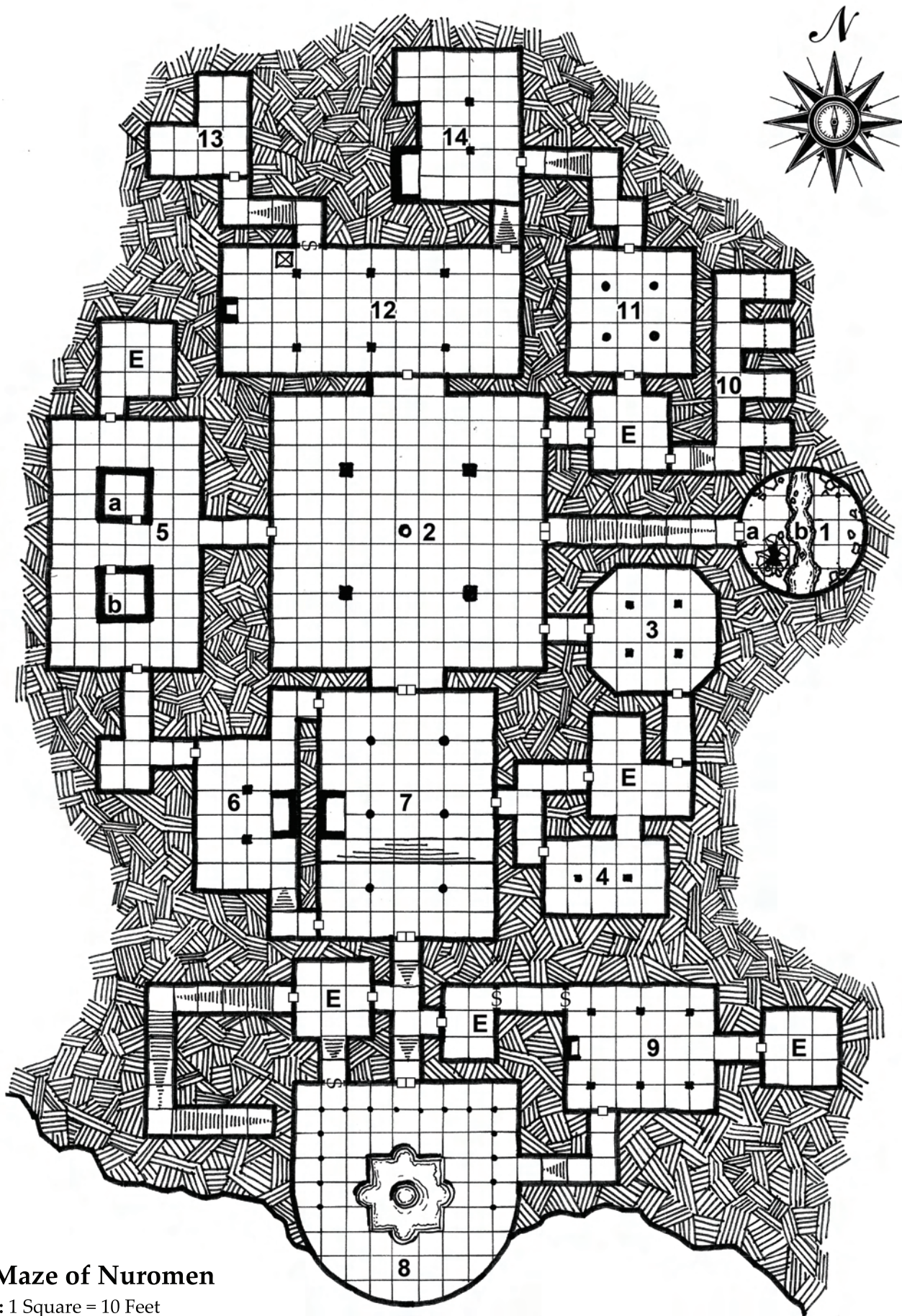


BLUEHOLME

THE MAZE OF NUROMEN



FANTASY ROLEPLAYING ADVENTURE
FOR 1ST LEVEL BLUEHOLME™ CHARACTERS



The Maze of Nuromen

Level 1: 1 Square = 10 Feet

BLUEHOLME™

THE MAZE OF NUROMEN

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

THIS IS NOT A STAND-ALONE BOOK!

REQUIRES BLUEHOLME PRENTICE RULES OR BLUEHOLME COMPLEAT RULES

WRITTEN BY
JUSTIN BECKER

EDITED BY
MICHAEL THOMAS

PUBLIC DOMAIN ART BY HARRY CLARKE
CONTRIBUTED BY JOHN-CALVIN SMITH

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THE MAZE OF NUROMEN

HISTORY

Nuromen the Black was a powerful and evil necromancer who attracted a number of like-minded followers to his tower set upon a rocky knoll in the wilderness. 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 hamlet 50 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 were ...

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 Maze of Nuromen, and of the fabulous treasures said still to be buried there ...

The wood elves that still dwell in the deep forest around Law's End set a watch over the ruins as surety against any ill-conceived venture to rebuild the ill-fated township, but their numbers are declining. As the elves leave the forests for unknown lands beyond the sea, goblins have come down from the 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.

THROUGH THE FOREST

Law's End lies some fifty miles from the former hamlet, now a thriving village, on a limestone outcrop in the forest at the foot of the mountains. Below the ruins of the village a river springs forth from the roots of the mountain, eventually becoming a mighty river.

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, one encounter should be played out as below.

AN UNEXPECTED ENCOUNTER

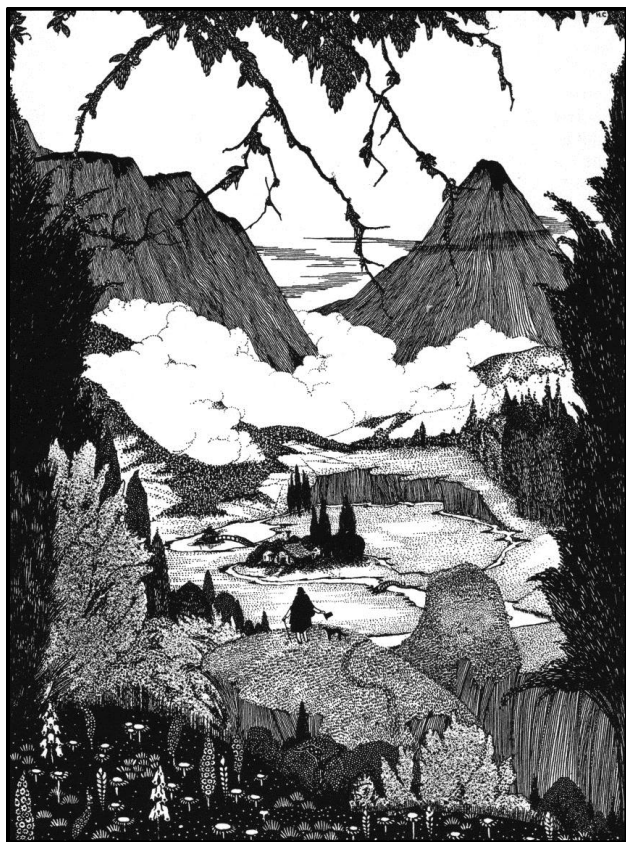
On the way to Laws End, the party will be met by a band of high elves passing through the forest on their journey out of the Known World. Upon learning of their quest (or surmising it if players are tight-lipped) one of their number will recount how his cousin, an elf prince, once approached Nuromen 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 of Nuromen the Black 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 Maze. 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 should 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 weeds and saplings. 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 few ever found the way into the Maze from the underground river chamber until a few days before the party arrived – and none have yet come out again ...



THE MAZE OF NUROMEN

The Maze 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 Maze are still serviceable; most can be forced open if locked or jammed.

Nuromen set an array of traps and magicks around his Maze before his untimely demise and some of them reflect the necromancer's morbid sense of humour. The steel traps are a little rusty but unfortunately still function unless otherwise noted in the dungeon key.

WANDERING MONSTERS

The normal rules for determining and resolving wandering monster encounters apply within the Maze. However, because of the isolated nature of the maze 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 referees should re-roll until a monster that is still available is rolled. The elves are wood elves, exploring the upper level of the maze 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	Grick	1d2	2
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.

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 east.

The ropes belong to a small party of goblins who have recently entered the Maze. 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) – hp:4, 5; #AT:1; D:1d6; AC:6; I:11; T:1

1a: 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 d20 check is needed for those following.

1b: 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) – hp:2,4,5,6; #AT:1; D:1; AC:9; I:10

2: Underground Courtyard

This huge hall is littered with several 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 suit of magical +1 mail can be found, still gleaming under a layer of detritus.

4: Barracks

This is where the soldiery who patrolled the Maze 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) – hp:1,2,3,3; #AT:1; D:1d6; AC:4,4,4,3; I:12; 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 23 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 planned expansions to the Maze when its occupants yet lived.

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 the village; double or more if the characters can figure way to transport it back to a town or city. The wine is elfin, a gift from the doomed elfin prince who tried to befriend Nuromen.

There is also a ghost here, the phantom of a drunkard who resided with 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. paralysis 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. 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. Whether the party accepts the ghost's offer or not, after this gesture it will vanish and the cup will fall to the floor to add its remaining contents to the multitude of stains.

6: Kitchen

Here were prepared the feasts which Nuromen held for his guests in the banqueting hall (Chamber 7). The large hearth in the centre of the west wall is shared with the banqueting 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 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 Maze 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) – hp:2; #AT:1; D:Poison; AC:9; I:13



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.

Set in the east wall of the hall, behind the high table on its raised dais, is a great fire place whose chimney exits somewhere in the mountains. An old, green copper pot hangs over the crusted ashes. 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)–hp:9,14; #AT:3; D:1d4/1d4/1d6; AC:7; I:10; T:12

8: The Grotto

Open to the southern cliff face of the hill, overlooking the river below, Nuromen caused to be fashioned a remarkable garden with a clever fountain fed by one of the many underground streams. The fountain features many lewd and impish figures that spray passers-by with water when they step on a hidden switch, and it still functions perfectly.



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) – hp:4,7; #AT:1; D:2d4; AC:4; I:9

9: Nuromen's Apartments

This ornate and well-furnished room was the private quarters of the necromancer and his family. The cold stone walls are clad in rare timbers and draped with long tapestries which depict the life and career of Nuromen, as well as the founding of Law's End. Anyone examining the tapestries will gather that Nuromen was a vain and conceited 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 the

evil deity worshipped by Nuromen and his followers). Contrasting with this monstrous tapestry is a delicate painting of a lush garden with a little girl and a beautiful woman seated on the rim of an ornate fountain (they are Nuromen's wife and daughter in the grotto).

There is a canopied bed, 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 are also many finely detailed toys; in fact, there is a magical toy which Nuromen made for his daughter. It is a finely wrought silver puppet which dances and spins by magic when taken from one's pocket and set upon the floor. It is lying on the bed next to the skeleton of a small girl and her nanny. This is where the two were sleeping when the calamity of Law's End struck.

The two skeletons are dressed in fine but rotting garments and are covered with the dust of ages. The girl's bony wrist bears a silver bracelet which has the name "Anthea" engraved upon it. If there was any ray of light in Nuromen's wicked heart it was the affection he bore for his daughter and wife. The girl's name is the password to the magical study (chamber 12).

Aside from the magical puppet (worth 300gp), there is nothing of value except possibly some old perfumes that belonged to Zimena, Nuromen's wife (150gp if sold to the right merchant).



10: Hall of Prisoners

Once the holding area for those who displeased Nuromen, 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 Maze. 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. 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. There is still one skeleton clothed in rotting rags, hanging by its neck from a frayed rope that will break if interfered with.

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. magic 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 Maze, 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 are 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.

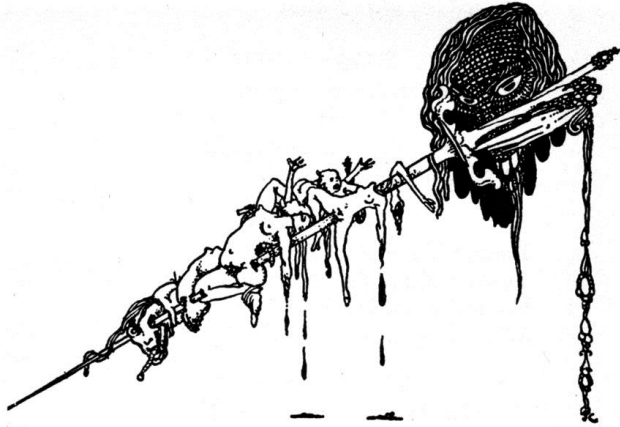
Intelligent players may ferret something of value from the surviving books, but most are in obscure scripts or can be read only by magic users. The contraptions are quite worthless as they are incomprehensible. If anyone is foolish enough to drink any of the elixirs around the place their only reward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

1-4: Become violently sick for 1 turn, no movement or actions other than uncontrollable retching (poison).

5-7: Turn into a frog, a bird or insect (magic).

8: Writhe and scream in pain for several minutes before dying a horrible death (poison).

Also, hanging on a hook are two large metal keys that opens the door to Nuromen's vivisectory (chamber 14) and the door to the Hall of Statues (chamber 16), although the latter, like its lock, is of strange make and not immediately recognisable as a key.



If anyone searches for secret doors and specifically mentions checking the bookcases, they have a 1-5 in 1d6 chance of finding the hidden door behind a hinged bookcase against the northern wall. 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 22).

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 three times book's 5-pound weight in gold to have it – or else try to take it!

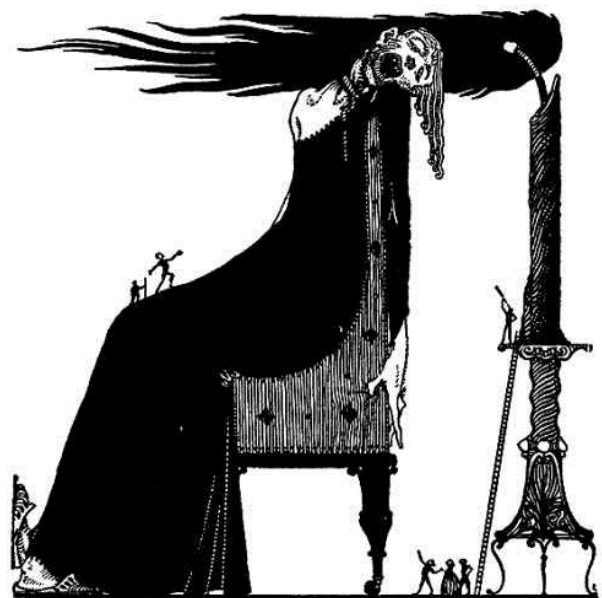
Nuromen's wraith comes here to memorise his spells, commanding one of his skeleton guards to turn the pages – it is obvious that the books have been recently disturbed. There is also a magical +1 dagger in a scabbard slung over the back of the chair.

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 an iron maiden. The iron maiden is rusty but a character with Strength 14 or higher can force it open. Inside is the decayed corpse of a zombie, which will attack immediately.

Zombie (1) – hp:10; #AT:1; D:1d8; AC:8; I:6



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 of the Maze 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 bone talisman has a spell cast upon it that makes its wearer irresistible to any goblin of the opposite sex.

Goblins (5) – hp:2,3,3,4,6; #AT:1; D:1d6; AC:6; I:11; 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. Here is a vast hall 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 23) and the other to the Underground Lake (chamber 24). If turned to the right, a poisonous gas is released. The character turning the head must save vs. poison at +2 or take 1d4 points of damage – the poison has lost some of its potency over the decades.

If anyone states they are searching the base of the statues, 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 partially 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 ghoul who was once a master thief. He appears as 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 in his experiments, whereupon it amused the necromancer to bind him to the chest as its custodian.

However, the thief retains some will and he will allow 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 full turn or if the party makes three incorrect guesses, the ghoul will attack.

If the party answers the riddle correctly, he will bow and gesture towards the treasure, telling them that his charm will be released when the treasure is taken. He will speak of nothing else in the Maze. 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, still efficacious after all this time. Inside are kept 300gp, a magical +2 short sword engraved with the thief's former name, a ruby worth 100gp, and a potion of gaseous form.

Ghoul (1) – hp:8; #AT:3+paralyse, D:1d3 each; AC:6; I:11



18: Cave of the Magic Bones

Upon entry, the party will see on the far end of the cave a small clay pot overflowing with precious gems and a scabbarded sword. There are 400gp gold worth of assorted jewels, a beautiful golden necklace (100gp), and a delicately wrought circlet of white gold (500gp). Here is the elven crown, stolen from the elf prince whom Nuromen tricked, tortured and killed. Any character who wears the elf crown 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) – hp:3; #AT:1, D:1d6; AC:4; I:16

19: Caves of the Troglydtes

Any character swept away by the underground river in the broken shaft (chamber 1), will emerge into this large cavern, taking 1d6 damage on the way. A roll equal or less than his Dexterity score on 1d20 will allow him to scramble onto the sandy shore next to the body of a drowned goblin with 5gp and a dagger still in his 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 troglydtes 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 Maze – which were destroyed in the cave-in in chamber 18.

Troglydtes (3) – hp:6,8,9; #AT:3, D:1d4 each; AC:5; I:10

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 a book 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 out of the Maze will suffer a –1 attack penalty against all evil creatures until the book 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 his deity, a malevolent northern god unknown in the Realm. There is a giant stone carving 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 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 may lay a quest upon the character in return.

If the basin is pushed aside there is a shaft which leads 20' down, opening to a corridor leading to the Burial Crypts (chamber 24). The wooden ladder has disintegrated.

24: The Ancestral Burial Crypts

This dark, haunted hall is vast and cold. Carved reliefs on the walls are painted with scenes of Nuromen's family history going back centuries, interspersed with images of the eight-armed baboon god. There are stone sarcophagi in the alcoves, fourteen in all. All appear to have artistically carved effigies of their dead occupants on the lids. Nuromen paid handsomely to have his family's remains brought to Law's End for interment. 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 the sepulchre before taking his own life.

Nuromen was devoutly religious and it is for this reason that he 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 and he will arise, as will Zimena and two of his ancestors from the stone sarcophagi. What look like effigies are in fact their dusty, desiccated 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) – hp:11; #AT:1; D:1d6+drain; AC:3; I:10

Spells: *Dancing Lights*, *Detect Magic*, *Floating Disc*, *Magic Missile*, *Detect Invisible*, *Phantasmal Image*.

Zombies (3) – hp:4,7,7; #AT:1; D:1d8; AC:8; I:6

25: The Vault of Nuromen

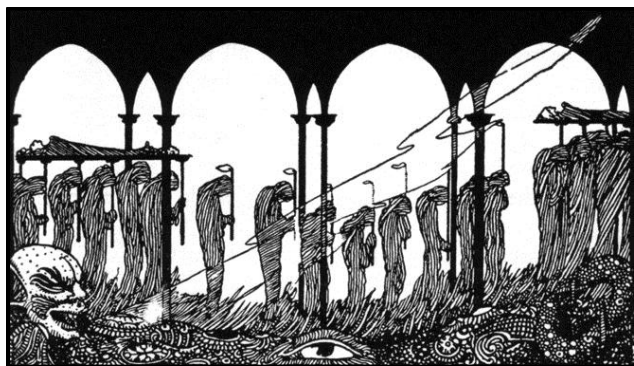
This chamber is where the necromancer hid his wealth. The door to the chamber is of bronze-plated iron and can only be unlocked with the special amulet key worn by Nuromen's wraith (chamber 24). If the amulet is fitted into a depression in the door, the latter will swing inward of its own accord. Otherwise, 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.

If the characters survive this gift of Nuromen, they will see a room magically lit by *Continual Flame* 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 coffer 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 magical +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.



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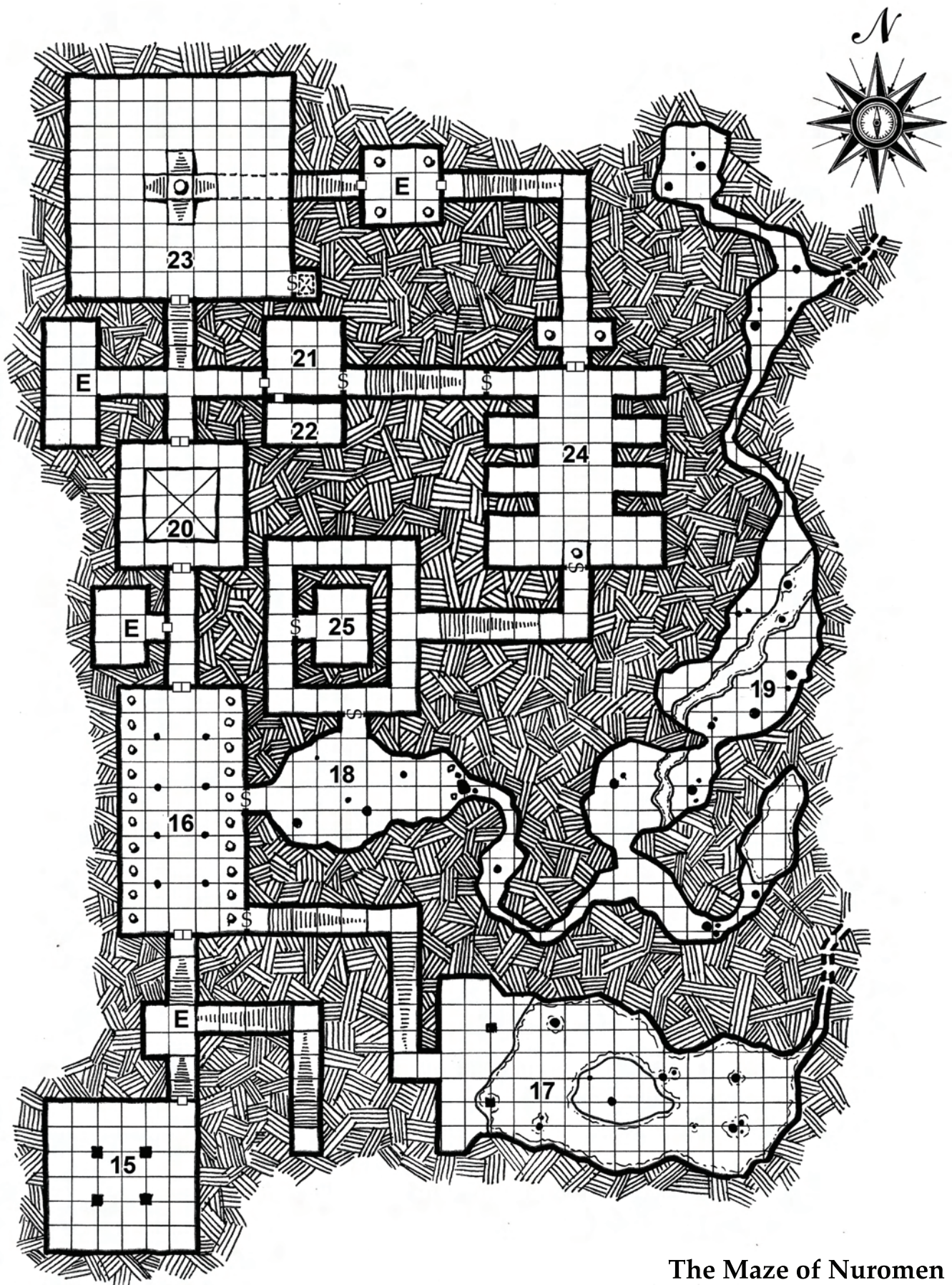
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The Maze of Nuromen

Level 2: 1 Square = 10 Feet

BLUEHOLME

THE MAZE OF NUROMEN

The Maze of Nuromen is a modular quest 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 of 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.

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