still serviceable; most can be forced open if locked or jammed.

WANDERING MONSTERS

The normal rules for determining and resolving wandering monster encounters apply. However, because of the isolated nature of the necropolis the tables below are used instead of those in the Prentice Rules.

Some wandering monsters are limited in number – when they are slain, no more will be forthcoming and the referee should re-roll until a monster that is still available is rolled. The elves are wood elves, exploring the upper level against the better judgement of their elders.

First Level

1d12	Monster	Number	Total
1	Bandits	1d4	6
2	Centipedes, Giant	1d4	Unlimited
3	Elves	1d2	2
4	Gelatinous Cube	1	1
5	Goblins	1d4	10
6	Green Slime	1	1
7	Rats, Giant	2d4	Unlimited
8	Screecher	1	1
9	Skeletons	1d4	Unlimited
10	Skeletons	1d4	Unlimited
11	Stirge	1d4	Unlimited
12	Zombies	1d2	Unlimited

Second Level

1d12	Monster	Number	Total
1	Centipedes, Giant	1d6	Unlimited
2	Ghoul	1	1
3	Goblins	1d6	10
4	Grey Ooze	1	1
5	Rust Monster	1	1
6	Shadow	1d2	2
7	Skeletons	1d4	Unlimited
8	Skeletons	1d6	Unlimited
9	Spider, Giant	1	1
10	Troglodytes	1d4	Unlimited
11	Yellow Mould	1	1
12	Zombies	1d4	Unlimited

DUNGEON KEY

E: Empty Room

There are a number of rooms which are empty of anything other than mould and insects. The size and shape varies as shown on the map; otherwise these rooms are unremarkable aside from the usual decadent decorations and finishes lavished upon his lair by Nuomen the Necromancer.

LEVEL 1

1: Broken Shaft

Buried beneath the old ruins of the necromancer's tower lies a deep shaft. Once the sides held chambers for visitors and guards, accessed by a spiral stair that has long since collapsed. Once the party discovers the opening in the rubble, the shaft may be descended using about 100' of rope. Surprisingly, there are signs of recent disturbance of the overgrown entrance, and there is already a set of ropes going down into the darkness ...

The bottom of the 50' diameter shaft is filled with the debris of the collapsed tower and staircase, and is cut in half by a fast flowing underground river. The river is cold and deep enough to create deadly rapids. A set of imposing double doors, partly buried and slightly ajar, lead out of the shaft to the west.

The ropes belong to a small party of goblins who have recently entered the Necropolis. An elf or dwarf may notice the goblinoid manufacture of the ropes (1-2 on 1d6). Two goblins have stayed behind as guards. Unless the party can achieve surprise, one will hide in the rubble while the other runs ahead to warn their compatriots.

Goblins (2) AC:6; hp:4; DEX:11; AT:1d6; T:1

1a: Bottomless Pit

Things dropped in cannot be heard to hit bottom, and a cold wind issues upwards out of the depths. If anyone explores the pit on a rope or using a long pole, a colony of stirges will fly out of the abyss and attack. There is nothing else in the pit.

Stirges (4) AC:9; hp:5; DEX:10; AT:1

1b: Underground River

The original caves were created by this rushing stream, which enters the shaft through a still-solid iron portcullis in the north. The channel is choked with tumbled stone blocks from the collapse of the tower. The remnants of an ornate stone bridge can be seen in the water.

Characters crossing the slippery rubble must roll their Dexterity score or less on 1d20 or fall in, dropping any hand-held items. Characters wearing metal armour will sink unless they can divest themselves of their panoply (roll 1-3 on 1d6). If their Strength is 14 or lower, they will be swept out of the chamber and through the troglodyte caves. In chamber 19 another d20 check against Dexterity can be made to get out of the river before being carried out of the mountain. Clever party members can make use of ropes to try and rig up a rescue from the shaft, but they need at least 200'. Once a party member crosses and fastens a rope to the other side of the river, no further d20 check is needed for other characters.

2: Underground Courtyard

This huge hall is littered with skeletons, some still in armour. All here died in the disaster that befell Law's End. A search will reveal a few coins and little else; it is obvious the area has been recently looted. There are sconces on the pillars, black from where the torches burned themselves out; the lofty arches of the ceiling are lost in darkness. Nothing of real import is to be found in this chamber. Large double doors are set in the north and south walls; the north doors are plated in brass and depict scenes of feasting and debauchery, those to the south are copper-covered and moulded in a charnel horror of dead, dismembered and decaying bodies.

3: The Old Armoury

Here Nuomen's guards stored their shields, armour and weapons. There is an assortment of rusted swords, old pole arms, rotten shields, and decaying suits of armour lying in piles against the walls where the shelves and racks that once held them collapsed. If carefully searched, a fine suit of magical **+1 mail** can be found, still gleaming under the layers of dust and detritus.

4: Barracks

This is where the soldiery who patrolled the Necropolis of Nuomen quartered while on duty. There are mouldering tables and beds, and in some of the beds lie skeletons.

Four more are seated at a table, accoutred in rusting mail. Plates and cups still sit on the table as do dice from a game. The dice are of exquisitely carved ivory, stained in delicate shades of white, yellow, blue, red and green; they are worth 20gp for the set. If anyone picks them up, however, the hand of one of the skeletons will reach out lightning quick to clutch their wrist!

All four skeletons will come to life – they have been turned into undead by the curse of Nuomen.

They will fight to the death. One bears a shield distinguishable from the others in that it is not corroded at all. It is in fact a magical **+1 shield** (this skeleton has AC3). Scattered on the floor are a few coins where they fell when their owners' purses rotted away (8cp, 12sp, 2ep). There is nothing else of value in the room.

Skeletons (4) AC:4; hp:2; DEX:12; AT:1d6; T:1

5: The Pantry

All the foodstuffs as well as the shelves they were stored on have long since disintegrated, so that even rats find no sustenance here. In the hall there is little else to be found, although, as with most other areas, skeletons lie about. A search of the remains will yield a gold ring and a jewelled necklace worth 23gp and 50gp, respectively.

5a: Storage Area

The copper-plated door to this room is well sealed (and jammed). This has kept the worst decay from its contents, together with their careful packing. There are 5 boxes of 20 torches each, 3 lanterns, a crate with 20 flasks of oil, a case of 50 candles, and various tools such as awls, hammers, picks, and so forth that were intended for use in the expansion works to the Necropolis planned when its occupants yet lived and hoped.

5b: Wine Vault

Here are many barrels, lining the walls from floor to ceiling. Some are empty, many are spoiled, but there are 20 casks of wine of the best and most ancient vintage, sealed and in good condition. The beverage has a value of 500gp back in Camlann; double or more if the characters can figure way to transport it back to a city where it would be appreciated. The wine is an elfin vintage, a gift from the doomed prince who optimistically tried to befriend Nuomen the Necromancer.

There is also a ghost here, the phantom of a drunkard who resided with the necromancer in Law's End. Anyone seeing the apparition will immediately know it as a spirit, ethereal and white from head to toe, leering in anticipation as it draws a cup of wine. All characters except clerics must save vs. spell or run screaming from the hall for 1 turn in terror.

The ghost does not attack; it will drink from the cup, but the wine flows through its immaterial gullet and splashes on the floor. The spirit will then proffer the cup to the characters. After this gesture it will vanish. Should any of them drink, they will turn ghostly white from head to toe and remain in this strange state until a *Remove Curse* spell is cast by a cleric of sufficient power.

6: Kitchen

Here were prepared the feasts which Nuromen held for his guests in the banquetting hall (chamber 7). The large hearth in the centre of the west wall is shared with the banquetting hall. Rotted cupboards, rusted kitchen utensils and casks of soured wine line the other walls of the large food preparing area. Ragged sacks spill their ancient husks of grain across the flagstones, mummified carcasses hang from iron hooks, and the skeletal remains of the cooks lie fallen at their tasks.

Anyone searching the room is likely to disturb a venomous giant centipede that has crawled into the Necropolis through some unknown fissure. On a roll of 1-3 on 1d6, a character has agitated the centipede and it attacks (see the BLUEHOLME™ rules for the effects of giant centipede poison).

Giant Centipede (1) AC:9; hp:2; DEX:13; AT:Poison



7: Banqueting Hall

Upon entering this room, a foul stench will assail the party, as well as the grisly sight of a banquet table surrounded by skeletons dressed in decaying finery. Some lean back in their chairs, others slump forward, and some have fallen to the floor.

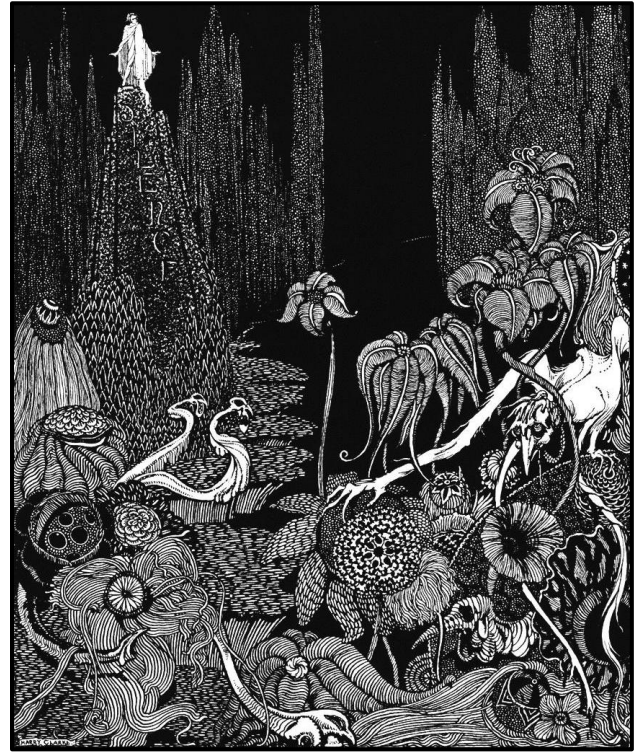
Four chairs of varying degrees of magnificence are empty. The table is laden with an assortment of gold and silver serving vessels, chalices, and plates, which are of 300gp value if cleaned of the encrusted remnants this final feast. The expired revellers wear jewels worth 200gp. Finally, there is a fine bottle of wine on the table, over 150 years old and worth 50gp in town.

An old, green copper pot hangs over the crusted ashes of the fireplace. Hiding in the shadows of the 40' high vaulted ceiling are two harpies who found the chimney spout and have set up their lair here in the hall. The place is befouled with their excrement, which is the source of the stench. The bones of elves and goblins, as well as the odd human, can be seen amongst the leavings of their meals. If the party looks strong, they will try to use their song. They will attack when they have the advantage, shrieking and squawking.

Harpies (2) AC:7; hp:12; DEX:10; AT:1d4/1d4/1d6

8: The Grotto

Overlooking the river below is a remarkable garden with a clever fountain, which features many lewd and impish figures that spray passers-by with water when they step on a hidden switch.



A multitude of strange but beautiful plants once adorned deep planters scooped out of the floor of the chamber but, untended, they have all grown wild; their rampant vines and bulging fruits are deadly poison. The fountain still flows and the water is sweet and good. Hidden amongst the vegetation are 2 giant fire beetles.

Giant Fire Beetles (2) AC:4; hp:4,7; DEX:9; AT:2d4

9: Nuromen's Apartments

This ornate and well-furnished room was the private quarters of the necromancer and his family, clad in rare timbers and draped with long tapestries which depict the life and career of Nuromen.

The room is dominated by a canopied bed, occupied by the skeletons of a small girl and her nanny. This is where the two were sleeping when calamity struck Law's End. If there was one ray of light in Nuromen's wicked heart it was the affection he bore his daughter and wife. The girl's bony wrist bears a silver bracelet which has her name, Anthea, engraved upon it. The girl's name is the password to the magician's study (chamber 12).

The two skeletons are dressed in fine but rotting garments and are covered with the dust of ages.

Clutched in the girl's hand is a finely wrought silver puppet (worth 300 gp). This enchanted toy made by Nuromen for his daughter dances and spins by magic when set upon the floor and tapped thrice on the head.

Aside from the magical puppet there are many finely detailed but decaying toys strewn about the room's many couches, a vanity with a mirror, and other assorted luxurious but now sadly deteriorated furnishings. There is a wardrobe filled with worn and moth eaten fineries. There is nothing of value except possibly some old perfumes that belonged to Zimena, Nuromen's wife (150gp if sold to the right merchant in a large city).

Anyone examining the tapestries will gather that Nuromen was a vain and concealed fellow who saw Law's End as the pinnacle of his life's work. There is also a depiction of gigantic, multi-armed baboon-like creature with great fangs and a single eye set in the centre of its face. This is the image of Gamosh, the evil deity worshipped by Nuromen and his followers in the lower level of these vaults.

Contrasting with this monstrous tapestry is a delicate painting beautiful woman on a sunlit hillside, with a handsome but sinister man kneeling worshipfully at her feet – they are Nuromen and his wife, depicted on the knoll of Law's End.



10: Hall of Prisoners

Skeletons in irons now occupy these cells, except for the last; here an old man languishes in chains, seemingly well-pleased with his lot and evincing no desire to leave. He will babble gratifying things about Nuromen and warn the party to leave the Necropolis.

He is but a phantasm, an ancient spell cast by Nuromen in an idle moment of fancy. He will begin to repeat himself after a while, which should be a clue to the players. Detect Magic will reveal the old man's nature, and Dispel Magic will cause the illusion to vanish.

11: Gallows

Here is where the necromancer's enemies were hung by his guards, raising them by a noose around their neck until they strangled. There is still one skeleton clothed in rotting rags, hanging by its neck from a frayed rope that will break if interfered with.

The gallows are mouldered; on a roll of 1-3 on 1d6 anyone walking on them will break through and take 1d2 points of damage when they hit the floor below, and 1d6 in the following round if they do not get out of the way when the entire structure collapses.

12: Nuromen's Study

When anyone approaches the copper-plated door to this hall, a corpse face moulded into its surface will animate and state, "*None may pass unless they know the word.*" The password is Anthea, the name of Nuromen's daughter. If this is offered, the face will moan, "*You may pass.*" as the door swings open. If the party cannot guess the password, the face will only repeat its question and occasionally ask, "*Did Nuromen send you? I shall tell him you tried to enter here.*"



Should anyone try to force the door, it will sparkle with lightning and shock all within 5', doing 1d6 damage (saving vs. dragon breath for no damage). Dispel Magic will cause the magic to vanish. It can be battered down by doing 15 points of damage with a blunt weapon or axe, but it will loose lightning strikes until the very end.

If the door is forced or the magic dispelled, the corpse face will cry out, "*Nuromen! Nuromen! Strangers have breached thy Maze!*" This cry will boom throughout out the halls, alerting all within.

The study houses a wondrous assortment of tables, books, contraptions, maps, globes, jars of small preserved creatures and appendages, bottles, alchemical apparatus, astrological charts, bones, feathers and so on. The library is full of historical, alchemical, and scientific tomes, most in a state of complete decay. Spiders and cobwebs and dust cover everything everywhere.



Strapped to a table lies a halfling skeleton, its bones bearing faint marks of incision – an unfortunate victim of Nuromen's experiments. A thorough search of the room will turn up a backpack containing the personal effects of the halfling, and a letter which identifies him and tells of the land from which he hails. Perhaps this will lead to further adventures for the party ...

On another table sits a frog inside a glass jar – and the frog is alive. If freed from the glass jar, the frog will howl as it careens randomly through the room, smashing vials and striking one character for 1d4 points of damage as it makes its escape.

A bookstand holds a text readable only by magic users or elves. There is an instruction to, "*mix the blue elixir with the green in order to transmute stone to gold*". Several stones lie beside the book and there is in fact a beaker on a metal stand filled with murky green liquid and beside it a glass cup filled with blue liquid which still bubbles after all these years. If anyone should mix these liquids, a tremendous explosion will result that does 1d6 damage to anyone within 10', or 1 point of damage to anyone up to 20' away. The table, book and beakers will be destroyed and a large portion of the books and shelves will catch fire.

Also, hanging on a hook are two large metal objects. The first is obviously a key, and it opens the door to Nuromen's vivisectionary (chamber 14).

The second, like its lock, is of strange make and is not immediately recognisable as such, but it opens the door to the Hall of Statues (chamber 16).

Intelligent players may ferret something of value from the surviving books, but most are in obscure scripts or can be read only by magic users. The contraptions are quite incomprehensible. If anyone is foolish enough to drink any of the elixirs around the place their only reward is a 1d8 roll on the following table and a saving throw vs. poison or magic as appropriate:

- 1-3 Become violently sick for 1 turn, no movement or actions other than uncontrollable retching (save vs. poison).
- 4 Assume a virulent shade of complexion for 1d4 months (save vs. spell).
- 5-7 Turn into a frog, bird or insect (save vs. spell).
- 8 Writhe and scream in pain for several minutes and die a horrible death (save vs. poison).

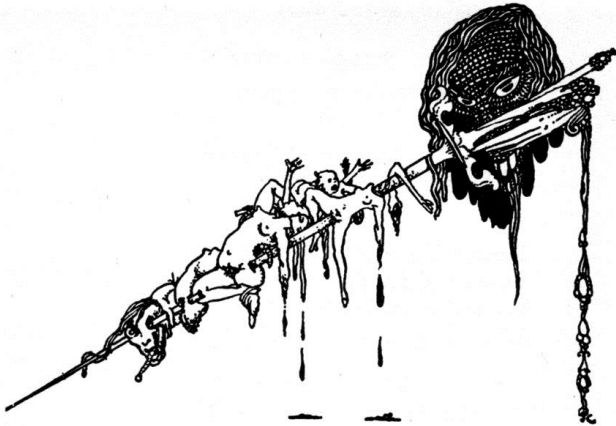
Anyone searching the bookcases has a 1-5 in 1d6 chance of finding the hidden door behind. The secret door leads to the hiding place where Nuromen kept his most valuable magical artefacts. Close by, hidden under a table and covered by a threadbare rug, is a trapdoor which opens on a shaft leading 135' down to a secret door into the Temple (chamber 23). The iron staples set into the wall are still solid.

13: The Necromancer's Goods

This bare room contains a chair and table. On the latter rest several magical artefacts. There are three **spell scrolls**: Dispel Magic, Invisibility, and Charm Person. There is also a **potion of ESP** and a 2 **potions of Cure Light Wounds**, clearly labelled. There is also a small bottle marked "Anecdote" which is an antidote to the poison gas in the Treasure Vault (chamber 25).

On sturdy stands, still sound, are three massive grimoires. Two are Nuromen's magic books, the third is the **Book of Power**. It is clasped with a lock, and the wraith of Nuromen has the key (although a thief can pick it). The tome is an enchanted 1st level magic book. If read by a magic-user there is a 1 in 1d4 chance he will be imbued with the knowledge of a random 1st level spell from the book. The magic-user permanently adds this spell to his daily allotment, although he still needs to memorise it as normal. In addition, any magic-user reading the book will immediately gain sufficient XPs to advance half-way to his next level. The book is very valuable to magic-users, who will pay the book's 50-pound weight in gold to have it – or else try to take it!

Nuromen's wraith comes here to memorise his spells, commanding one of his skeletal guards to turn the pages – it is obvious that the books have been recently disturbed. There is also a macabre scabbard with a **+1 dagger** slung over the chair.



14: The Chamber of Misery

This room is held fast by an iron door with a view slit. The door cannot be forced, it can only be opened by a thief or the key from Nuromen's Study (chamber 12). Inside a skeleton dressed in black rags and hood lies on the floor, clutching a rotting whip, 10 more are chained to the walls, and one is hanging in an iron cage from the ceiling. In a pouch under the skeleton on the floor is a jewel worth 70gp. The skeleton in the cage is still clothed and concealed in the remains is a map of the nearby village, when it was still a tiny hamlet. According to the map, there is a chest of treasure buried below the stones of the altar in the village chapel.



There is also a table with what appear to be gore-encrusted torture implements (but are actually Nuromen's vivisection tools). Propped up in one corner is what appears to be a rack – actually a surgeon's table. Strapped to it is the dried-out corpse of a zombie, which will break loose and attack immediately.

Zombie (1) AC:8; hp:10; DEX:6; AT:1d8

LEVEL 2

15: The Empty Hall

If the party listens at the door before entering they will hear goblins cursing and speaking (in Goblinoid) of the horrors they have seen in the Necropolis and the lack of treasures.

The goblins are unable to pass beyond the door to the Hall of Statues (chamber 16) since none have found the key from the necromancer's chambers and the door is too strong for them to burst.

The hall is occupied by five goblins but is otherwise empty except for some ruined furniture and broken statues. The referee should roll on the reaction table to determine how they react to the party, bearing in mind their perception of the party's relative strength. They have some coins, a **bone talisman**, and their weapons. The talisman makes its wearer irresistible to any goblin of the opposite sex.

Goblins (5) AC:6; hp:4; DEX:11; AT:1d6; T:1

16: Hall of Statues

The iron door to the hall can only be opened with the strange key from Nuromen's Study. The lock cannot be picked by any thief below 10th level.

This vast hall is filled with the statues of Nuromen and his ancestors, as can be deduced by the inscriptions on the bases of the larger-than-life, well sculpted statues. Characters examining the statues will find that there are two identical statues of Nuromen. Behind each is a secret door which will open if the head of the statue is turned to the left; one leading to the Cave of the Magic Bones (chamber 18). The other portal opens to the Underground Lake (chamber 17).

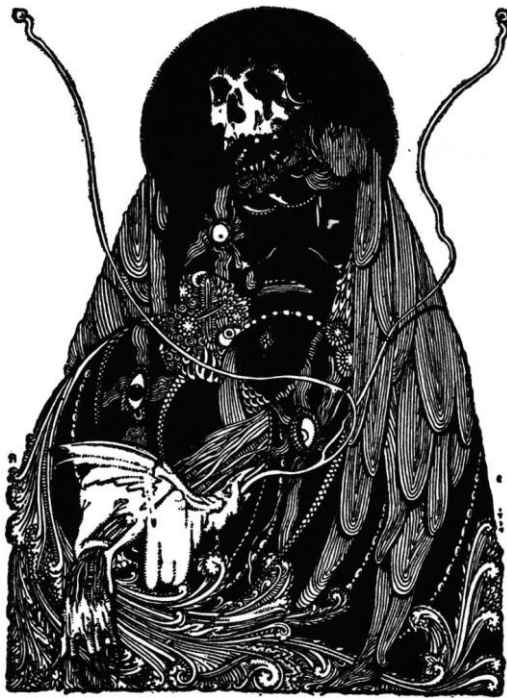
If the heads are turned to the right, a poisonous gas is released. The character doing the twisting must save vs. poison at +2 or take 1d4 points of damage – the poison has lost some of its potency over the decades, hence the bonus to the saving throw.

If anyone states they are searching the base of either statue, there is a 1-4 in 1d6 chance (automatic for thieves) of discovering a hollow base in one of them containing a brittle leather coffer of 200gp.

17: The Underground Lake

A small but deep lake fills much of this artificially enlarged cavern. On a small island in its centre some tantalising glints can be seen in the light of the party's torches – one of Nuromen's treasure chests, its brass fittings still gleaming.

However, it is guarded (and polished) by a sad but bestial looking figure who greets the party in a seemingly unthreatening way. Thieves may have heard of how the reputedly greatest thief who ever lived mysteriously vanished in these parts many years ago. Nuromen transformed the thief into a ghoul in his experiments, whereupon it amused the necromancer to bind her as custodian of the chest.



The former thief retains some will and she allows the party to pass and obtain the treasure if they can answer a riddle: *"My life is measured in hours. I live by being devoured. Thin I am quick. Fat I am slow. The Zephyr are my foes. Who or what am I?"* The answer is a candle. After 1 turn or if the party makes three incorrect guesses, the ghoul will attack.

If the party answers the riddle correctly, she will bow and gesture towards the treasure, telling them that she will be released when it is taken. She will speak of nothing else in the Necropolis. If the party empties the chest (even if they didn't answer the riddle), the ghoul will leap into the pool and disappear.

The chest is locked and trapped with a poisoned needle. Inside are 300gp, a magical **+2 short sword** engraved "Robin (the former thief's name)", a ruby worth 100gp, and a **potion of gaseous form**.

Ghoul (1) AC:6; hp:8; DEX:11; AT:3 x 1d3+paralyse

18: Cave of the Magic Bones

The far end of the cave holds a small clay pot overflowing with precious gems and a scabbarded sword. There are 400gp worth of assorted jewels, a silver necklace (100gp), and a delicately wrought circlet of platinum (500gp). This is the **elfin crown**, stolen from the elf prince whom Nuromen tricked, tortured and killed. Any character who dons the band will immediately add 2 points to their Charisma score. This effect is permanent and remains even if the crown is taken off. In addition, the character will form a spiritual bond with elves from that moment on, which will be reciprocated in kind. Dwarves, however, will henceforth be disdainful and cold toward the character. The crown will impart this gift but once, until the character dies at which point it will pass the gifts to the next wearer.

At the back of the cave a recent rock fall has re-opened a narrow passage to the deeper caverns, blocked by Nuromen in years past.

Lying in the middle of the chamber is a single skeletal arm clutching a rusty sword. If anyone approaches it or the treasure pot, the arm flies into the air and attacks! The magic bones must be defeated before the treasure can be had.

Skeletal Arm (1) AC:4; hp:3; DEX:16; AT:1d6

19: Caves of the Troglodytes

Any character swept away by the underground river in the broken shaft (chamber 1), will emerge into this large cavern, taking only 1d6 damage on the way because of the smooth stone. A roll equal or less than Dexterity on 1d20 will allow the castaway to scramble onto the sandy shore next to the body of a drowned goblin with 5gp and a dagger in her belt.

An older skeleton lies on the other shore, its bones gnawed and scattered. On a roll of 1-3 on 1d6 a search will turn up the skeleton's finger with a **Ring of Plant Command**.

These caves are the abode of a tribe of troglodytes who will soon arrive to investigate the arrival of their next meal. The reptilians have lived in the deeper caves for centuries. Nuromen knew of them, but instead of destroying them he set magical wards to keep them out of his Necropolis – wards which were destroyed by the cave-in in chamber 18.

Troglodytes (3) AC:5; hp:8; DEX:10; AT:3 x 1d4

20: The Antechamber

There is a 10' deep pit trap in the centre of this room, hidden under an illusory floor here. A *detect magic* spell or probing the floor with a pole will reveal the trap, but anyone stepping on it unawares will fall in and take 1d6 points of damage.

21: The Priest's Rooms

Here lived the evil cleric who once attended to the Temple (chamber 23). His skeleton lies on the floor, still wearing the tattered vestments of his religion. There is an image of the evil god in a small personal shrine set into the wall. The skeleton's hand clutches an empty vial of poison that the cleric drank when doom came to Law's End. A necklace with another idol lies around its neck, evoking a sense great evil if touched. Any character who actually put it on will be cursed and must save vs. spells or permanently drop to a score of 3 in Charisma.



There is also the **Book of Gamosh**, written in the common tongue, filled with descriptions and illustrations of terrible rites. If any good cleric of 3rd level or higher sees the book, he will recognise it as being cursed and urge its destruction. A good cleric who burns the book will permanently gain 1 point of Wisdom. Evil clerics will pay handsomely for it. However, anyone taking the book will suffer a -1 attack penalty against all evil creatures until it is disposed of.

Under the rotting bed, there is a locked iron box containing 100gp and a jewelled ring worth 300gp. There is also a magical **+1 mace**, but it has been dedicated to the cleric's evil god. If wielded by a good character any damage inflicted will be turned upon the user as well as his opponent.

22: The Chamber of Instruments

In here were kept the robes for the Temple's devotees as well as the musical instruments and incense that accompanied the evil rituals. There are some old stringed instruments which will break to pieces if picked up. However, the incense is still good; a pungent substance which produces a narcotic effect when inhaled, resulting in -1 to all rolls for 1d6 hours. In large quantities and in the right surroundings the user will experience wild hallucinations. It can fetch 300gp on the market. There is otherwise nothing of value.

23: The Temple

The door to this room is painted with the image of its evil multi-limbed god. Within, the place is permeated with an aura of evil. Here it was that Nuromen paid homage to Gamosh, a malevolent northern god unknown in the Realm. There is a giant stone idol on a high central platform. Four braziers lit by *continual flame* burn perpetually, between the steps leading up to the platform. The god is depicted as a giant baboon with huge teeth, one large central eye, and eight arms clutching wicked scimitars. Clerics will recognise the carvings and runes for their evil, if not the god himself, it is obvious that the stained, man-sized wooden basin at the feet of the idol was most likely used for unspeakable blood rites.

If any character touches the altar or any of the items on the dais, they must save vs. spells. If they fail, they are smitten with leprosy. Only a powerful cleric will be able to remove this curse, requiring both a *Remove Curse* and a *Cure Disease*; but he or she may lay a quest upon the character in return. If the basin is pushed aside there is a shaft which drops 20' down, leading to the Burial Crypts (chamber 24).

24: The Ancestral Burial Crypts

This dark, haunted hall is vast and cold. Wall reliefs depict Nuromen's family history over the centuries, interspersed with images of eight-armed Gamosh. Nuromen paid handsomely to have his family's remains brought to Law's End for interment. There are stone sarcophagi in the alcoves, apparently with artistically carved effigies of their dead occupants on the lids. At the east end of the crypt is a large sepulchre ornately carved. When Nuromen himself died in the disaster that befell his demesne, his cleric laid him and his wife Zimena to rest in this sepulchre before taking his own life.

Nuromen did not pass into the world beyond but has remained as a wraith! If not alerted before now, he will be awakened by the party's exploration of the crypt, as will Zimena and two of his ancestors. What look like effigies are in fact the corpses themselves!

Nuromen may engage the party in verbal exchange before attacking. He speaks in a hollow, echoing voice as cold as the grave and where his eyes once were burn two cruel red embers. Around the neck of his corpse on the bier lies the amulet that is the key to the treasure vault (chamber 25). Zimena and the two ancestors are mindless zombies, while Nuromen will fight as a wraith but retains the ability to cast some spells (only as a 4th level magic-user).

Wraith (1) AC:3; hp:11; DEX:10; AT:1d6+drain
 Spells: Dancing Lights, Detect Magic, Floating Disc, Magic Missile, Detect Invisible, Phantasmal Image.

Zombies (3) AC:8; hp:7; DEX:6; AT:1d8

25: The Vault of Nuromen

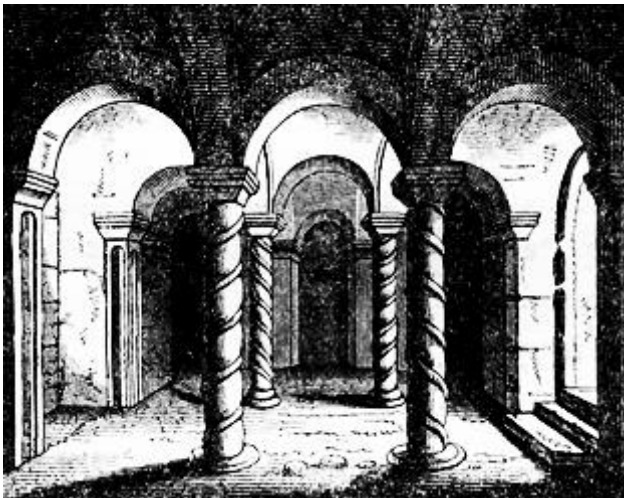
This chamber is where the necromancer hid his wealth. The door to the chamber is of bronze-plated iron and can only be unlocked with the special amulet key worn by Nuromen's wraith (chamber 24). If the amulet is fitted into a depression in the door, the latter will swing inward of its own accord. Otherwise, no amount of force, lock picking or magic will work. As the door opens, three small capsules in the upper lintel will crack and eject a stream of poisonous gas. Anyone within 5' must save vs. poison or die. If they save, they still take 1d4 damage from the dispersing fumes.

If the characters survive this last gift of Nuromen, they will see a room magically lit by *Continual Light* torches on the walls. The chamber is cut in half by a 10' wide and 10' deep trench, its bottom bristling with row after row of iron spikes whose tips are gleaming with a coating of slime. Beyond the pit are gathered chests and coffers overflowing with coins and jewels. Unfortunately, this is all yet another parting gesture by Nuromen – the spiked pit and the treasure are both illusions.

The real treasure lies at the bottom of the trench. Anyone who falls or climbs into the pit will pass through the illusion and find Nuromen's treasure (and the floor of the pit) 20' below.

The "treasure" on the far side of the pit is also an illusion – it is a crossbow rigged to fire 3 bolts if anyone comes within 5' of the illusion. The referee must determine who is in the arc of fire; targets must save vs. ray or take 1d4 damage.

Nuromen's hoard is great indeed: 4,500gp, 10 diamonds worth 300gp each, a **+1 hand axe** which can be thrown and returns to its master's hand, a **rope of climbing**, 3 **potions of Cure Light Wounds**, 2 **potions of Invisibility**, a **potion of diminution** and a **ring of water walking**.



EPILOGUE

The following small adventure can be used to immediately follow the successful exploration of the Necropolis of Nuromen and leads the adventurers on to the second adventure in the *Forbidden Mazes of the Jennerak* trilogy, the *Tower of Totenkopf*.

TROUBLE IN CAMLANN CASTLE

After miraculously not only surviving the Necropolis of Nuromen, but actually escaping with some of its treasures, the party return to recuperate and spend some of their loot at the Boar's Head in Market Camlann. Much to their surprise, they are sharing the tap room with a score of rather unsavoury types. If they encountered any bandits in the woods, one or more of the characters may notice some striking similarities among their fellow revellers.

Eventually the bandits drift away by ones and twos, on the heels of a pair of merchants staying at the inn. If the characters follow the ruffians outside in the night air, they see them in the process of kidnapping the two travellers. Half will stay to deal with the characters if they intervene, the other half will gallop off into the night with the merchants and their wagon. All are armed with melee weapons, 4 of them carry bows.

Bandits (10) AC6; hp 6; DEX:10; AT:1d6; T2

BANDITS IN THE WOODS

The bandits are part of the band staying in the Delvingwood, led by the villainous Lothar, known as the Lawless. This band is itself only a small portion of the White Company, a notorious troop of robbers whose captain is known only as the Prince. As everyone knows the Prince is actually a fairly good fellow, the banished son of a noble family wronged by the throne of the city of Urvekos in the north.

The Prince has given too much authority to Lothar, who is an evil fellow that has turned into a true blackguard. He is carving out his own bandit realm in the Delvingwood and has made alliance with a band of gnolls – the Prince knows nothing of this.

If the characters uncover the identity of the bandits they may note that a 50gp reward has been posted at the castle for any members of the White Company delivered alive to the king of Urvekos. If that doesn't entice them, the characters will be approached by the distraught daughter of the merchants, pleading with them to rescue her parents.

The characters may be able to track the bandits to their lair, or force one of their prisoners to divulge the information if they captured any during the night's skirmish outside the inn.

THE LAIR OF LOTHAR

The Lair of Lothar is the base of his band, but no more than 30 ever stay here. The rest are usually out foraging, scouting or robbing. There are sentries in the trees around, so characters will have to be stealthy to avoid sounding the alarm.

The lair is a cave complex in a rocky outcrop called Bear Hill, 10 miles from Camlann Castle. The south face of the hill is unclimbable by anyone but a thief. A game trail leads up the back of the hill to the boulder-strewn summit, from where a hidden shaft descends into the lair.

The approaches are watched by concealed archers, and the trail is further secured with a 10' deep pit trap covered with branches and leaf litter.

Bandits (6) AC:7; hp:6; DEX:10; AT:1d6; T:2

L1. Entrance Shaft

A steeply-sloping shaft gives access to the lair via ropes concealed amongst the rocks. Two bandits armed with longbows are hidden in the nearby trees, while a third stands ready by the shaft to warn the bandits of attackers.

Bandits (3) AC:8; hp:6; DEX:10; AT:1d6; T:2

L2. Guard Room

This room appears deserted, but is defended by 5 guards concealed behind boulders. There is a spring-fed pool of water which empties down a narrow tube to the lower level corridors. It can be used as an emergency escape, but a save vs. breath weapon must be made to avoid taking 1d6 damage from the ride.

Bandits (5) AC:6; hp:6; DEX:10; AT:1d6; T:2

L3. Trapped Junction

A deadfall will be triggered by anyone passing through this area unless they hug the walls, causing 1d6 damage to each person in the junction.

L4. Prison

This chamber serves as the holding cell for any prisoners the bandits may have. They are unable to escape due to the steep 20' drop at the entrance.

A bandit stands on guard and occasionally lowers food and water to the inmates via a basket.

Bandit AC:6; hp:6; DEX:11; AT:1d6; T:2

L5: Bandit Lair

An ancient well in this room supplies the bandits with their water. There is a narrow smoke hole which leads to an exit in the woods about a mile away. There will be 2-20 bandits here at any one time, cooking, sleeping, gambling, and making quite a racket.

Bandits (2-20) AC:6; hp:6; DEX:10; AT:1d6; T:2

L6: Watch Post

Two alcoves conceal crossbow-armed bandits watching the approach to the inner lair. The niches are 10' above the corridor and so shadowed that their inhabitants are unlikely to be seen.

Bandits (2) AC:7; hp:6; DEX:10; AT:1d6; T:2

L7: Lothar's Lair

This comfortably appointed cavern is the domicile of Lothar and his Gnoll mercenaries. Furs and rude furniture fill the space. A relatively smokeless cooking fire is situated in front of a natural cleft in the rock, which also serves as his escape tunnel in an emergency. However, the shale-covered ledge here is treacherous and anyone failing a save vs. breath weapon will fall and take 1d6 points of damage.

Lothar is a 6th-level fighter, equipped with mail, longsword, and a **+1 magic shield**. His two lieutenants are 4th and 5th-level, respectively, but are usually out on raids. The bandit treasure is hidden in a hole under a flat rock:

3,000 cp, 4,000 gp, 18 jewels (total value 10,900 gp)

Lothar AC:3; hp:36; DEX:10; AT:1d6; T: see above

Gnolls (6) AC:6; hp:9; DEX:9; AT:1d6; T:1

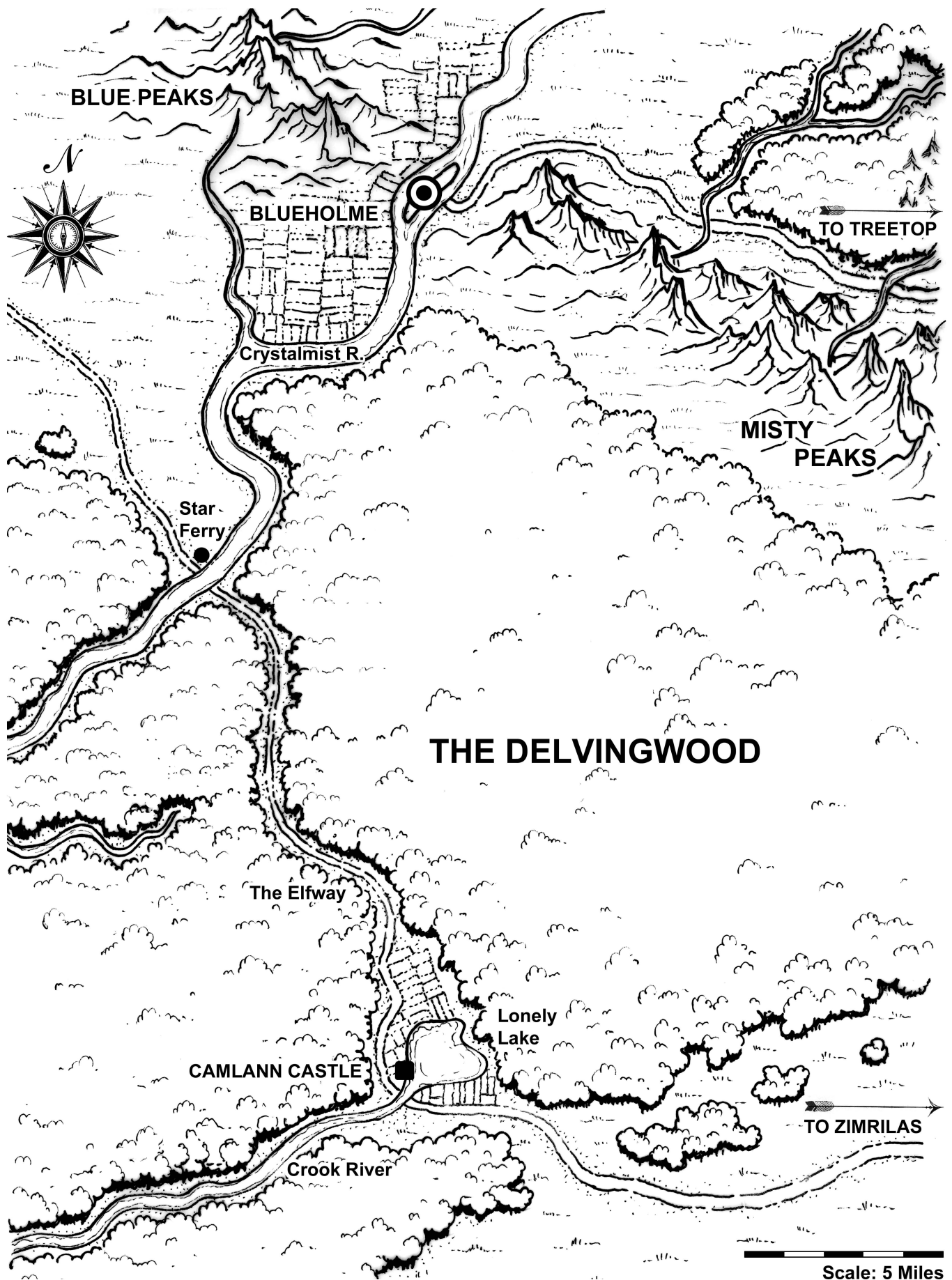
L8: Boneyard

This huge cavern is strewn with bones left by the owl bear in L9, victims tossed in by Lothar and the Gnolls because they couldn't pay their ransom, or just for their amusement. The monster is kept out of the rest of the bandit lair by two sheer cliffs which require a rope (or a thief) to climb.

L9: Owl Bear's Pit

An old, cantankerous, and hungry owl bear has been trapped in this cave by Lothar, usually sleeping atop a ledge at its southern end. It will attack anything that enters its abode.

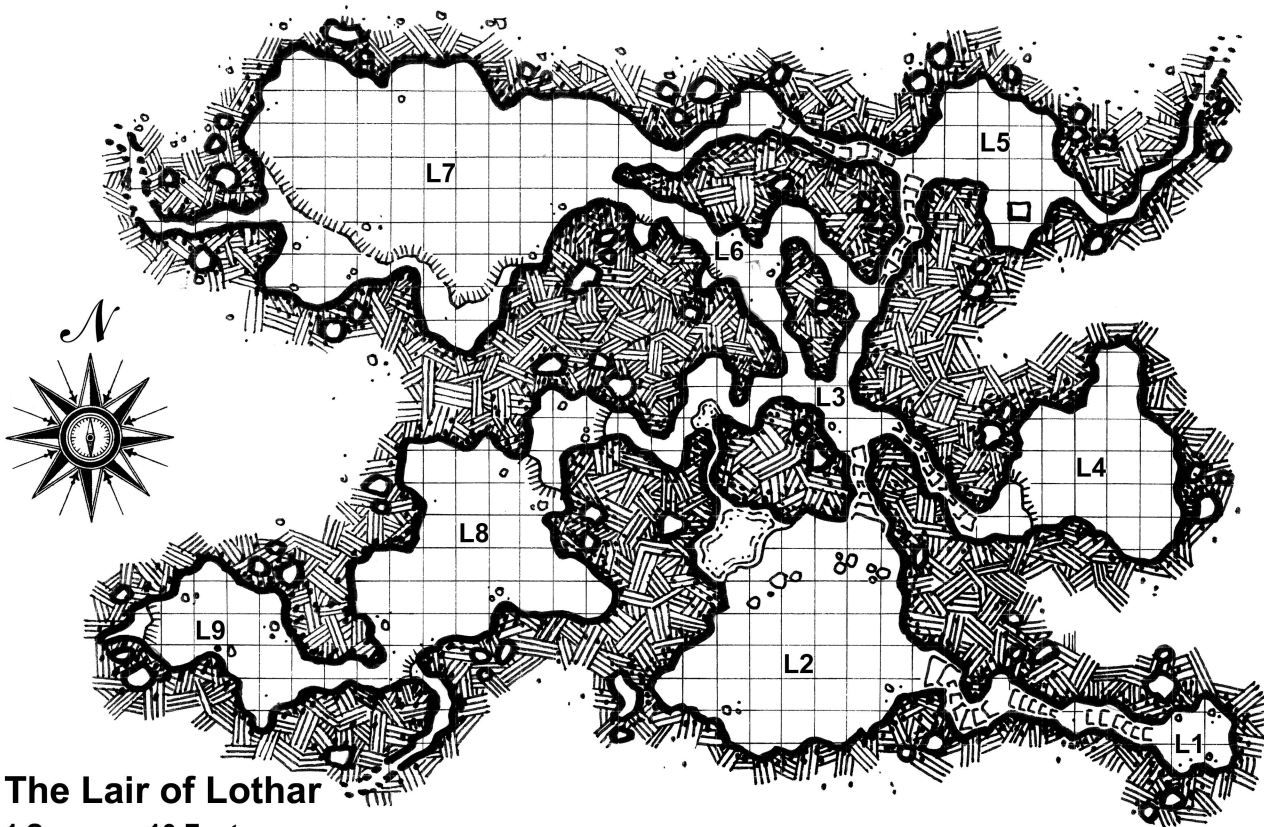
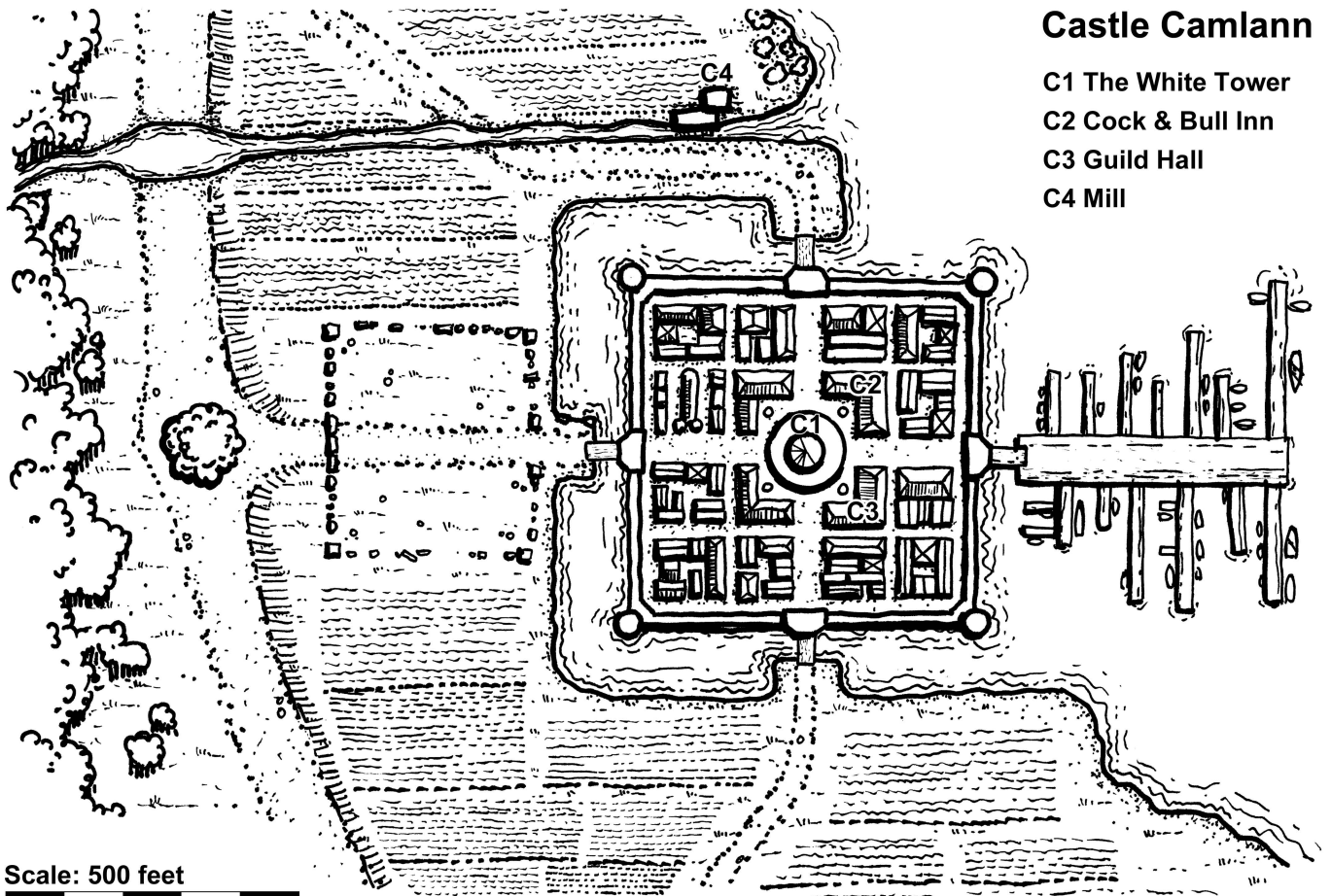
Owl Bear AC:5; hp:25; DEX:10; AT:1d8 + 1d8/2d8

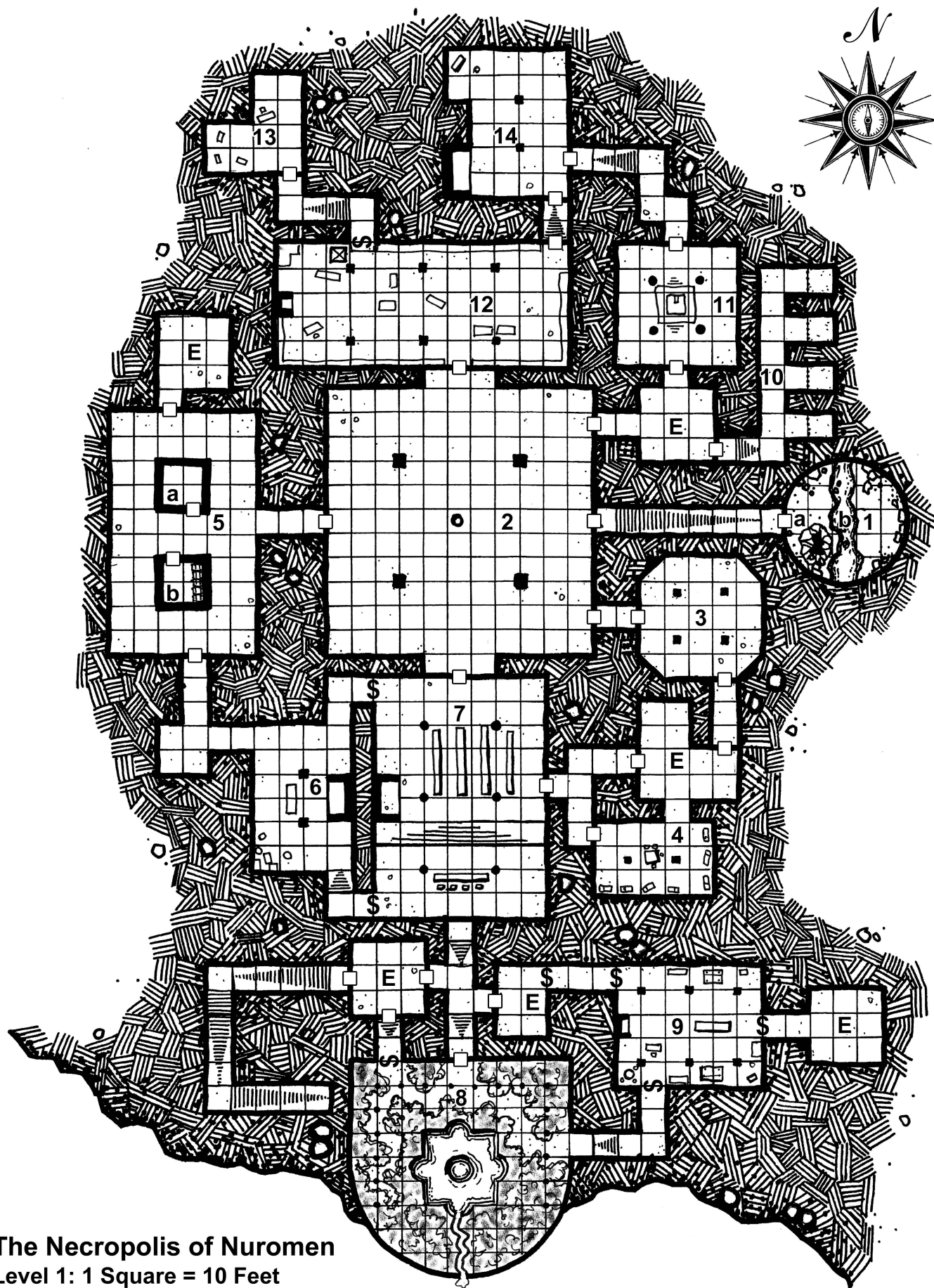


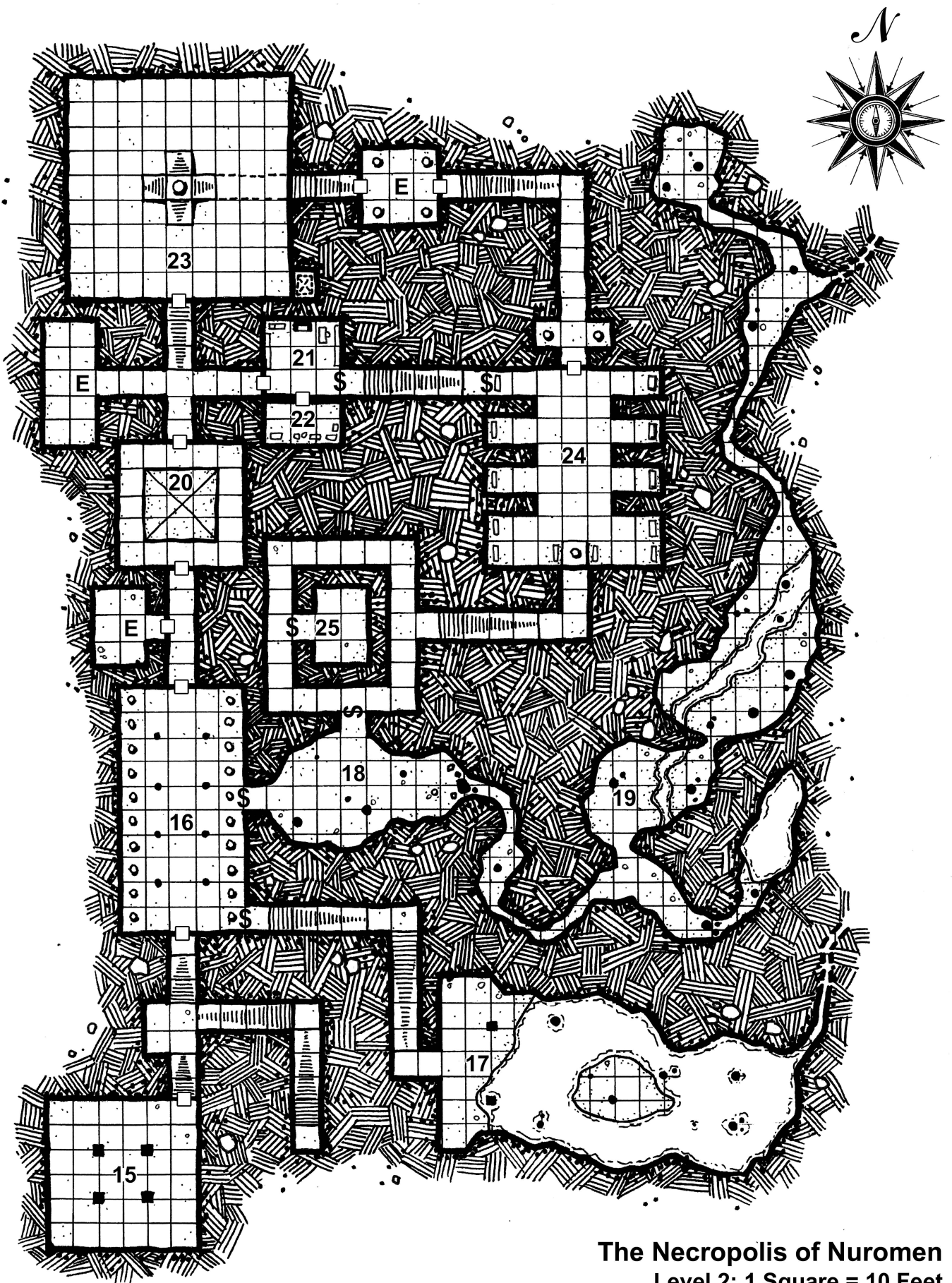
Scale: 5 Miles

Castle Camlann

- C1 The White Tower
- C2 Cock & Bull Inn
- C3 Guild Hall
- C4 Mill







The Necropolis of Nuromen
Level 2: 1 Square = 10 Feet

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BLUEHOLME

THE NECROPOLIS OF NUROMEN

The Necropolis of Nuromen is the first instalment of three modular quests designed to let the referee introduce a group of 1st level characters to the thrills of Underworld exploration as they attempt to unravel the secrets buried in the evil necromancer's lair.

To play this adventure you also require the **BLUEHOLME™ Prentice Rules**, a table top fantasy roleplaying game that emulates the game play of the original basic rule book, popularly known as the Holmes Edition or simply the Blue Book.

Other Dreamscape Design books to keep an eye out for are the greatly expanded **BLUEHOLME™ Compleat Rules** for 1st to 20th level characters with expanded monsters, spells, and magic items.

Enjoy!



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