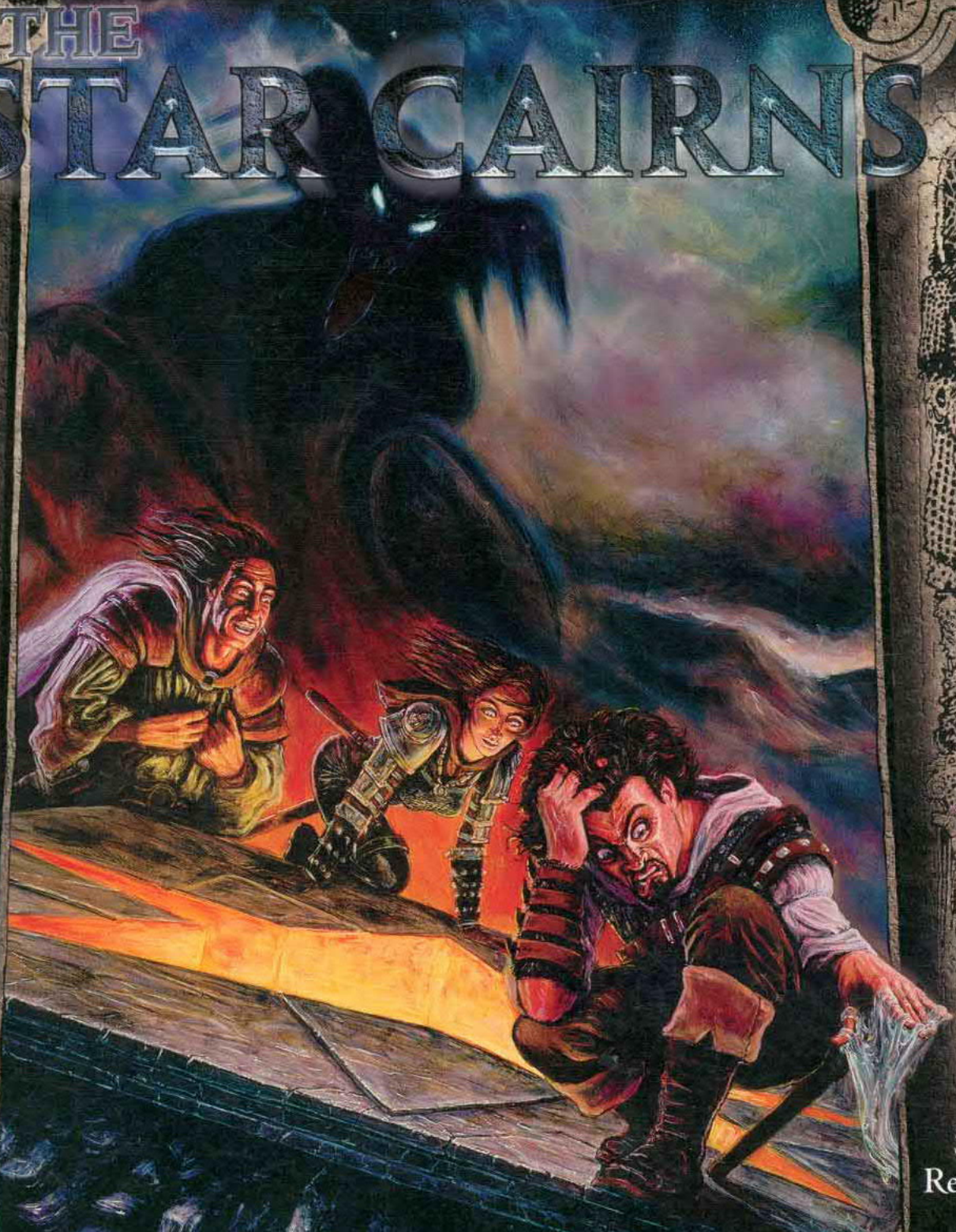


Advanced
Dungeons & Dragons

GREYHAWK

ADVENTURE

THE STARCAIRNS



By
Sean
Reynolds



Adventure

THE STAR CAIRNS

THE LOST TOMBS, VOLUME I

CREDITS

Design: Sean "Vegepygmy" Reynolds
Editing: Kij "Troll Child" Johnson
Brand Manager: Lisa "Queen of the Spiders" Stevens
Cover Art: Kevin McCann
Interior Art: Scott James & Tom Kyffin
Cartography: Sean Glenn
Typesetting: Eric Haddock
Art Direction: Ellen Buck
Electronic Prepress Coordination: Larry Weiner
Greyhawk Sages: Erik Mona and Steven Wilson
Playtesters: Adam Conus, Chris Paine, Ed Stark, Jonathan Tweet & Anthony Valterra

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Wizards of the Coast, Inc.
P.O. Box 707
Renton, WA 98057-0707
800-324-6496



EUROPEAN HEADQUARTERS
Wizards of the Coast, Belgium
P.B. 34
2300 Turnhout
Belgium
+32-14-44-30-44

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THE STAR CAIRNS

The Star Cairns is an adventure for 4 to 8 characters of levels 5 to 8. Most characters should have some sort of magic weapon, and some sort of spellcaster in the adventuring party is helpful. Suggestions are included at the end of each section for ways to adjust the adventure to accommodate lower- and higher-level characters. Set up in five parts, it can be played in any order you choose, although the order presented has the easiest section first and most difficult one last.

This module has a few things that have been left undefined, such as memorized spells for the NPC spellcasters and actual powers of some of the magical weapons. DMs should spend some time before the game session customizing these parts to suit their campaign and style of play.

BACKGROUND INFORMATION

In 167 CY, a copy of the *Tome of the Scarlet Sign* was delivered to Murtaree, court wizard to the Malachite Throne of the Great Kingdom. The tome was a treasure of the fallen Suloise Empire, and the wonders of that lost realm struck a chord within the dark heart of the Suel-born wizard. The man was fascinated by the tales and information about his ancestors, and was especially intrigued by the depth of the hatred his people felt for their enemies, the Bakluni. The tales of ancient and terrible feuds kindled in him the fires of hatred, and he resolved to bring back to life the ancient war and destroy the Baklunish people. Consulting his peers — other wizards of Suel heritage, working as advisors to various members of the Aerdi court — he found that there were others who felt similarly, and he easily talked them into joining his personal crusade.

Seeking a quiet place where he and his cohorts could study and grow strong enough for such a venture, he was lucky enough to find two great veins of magic rock in the western arm of the Abbor-Alz. These veins enhanced different sorts of magic in ways that suited his purposes, and so the wizard hired dwarves and men to dig out lairs in these places, first breaking ground in 169 CY. When the hidden tunnels were completed, Murtaree cast a great *forget* spell on the workers to preserve the secret of their location. There were five locations in all — arranged on the crossing ley-lines like an enormous victory-rune (its apex in the lower Abbor-Alz and its nadir in the Bright Desert), which the mage thought was most appropriate. The ambitious magic-users got to work creating items and spells of great power to use against their racial enemy.

Although Murtaree died in 174 CY when his transformation into a lich failed, his first students continued to work, teaching their ideals to new students. Great works were made in these dungeons. More importantly, a powerful destructive artifact of unknown origin was kept here for safekeeping, divided into three pieces, each stored in a different cairn for greater security.

A great ball of fire appeared over the Oljatt Sea in 198 CY, passed over the southern Great Kingdom, and vanished beyond the Sea of Gearnat (see

the *GREYHAWK® Adventures* hardcover). Selvor the Younger, an Aerdi astronomer, extrapolated its path back to its celestial origin and declared the fireball to be an omen of “wealth, strife, and a living death.” This pronouncement caused panic in Rauxes and throughout the Great Kingdom, where it was interpreted to mean the end of the world. The subsequent incidents and unrest foreshadowed the Age of Great Sorrow to come, in 213 CY.

Unknown to the people of the Great Kingdom, the shooting star struck ground in the eastern Abbor-Alz. The impact was felt several hundred miles away in Murtaree’s southernmost site, momentarily distracting the attention of the mages working there. Mysteriously, the site vanished a few seconds later — with it, three well-known wizards of the Great Kingdom. Even worse, one of the pieces of the ancient weapon had been stored in the lost site. The remaining wizards abandoned for a time their plans of Bakluni destruction to deal with the troubles in the east, and fled the the laboratories, some taking the time to activate magical and mundane defenses to protect their research.

Eventually, the wizards who knew the true purpose of the dungeons were scattered to the winds or dead; the items found inside sparked their own legends, leading people to believe that the ruins were merely burial sites for great mages. They came to be called the Star Cairns, after the star-shaped entrances, and the belief that they were mausoleums. Monsters and other undesirables began using the cairns as lairs, the great plans of the Suel wizards forgotten.

RECENT EVENTS

Jallarzi Sallavarian of the Circle of Eight has recently discovered omens that predict imminent doom for Greyhawk. Among the more mundane omens are an increase in the number of derto sightings in the Abbor-Alz, and the uppermost sail of the mysterious Doomgrinder approaching the zenith by another degree. Other signs indicate that one of the ancient cairns known as the Star Cairns may be the key to averting the doom. The Eight have warned the city about the possible doom (and its possible prevention); they urge adventurous souls to scour the Abbor-Alz for anything that might be the key to saving the city.

This module is five smaller linked locales, each with its own set of inhabitants, traps and rewards. The Star Cairns have always been places of danger and mystery for those that heard the legends of their history — especially with the fate of the fifth “lost” cairn being unknown. During the course of exploring these areas, the player characters will find tantalizing fragments of history, seeds of adventures to come, and a chance to make a name for themselves.

The four known cairns are currently inhabited by (respectively) a hodgepodge of bandits and humanoids led by a megalomaniac doppelganger, a studious necromancer and some imprisoned guardians, a young beholder and

its derro slaves, and a few hostile golems stirred up by adventurers. Each group is interacting with its immediate environment and is likely to spill over to affect the other nearby cairns. If left unchecked, it is quite possible that a small-scale war could erupt between the doppelganger and the beholder, with the necromancer and golems remaining unknown variables in the conflict.

The long-term goal of any adventurers that visit these places is likely to be greed — a desire for knowledge or material goods. They should end up finding a site lost for almost four hundred years, and leaving with hints on how the greater struggles for power in the Flanaess might have been different if not for a single falling star. . . .

RUMORS

The following rumors are circulating through Greyhawk and the nearby territories and can be used as the DM sees fit:

- Bandits with magic weapons and humanoid allies have been attacking caravans and travelers near Hardby; sometimes the bandits just take the cargo and let the caravaneers go on their way, sometimes the travelers are dragged away; other caravans have simply disappeared completely.
- A necromancer has broken into one of the Star Cairns and plans to use the dead buried there to start an undead army in order to sack the city.
- Stone statues of animals and humanoids have been found in the southern Abbor-Alz; a medusa or basilisk is suspected to have moved into the area.
- A dozen rampaging golems have attacked Hardby, sent by a vengeful wizard living near the desert; Greyhawk is his or her next target.
- A beholder attacked Greysmere and was last seen heading north.
- Lizardmen in the Mistmarsh have been seen patrolling the borders of the swamp.
- The Rhennee have started to drop pearls and jewelry into the Nyr Dyv, suspecting doom will come from the depths of the lake.

ADVENTURE HOOKS

The following sample hooks can be used to get characters involved in the goings-on of the Star Cairns should they not set out on their own. They are arranged into the following difficulty/danger categories:

Low Difficulty

- Ambush:** The party gets attacked by bandits (cairn D).
- Escort:** A merchant hires the characters to serve as guards for a caravan heading south (cairn D).
- Gather:** Interest in the tasty tails of the rock lizards living in the Abbor-Alz has increased; several restaurants in the city have requested supplies of the creatures (any).
- Neutralize:** Representatives of the Greyhawk Merchants' and Traders' Union have posted a reward for anyone that destroys the bandits raiding from one of the cairns (cairn D).
- Rescue:** A merchant family has received a ransom request for their two sons, captured by bandits; they need someone to carry payment to the bandits or (preferably) attempt a rescue (cairn D).
- Spy:** A merchant suspects something is amiss with her business partner, and asks the group to spy on him to see what he is up to (the partner is Selra the doppelganger from cairn D).

Medium Difficulty

- Neutralize II:** Selra the doppelganger (cairn D) in her merchant guise hires the group to get rid of the bandits; her actual goal is to get the group under the influence of the bandit leader's sword.
- Soothe:** Several wealthy families and/or good-aligned temples have lodged a

protest against the necromancer using the bodies of their beloved dead (buried in one of the Star Cairns) as her personal undead servants; they wish an armed group to force her to deanimate them or, barring that, kill her (cairn N).

Spy II: A rival necromancer hires the group to find out what the necromancer is so curious about (cairn N).

High Difficulty

- Ambush II:** The party gets attacked by the beholder or derro (cairn B) or a golem (cairn G).
- Hunt:** The Guild of Wizardry wants to know if there really is a beholder wandering around the hills; bringing beholder parts to the guild will be rewarded well (cairn B).
- Hunt II:** Griffon riders from the Mountaineer Militia have spotted a great iron statue blundering about the mountain; some brave adventurers need to destroy the thing before it reaches civilization (cairn G); alternately, they see the beholder (cairn B).

A good way to get a group involved in adventuring through all five cairns is to start them at the bandit cairn with Ambush or Rescue, direct them to the necromancer's cairn with Soothe or Spy II, have them interact with the golems or beholder with the appropriate Ambush, Hunt, or Hunt II, then point them at the remaining known cairn with either rumors, Ambush II, or Hunt II. The group should have collected enough information to find the fifth cairn by this time; if not, a sage can interpret the information they have found.

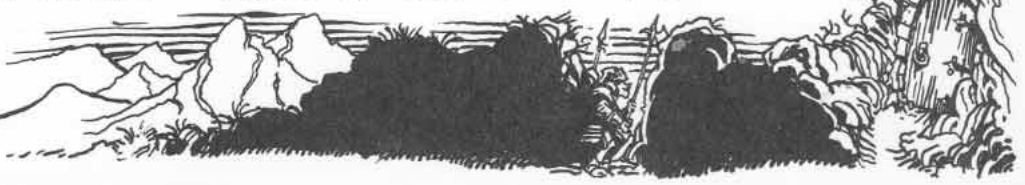
COMMON FEATURES OF THE CAIRNS

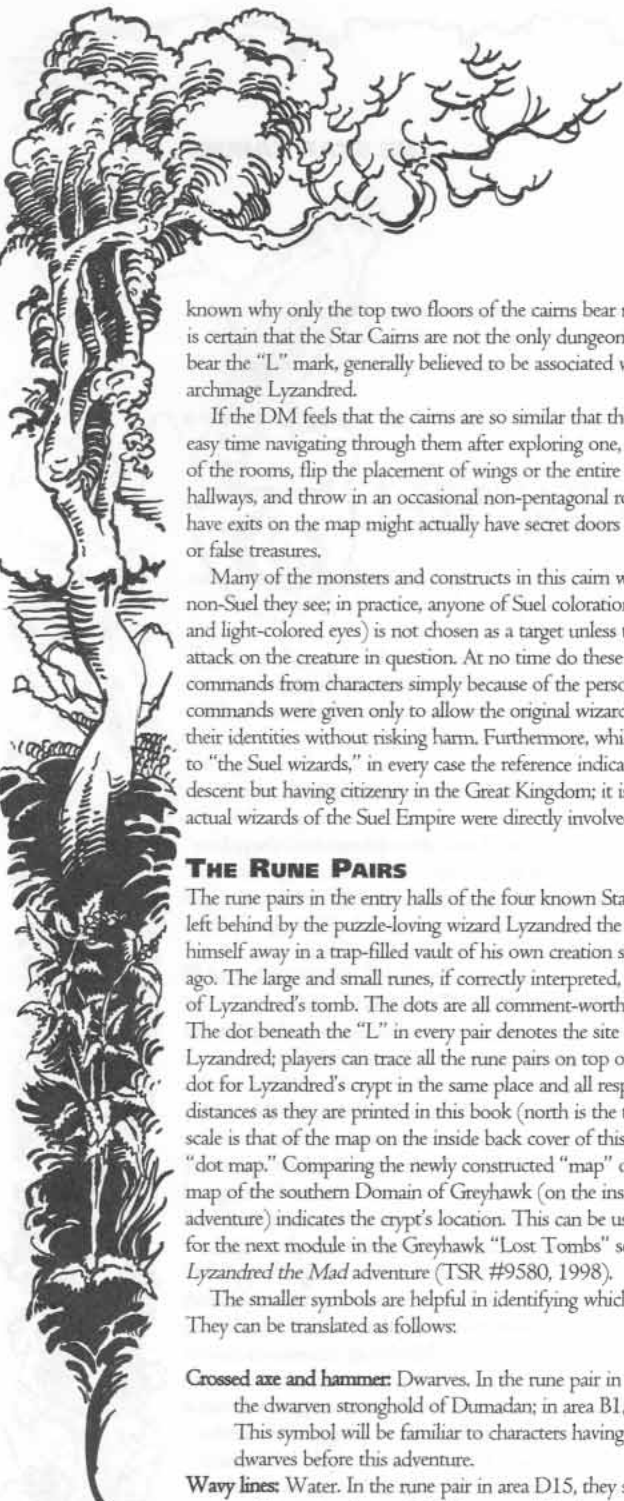
As they were all constructed at about the same time by engineers of similar skill following plans drawn up by the same group of wizards, each of the cairns shares a remarkable resemblance with the others. The rooms are all five-sided, representing the five cairns and their five different types of research. Painted over almost all of the walls is a repeating geometric pattern, with the predominant shape being a chevron (V-shape), representing the five cairns and their orientation. Each cairn has three floors. The upper is used for housing and meals; the middle is used for research, construction and components; the lowest is a vault-like area that holds completed items. Most of the ceilings are 12 feet high, with hallways slightly lower (10 feet). Each cairn has a magical supply of fresh water and a simple sewer system. Each cairn has chimneys that divide into many small pipes as they approach the surface; in anything but a dead calm, any smoke rising from them is invisible and untraceable, though adventurers may smell it faintly.

The surface access of each cairn is a pile of smooth stones topped with large piece of flat stone. The flat stone has a star-shaped hole, plugged with another piece of stone of the same shape. Nearly 10 feet across and carved with many ancient runes, the plug weighs several hundred pounds and requires a total of 20 points of strength to move; if the plug is in place it fits so well that pry-bars and at least 30 points of strength are needed to move it.

The four cairns that can be easily found have another thing in common — the main entry halls on the top two levels have two strange black runes, glowing red and floating in midair. One is always a stylized letter "L" with a dot beneath it; it seems to be some sort of wizard mark. The few attempts to *dispel* them have yet to be effective (the *dispels* must be successful against a 25th-level spellcaster). Near the "L" rune there is always a second, much smaller rune, again with a dot. This small rune is different in nearly every case, and always in a different position in relation to the "L." See the inside front cover of this adventure for drawings of the rune pairs.

It is unknown why the Star Cairns have these rune pairs, and it is also not





known why only the top two floors of the cairns bear runes at all, although it is certain that the Star Cairns are not the only dungeons in the Flanaess that bear the "L" mark, generally believed to be associated with the undead archmage Lyzandred.

If the DM feels that the cairns are so similar that their players will have an easy time navigating through them after exploring one, mix up the orientation of the rooms, flip the placement of wings or the entire cairn, angle or curve the hallways, and throw in an occasional non-pentagonal room. Walls that don't have exits on the map might actually have secret doors leading to deadly traps or false treasures.

Many of the monsters and constructs in this cairn were told to attack any non-Suel they see; in practice, anyone of Suel coloration (fair skin and hair, and light-colored eyes) is not chosen as a target unless that individual makes an attack on the creature in question. At no time do these monsters obey commands from characters simply because of the person's race; these commands were given only to allow the original wizards the freedom to assert their identities without risking harm. Furthermore, while the text often refers to "the Suel wizards," in every case the reference indicates a wizard of Suel descent but having citizenry in the Great Kingdom; it is not intended to mean actual wizards of the Suel Empire were directly involved in any of these cairns.

THE RUNE PAIRS

The rune pairs in the entry halls of the four known Star Cairns are markers left behind by the puzzle-loving wizard Lyzandred the Mad, who locked himself away in a trap-filled vault of his own creation several hundred years ago. The large and small runes, if correctly interpreted, show the true location of Lyzandred's tomb. The dots are all comment-worthy locations on a map. The dot beneath the "L" in every pair denotes the site of the crypt of Lyzandred; players can trace all the rune pairs on top of one another, with the dot for Lyzandred's crypt in the same place and all respective orientations and distances as they are printed in this book (north is the top of the page; the scale is that of the map on the inside back cover of this book) — to make a "dot map." Comparing the newly constructed "map" of dots and runes to a map of the southern Domain of Greyhawk (on the inside back cover of this adventure) indicates the crypt's location. This can be used as a launching-point for the next module in the Greyhawk "Lost Tombs" series, *The Crypt of Lyzandred the Mad* adventure (TSR #9580, 1998).

The smaller symbols are helpful in identifying which dots represent what. They can be translated as follows:

Crossed axe and hammer: Dwarves. In the rune pair in area D1, this stands for the dwarven stronghold of Dumadan; in area B1, it stands for Karakast. This symbol will be familiar to characters having involvement with dwarves before this adventure.

Wavy lines: Water. In the rune pair in area D15, they stand for the small lake at Greysmere. In area G17, they stand for the water at Storm Keep. This symbol for water turns up on maps, and most characters will have seen it before this.

Dagger: Dagger Point in the northern Bright Desert.

Palm tree: Sembai Oasis in the Bright Desert. This should be intuitive to characters in Greyhawk, since palm trees are used on maps to signify oases.

"O": Ogremet.

Cat face: Felnarix. The solitary mountain Felnarix to the east of the Abbor Alz is famous for the weretigresses who live there. If the players have made the intuitive jump that these runes make a map of sorts, but are having trouble identifying the cat face, feel free to "remind" their characters of this fact.

It is not necessary for the players to gather every rune-pair to figure out the location of Lyzandred's crypt. Any two, if kept in correct north-south alignment and "mapped" together, will do this.

ENCOUNTERS IN THE ABBOR-ALZ

While in the Abbor-Alz, check for encounters around noon, evening, and before dawn of each day (see Table 56 in the *DMG*). Encounters occur on a roll of 2 or less on a d10 (3 or less when within 6 miles of the Star Cairns). Note that these encounters only refer to monstrous creatures; the number of sightings of mountain deer and rock lizards common to the area are much more frequent, and patrols of griffon-mounted militiamen from Storm Keep are also spotted.

1d100	Encounter
01–10	Hill giants
11–65	Ogres
66–80	Trolls
81–90	Manticore
91–95	Wyvern
96–00	Iron golem

The hill giants, ogres, iron golem, and trolls are all wanderers and have no lair. The manticores and wyverns have aeries within one hour's flight (18 miles for the manticores, 24 for the wyverns), where each will have 1–4000 each of gold, silver, and copper pieces.

Hill giants (1d6): AC 3; MV 12; HD 12+1d2; THACO 9; #AT 1; Dmg 1d6 (fist) or 2d6 +7 (club); SA hurl rocks for 2d8; SZ H (16' tall); ML 13; AL CE; XP 3000. Hill giants each carry 6d100 cp, 5d100 sp and 4d100 gp.

Ogres (1d10): AC 5; MV 9; HD 4+1; THACO 17 (15); #AT 1; Dmg 1d10; SA +2 to hit; SZ L (9' tall); ML 11; AL CE; XP 270. Ogres have on their persons 2d4 gp and 2d10 sp each.

Trolls (1d6): AC 4; MV 12; HD 6+6; THACO 13; #AT 3; Dmg 1d4+4/1d4+4/1d8+4 (claw/claw/bite); SA severed limbs continue to fight; SZ L (9' tall); ML 14; AL CE; XP 1400. Trolls each have 1d4 small gems each worth 10d6 gp.

Manticore (1d2): AC 4; MV 12 Fl 18; HD 6+3; THACO 13; #AT 3; Dmg 1d3/1d3/1d8 (claw/claw/teeth); SA launch 1d6 tail spikes for 1d6 each; SZ H (15' long); ML 13; AL LE; XP 975.

Wyvern (1d3): AC 3; MV 6 Fl 24; HD 7+7; THACO 13; #AT 2; Dmg 2d8/1d6 (bite/sting); SA poison sting (save or die); SZ G (35' long); ML 14; AL N(E); XP 1400.

Iron Golem: AC3; MV 6; HD 18; hp 80; THACO 3; #AT 1; Dmg 4d10; SA poison gas attack every 7 rounds; SD +3 or better weapon to hit, immune to most spells; SZ L (12' tall); ML 20; AL N; xp 13,000.

Note: Electrical attacks slow the construct for 3 rounds; magical fire attacks heal 1 hp per die of damage; other spells have no effect. This golem is one of the two that escaped from cairn G.



THE INFLUENTIAL LEADER

THE CAIRN'S HISTORY

This cairn was originally used by the Suel wizards as a place to create magical weapons. The energies converging at this point enhanced the sharpness of weapons (any blade forged here gains a +1 to damage for the next 30 days due to the incredible sharpness imparted by these energies) and made their enchantment much easier (+4 to the saving throw to successfully enchant such items). Unfortunately, these forces also created minute instabilities in the enchantments placed on items; while the enchanted items were much more likely to stabilize in the short run (as evidenced by the saving throw bonus for enchanting them), over time the spells decayed, often resulting in reversed, incomplete or otherwise altered magical effects. Most of the items from the upper levels were looted by previous explorers and inhabitants, who scattered these "cursed" items across the Flanaess; but the deepest levels remained sealed, their items locked safely away, until a young doppelganger accidentally touched her *ring of protection* to the center of a door, causing it to open. Further experimentation showed that all sealed doors could be opened similarly, and the cairn was soon explored.

Most of the doors in this cairn are set to open if exposed to abjuration magic for one round or more; the wizards that lived and worked here normally cast long-duration abjuration spells such as *non-detection* or *protection from cantrips* on themselves, which allowed them to open these doors by touch (note that an actual abjuration spell or spell effect from an item is required; a paladin's aura of protection, for example, does not open the enchanted doors); servants and smiths were given items bearing such spells so that they might open doors without assistance.

THE MODERN CAIRN

A small group of doppelgangers, fleeing the so-called "Empire of the Bright Lands" of the archmage Rary, recently came across one of the legendary Star Cairns. Finding the place recently looted by adventurers, the shapechangers nonetheless managed to open a magically sealed door and discover a hidden cache of Suel weaponry. One of the doppelgangers fell under the sway of a semi-intelligent sword and convinced its fellows that they should use their newfound weapons to acquire servants and followers in order to set themselves up securely for a lifetime.

They have since managed to *charm* a small group of ogres that lived in the area, a group of desert nomads, some Abbor-Alz barbarians and a handful of norkers (a subspecies of hobgoblin native to Oerth); they have been using these lackeys to make occasional raids on various caravans, and some of the caravaners

have also been *charmed* into service. As one of the doppelgangers has replaced a lesser member of the Greyhawk Merchants' and Traders' Union, they are now able to plan ahead for when shipments of cargo are expected to enter or leave the city. The doppelganger has also managed to enlist the aid of a young wizard and a priest of Ralishaz (who have not been *charmed* to avoid interfering with their spellcasting abilities). About half of the bandit force stays in the cairn (which the doppelgangers continue to explore and study) while the other half ranges about the southern part of the Plain of Greyhawk in search of targets; the two groups switch roles every week. Armed with plundered magical items, the bandits are quite efficient at their jobs.

Miyori (doppelganger male): AC 5; MV 9; HD 4; hp 32; THACO 17 (14 with *sword* +3); #AT 1 or 1; Dmg 1d12 or 1d8+3 (*long sword* +3) SA surprise, *charming* blade; SD immune to *sleep* and *charm*, saves as F10; SZ M (5' tall); ML 15; Int 12; AL N; XP 975.

Personality: conceited, power-hungry (originally cautious, materialistic)

Special Equipment: *Silver Tongue* (sword; see page 47), *ring of regeneration*

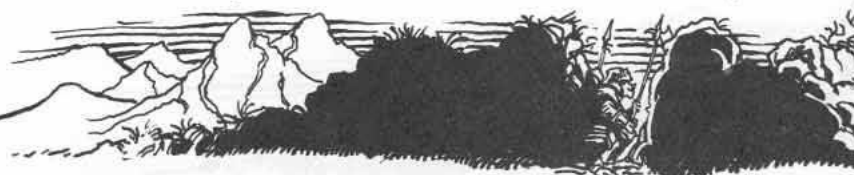
Miyori is the leader of the doppelgangers and their bandit followers. When he drew the *Silver Tongue* from its scabbard, he fell under the power of its magic; now the sword gently urges him to increase his military force until it is powerful enough to take over a country. So far he has told his kin and followers only that he desires to amass wealth and servants; he doesn't feel that they are ready to hear his plans of conquest. He uses the sword in combat in preference to his natural attacks. He prefers the form of a tall regal-looking man of Suel coloration. If sorely wounded, he pretends to be mortally wounded, falls and shapechanges at the nearest opportunity in order to escape.

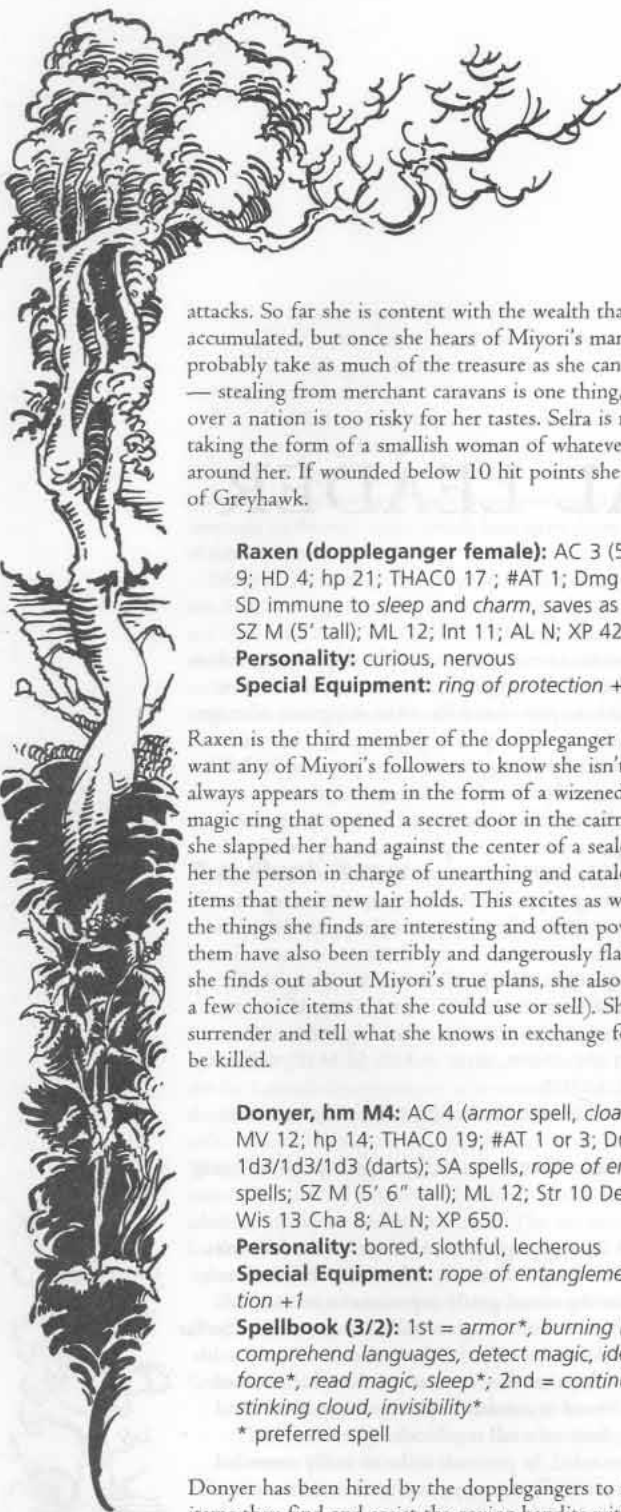
Selra (doppelganger female): AC 5; MV 9; HD 4; hp 23; THACO 17 ; #AT 1; Dmg 1d12; SA surprise; SD immune to *sleep* and *charm*, saves as F10; SZ M (5' tall); ML 13; Int 12; AL N; XP 420.

Personality: cowardly, greedy

Special Equipment: *amulet of teleportation* (acts as *helm of teleportation*)

Selra is Miyori's mate. She is the one that has been masquerading as the Greyhawk merchant; her *amulet* allows her to move between the city and her lair with the information the bandits need to plan their





attacks. So far she is content with the wealth that they have accumulated, but once she hears of Miyori's maniacal plans she'll probably take as much of the treasure as she can carry and get away — stealing from merchant caravans is one thing, but trying to take over a nation is too risky for her tastes. Selra is most comfortable taking the form of a smallish woman of whatever race is predominant around her. If wounded below 10 hit points she teleports to the City of Greyhawk.

Raxen (doppelganger female): AC 3 (5 without ring); MV 9; HD 4; hp 21; THACO 17; #AT 1; Dmg 1d12; SA surprise; SD immune to *sleep* and *charm*, saves as F10 (+2 from ring); SZ M (5' tall); ML 12; Int 11; AL N; XP 420.

Personality: curious, nervous

Special Equipment: *ring of protection +2* (5' radius)

Raxen is the third member of the doppelganger clan. She doesn't want any of Miyori's followers to know she isn't human, and so she always appears to them in the form of a wizened old scholar. It is her magic ring that opened a secret door in the cairn when in irritation she slapped her hand against the center of a sealed door. Miyori made her the person in charge of unearthing and cataloging the strange items that their new lair holds. This excites as well as scares her — the things she finds are interesting and often powerful, but most of them have also been terribly and dangerously flawed in some way. If she finds out about Miyori's true plans, she also leaves (after selecting a few choice items that she could use or sell). She would rather surrender and tell what she knows in exchange for her freedom than be killed.

Donyer, hm M4: AC 4 (*armor spell*, *cloak +1*, Dex bonus); MV 12; hp 14; THACO 19; #AT 1 or 3; Dmg 1d6 (staff) or 1d3/1d3/1d3 (darts); SA spells, *rope of entanglement*; SD spells; SZ M (5' 6" tall); ML 12; Str 10 Dex 15 Con 15 Int 15 Wis 13 Cha 8; AL N; XP 650.

Personality: bored, slothful, lecherous

Special Equipment: *rope of entanglement*, *cloak of protection +1*

Spellbook (3/2): 1st = *armor**, *burning hands*, *color spray*, *comprehend languages*, *detect magic*, *identify*, *phantasmal force**, *read magic*, *sleep**; 2nd = *continual light*, *fog cloud**, *stinking cloud*, *invisibility**

* preferred spell

Donyer has been hired by the doppelgangers to identify the magic items they find and assist the roving bandits with some spellcasting. For a week at a time, he rides with the raiders, using his *phantasmal force*, *sleep*, and *fog cloud* (*cloudkill* version) spells to disable or scare off caravan guards. He then spends a week at the cairn, where he determines which of Raxen's finds are magical and what their properties might be. He tries to get by with doing a minimal amount of work, although his job is relatively easy (he is rarely in danger and normally turns *invisible* after he uses his attack spells from a distance). When not working he spends his time trailing after the females of the group, making suggestive and crude comments. He is thin, unpleasant-looking and pale-featured. If confronted in hand-to-hand combat, he tries to turn *invisible* and flee.

Tarsot, hm P4 (Ralishaz): AC 8 (leather armor); MV 12; hp 28; THACO 18; #AT 1; Dmg 1d6 (staff); SA spells; SD spells, protection from misfortune, sleep by gaze (range 30 yards, one target creature, save vs. spells negates); SZ M (5' 8" tall); ML 12; Str 11 Dex 12 Con 16 Int 12 Wis 15 Cha 12; AL CN; XP 650.

Personality: whimsical, rude

Special Equipment: *rod of cancellation*, *potion of healing*

Spheres: Chaos, Charm, Combat*, Divination, Guardian, Healing*, Numbers, Summoning*, Thought*

Typical Spells (5/3): *cure light wounds*, *command*, *augury*, *hold person*

* preferred sphere

Tarsot was hired by the doppelgangers to tend bandits wounded during raids. He is not required to leave the cairn, but doing so suits him. He is Oeridian: His bright clashing clothes set off an olive-skinned face with long, tangled black hair and brilliant dark eyes. While he does not participate in the raids, he waits nearby to heal any bandits that get hurt. If attacked, he protests that he was hired only to tend to the wounded and has no personal quarrel with his assailants, using his *hold person* spell to protect himself if necessary. While at the cairn, Tarsot plays annoying practical jokes on the bandits, which they tolerate because he keeps them healthy.

Regular bandits (49), hm&f F0: AC 7 (studded leather); MV 12; hp 6 (x11), 5 (x12), 4 (x26); THACO 20; #AT 1 or 2; Dmg by weapon (short sword, spear, broadsword, or short bow); SZ M (5'–6' tall); ML 17; AL NE; XP 15.

Notes: These "bandits" are an odd jumble of desert nomads, mountain barbarians, caravan guards and merchants, all carrying roughly the same equipment and arms and all *charmed* by the power of Miyori's sword.

Arnoth Sudheim, hm F2: AC 7 (studded leather, Dex bonus); MV 12; hp 17; THACO 19 (18 with sword); #AT 1; Dmg by weapon (*long sword +1* or short bow); SA *enervation* beam from sword; SZ M (5'11" tall); ML 17; AL LN; XP 65.

Special Equipment: *Arm Of Nerull* (sword; see page 47)

Notes: Arnoth normally lies in hiding ahead of the target caravan; his fellows move in from the rear and he uses his sword's power in the path of the fleeing victims. They pass through it, fall unconscious, and the looting begins. This bandit has suffered a backlash from his sword once (knocking him unconscious); he assumes that he somehow activated it incorrectly, and has not told anyone about the mistake. He originally was a caravan guard, but has abandoned his old profession to take service with Miyori.

Fiyori Lanklander, hf F2: AC 7 (studded leather, Dex bonus) or 5 (studded leather, Dex bonus, magical sword); MV 12; hp 18; THACO 19 (18 with sword); #AT 1; Dmg by weapon (*long sword +1* or short bow); SD invulnerability from sword; SZ M (6'1" tall); ML 17; AL NE; XP 120.

Special Equipment: *Great Parapet* (sword; see page 47)

Notes: Fiyori invokes her sword's power and takes the point in a charge; incoming missiles bounce off her, protecting the

THE INFLUENTIAL LEADER

others in her group. As this bandit has never been attacked with spells, silver, or magical weapons, she has no idea of the danger she's in.

Humans (15), hm&f F0: AC 10; MV 12; hp 4 (x3), 3 (x6), 2 (x6); SZ M (5'-6' tall); ML 4; AL N; XP —.

Notes: These are the spouses and elder kin of the main bandit force, as well as unfit members of the captured caravans. They keep the cairn clean, prepare the meals, and maintain their equipment. They are non-combatant and cower or flee if attacked.

Norkers (6): AC 3; MV 9; HD 1+2; hp 9, 8, 7, 6 (x2), 5; THACO 19; #AT 2; Dmg 1d6/1d3 (weapon/bite); SZ M (4' tall); ML 17; AL CE; XP 35.

Ogres (3): AC 5; MV 9; HD 4+1; hp 20, 19, 17; THACO 17; #AT 1; Dmg 1d10; SA +2 to hit; SZ L (9' tall); ML 11; AL CE; xp 270.

Note: Ogres have on their persons 2d4 gp and 2d10 sp each.

The first time the PCs encounter a bandit raiding party on the surface, it is made up of 20 common bandits, Arnoth, one ogre and three norkers; the priest Tarsot observes the battle from a nearby position of safety (later raids, if they occur, are in proportions similar to this). All humans are mounted on light riding horses accustomed to combat (while these horses are not warhorses and do not join in the attack, they do not flee from an area of combat unless they are directly attacked). One group raids for a week while the other rests and recovers at the cairn lair; after a couple of days where the entire band stays at the cairn, the other bunch heads out to continue the banditry.

Most of the rooms in this cairn are taken up by the followers of the doppelganger leader. His hired wizard is slowly translating the fragmented notes he has found and the runes and other writing left behind by the site's builders; his retainer-priest makes sure that his "army" is always able to fight. Torches, lanterns, braziers and an occasional *continual light* spell cast by Donyer provide illumination in this cairn (unless otherwise stated, assume the light is from lanterns). The floors of the inhabited areas are kept relatively clean and free of debris.

Normally, a group of adventurers only enter this cairn as prisoners of the bandits or as part of some assault or infiltration. Thus, any bandits viewing an unescorted party of strangers move to capture them and deliver them to Miyori. Likewise, any combat that occurs draws the attention of nearby warriors, who investigate the disturbance.

If the cairn is invaded, the inhabitants of the upper floor (except for non-combatants) converge on the location of the conflict, swarming those attacking them in their homes; they use the magical weapons available in their respective chambers. The doppelgangers attack after the main forces have arrived, and the ogres from D20 and norkers from D23 arrive in three rounds. The wizard Donyer uses his spells to the best of his ability, although he flees if wounded. If the party manages to wipe out the forces on the upper level, those remaining on the lower level surrender.

A great number of magical weapons have been discovered in the lower rooms; most have serious side effects and a few are actually

considered cursed weapons (they cannot be discarded, the wielder prefers that weapon, or similar negative effects). The ones with minor drawbacks have been separated from the truly dangerous ones and the bandits have been instructed in their use. Some of the rooms have one of these swords set aside within easy reach; if there is trouble, these swords are picked up by whatever bandits are nearby and used in combat.

During the day, there is a 20% chance per turn that someone wanders into a room or hallway; this chance drops to 5% per turn at night. If there is an encounter, it is one of the following:

Die Roll	Encounter
1	1d2 ogres
2	1d3 norkers
3	Donyer
4	Donyer and a female non-combatant
5	Tarsot
6	Tarsot and 1d2 bandits
7-10	1d3 bandits
11	1d3 bandits and lieutenant #2
12-14	1 bandit and 1 non-combatant
15	Raxen
16	Selra
17	Selra and 1d2 bandits
18	Miyori and Selra
19	Miyori and 1d6 bandits
20	Miyori and 1 ogre

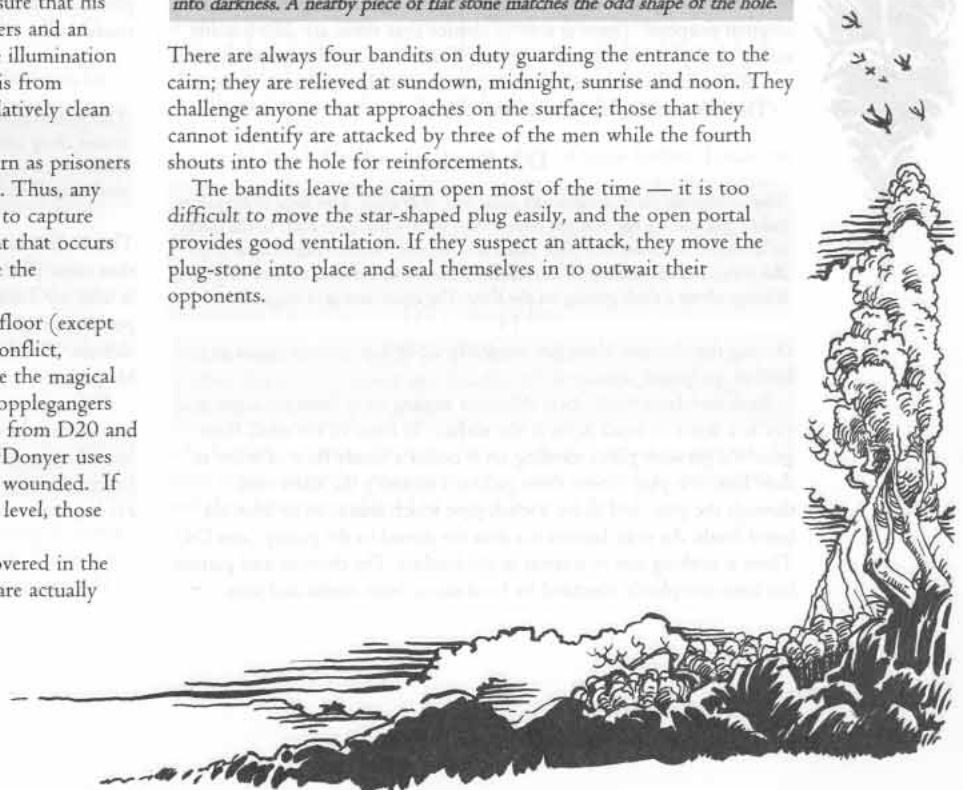
DOPPELGANGER CAIRN: SURFACE LEVEL

D0: Cairn Entry (Not shown on map)

Standing in a square around a slab-topped cairn are four men dressed in studded leather armor. An oddly shaped hole in the center of the slab leads down into darkness. A nearby piece of flat stone matches the odd shape of the hole.

There are always four bandits on duty guarding the entrance to the cairn; they are relieved at sundown, midnight, sunrise and noon. They challenge anyone that approaches on the surface; those that they cannot identify are attacked by three of the men while the fourth shouts into the hole for reinforcements.

The bandits leave the cairn open most of the time — it is too difficult to move the star-shaped plug easily, and the open portal provides good ventilation. If they suspect an attack, they move the plug-stone into place and seal themselves in to outwait their opponents.





DOPPELGANGER CAIRN: UPPER LEVEL

D1: Main Landing

A circular stone staircase winds downward from the surface, coming to a stop at the bottom of this tall pentagonal chamber. A continual light spell shines from above the stair, revealing two men dressed in studded leather armor at its foot. Each of this room's walls sports a doorway which shows evidence of once holding a door, but is now empty. The strangest sight is a large black rune with a glowing red aura floating in the air, with a smaller rune beneath it. There are small glowing dots beneath each of the runes.

This room's ceiling is over 30 feet high. The guards challenge anyone that comes down the stairs, and if their fellows upstairs are attacked they run to help them — after shouting an alarm. Note that the twisting staircase provides cover and/or concealment for those on it being attacked from the room with ranged weapons (-2 modifier for most missile fire against characters on the staircase). The magic sword called *Eye of the Basilisk* (see page 47 for details) is within easy reach of one of the bandits stationed here.

There is another staircase leading down in the southwest corner of the room, which isn't obvious from the staircase. The artworks on the walls in this room have suffered more abuse than any other area in this cairn. Fire damage, claw marks and deliberate obscurement have left none of the original decoration visible for the bottom ten feet of this room. Above that level it is visible again, although the ceiling is dark with soot from fires lit in this area.

D2: Mess Hall

This area, bright due to another continual light spell, is some sort of eatery; long benches and tables are arranged in rough rows. Some of these are held together with rope or propped up with rocks; it's obvious that many were damaged at some point and are now in the process of being repaired. Two exits are on the far walls.

This was used as the mess hall for the original inhabitants. It has been cleaned up by the bandits and is once again being used for its original purpose. There is a 40% chance that there are 2d6 bandits eating at any one time in this room; if there are bandits present, there is a 50% chance that 1d3 of the spouses or elders are with them.

There is nothing of value in this room.

D3: Kitchen

This pentagonal room is obviously some sort of kitchen. Two large lit fireplaces hold a spit and a great iron pot respectively, while a flat stone table in the center of the room is strewn with pots, plates and utensils. Another tunnel leads from this room. A bent metal pipe extends from the corner between the two fireplaces; it hangs above a thick grating on the floor. The entire area is lit magically.

During the daytime there are normally 1d4+1 noncombatants in the kitchen preparing meals.

Both fireplaces work, their chimneys angling away from the cairn to exit as a series of small holes at the surface. In front of the small floor grate is a pressure plate; standing on it causes a steady flow of water to flow from the pipe (about three gallons a minute); the water runs through the grate and down a small pipe which shunts away from the lower levels. An unlit lantern sits near the tunnel to the pantry (area D4). There is nothing else of interest in the kitchen. The chevron wall pattern has been completely obscured by food stains, burn marks and soot.



D4: Large Pantry

This room is nothing more than dozens of shelves carved into the stone walls. Food of various sorts is stacked on the shelves, with large slabs of salted meat hanging from hooks in the ceiling. Two large casks rest on the floor.

This room is normally dark; the lantern in area D3 is brought here when light is needed.

This area is exactly what it seems; it holds foods suitable for eating on the road as well as things that need to be cooked. There is a small urn of salt and a selection of rare spices on one of the shelves — plundered from one of the first caravans hit by the raiders. The casks contain ale.

D5: Guest Room

This pentagonal room is part bedroom, part sanctuary. A simple cot sits in one corner along with a few bundles of cloth, while the other corner has a wooden frame which supports a patchwork of mismatched pieces of cloth. In front of this frame is a small lyre and a torch.

This room was originally used as quarters for any important visitors that came to the cairn — wizards, generals, lords and the like. Now it is used by Tarsot, priest of Ralishaz. He carries most of his possessions with him, so the bundles are bedding and changes of clothes. The frame, lyre and torch are all used in his prayer services to his god.

If Tarsot is not out with the raiders (40% chance), there is a 60% chance that he is here in his room. If disturbed, he insists that people leave his personal quarters; he was only hired to tend to the wounded bandits, not to fight invaders, but if threatened he defends himself. He has started to paint the walls in clashing colors.

THE INFLUENTIAL LEADER

P: Privy

This hall leads to a curtained-off area, behind which is a privy chair over a 1-foot-wide hole in the floor.

The hole in the floor leads downward for about ten feet before angling off to a rock layer that naturally filters the water. All privies in all five cairns work this way.

D6: Housing Wing Entrance

This room is full of simple pallets and bedrolls — enough for almost a score of people. Two small piles of crates on opposite ends of the room elevate a couple of brass lanterns to about waist-height. There are four other exits from here.

Originally a common room for the wizards that lived here, it is now a common room for sixteen of the bandits. There is a 70% chance at any time of day that there are 2d4 bandits here sleeping or in some state of relaxation. The long sword *Unholy Vengeance* (see page 47 for details) is placed in this room for ease of use by the bandits. Any trouble in this location draws the attention of any bandits in areas D7, D8, D9 and D10.

The bedrolls and such contain only personal effects. The small crates hold trade goods such as cured leather, fine cloth, furs and similar articles — nothing so valuable as to be locked away with the other treasures.

D7: Barracks

Bedrolls, sleeping pallets and a few simple beds take up most of the floor space in this area. The walls are painted to show different landscapes. A closet in one wall holds a large lantern and several shelves.

This was the chamber of one of the Suel wizards; it now serves as a sleeping room for 12 bandits and 6 non-combatants. There is a 70% chance at any time of day that there are 2d4 bandits and 1d4 noncombatants here sleeping or in some state of relaxation. Close by is the sword *Vampire's Fang* (see page 47 for details). Any trouble in this place draws the attention of any bandits in areas D6, D8, D9 and D10.

The wizard that lived here fancied himself a painter; he spent his leisure time creating landscape murals on his walls. Subsequent inhabitants have left their marks on his work, but one section is still clear — a great city in the foreground, with mountains in the distance. The locale depicted is actually the Suel city Zobyte that now exists only as a ruin in the Sea of Dust (hex O6-157 in the 1983 *WORLD OF GREYHAWK* map); the wizard used several divination spells and old descriptions to recreate a picture of the city in all its glory.

The sleeping areas don't have anything interesting, but the bottom shelf of the closet (originally a secret room, but broken open long ago) has a medium-sized chest full of silver nuggets which could be made into about 3000 sp.

D8: Barracks

This crowded room's floor is obscured by all sorts of sleeping materials. A cubbyhole high up on one wall holds a large lantern.

One of the Suel wizards used this as her personal area; now it serves as a large bedroom for 15 bandits and 4 noncombatants. There is a 70% chance at any time of day that there are 2d4 bandits and 1d4

noncombatants trying to get some rest in this area. The sword *Coldheart* (see page 47 for details) is partially hidden under one of the bedrolls. Sounds of combat here alert any bandits in areas D6, D7, D9 and D10.

In one corner, buried under a pile of blankets, are two small chests; each contains ten electrum ingots worth 100 ep each. The cubbyhole was originally a secret compartment; a careful search of it reveals that it has a false back wall. Behind that is a small ring box; the ring inside is made of platinum with a *gem of seeing* set into it.

D9: Barracks

The walls, floor and ceiling of this room have been blasted by fire, leaving everything in varying shades of dark gray and black. Parts of the floor have been scrubbed clean and now are covered in bedding. A small closet is stuffed full of dirty rags.

This chamber, formerly used by a Suel mage, suffered the effects of a powerful *fireball* spell about a decade ago; the bandits are cleaning it up to use it as another bedroom. There is enough bedding here for 13 bandits, although the room is normally empty as half of the bandits are usually out raiding and those that remain sleep in the better rooms. There is only a 10% chance that there are 1d4 bandits sleeping here (probably drunk or snoring and forced into this area by their fellows). Any nonsnoring noise in this place draws the attention of any bandits in areas D6, D7, D8 and D10.

The *fireball* that scorched this room was used on a pack of trolls living here. The troll-stench still lingers in this room, although it is very faint. The dirty rags in the closet are what the domestics use to scrub away the blackness.

D10: Barracks

Bedrolls, sleeping pallets and a few simple beds take up most of the floor space in this area. A lantern and several shelves can be seen within a small closet.

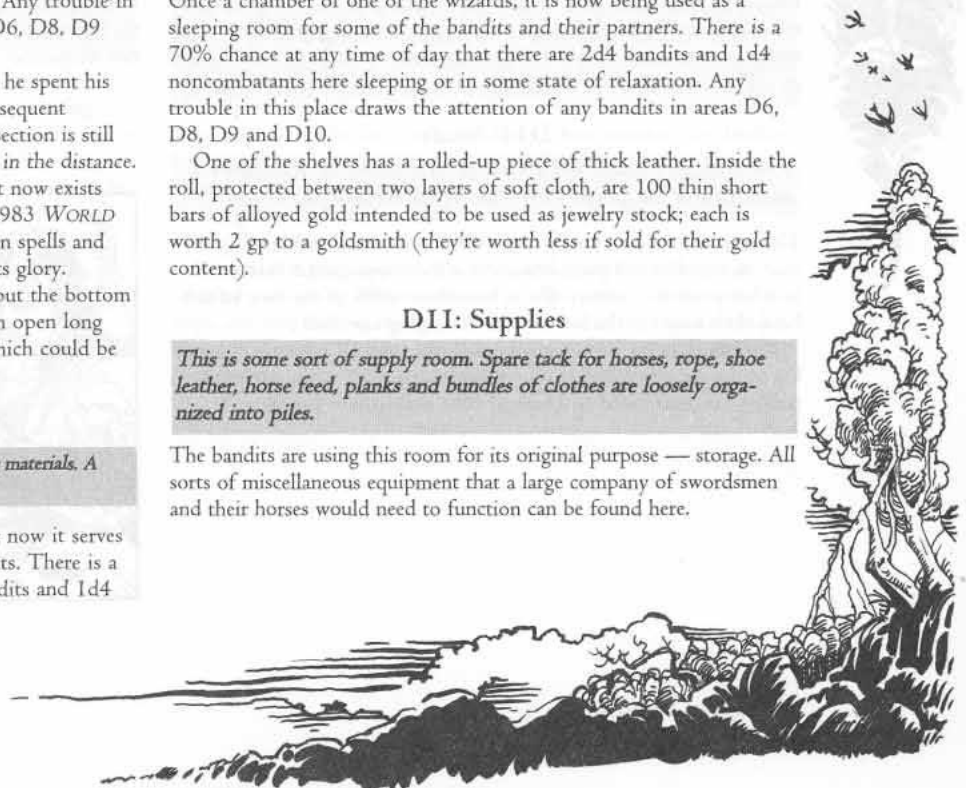
Once a chamber of one of the wizards, it is now being used as a sleeping room for some of the bandits and their partners. There is a 70% chance at any time of day that there are 2d4 bandits and 1d4 noncombatants here sleeping or in some state of relaxation. Any trouble in this place draws the attention of any bandits in areas D6, D8, D9 and D10.

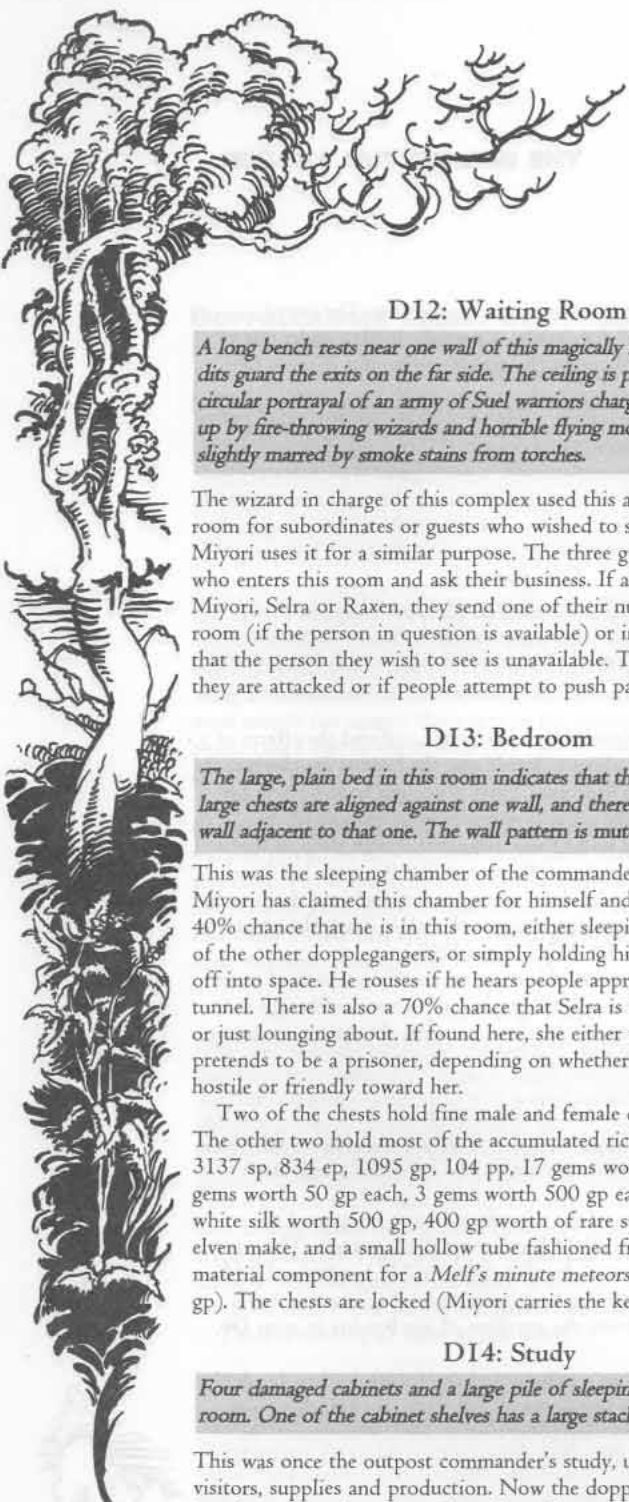
One of the shelves has a rolled-up piece of thick leather. Inside the roll, protected between two layers of soft cloth, are 100 thin short bars of alloyed gold intended to be used as jewelry stock; each is worth 2 gp to a goldsmith (they're worth less if sold for their gold content).

D11: Supplies

This is some sort of supply room. Spare tack for horses, rope, shoe leather, horse feed, planks and bundles of clothes are loosely organized into piles.

The bandits are using this room for its original purpose — storage. All sorts of miscellaneous equipment that a large company of swordsmen and their horses would need to function can be found here.





D12: Waiting Room

A long bench rests near one wall of this magically lit room. Three bandits guard the exits on the far side. The ceiling is painted in a stunning circular portrayal of an army of Suel warriors charging forward, backed up by fire-throwing wizards and horrible flying monsters. It is only slightly marred by smoke stains from torches.

The wizard in charge of this complex used this area as a waiting room for subordinates or guests who wished to speak with him; Miyori uses it for a similar purpose. The three guards hail anyone who enters this room and ask their business. If asked to speak with Miyori, Selra or Raxen, they send one of their number to the proper room (if the person in question is available) or inform the supplicant that the person they wish to see is unavailable. They call the alarm if they are attacked or if people attempt to push past them.

D13: Bedroom

The large, plain bed in this room indicates that this is a bedroom. Four large chests are aligned against one wall, and there is a hallway in the wall adjacent to that one. The wall pattern is muted here.

This was the sleeping chamber of the commander of this outpost. Miyori has claimed this chamber for himself and his mate. There is a 40% chance that he is in this room, either sleeping, talking with one of the other dopplegangers, or simply holding his sword and staring off into space. He rouses if he hears people approaching from either tunnel. There is also a 70% chance that Selra is here sleeping, eating or just lounging about. If found here, she either tries to flee or pretends to be a prisoner, depending on whether the party seems hostile or friendly toward her.

Two of the chests hold fine male and female clothes, respectively. The other two hold most of the accumulated riches of the bandits: 3137 sp, 834 ep, 1095 gp, 104 pp, 17 gems worth 100 gp each, 11 gems worth 50 gp each, 3 gems worth 500 gp each, a bolt of fine white silk worth 500 gp, 400 gp worth of rare spices, a silver flute of elven make, and a small hollow tube fashioned from gold (the material component for a *Melf's minute meteors* spell, worth 1000 gp). The chests are locked (Miyori carries the key) but not trapped.

D14: Study

Four damaged cabinets and a large pile of sleeping furs dominate this room. One of the cabinet shelves has a large stack of papers on it.

This was once the outpost commander's study, used to keep logs of visitors, supplies and production. Now the doppleganger Raxen uses it as her personal quarters. She is here about 40% of the time (if not here, she's down in the lower levels cataloging her finds).

No valuables are kept here, although the stack of papers is Raxen's log of the weapons she has found downstairs, with notes on their powers (as determined by Donyer). The notes are in Common.

DOPPELGANGER CAIRN: LOWER LEVEL

D15: Lower Landing

The staircase spirals down to the smooth floor of this level. This room seems more cramped than the ones upstairs, probably due to the lower ceiling. There is a doorway in each of the five walls. A large black rune, identical to the one on the main landing but with a different smaller rune above it, hangs in the air. Each rune is located above a small glowing dot.

Two guards stand watch in this room at all times. They run to support the guards at area D16 if any prisoners try to escape.

The doors to areas D16, D19 and D22 were broken open long ago. However, the hallways to areas D18 and D26 appear to have been opened only recently — in fact, the doors are still present, spiked open; if closed, the doors blend into the wall almost imperceptibly (and the chevron pattern continues over the doors as if they were walls). These two doors were the ones accidentally opened by Raxen.

D16: Prison Antechamber

Two guards sit at a table playing a card game. Two discarded long swords rest against one wall. This room has otherwise been stripped of everything portable.

Shelves used to line these walls, filled with various nonprecious materials used for enchanting items. By now everything of value has been taken, and the bandits have removed anything in this room that might be used as a weapon — except for the two long swords, which are more of a threat to those that pick them up than to anyone they might be used against. When there are prisoners in area D17, there are two guards here at all times.

If the prisoners in area D17 try to escape, the guards hear the magic alarm from area D16a. They feign surprise, giving the escaping prisoners time to pick up the cursed weapons (the *Mighty Blade of Renho* and *Frenzy*; see page 47 for details) that lie conveniently near the hallway to the prison. At no time do the bandits try to use those two weapons.



THE INFLUENTIAL LEADER

D16a: Alarm Tunnel

Upon entering this hallway, a loud ringing issues forth from all directions without an obvious source.

The ringing is a permanent *alarm* spell cast in the hallway. Area D17 was used to store precious metals and stones intended for use in enchanting weapons; the *alarm* was created to warn if the area was about to be compromised. The *alarm* now serves to alert the guards in area D16 that people are approaching from the prison cell (conversely, it warns any prisoners that the guards are approaching).

D17: Prison

The door to this room is almost completely closed — only a spike pounded into the floor maintains a gap of a few inches between the door and the doorjamb. The door swings into the room easily if pushed.

This room is empty save for a bored-looking pair of young men dressed in fine travel clothes. They sit on the floor at the far end of the room, talking in low voices.

Once used to store valuable spell components, this vault-like room is now a makeshift prison. The two men kept here are from a wealthy Greyhawk merchant family, captured on the bandits' most recent raid. Miyori expects to get a decent ransom for them, after which he'll set them free (ransom has been set at 5000 gp each). They are aware of the *alarm* spell in the hall and do not plan to try and escape on their own. Their names are Gill and Sullvian Henway; they are distant cousins of the wealthy Henway family of Greyhawk. Both are 0-level humans with 3 hp. If freed they leave the cairn immediately.

D18: Magic Ingredients

This room reeks of a mix of smells, both pleasant and offending. Rows and rows of stone shelves cover the walls; each shelf is filled with bottles, vials, tins and boxes of all shapes and sizes. Some seem to be cracked, broken or damaged in some way.

Recently discovered by Raxen, this room is a storehouse of reactive ingredients and components for spellcasting and item enchanting. Many of the containers have broken due to earthquakes or other sorts of trauma or because of the reactive materials they hold. The mix of odors in the room is slightly nauseating, requiring those breathing it to make a saving throw vs. poison at +4 or be -1 to hit until they breathe the cleaner air for an hour.

Just about any sort of material components can be found here in some quantity. The more reactive components (acids, lime, ammonia and so forth) are likely to have destroyed their containers, and the organic ones (caterpillar cocoons, gloves, pieces of silk and similar items) have become incredibly fragile, often falling into dust when touched. The DM should decide whether or not a particular substance would be stored here, whether it would survive centuries of abandonment, and whether the party can read the labels on the containers (which are written in Suel, and often in alchemist notation at that).

D19: Enchantment Foyer

This room is furnished with large pieces of stone that probably served as tables and couches. Two rectangular slabs are arranged on opposite ends of the room, with a taller round pillar and an exit near each one.

Servants of the wizards kept this area prepared with pillows, food and drink while their masters worked at creating enchanted weapons. Now it is a sort of antechamber for Donyer, who lives in area D21. The bandits don't care for wizards that much, and avoid this area.

Anything placed on one of the table-like pillars is kept magically chilled while the other has a magic warming effect. Items affected must weigh less than ten pounds and must rest entirely on the top of the pillar (each is almost a yard in diameter).

D19a: Magic Screening Hall

Anyone carrying magic items into this hallway activates a permanent *magic mouth* on the floor. The mouth is tied to a *detect magic* spell; if any magic items are brought in here, the mouth says in Suloise, "The enchantment process will be disrupted by the presence of existing magic items. Please leave your items in the previous room." It repeats this message as long as someone is in the hallway with a magic item.

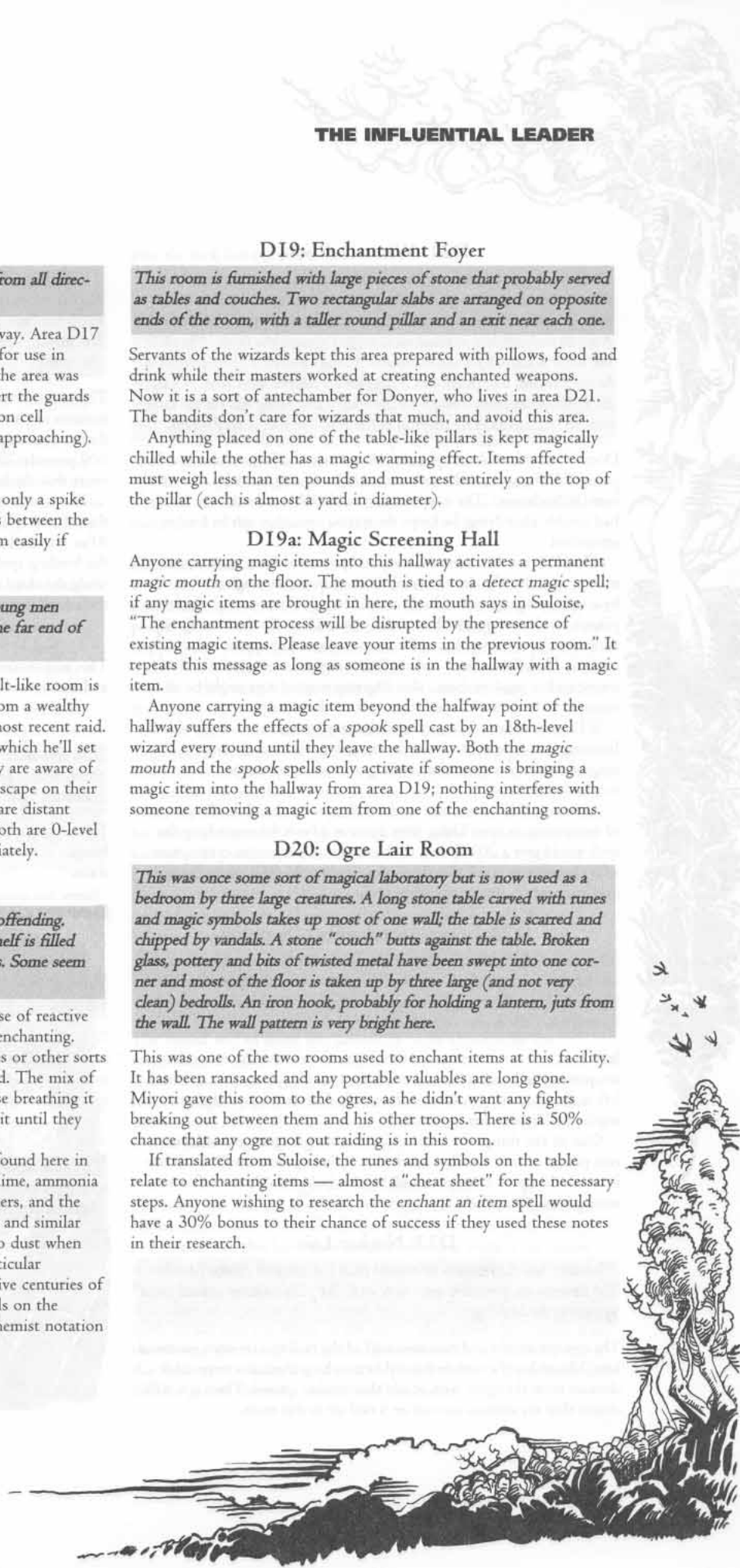
Anyone carrying a magic item beyond the halfway point of the hallway suffers the effects of a *spook* spell cast by an 18th-level wizard every round until they leave the hallway. Both the *magic mouth* and the *spook* spells only activate if someone is bringing a magic item into the hallway from area D19; nothing interferes with someone removing a magic item from one of the enchanting rooms.

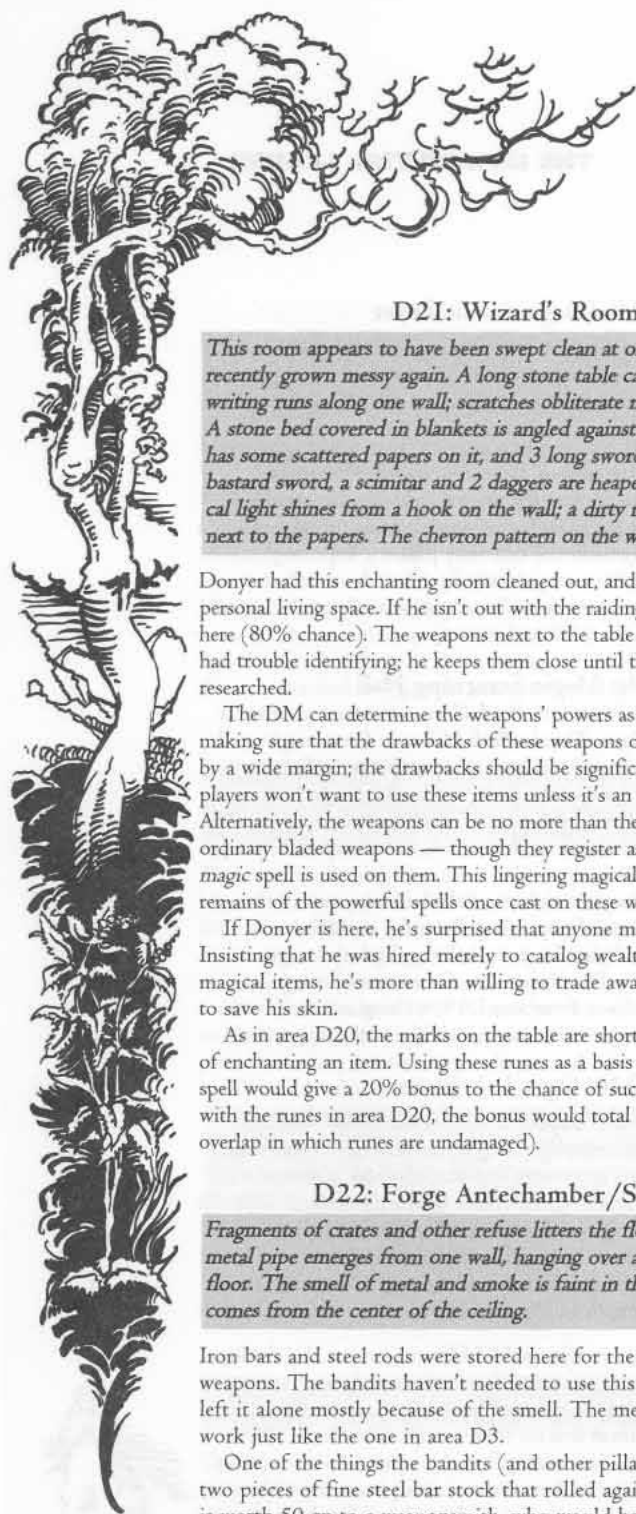
D20: Ogre Lair Room

This was once some sort of magical laboratory but is now used as a bedroom by three large creatures. A long stone table carved with runes and magic symbols takes up most of one wall; the table is scarred and chipped by vandals. A stone "couch" butts against the table. Broken glass, pottery and bits of twisted metal have been swept into one corner and most of the floor is taken up by three large (and not very clean) bedrolls. An iron hook, probably for holding a lantern, juts from the wall. The wall pattern is very bright here.

This was one of the two rooms used to enchant items at this facility. It has been ransacked and any portable valuables are long gone. Miyori gave this room to the ogres, as he didn't want any fights breaking out between them and his other troops. There is a 50% chance that any ogre not out raiding is in this room.

If translated from Suloise, the runes and symbols on the table relate to enchanting items — almost a "cheat sheet" for the necessary steps. Anyone wishing to research the *enchant an item* spell would have a 30% bonus to their chance of success if they used these notes in their research.





D21: Wizard's Room

This room appears to have been swept clean at one point, but has recently grown messy again. A long stone table carved with magical writing runs along one wall; scratches obliterate most of the markings. A stone bed covered in blankets is angled against the table. The table has some scattered papers on it, and 3 long swords, 2 short swords, a bastard sword, a scimitar and 2 daggers are heaped next to it. A magical light shines from a hook on the wall; a dirty mug sits on the table next to the papers. The chevron pattern on the wall is very bright.

Donyer had this enchanting room cleaned out, and he now uses it as his personal living space. If he isn't out with the raiding band, he is normally here (80% chance). The weapons next to the table are ones that he has had trouble identifying; he keeps them close until they can be further researched.

The DM can determine the weapons' powers as he or she sees fit, making sure that the drawbacks of these weapons outweigh the benefits by a wide margin; the drawbacks should be significant enough that the players won't want to use these items unless it's an absolute emergency. Alternatively, the weapons can be no more than they appear to be — ordinary bladed weapons — though they register as magical if a *detect magic* spell is used on them. This lingering magical aura might be all that remains of the powerful spells once cast on these weapons.

If Donyer is here, he's surprised that anyone managed to get this far. Insisting that he was hired merely to catalog wealth and identify magical items, he's more than willing to trade away the pile of swords to save his skin.

As in area D20, the marks on the table are shorthand for the process of enchanting an item. Using these runes as a basis for researching the spell would give a 20% bonus to the chance of success; in conjunction with the runes in area D20, the bonus would total 40% (there is some overlap in which runes are undamaged).

D22: Forge Antechamber/Supplies

Fragments of crates and other refuse litters the floor of this room. A metal pipe emerges from one wall, hanging over a small grate in the floor. The smell of metal and smoke is faint in the air. A dim glow comes from the center of the ceiling.

Iron bars and steel rods were stored here for the smiths to work into weapons. The bandits haven't needed to use this space yet, and have left it alone mostly because of the smell. The metal pipe and grate work just like the one in area D3.

One of the things the bandits (and other pillagers) missed were two pieces of fine steel bar stock that rolled against a wall. Each bar is worth 50 gp to a weaponsmith, who would be able to craft a very strong blade from each.

D23: Norker Lair

This area has the remains of several beds and broken chests. Hooks for lanterns are pounded into each wall. Six piles of dirty animal skins appear to be bedding.

The resident smiths and mundane staff of the facility were once quartered here. Miyori has the norkers housed here to keep them at a respectable distance from the ogres, with whom they tend to quarrel. There is a 40% chance that any norkers not out on a raid are in this room.

D24: Forge

The smell of fire and metal hangs heavy in the air here. Three great forges are set into the walls with a large anvil set near each. A strange mark has been burned on the floor in the shape of a thin 5' tall humanoid. Very faint magical lights shine from two points on the ceiling.

This was where the forging of the weapons took place. Nothing remains in the room that can be carried away with any ease — the three remaining anvils are bolted to the floor, and each weighs almost 500 pounds. The chimneys of the forges link upward to the same vents that the kitchens use.

The scorch mark on the floor is all that remains of one of the three fire mephits that were bound to the forges to keep them hot. After hundreds of years, the energies of this place unraveled two of the binding spells well enough that the mephits could fully escape, while the third was only able to free himself from the forge and range the room; it was killed by a party of adventurers.

D25: Forge

This area is identical to area D24 except that there are four forges and anvils, and there is no humanoid scorch-mark on the floor.

D26: Vault Entrance

This five-sided room is barely large enough to accommodate the spiral staircase that leads downward into the darkness. The last vestige of a continual light spell fades in and out on the ceiling.

This secret area was only recently discovered by Raxen. None of the bandits come into this area, fearing the unknown magic locked downstairs.

DOPPELGANGER CAIRN: VAULT LEVEL

D27: Vault Entry

Another faint magical light shows this area to be a plain pentagonal room.

One of the walls has a secret door; this door (and all doors of this lowest level) is the kind that requires an abjuration spell cast upon it to open, or needs a magical item that has an abjuration effect placed against the door's center.

D28: First Sword Room

The now-familiar faint glow on the ceiling shows this room has two empty weapons racks on its walls. The floor is painted in a strange multicolored checkerboard pattern.

Raxen has already removed the swords and daggers from this room. There are two secret doors leading out of this room, but she hasn't bothered to spike them open yet. The checkerboard pattern on the floor serves no purpose.

D29: Sleeping Death Room

This room has no illumination of its own. Steps lead down to the floor, which is three feet lower than that of the hallway. Four of the walls have weapons racks, three of which are empty.

The Suel wizards intended this area to be a place where the more powerful weapons could be kept. There are two traps in this room, each activating at different times — *sleep gas* and *death fog*.

Two rounds after someone enters the room (the entire floor and steps serve as the trigger), *sleep gas* begins to pour in from vents in the ceiling (save vs. spell or fall unconscious). Two rounds after the *sleep gas* activates, an acidic fog (treat as a *death fog* spell) seeps into the room from the floor, filling it to a depth of three feet. The acidic fog is not high enough to touch the swords, and dissipates after twenty rounds.

Raxen entered this room, activated both of the traps and managed to grab one of the swords and duck back out. She has since figured out the timing of the traps, and comes back two or three times a week for another weapon. The ten weapons still in here (6 long swords, 2 rapiers, a cutlass and a dagger) are wired to the weapon rack. Feel free to fill out the weapons remaining in this room, most of which should have serious side effects like the ones in area D21. Alternately, these weapons could be powerless due to extensive decay of their enchantments, but still radiate magic.

D30: Room Of Fire

Steps lead downward for a few feet to meet the floor of this room. A weapons rack mounted on one wall holds a strange jewel-tipped metal rod.

This room is also a vault room, and trapped. The weapons are wired

into the rack but the rod is not.

As soon as someone steps in this room, streams of thin smelly liquid spray from the walls and continue to do so as long as there is weight on the floor. On the second round, burning coals fall into the room, igniting the liquid. The burning fuel does 1d4 damage the first round to anyone touching it, 2d4 the next and so on until it is doing 10d4 damage per round (although it only burns for as many rounds as it sprayed into the room; for example, if the liquid sprayed for three rounds, it goes out after three rounds). The liquid creates a toxic smoke when it burns, and all exposed to it must save vs. poison or fall unconscious and convulse for at least 1 hour.

The strange crystal rod is the *Spear of the Doomheart*. The four weapons are left to each DM to customize for their own GREYHAWK campaign like the weapons in D29.

REPLAYABILITY

If the party is driven away, Miyori is on the lookout for more potential recruits for his cause — probably travelers near Hardby, or people from Stone Keep, or even people of the Bright Desert. If the doppelgangers flee, they remember the PCs and use their powers to make trouble for the party later (such as by impersonating them back in town). Surviving bandits make off with whatever magic swords they can carry.

Other members of the Merchants' and Traders' Union want the doppelgangers discovered; paranoia escalates as each begins to suspect that everyone is not who they seem, and any trouble with shipments is blamed on the merchant responsible being an impostor. The partner of the merchant that Selra replaced would like the items stolen from her caravans returned if at all possible (the items in question are the bars of gold jewelry stock from area D10 and the gems from area D13), and if other merchants hear of the party's deeds they want their items back. Donyer and Tarsot pay back the party for any rough treatment they receive. Surviving bandits may hook up with the beholder (*charmed*) or the necromancer (alive or dead).

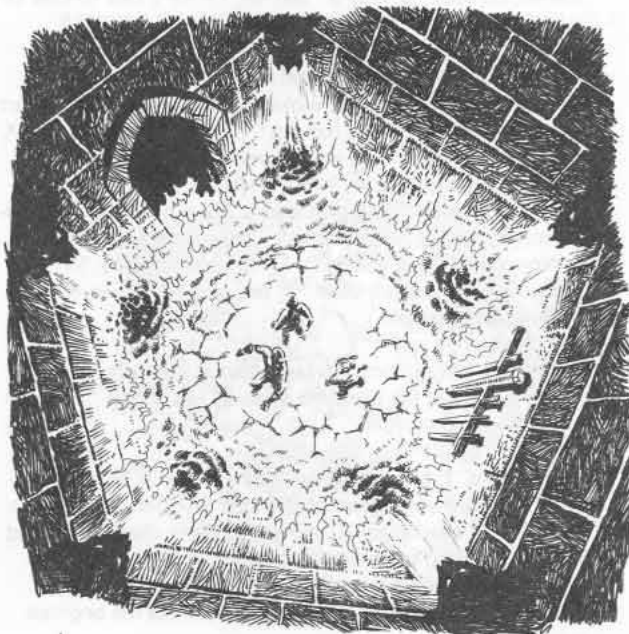
LEVEL VARIANTS

Low-Level Characters

The easiest way to make this adventure more appropriate for inexperienced characters is to reduce the total number of bandits. The levels of the priest, wizard and bandit commander can also be reduced slightly. Remove some of the defective magic swords the bandits have sitting about, or reduce their magical bonuses (with +1 swords becoming +0 magical weapons).

High-Level Characters

Increasing the number and/or level of the main force of bandits makes them more of a challenge for a more powerful party. Donyer and Tarsot can also have their levels raised, and there is no reason why Miyori can't have higher effective hit dice due to experience. However, increasing the power of the magical weapons or lessening their drawbacks means that a great number of powerful items are likely to fall into the hands of the player characters. Also, there is no reason why there can't be additional secret rooms with deadly traps that have not yet been discovered — placed there by the wizards to distract people from the treasures of the cairn.

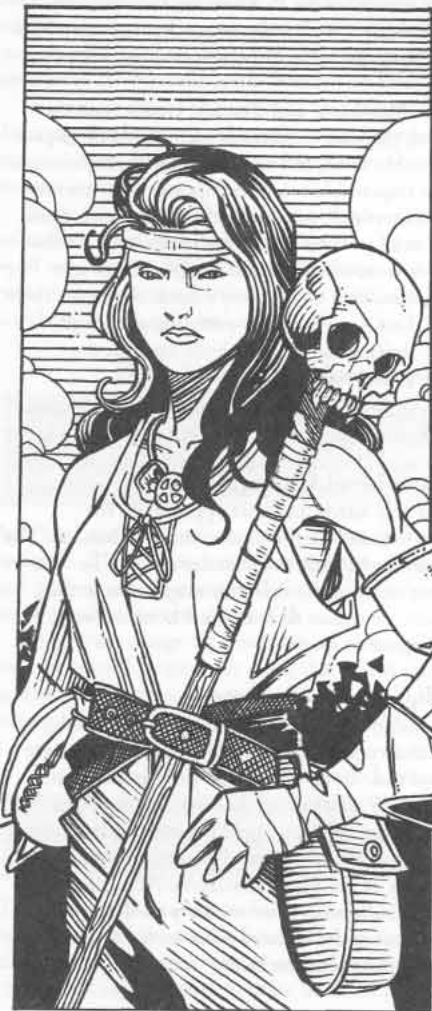




THE DEDICATED STUDENT

THE CAIRN'S HISTORY

This cairn was used by the secretive wizards of the Great Kingdom as a place to enchant magical armors and other protective devices; at the height of their work, the energy of the ley line under this cairn was particularly beneficial toward protection-type enchantments. The secret doors of this place are opened by exposure to magical fire (*burning*



hands, produce flame, fireball, and so forth). When the fifth cairn disappeared and with trouble brewing at home, the mages that worked here gathered as many of the portable items as they could, activated the guardians and fled to other parts of the Flanaess. Since its abandonment, the cairn has been explored by several groups and inhabited by many monsters. Some centuries ago, it was used as a tomb by some of the wealthier families of Greyhawk and Hardby — it was considered a sign of prestige to have your dead buried in a Star Cairn.

THE MODERN CAIRN

The focus of the ley line's magic has shifted several times over the centuries, and it currently enhances necromantic magic (–1 saving throw penalty to any saves vs. necromantic spells). The necromancer Ylleck has come across an outcropping of stone on the force line that exudes a strange gray foam that aids necromantic spells. Ylleck is studying the foam and how it affects her spells and undead servants. It is her hope that she will be able to unlock some key secrets about necromancy in her studies, and thus perhaps be accepted as a member of Greyhawk's Guild of Wizardry. As one of the Star Cairns is less than a mile away from the stone outcropping, she has set up a base there, having animated the entombed bodies and dealt with the other creatures she encountered. She is really only concerned with her research, and has no time for meddling adventurers, hungry monsters or angry townsfolk. She has cast *continual light* spells in the areas that she frequents; these are noted in the text description (the other areas are dark).

Ylleck, hf W9 (Nec): AC 8 (+2 cloak); MV 12; hp 40; THACO 18; #AT 1; Dmg 1d6 (staff); SA spells, bound shadow; SD spells, spell absorption (as per *rod of absorption*) with *staff of the necrophidius*; SZ M (5'8" tall); ML 13; Str 8 Dex 10 Con 16 Int 17 Wis 16 Cha 11; AL LE; XP 650.

Personality: studious, introverted

Special Equipment: *staff of the necrophidius*

Spellbook (5/4/4/3/2): 1st = *chill touch*°, *detect magic*, *detect undead*°, *identify*°, *locate remains***°, *magic missile*, *mending*°, *protection from evil*, *read magic*, *unseen servant**; 2nd = *continual light*, *ghoul touch*†, *knock*, *levitate*°, *magic mouth*, *Melf's acid arrow*°, *web*, *wizard lock*; 3rd = *bone dance***°, *dispel magic*, *fireball*, *hold undead**°, *tongues*, *wraithform**; 4th = *dimension door*, *eneration*°, *fire shield*°, *solid fog*; 5th = *bone blight***°, *animate dead* * °; one spell of each level must be a necromancy spell

* preferred spell

** spell from *Complete Necromancer's Handbook*

† spell from the *Complete Wizard's Handbook*

° necromantic spell

Shadow: AC 7; MV 12; HD 3+3; hp 14; THACO 17; #AT 1; Dmg 1d4+1+drains 1 point of Strength; SA Strength drain; SD +1 or better weapon to hit, immune to sleep, charm, and hold spells, unaffected by cold-based attacks; SZ M (5' 8" tall); ML special (never checks morale); AL N; XP 4200.

Note: A shadow is 90% undetectable in all but the brightest surroundings.

Ylleck is a plain-looking woman of fair skin and brown hair. Her left arm is thin and wasted as if by some disease or curse. She casts no shadow, for her shadow has been bound to her back in a magical tattoo. When she was an apprentice, her teacher was demonstrating a summoning spell when the creature — some horror from the Negative Energy Plane — broke free of his spell. Ylleck intercepted the creature's attack on her master, giving him time to banish it back to its plane of origin. The attack resulted in her left arm withering (Strength and Dexterity for her left arm are considered 4); her master (in gratitude and guilt) magically removed her shadow and bound it into a magical series of marks on her back, giving her a permanent servant that would obey her without fail. She is able to command her shadow (as the monster, with maximum hit points) to leave its inky prison and fly forth to attack or spy upon her enemies; she can see its "memories" when it returns to her body. The shadow can be turned but not destroyed by priests (treat "D" results as "T" results). If the shadow is ever killed she must make a system shock roll or fall unconscious; she slowly grows a normal shadow after such an event.

She carries an unusual magic item called the *staff of the necrophidius*, normally tied to her belt on her left side; it is a simple matter for her to rest her left arm on the staff if she wishes to use its magic, whether defensively or offensively. (The *staff* is detailed on page 48 of this adventure.)

Ylleck is attended at all times by a skeleton wearing plate mail (*plate mail -1*) and carrying a large shield (*shield -1, missile attractor*). She knows the items are cursed but has realized that defective plate mail is better than nothing and a shield that attracts missiles isn't helpful to the skeleton but aids her. In terms of dealing with player characters, if she is hit with missile weapons and the attack roll would not have hit AC 4, the character actually fired at the armored skeleton.

Because of the magic in this area, this skeleton (like all others here) has double the standard maximum hit points and is turned as a wight.

Armored Cairn skeleton: AC 4 (*plate mail -1*); MV 3; HD 2; hp 16; THAC0 19; #AT 1; Dmg 1d6 (by weapon); SD half damage from edged or piercing weapons, immune to mind-

affecting spells, turns as a wight; SZ M (5'11" tall); ML special (never checks morale); AL N; XP 120.

THE FOAMING STONE

Just under a mile north of the cairn is a normal-looking rock outcrop 4 feet tall sticking out of the hillside. The largest stone is stained gray along one side, for a strange froth leaks from the rock, seemingly oozing from it like a bizarre sweat. The foam slowly runs down the side of the rock and dries, eventually flaking off due to wind or rain. The stone produces about a half-gallon of this foam over a period of 24 hours.

The foam is a manifestation of the magical force line, and is very effective at increasing the power of the necromantic arts. As it is, it can be used as a replacement material component for spells that require blood, bones or physical remains of material undead. If distilled and concentrated, it has more powers which Ylleck has discovered through experimentation. The DM may choose to add others as desired.

All undead regenerate 1 hit point per turn when within 10 feet of this stone.

Ylleck has placed a skeleton here to guard the area. It lies on the ground, its head under the point from where the foam leaks. If anyone touches the stone, the skeleton stands, and a *magic mouth* spell cast on the skeleton activates, saying "This stone is under the protection of the wizard Ylleck; the skeleton will not attack unless you interfere with it or the stone." The skeleton does not attack unless it is attacked or the stone is touched again.

Cairn skeleton: AC 7; MV 12; HD 2; hp 16; THAC0 19; #AT 1; Dmg 1d6 (by weapon); SD half damage from edged or piercing weapons, immune to mind-affecting spells, turns as a wight; SZ M (5'8" tall); ML special (never checks morale); AL N; XP 120.

NECROMANCER CAIRN: SURFACE LEVEL

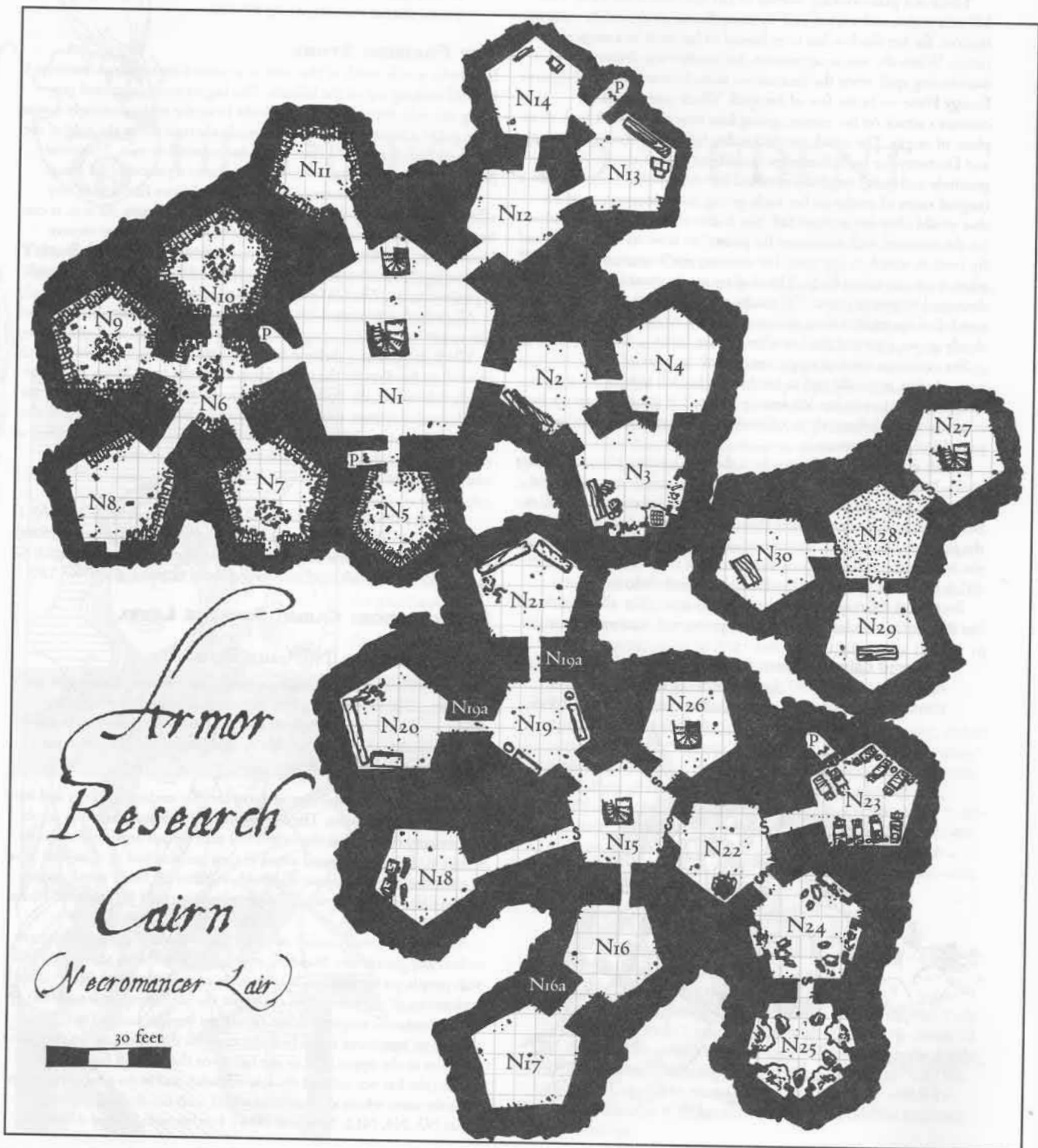
N0: Cairn Entrance

The pile of stones and flat slab that mark the entrance to this cairn are surmounted by five standing thin figures, each swaddled in decaying pieces of cloth. Resting nearby is a star-shaped stone plate that matches a similarly-shaped hole in the slab. A small wagon is hidden under a tarp about a dozen yards away.

The wagon is empty; the necromancer had her undead haul her and her supplies to this location. The five figures are skeletons from the tomb, still wearing their burial shrouds. They turn to face anyone that comes within 50 feet of them, and attack if they are attacked or if anyone tries to enter the cairn. If anyone approaches within 20 feet a *magic mouth* on the slab activates, saying "This area is being used for research. Please do not disturb."

Ylleck would really rather not be disturbed, but she grumpily agrees to hear any petitioners. Standing in area N1, she shouts upward to talk with people on the surface. It is possible to negotiate with her to allow exploration of the part of the cairn that she isn't using; at least 1000 gp or a necromantic magic item are significant enough bribes for that purpose. If an agreement is reached, she explains that there are no threats or valuables in the upper level as she has given that floor a cursory examination (she has not entered the lower levels), and at no time are they to enter the areas which she has blocked off with her undead servants (areas N3, N4, N12, N13 and N14). Furthermore, if they disturb her





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or her research, she has them removed from the cairn and denies them further access.

If asked about animating the bodies entombed here, she admits to it. Like many necromancers, she sees dead bodies as tools, and dismisses any relevance that they were once living people. She understands that others often have an emotional attachment to the dead, and therefore she is willing to de-animate them — but only if offered an equivalent number of intact skeletons as replacements.

Ylleck is evil but very intelligent, and will not deliberately antagonize people unless she exhausts all other options. She really only wants to be left alone to do her research; she has no plans of conquest or tyranny. In combat she defends herself with *fire shield* or *wraithform* after ordering her skeletons to get between her and her foes. During twilight or night she also looses her shadow on her attackers.

NECROMANCER CAIRN: UPPER LEVEL

NI: Main Landing

The spiral staircase comes to a halt at the floor of this large vaulted room, lit by a continual light spell. Another staircase in the corner leads downward, guarded by five animated skeletons. Nearly a hundred skeletons, wrapped like the ones on the surface, stand in formation on the opposite side of the room, largely concealing another stairwell. The painted ceiling depicts a starry night; while some of the painting has been damaged by fire, it is still largely recognizable. Floating just below the ceiling is a black rune, gently glowing with a red field of energy; another tiny rune is just barely visible within the aura. Each rune is near a tiny glowing dot.

The 5 skeletons are set to guard against things coming up from the lower levels; if the group has gotten Ylleck's permission to explore, she modifies the skeletons' commands so that they don't attack the party when they come up the staircase. The other 95 skeletons are the dead of this tomb, which she has animated to serve her; they currently are set to do nothing unless attacked. Use the skeleton statistics under the Foaming Stone entry (all of her servant skeletons have double the maximum hit points and turn as wights). This room has been swept clean.

N2: Storage

A large number of benches and tables are stacked against the far wall. The room is otherwise empty, and the floor actually appears to have been swept.

Formerly a mess hall, Ylleck had her undead clean the place. There is nothing of interest in this room.

N3: Kitchen

This room is some sort of kitchen. Two large fireplaces sit cold, while a flat stone table has neat stacks of pots, plates and cookware. A few crates, barrels and sacks are stacked near the pots, all guarded by a skeleton. A bent metal pipe extends from the corner between the two fireplaces; it hangs above a thick grating on the floor. The entire area is lit by magic.

This area is a kitchen; the necromancer also uses it to store food supplies. The skeleton attacks anything that touches the stores — mainly insects or other vermin that discover them.

N4: Storage

This room is nothing more than dozens of shelves carved into the stone walls, all empty. A single skeleton stands in the middle of the room.

Ylleck had this storage room emptied, but doesn't use it for anything. The skeleton is on rat-patrol like the one in area N3.

N5: Tomb

This room consists of rows and rows of brick crypt-holes, all broken open. The loose bricks have been stacked against one of the walls.

This was once used as a guest room by people visiting the wizards; centuries ago, a number of bodies from families of Greyhawk and Hardby were entombed in this area. Even the small closet on one wall had a body placed in it and was bricked over, only to be covered by subsequent interments and eventually broken open by the necromancer. Ylleck had a few of her servants break open the vaults so she could *animate* the dead. There are some small pieces of jewelry left in the various cells (the necromancer looked for such items — the skeletons wouldn't need them any more — but missed some): a 50-gp gold ring, two 15-gp platinum earrings, a silver-and-jade bracelet worth 100 gp, and silver ring worth 5 gp.

N6: Tomb

The walls between the exits of this room are filled with broken-open brick cells, each once the final resting place of some wealthy fool. The discarded bricks have been neatly stacked in the middle of the room.

Formerly the annex to the wizards' quarters. The contents of this room are identical to that of area N5, except that the necromancer missed a broken electrum necklace worth 70 gp.

N7: Tomb

More exposed crypts line the walls of this place, again with the broken bricks arranged in a neat pile at the room's center. A small closet was also bricked over by a crypt, but has been opened just as the others have.

Formerly a wizard's room. As area N5, but the only thing valuable is a small silver ring with a tiny gem worth 30 gp total.

N8: Tomb

Only half of the walls in this room have been filled with brick crypts. A small closet lies completely open and empty.

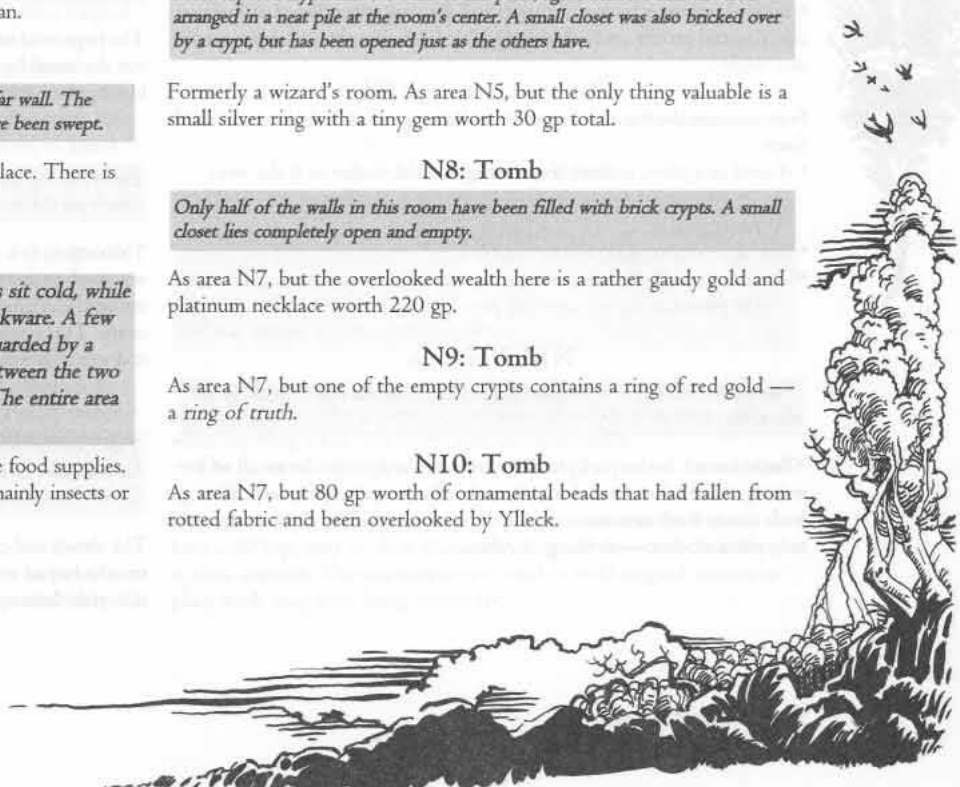
As area N7, but the overlooked wealth here is a rather gaudy gold and platinum necklace worth 220 gp.

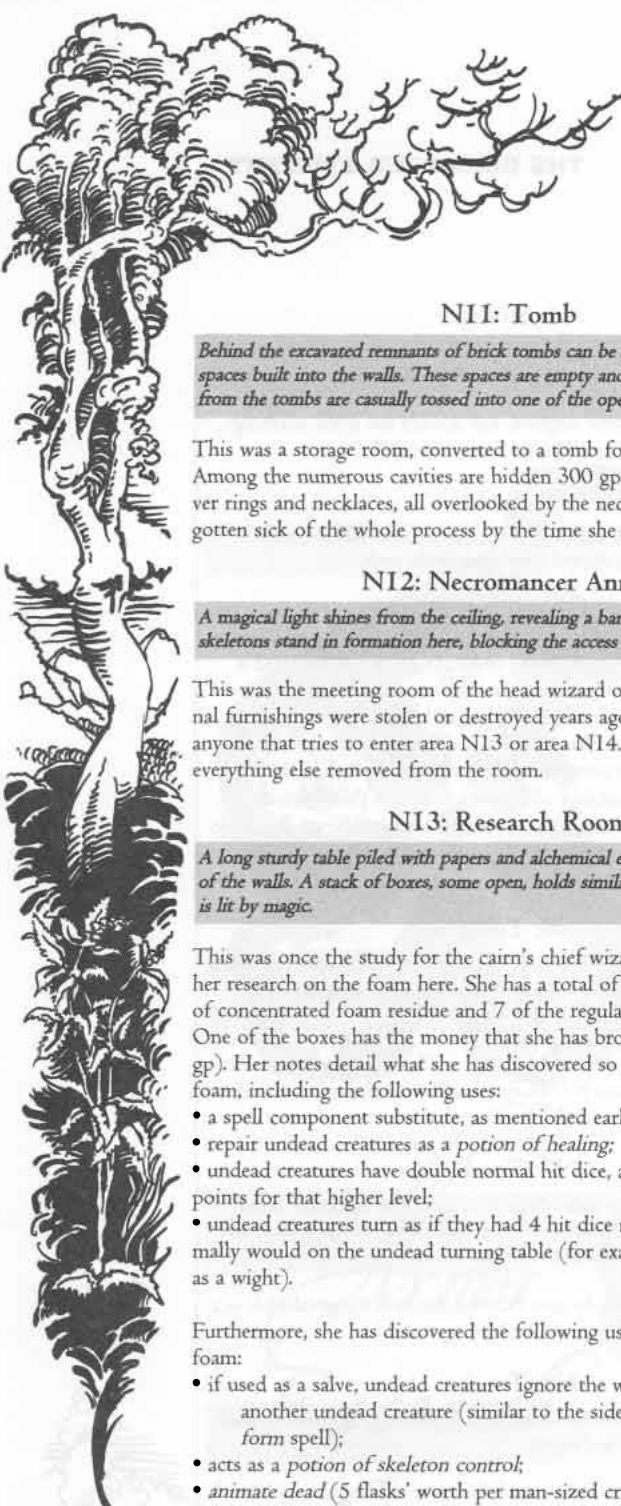
N9: Tomb

As area N7, but one of the empty crypts contains a ring of red gold — a ring of truth.

N10: Tomb

As area N7, but 80 gp worth of ornamental beads that had fallen from rotted fabric and been overlooked by Ylleck.





NII: Tomb

Behind the excavated remnants of brick tombs can be seen many small storage spaces built into the walls. These spaces are empty and dusty, and the bricks from the tombs are casually tossed into one of the opened crypts.

This was a storage room, converted to a tomb for wealthy city folk. Among the numerous cavities are hidden 300 gp worth of gold and silver rings and necklaces, all overlooked by the necromancer (who had gotten sick of the whole process by the time she got to this room).

NI2: Necromancer Annex

A magical light shines from the ceiling, revealing a bare-floored room. Twenty skeletons stand in formation here, blocking the access to the two other exits.

This was the meeting room of the head wizard of this place; the original furnishings were stolen or destroyed years ago. The skeletons attack anyone that tries to enter area N13 or area N14. The necromancer had everything else removed from the room.

NI3: Research Room

A long sturdy table piled with papers and alchemical equipment takes up one of the walls. A stack of boxes, some open, holds similar equipment. The room is lit by magic.

This was once the study for the cairn's chief wizard; Ylleck conducts her research on the foam here. She has a total of 11 potion-sized flasks of concentrated foam residue and 7 of the regular-strength material. One of the boxes has the money that she has brought with her (2100 gp). Her notes detail what she has discovered so far about the raw foam, including the following uses:

- a spell component substitute, as mentioned earlier;
- repair undead creatures as a *potion of healing*;
- undead creatures have double normal hit dice, and maximum hit points for that higher level;
- undead creatures turn as if they had 4 hit dice more than they normally would on the undead turning table (for example, a skeleton turns as a wight).

Furthermore, she has discovered the following uses for the concentrated foam:

- if used as a salve, undead creatures ignore the wearer as if she were another undead creature (similar to the side effect of the *wraith-form* spell);
- acts as a *potion of skeleton control*;
- *animate dead* (5 flasks' worth per man-sized creature) with maximum hit points.

NI4: Bedroom

A simple bedroll and an open chest full of clothes are the only furnishings in this room.

Ylleck doesn't bother to light this room, as she spends almost all of her waking time in the research room, and only comes here to sleep. She leads a very stark existence outside of her research. The chest contains only plain clothes — nothing of value.

NECROMANCER CAIRN: LOWER LEVEL

NI5: Lower Landing

Torch-sized magical fires burning in the air light this small pentagonal room. Two exits are visible, as are two glowing runes, one large and one small, with two dots beside them.

The exits lead to areas N16 and N19. The other three doors remain closed and sealed, and so are detected as secret doors. A stunjelly wanders slowly through the open areas (areas N15, N16, N17, N19, N20 and N21) feeding on fungus growths, normally blocking off one of the corridors at a time; it is unable to climb the stairs, and so it has not disturbed the skeletons or the necromancer.

A close examination of the secret doors reveal that each seems to be slightly scorched in the center (a result of being opened by magical fire). The magical fires burning in the room are immobile, but they do produce heat equivalent to a torch.

For each open room on this floor there is a 10% chance that the stunjelly is present and a 30% chance that it is actually blocking the hallway leading to that room. If the stunjelly is blocking a corridor, one of the things that might give it away is that it looks like plain stone, rather than the painted chevron pattern that the rest of the walls share. Note that the stunjelly activates the alarm in area N16a, the noise from which is audible throughout the entire floor, barring intervening closed doors.

Stunjelly: AC 8; MV 4; HD 17; hp 81; THAC0 17; #AT 1; Dmg 2d4; SA paralyzation; SD immune to mind-affecting spells, electricity, paralyzation, and *polymorph*; SZ L (10' across); ML 9; AL N; XP 420.

NI6: Nonprecious Components

Magical torch-like fires burn with blue-white flame, illuminating this room as if it were daylight. Metal pegs line the walls at three different heights. There is nothing else of interest here.

The pegs used to support shelves full of components for enchanting, but the stunjelly slowly ate away the components and the shelves, leaving the bare pegs. Each peg extends about 1 foot out of the wall.

NI6a: Alarm Tunnel

Upon entering this hallway, a loud ringing issues forth from all directions. No source for the sound can be seen.

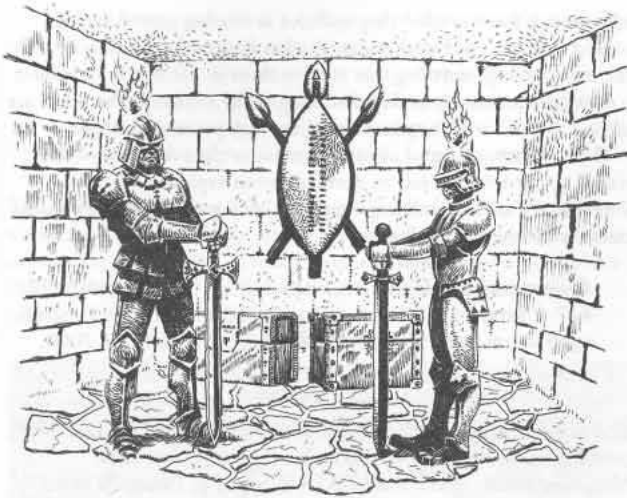
The ringing is a permanent *alarm* spell cast in the hallway. Area N17 was used to store precious metals and stones to be used for enchanting items; the *alarm* was created to warn that someone was approaching the room. The stunjelly sets off the *alarm* if it comes down here, although it doesn't have any ears to notice the sound.

NI7: Precious Resources

This room has little in it save a few metal bands, hinges and locks. The door has been torn from its hinges. Only one magical fire remains burning, and only barely so, with a dark orange-red flame.

The chests and crates in this room that held valuable components were smashed open and looted long ago. The stunjelly ate the wooden materials, leaving the metal bits.

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N18: Item Testing

Two figures stand in the center of this room. One is a large, impressive-looking man in plate mail with a helm that conceals his face, the other is of more ordinary size, but in similar armor. A green magical flame burns above the head of each figure. Two large iron-bound chests are in the back corner, and an unusual shield hangs on the wall.

When the door is opened, one of the figures says (in Suel), "At last, we are free! The wizards kept us here in stasis. Let us get out of here . . . take the treasure chests with our gratitude." The figures begin walking toward the door stiffly (as if they haven't been able to move for a very long time), and attack when they're close enough to the party. Note that if the listeners don't understand Suel, the tone of the voice is still positive and friendly.

The wizards used this room to test the effectiveness of their magical protection devices. They normally placed a *charmed* or held victim in the room, placed the device to be tested on the victim, and launched the appropriate attacks or spells. When they abandoned this cairn, they placed two flesh golems (one the regular size for such golems and one human-sized) in suits of enchanted plate mail, ordered them to attack anyone they saw; a piece of cloth with a *magic mouth* spell tied around one golem's face provides the voice.

Large flesh golem: AC 2 (*plate mail +1*); MV 8; HD 9; hp 40; THAC0 11; #AT 2; Dmg 2d8/2d8; SD +1 or better weapon to hit, immune to most spells, heals from electricity; SZ L (8' tall); ML 20; AL N; XP 2000.

Notes: Electrical attacks heal the golem 1 point per die of damage. Fire and cold slow it for 2d6 rounds; all other spells are ignored. This golem is wearing *armor of command*, which is why the characters perceive it as "impressive." The armor acts as *plate mail +1*, but is so large that it can only fit creatures at least 7' tall.

Small flesh golem: AC 4 (*cursed plate mail -2*); MV 8; HD 9; hp 40; THAC0 11; #AT 2; Dmg 2d8/2d8; SD +1 or better weapon to hit, immune to most spells, heals from electricity; SZ

L (6'6" tall); ML 20; AL N; XP 2000.

Notes: This golem has the same magical immunities as the other. It is wearing *plate mail of vulnerability -2*; it can fit most any man-sized creature.

The golems follow people out of the room and even out of the cairn; should they lose track of their original targets they attack any humanoids they encounter in their wanderings. The wizards intended that if the golems were defeated, whatever destroyed them would be unable to use the large armor (created for an exceptionally large warrior in their employ), but might try the cursed man-sized armor (which is the result of an interrupted enchantment attempt). The two chests contain 60 gold-plated lead ingots (each is worth about 1 sp solely for the gold content). The shield is a nonmagical shield from Hepmonaland that one of the Suel wizards kept as a curio. It would be worth about 100 gp to a weapons dealer in Greyhawk, but it is nearly 4 feet tall and cumbersome.

N19: Enchanting Foyer

This room is furnished with large pieces of stone that probably served as tables and couches. Two rectangular slabs are arranged on opposite ends of the room, with a taller round pillar and an exit near each one. Two gentle blue lights illuminate this room.

Servants of the wizards kept this area prepared with pillows, food and drink while their masters worked at creating enchanted armor; the organic items left behind were eaten by the stunjelly. Most recently this room was a temporary lair for a few trolls (which opted not to enter either of the halls of area N19a due to the strange magical voice), but after one of their pack members was consumed in his sleep by the stunjelly the trolls decided to leave for a safer place. The treasure of the unfortunate troll was later excreted into this room by the stunjelly — one 100-gp and two 50-gp gems.

Anything placed on one of the table-like pillars is kept magically chilled while the other has a magical warming effect. Items affected must weigh less than ten pounds and must rest entirely on the top of a pillar, each of which is almost a yard in diameter.

N19a: Screening Hall

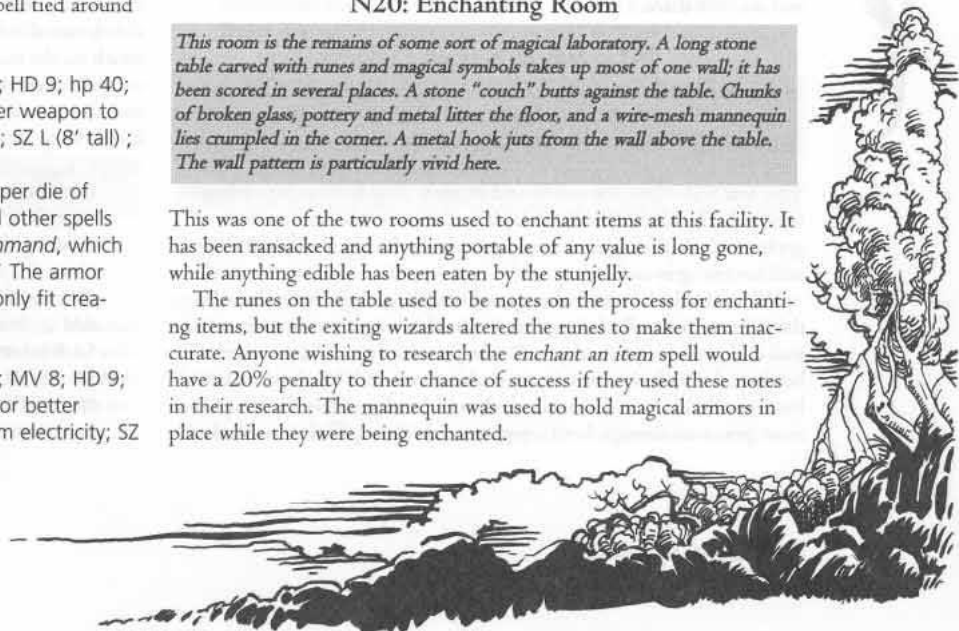
This hall works exactly as area D19a on page 11 of this adventure.

N20: Enchanting Room

This room is the remains of some sort of magical laboratory. A long stone table carved with runes and magical symbols takes up most of one wall; it has been broken in several places. A stone "couch" butts against the table. Chunks of broken glass, pottery and metal litter the floor, and a wire-mesh mannequin lies crumpled in the corner. A metal hook juts from the wall above the table. The wall pattern is particularly vivid here.

This was one of the two rooms used to enchant items at this facility. It has been ransacked and anything portable of any value is long gone, while anything edible has been eaten by the stunjelly.

The runes on the table used to be notes on the process for enchanting items, but the exiting wizards altered the runes to make them inaccurate. Anyone wishing to research the *enchant an item* spell would have a 20% penalty to their chance of success if they used these notes in their research. The mannequin was used to hold magical armors in place while they were being enchanted.





N21: Enchanting Room

A stone table takes up the entirety of one wall here, carved in ancient magical runes. A stone couch lies on its side near the table, with a wire-frame mannequin sprawled nearby. A battered shield rests in the corner, and a metal hook sticks out of the wall above the table. The chevron pattern on the walls is very clear.

Another enchanting room, similarly ransacked. The intentionally inaccurate runes on this table haven't been marked up, and so anyone using them as a reference for researching the enchant an item spell suffers a 30% penalty to their chance of success; combining them with the runes from area N20 does not change this penalty. The shield is a leftover from a previous inhabitant and is not magical.

N22: Forge Storage

This room is absolutely clean — there is no refuse of any sort on the floor. A small round hole is in one corner, and there is a larger square hole on the floor underneath it. A single dark blue magical flame burns in the center of the room near the ceiling.

A black pudding clings to the ceiling in one of the corners of the room. It comes fully awake in 2 turns and attacks any prey it can sense.

The Suel left the black pudding in this room to deter intruders; it quickly ate everything digestible to it and in the process dissolved all of the metal supplies for the forge. It has since rested in a hibernative state, its outer skin dry and thickened due to exposure. If anything enters this room or even if the door is opened, it senses the interruption and begin to awaken, circulating moisture to its surface so it can move around. Once awake, it looks for something to eat, most likely dropping onto one of the party members. If there is no one present when it fully awakens, the pudding leaves this room to look for the nearest food, probably the PCs.

Black pudding: AC 6; MV 6; HD 10; hp 22; THACO 11; #AT 1; Dmg 3d8; SA dissolve metal and wood; SD immune to acid, cold and poison, divides from blows or lightning; SZ S (3' diameter); ML 20; AL N; XP 2000.

The hole in the corner was where the water pipe extended; the larger hole beneath it is the drain hole. The pressure plate that activates the water still exists, and pressing it causes liquid to pour down the wall and into the drain.

N23: Smith/Servant Lodging

A number of wooden beds, tables and chairs are arranged much like barracks. The hallway to the left is sealed with red clay tiles; the tiles do not share the bright chevron pattern of the other walls.

This area was where the smiths and servants stayed when they weren't working. The tiled-off hallway leads to the privy; the tiles do not appear to have been placed in any great haste. Trapped inside the tile wall are two gray oozes.

When the Suel wizards abandoned this place, they first sealed off the privy with a wall of clay, then *levitated* two gray oozes against that wall and placed another clay wall over them; the oozes have waited between the walls the entire time, unable to move. Their long inactivity has forced them into dormancy, and so if the clay wall is broken (6 or more points of damage from weapons or spells is sufficient to break a

hole through the thin tiles) they spill out in one big grayish puddle, looking a lot like used wash-water. It takes 2 turns for them to awaken and attack, though anything that touches them in the interim is subject to their acidic nature (possibly dissolving at the contact). The oozes are starving and will track or pursue anything they perceive as edible.

There is nothing special about this room or the privy area — the wizards set up this trap just to distract anyone exploring the cairn. Note that if the black pudding from area N22 is still alive, it probably attacks while the party is here.

Gray oozes (2): AC 8; MV 1; HD 3+3; hp 10, 11; THACO 17; #AT 1; Dmg 2d8; SA corrodes metal; SD not affected by spells, lightning or cold; SZ S (3' diameter); ML 20; AL N; XP 2000.

N24: Forge

This large room still carries the heavy scents of fire and metal. Three great forges are set into the walls with a large anvil near each. Numerous smaller anvils and tools are arranged in a complex spiral pattern around each large anvil. Three magical lights shine above the large anvils.

This room is where most of the forging of metallic armors was done. Now the only inhabitant is one of the forge-bound fire mephits, which is waiting to act on the last orders its masters gave it — summon a fire elemental to destroy anyone who enters this room.

A fire mephit was originally bound into each forge to keep the flames hot and even; they were prevented from leaving the forge itself, attacking any of the smiths, or *gating* in more mephits. In the years since the wizards left, the binding spells have weakened, allowing the mephits to move about the room, and two of them were even able to break free entirely and squeeze themselves up one of the chimneys and out through the kitchen. The remaining creature keeps itself occupied by rearranging the mobile items in the room into different intricate patterns. It has one possession, which it keeps tucked into a small space in one of the forges — a pouch of enchanted wood shavings. If ignited, the wood creates a dense cloud of *sleep smoke* in a 10-foot radius, after which a 12-hit die fire elemental appears and attacks anything it sees (treat as a *brazier of sleep smoke* for both effects). When it hears people approaching the room, the mephit crawls up into its forge-chimney, waits until a few rounds after people enter, ignites the pouch with its own body flames, drops the pouch into the room, and hides further up the chimney. Once the elemental attacks, the mephit peeks out and uses its *heat metal* attack on the most heavily armored person, followed by *magic missile* on spellcasters, and then enters personal combat with its breath weapons and claw attacks. Note that the fire of the elemental and the mephit's breath weapons are able to open the door to area N25.

Fire elemental: AC 2; MV 12; HD 12; hp 48; THACO 9; #AT 1; Dmg 3d8; SA ignite flammable objects; SD +2 or better weapon to hit; SZ L (12' tall); ML 16; AL N; XP 6000.

Fire mephit: AC 5; MV 12 FI 24; HD 3+1; hp 25; THACO 17; #AT 2; Dmg 1d3 (+1 from fire)/1d3 (+1 from fire) (claw/claw); SA *heat metal*, *magic missile*, breath weapons; SZ M (5' tall); ML 10; AL LE; XP 420.

Notes: The mephit has maximum hit points due to its extreme age (most mephits are destroyed within a year of their creation).

THE DEDICATED STUDENT

Its first breath weapon is a 15-foot jet of flame that hits one target for 1d8+1 points of damage (save for half); its second is a 5-foot fan of flame in a 120° arc in front of it, which hits all targets in that area for 4 points of damage (no save). It may use its breath weapon 3 times a day, in any combination of the 2 forms. It may also cast *heat metal* and *magic missile* (2 missiles) once a day.

The anvils and other tools are the only valuable items here; each set would fetch at least 500 gp from a blacksmith. However, each set is over a thousand pounds of bulky metal equipment, and it would be a challenge to remove them from the cairn without magical means.

N25: Forge

The heat in this room is oppressive. Four large forges stand empty save for a small pool of lava in each. Whatever tools there were in this room have been turned into piles of slag. Obviously some strange magic is at work here.

The pools of lava are actually lava mephits (or "magma mephits") in their metamorphosed state. When people enter the room they assume their manlike forms and use their breath weapons, followed by claw attacks.

The mages that created this place made a deal with the fire mephits they had enslaved: *gate* in a lava mephit in exchange for their freedom. Not surprisingly, the fire mephits complied and eventually got the wizards the troops they were looking for. The wizards then bound the mephits here, instructing them to destroy anything that entered the room. In their boredom, the mephits have melted everything in the room (their magical bonds didn't prevent them from damaging property), and now their only hope of entertainment is if their lair is invaded.

Lava mephits (4): AC 6; MV 12 FI 24; HD 3; hp 24; THACO 17; #AT 2; Dmg 1(+ 1d8 from heat)/1(+ 1d8 from heat)(claw/claw); SA lava blob breath weapon, shapechange into pool of lava; SZ M (5' tall); ML 10; AL NE; XP 420.

Notes: These mephits have maximum hit points due to their extreme age. The breath weapon is a blob of lava that automatically hits one target within 10 feet for 1d6 damage (no save); each mephit may do this eight times before it needs to recharge (they must soak themselves in lava for one hour to recharge, so it is unlikely that they will have the opportunity to do so, since their lava form does not qualify for that condition). They also cannot *gate* in any allies (their magical bindings prevent them from doing so).

N26: Stairway to Vault

This small room is dominated by the spiral staircase leading downward. A single faintly glowing orange light hovers above the stair.

The light is an enslaved will o'wisp charged with killing anyone that uses the stairs. It has been waiting here since the wizards left, and is absolutely starving for energy.

The will o'wisp immediately attacks anyone that touches the staircase, continuing to attack that person and their companions even if they withdraw from the stair. In its weakened state, its attack only does 1d4 damage, although it gains some energy from the panic of its foes, and so on the second round does 2d4, the next round 2d6, until on the fourth

round it is back up to its normal damage of 2d8. If sorely wounded, the will o'wisp blanks itself out and becomes *invisible* for 2d4 rounds, attempting to surprise its opponents with its "return." It can travel freely between areas N26 and N27; note that the creature is the light source for these two rooms and if it is not present then the room is dark.

Will o'wisp: AC -8; MV FI 18; HD 9; hp 29; THACO 11; #AT 1; Dmg 2d8; SD immune to all spells but *magic missile*, *protection from evil*, and *maze*; SZ S (2' diameter); ML 17; AL CE; XP 3000.

NECROMANCER CAIRN: VAULT LEVEL

N27: Trap Chamber

The stairway landing is a tiny room with no visible exits.

One of the walls is the correct exit, which leads to area N28. The other four walls have blade traps that strike for 2d8 damage (save vs. breath weapon) when great heat is applied. Although the will o'wisp can travel down here, it only does so to pursue prey or escape certain death, preferring to remain upstairs looking for food.

N28: Guardian Room

This room has no magical lights, and seems colder than the other places in this cairn. The floor is covered in fine white sand, or possibly salt. There are no other exits to be seen from this room.

The white sand has no known purpose.

A wraith has been bound to this room; it attacks anyone that enters the room as soon as they cross through the door. The wraith attacks the weakest-looking member of the party and then moves on to the next weakest. Note that the binding spell keeps it from leaving this room, so any turning attempts can hold it at bay or destroy it but cannot drive it outside of the room's boundary. If its prey leaves, the wraith hides in a corner so it cannot be attacked from outside the room.

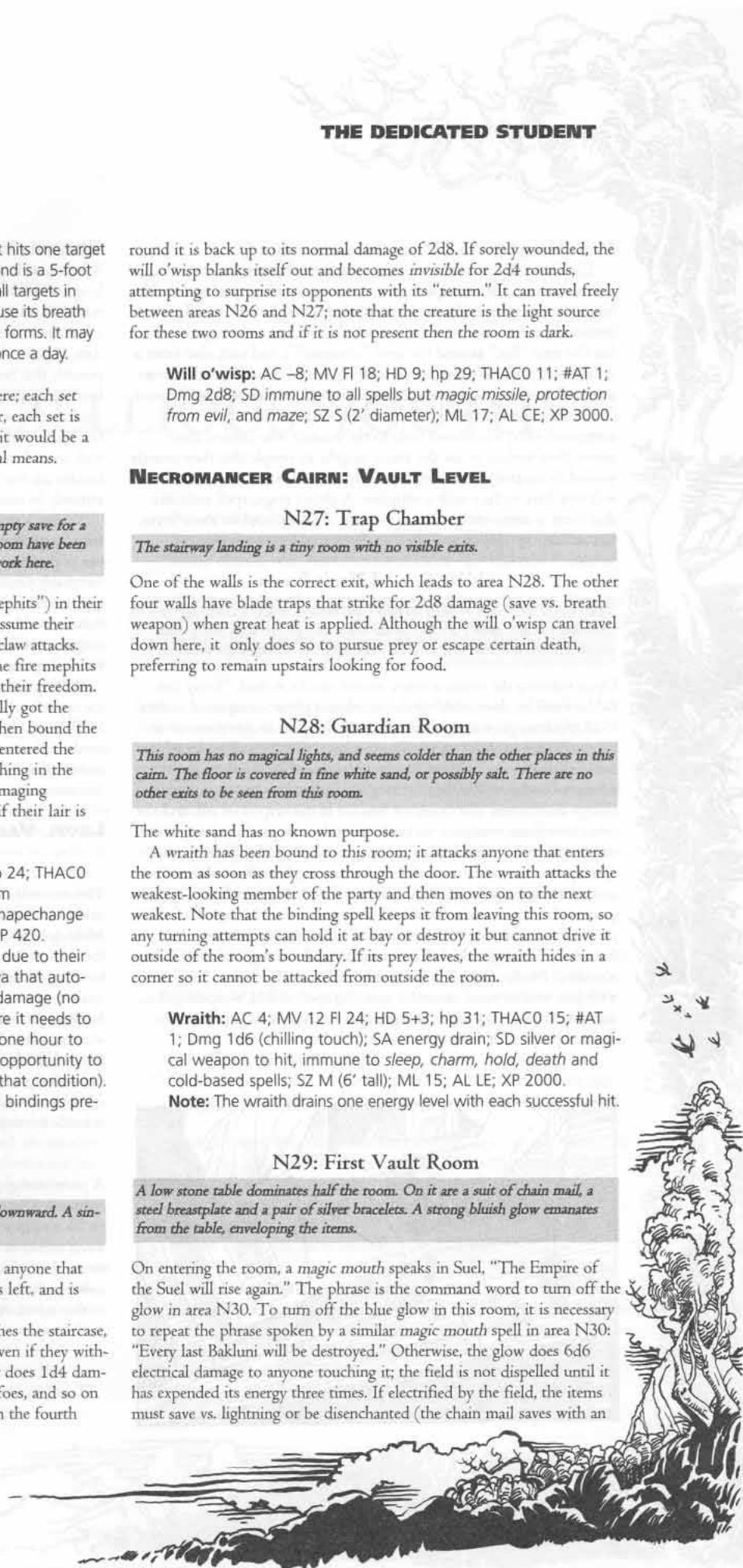
Wraith: AC 4; MV 12 FI 24; HD 5+3; hp 31; THACO 15; #AT 1; Dmg 1d6 (chilling touch); SA energy drain; SD silver or magical weapon to hit, immune to *sleep*, *charm*, *hold*, *death* and cold-based spells; SZ M (6' tall); ML 15; AL LE; XP 2000.

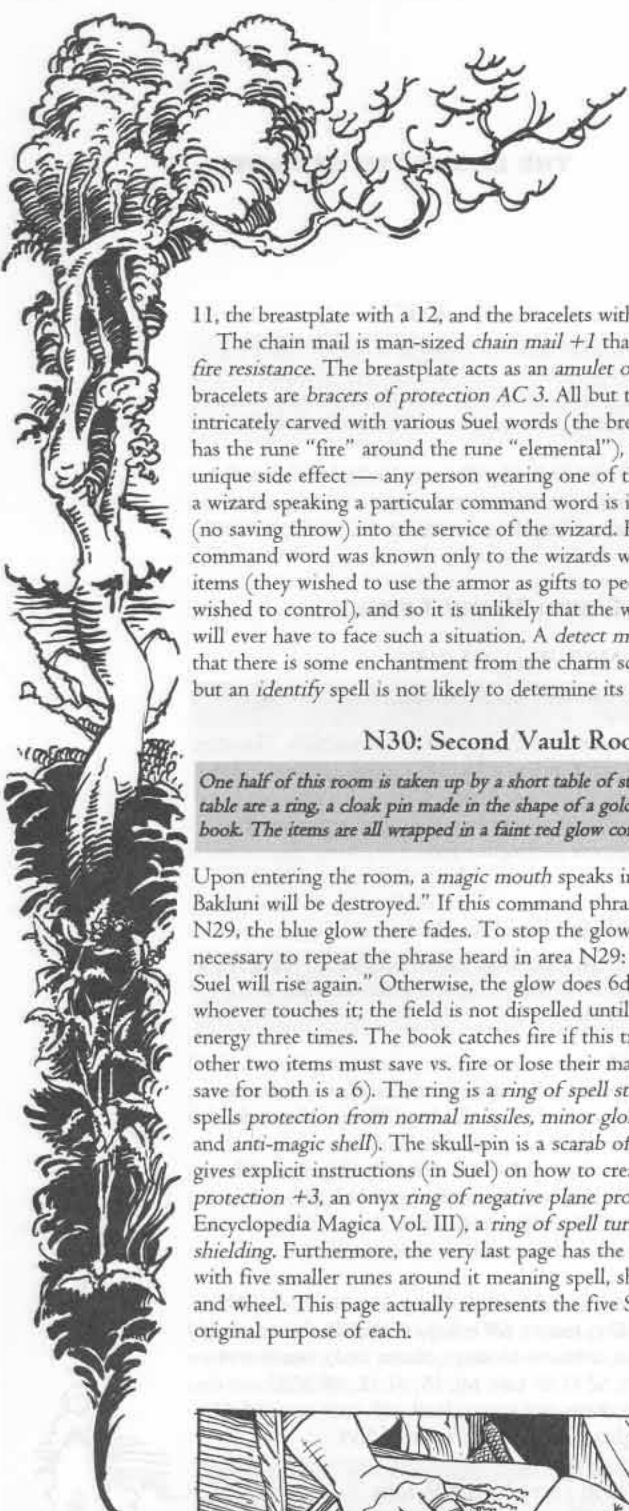
Note: The wraith drains one energy level with each successful hit.

N29: First Vault Room

A low stone table dominates half the room. On it are a suit of chain mail, a steel breastplate and a pair of silver bracelets. A strong bluish glow emanates from the table, enveloping the items.

On entering the room, a *magic mouth* speaks in Suel, "The Empire of the Suel will rise again." The phrase is the command word to turn off the glow in area N30. To turn off the blue glow in this room, it is necessary to repeat the phrase spoken by a similar *magic mouth* spell in area N30: "Every last Bakluni will be destroyed." Otherwise, the glow does 6d6 electrical damage to anyone touching it; the field is not dispelled until it has expended its energy three times. If electrified by the field, the items must save vs. lightning or be disenchanting (the chain mail saves with an





11, the breastplate with a 12, and the bracelets with a 5).

The chain mail is man-sized *chain mail* +1 that also acts as a *ring of fire resistance*. The breastplate acts as an *amulet of life protection*. The bracelets are *bracers of protection* AC 3. All but the chain mail are intricately carved with various Suel words (the breastplate specifically has the rune "fire" around the rune "elemental"), and each also bears a unique side effect — any person wearing one of these items that hears a wizard speaking a particular command word is immediately *charmed* (no saving throw) into the service of the wizard. However, the command word was known only to the wizards who created these items (they wished to use the armor as gifts to people that they secretly wished to control), and so it is unlikely that the wearers of these items will ever have to face such a situation. A *detect magic* spell indicates that there is some enchantment from the charm school on these items, but an *identify* spell is not likely to determine its exact nature.

N30: Second Vault Room

One half of this room is taken up by a short table of stone. Resting on the table are a ring, a cloak pin made in the shape of a golden skull and a small book. The items are all wrapped in a faint red glow coming from the table.

Upon entering the room, a *magic mouth* speaks in Suel, "Every last Bakluni will be destroyed." If this command phrase is repeated in area N29, the blue glow there fades. To stop the glow in this room, it is necessary to repeat the phrase heard in area N29: "The Empire of the Suel will rise again." Otherwise, the glow does 6d6 fire damage to whoever touches it; the field is not dispelled until it has expended its energy three times. The book catches fire if this trap is set off, and the other two items must save vs. fire or lose their magical properties (the save for both is a 6). The ring is a *ring of spell storing* (it holds the spells *protection from normal missiles*, *minor globe of invulnerability*, and *anti-magic shell*). The skull-pin is a *scarab of protection*. The book gives explicit instructions (in Suel) on how to create a *ring of protection* +3, an *onyx ring of negative plane protection* (see *Encyclopedia Magica* Vol. III), a *ring of spell turning*, and a *brooch of shielding*. Furthermore, the very last page has the Suel rune for victory with five smaller runes around it meaning spell, shield, weapon, golem, and wheel. This page actually represents the five Star Cairns and the original purpose of each.



REPLAYABILITY

Ylleck is willing to continue to allow the characters to explore the cairn as long as they do not interrupt her more than once a week, although to make her truly complacent requires additional bribes. This arrangement allows them to bring things back to civilization and then return at a later date. In time, the necromancer discovers more secrets of the foam; it is possible that her research corrupts her in such a way that she might become interested in raising her own undead army and claiming some territory for herself. If so, it is likely that she comes into conflict with the bandits in cairn D and possibly even the beholder in cairn B. She may also wish to trade with the bandits for food and other supplies; although the bandits are less than willing to interact with another wizard, Miyori would certainly be interested in gaining the favor of a powerful necromancer.

Within a year, the necromantic enhancement in this area fades, and the foam stops flowing from the stone; when that time comes, Ylleck moves out of the cairn in order to make her attempt for membership into the Greyhawk Guild of Wizardry. (She is not accepted, since her application exposes the fact that her necromantic research used the bodies from various wealthy Greyhawk families; it may have been centuries since the corpses were buried, but some of those families still have influence in the city and successfully block her admission.)

If the golems, puddings, oozes, wraith or elemental manage to escape to the upper level or beyond, Ylleck is very hostile the next time the party sees her. If any of her work or her undead servants have been destroyed as a result of these creatures, she refuses the party entrance to her current home, and sends her skeletons to drive them off if need be; further exploration of this cairn has to be done secretly or after a direct battle with her.

LEVEL VARIANTS

Low-Level Characters

The necromancer, golems, elemental and wraith are the greatest threats in this area; a low-level party could easily be killed by any of the above. Making Ylleck 7th or even 5th level would make her a more balanced foe for low-level characters; if this change is made, she will have needed her magical staff to *animate* the dead of the cairn, and so that item must be present. Lower the armor class of the golems, or decrease the hit point or number of skeletons. Replace the conjured fire elemental with an 8-hit dice fire elemental, or a salamander, or even a few firesnakes. Use a wight or shadows instead of the wraith. Note that if these changes are made, the magical items found in this cairn should be significantly reduced in power, or the characters are getting great rewards for defeating fairly minor creatures.

High-Level Characters

A party averaging 8th level or more might need more powerful creatures to pose a true challenge. Raise the necromancer's level to 11 or 13, and give her another beneficial magic item or two, such as a *wand of fire* or a *ring of regeneration*; the addition of a couple of monster zombies would also help elevate the power level of her minions. Enlarge the elemental to 16 hit dice and add another mephit to that room. Add one or two more oozes, puddings, and lava mephits to the appropriate areas.



THE REBELLIOUS YOUTH

THE CAIRN'S HISTORY

The four Suloise wizards working here specialized in creating vehicles of war — armored chariots, magical animated steeds, stealthy fliers — any sort of device that would aid a war directly or indirectly by moving people around. The wizards also sought to find a means of using the great weapon of destruction in a way that would be more portable than a juggernaut; thus, the things created in this cairn all have some place for the weapon to be mounted — normally a cup-shaped device or circular mark. Unfortunately for the wizards, none of the objects they created were adequate for the task.

When the wizards left this place, they were unable to activate the magical defenses, and so the only barriers were the ones on the interior doors, which open with the touch of any magical weapon. Like the other cairns, this one rests on a force line, and the magical energies enhanced the power of enchantment/charm spells. Although the focus of the magic has shifted over time, it currently happens to be enhancing enchantment/charm spells again (–1 to saving throws vs. spells of this type cast in this cairn). Note that all of the ceilings in this cairn are 20 feet high, as very large things were created in this place and the wizards needed to be able to move them about. The *continual light* spells placed in these rooms still function; all rooms are lighted unless otherwise stated.

THE MODERN CAIRN

A beholder living in the southeastern arm of the Abbor-Alz gave birth and cared for its young as a beholder parent would normally do. However, shortly after its birth, its parent realized that its offspring was flawed — one of its eye powers was different from the beholder norm and it was physically deformed. In a frenzy of loathing at the abomination it created, the parent attacked its offspring, which fled for its life; the parent's rational mind immediately wiped its memory of the flawed offspring's existence (see *I, Tyrant* for information on the beholder intuitive and rational minds). This young beholder, Inafext, wandered along the mountain range until it found a suitable lair — a Star Cairn, which was temporarily occupied by a band of derro. Inafext killed or *charmed* the derro and claimed the cairn as its own; it now plans to build up its power, knowledge and wealth in case its mad parent comes looking for it. Inafext has used its newly available *disintegrate* power to alter the cairn to its needs; thus, this cairn deviates widely from the other cairn layouts.

Inafext (beholder): AC 2/4/9; MV Fl 3; HD 10; hp 30; THACO 11; #AT 1; Dmg 2d4; SA eyes; SD *anti-magic ray*; SZ M (2' diameter); ML 20; Int 12; AL LE; XP 10,000.

Personality: paranoid, nervous.

Special Equipment: mouth pick (blade-like object for manipulating objects with *telekinesis* eye; does 1d6 damage if used in combat).

Eye Powers: *anti-magic ray*, *charm person*, *telekinesis*, *flesh to stone*, *disintegrate*, *feign death ray* (altered eye power — works as the spell, but affects an unwilling victim, save vs. spell negates); its other eye powers have not matured yet.

Inafext is a one-year-old beholder, an abnormally small 2 feet in diameter, with wrinkled pinkish flesh and blue veins crisscrossing its body surface; its eyestalks are abnormally long and wrinkled, its central eye is not particularly large, and its mouth is very wide. While it is as paranoid as any of its kin, it realizes that it is still young and somewhat weak, and it is more likely to bargain with creatures it meets. It would like magical items it can use (items that don't require true hands), but what it would really like is information — what sorts of creatures live in the mountains, what is going on in the local cities, and other such things. An offer of the latest happenings in Greyhawk would be sufficient for the beholder to spare the life of a foe.

Derro (16): AC 5 (studded leather, Dex bonus); MV 9; HD 3; hp 23, 21, 20 (×2), 19 (×2), 18 (×2), 17, 16 (×3), 15 (×4); THACO 17 (16 with crossbow); #AT 1 or 2; Dmg 1d4 (dagger) or 1d3 (crossbow bolt)+2d6 (poison, save for no damage); SA poison bolts; SD blind-fighting, 30' infravision; MR 30%; SZ S (4' tall); ML 12; AL CE; XP 975.

Note: Each of these carries a repeating crossbow (2 shots per round, 6 bolt capacity).

Tough Derro (6): AC 5 (studded leather, Dex bonus); MV 9; HD 4; hp 30, 29, 27 (×2), 26; THACO 16 (16 with crossbow); #AT 1 or 2; Dmg 1d6 (spear) or 1d3 (crossbow bolt) + 2d6 (poison, save for no damage); SA poison bolts; SD blind-fighting, 30' infravision; MR 30%; SZ S (4' tall); ML 12; AL CE; XP 1400.

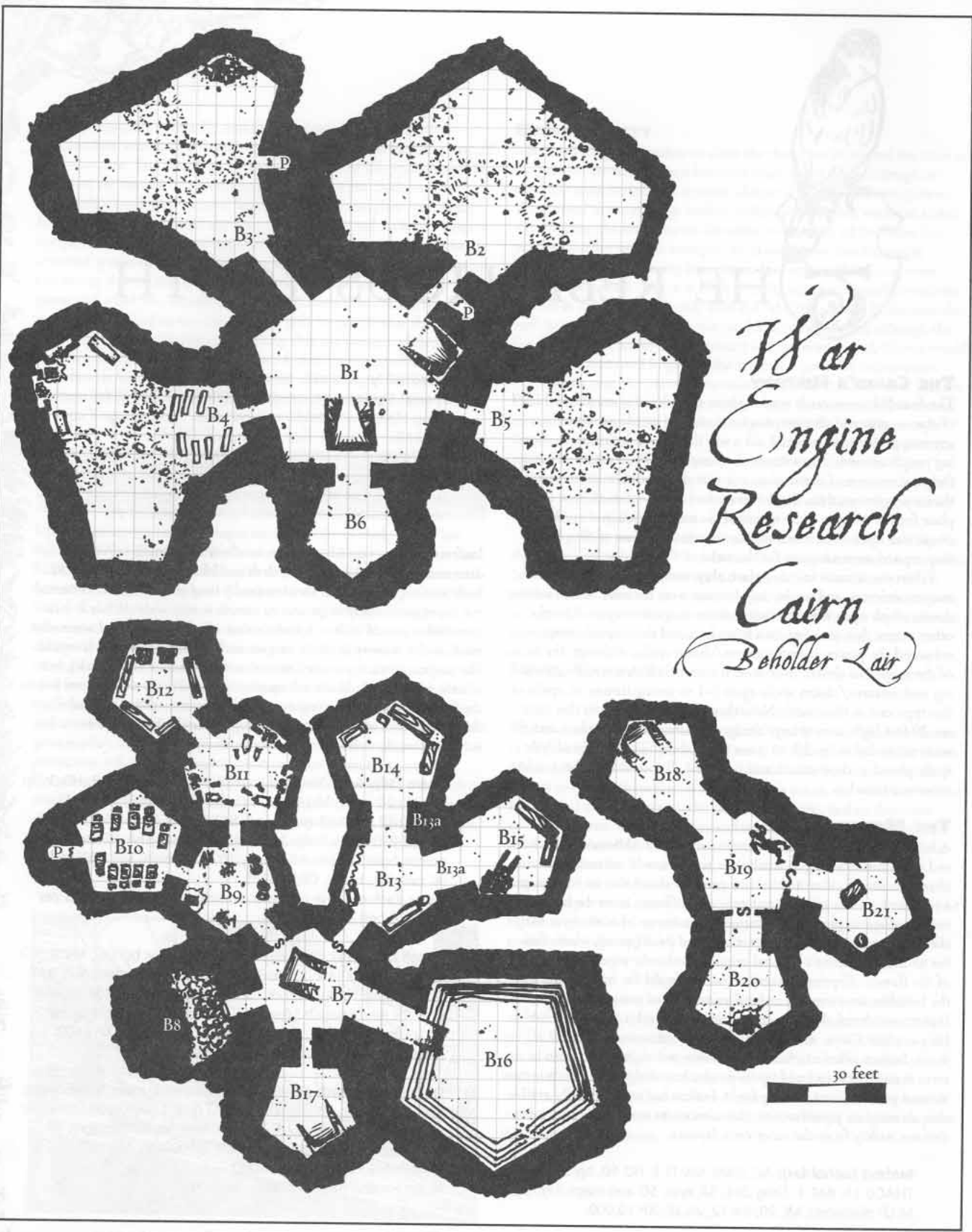
Note: These also carry repeating crossbows.

Derro Lieutenant: AC 4 (studded leather, buckler, Dex bonus); MV 9; HD 6; hp 36; THACO 14; #AT 1 or 1; Dmg 1d6 (spear) or 1d3 (crossbow bolt) + 2d6 (poison, save for no damage); SA poison bolts; SD blind-fighting, 30' infravision; MR 30%; SZ S (4' tall); ML 12; AL CE; XP 2000.

Note: He also has a repeating crossbow.



*War
Engine
Research
Cairn
(Beholder Lair)*



The more powerful derro in the group and the savants were killed in the initial derro attack on the beholder or were subsequently killed and eaten by it in order to preserve control over its underlings.

BEHOLDER CAIRN: SURFACE LEVEL

**B0: Cairn Entrance
(not shown on map)**

This cairn of stones covers a broad swath of the ground and is topped by a thick piece of flat stone. A star-shaped hole in the center of the stone reveals a large ramp leading downward into darkness.

Any noise on the surface causes a great rumbling and stomping to sound forth from the depths. One round later the head and claws of a great glowing-eyed, armor-plated, lobster-like creature poke out from the cairn opening, and an inhuman voice calls out in Common, "Begone from this place or face my wrath!" The lobster-thing is actually an *apparatus of Kwalish* (AC 0; 200 hp) operated by two derro, although the thing's pilots try to give the impression that the *apparatus* is actually a creature. The derro try to warn people away rather than attacking (the *apparatus* is too big to get in and out of the entrance easily, and so they will not give chase), and if they fail in that they retreat into the cairn, attacking when the group comes in.

If the party uses stealth to enter the cairn, then they find some derro and the *apparatus of Kwalish* on guard; Inafext is brooding in its chamber.

If the group offers trade, gifts or information, the *apparatus* pauses as the two pilots talk; a friendly reaction roll means they probably tell the party to wait on the surface while "it" fetches "its" leader. The thing then clanks back down the ramp and the derro inside tell their kindred that their master has visitors.

Eventually the beholder cruises up the ramp with the six tougher derro on its flanks (the derro hang back if there is direct sunlight outside); it has its *anti-magic ray* bathing its guests during this conversation. The beholder acts haughty and indifferent, but softens somewhat if bribed and kowtowed to. Inafext is willing to make trades that it perceives as being to its advantage; allowing some foolish adventurers to walk around and find and retrieve any valuable objects in the lower levels is a suitable arrangement as far as it is concerned — provided the adventurers either give it what they find, or bribe it to let them take their findings from the cairn.

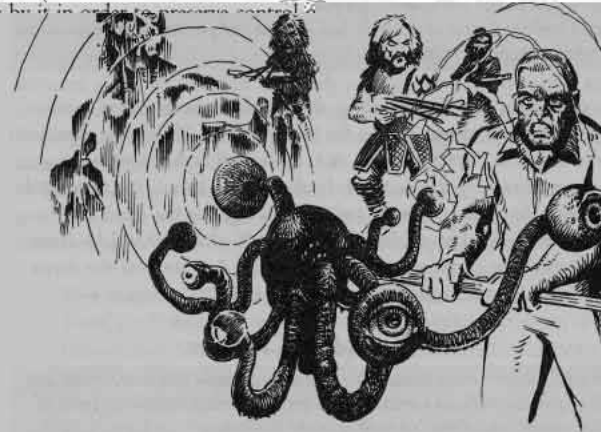
If attacked, Inafext launches a volley of eye attacks for one round (focusing its *anti-magic ray* on a single individual that looks like a spellcaster) and then floats off the ramp to settle near the level of the floor below. Its derro guards fire their crossbows as they retreat down the ramp; ten or more derro wait at the bottom to repel any intruders.

BEHOLDER CAIRN: UPPER LEVEL

B1: Landing

The stone ramp smoothly merges with the floor of this pentagonal room. A dozen derro stand on guard with crossbows; waiting nearby is something that looks like a great armored lobster. Four hallways lead out, as well as another ramp heading downward. Floating just short of the roof of this chamber is a red-fringed black rune, with a smaller rune next to it, and dots near each.

If the party has permission to enter, the beholder is present; the derro part to allow access to the lower ramp, but they do not allow anyone to



go near the other visible exits. If the party is invading, the cairn's inhabitants defend their lair to the best of their ability (derro are normally fanatical, and their *charmed* allegiance to Inafext has not changed this); the beholder arrives two rounds after the fighting begins.

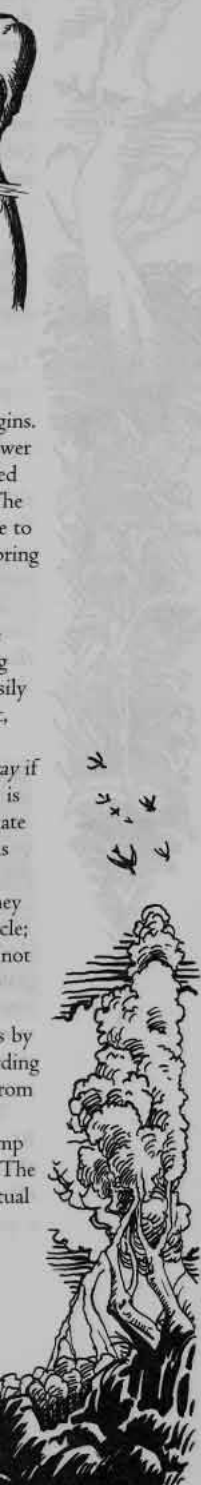
An invited party that approaches any area but the ramp to the lower level is reprimanded by the beholder; it explains that this level is used by it and its followers and they don't wish their things disturbed. The lower level, however, is wide open to them. Characters that continue to move toward the rooms on this level cause the derro to scowl and begin their weapons to bear on the trespassers; those foolish enough to continue are attacked (using the tactics below).

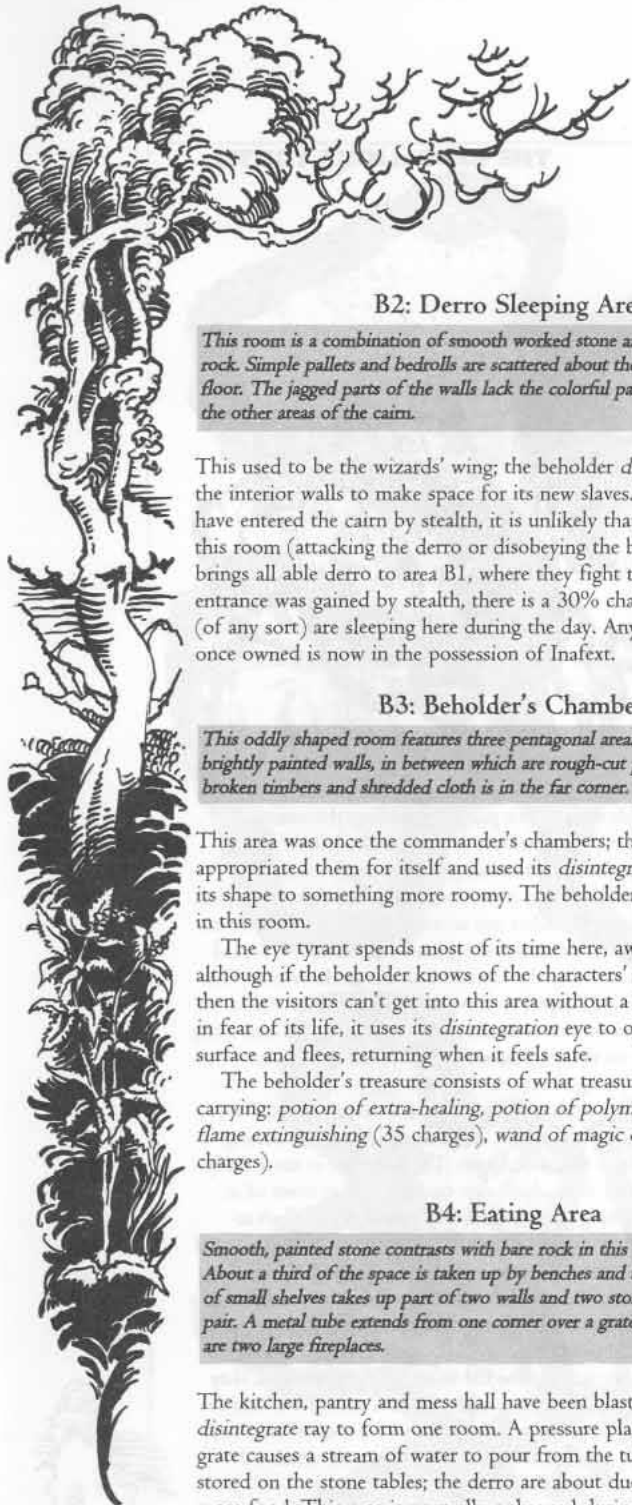
If the party is entering without permission, the derro attack. The derro in the *apparatus* use it to attack spellcasters if possible, aiming both of its claw attacks at the same target. The beholder is most capable to use its *charm* and *feign death* eyes on creatures in front of it while creatures approaching from behind will be subject to *flesh to stone* or *disintegrate* eyes; note that it does not use the *anti-magic ray* — the beam would disable the *apparatus of Kwalish*. Anyone captured and *charmed* by the beholder. If for some reason this fails, the unfortunate PC is tortured by the derro for information and then killed; humans receive especially painful treatment.

Should anyone happen to examine the inside of the *apparatus*, they find a strange cup-shaped depression in the control area of the vehicle; this thing serves no visible purpose, although there is a small lever (not present on other magic items of this kind) that opens or closes a 1-foot-wide porthole in the "head" of the *apparatus*.

If the group has made their way into the cairn by stealth (such as using *invisibility* spells), there are 2d4 derro and the *apparatus* guard this room; any combat that takes place here draws reinforcements from the other rooms.

The hallway to area B6 is behind the support structure of the ramp to the surface; the room narrows to 5 feet in front of that hallway. The beholder has used its *disintegrate* power to widen the hall to the adjacent room, but has not used its powers on the ramp support, fearing a collapse like that which occurred in area B8. Thus, the *apparatus* cannot get into area B6.





B2: Derro Sleeping Area

This room is a combination of smooth worked stone and jagged planes of bare rock. Simple pallets and bedrolls are scattered about the smooth parts of the floor. The jagged parts of the walls lack the colorful painted pattern present in the other areas of the cairn.

This used to be the wizards' wing; the beholder *disintegrated* most of the interior walls to make space for its new slaves. Unless the characters have entered the cairn by stealth, it is unlikely that derro are waiting in this room (attacking the derro or disobeying the beholder's commands brings all able derro to area B1, where they fight to the death); if entrance was gained by stealth, there is a 30% chance that 2d4 derro (of any sort) are sleeping here during the day. Any treasure the derro once owned is now in the possession of Inafext.

B3: Beholder's Chamber

This oddly shaped room features three pentagonal areas of smooth stone and brightly painted walls, in between which are rough-cut plain stone. A pile of broken timbers and shredded cloth is in the far corner.

This area was once the commander's chambers; the beholder appropriated them for itself and used its *disintegration* power to alter its shape to something more roomy. The beholder is 90% likely to be in this room.

The eye tyrant spends most of its time here, awake or asleep, although if the beholder knows of the characters' presence in its lair then the visitors can't get into this area without a fight. If cornered and in fear of its life, it uses its *disintegration* eye to open a path to the surface and flees, returning when it feels safe.

The beholder's treasure consists of what treasure the derro were carrying: *potion of extra-healing*, *potion of polymorph self*, *wand of flame extinguishing* (35 charges), *wand of magic detection* (11 charges).

B4: Eating Area

Smooth, painted stone contrasts with bare rock in this trapezoidal room. About a third of the space is taken up by benches and tables, whereas a series of small shelves takes up part of two walls and two stone tables frame another pair. A metal tube extends from one corner over a grate in the floor; flanking it are two large fireplaces.

The kitchen, pantry and mess hall have been blasted apart by Inafext's *disintegrate* ray to form one room. A pressure plate in front of the grate causes a stream of water to pour from the tube. Dried meats are stored on the stone tables; the derro are about due to go hunting for more food. This area is normally only used during eating times. Player characters will not normally get into this area without the beholder's permission.

The southernmost portion of this area is above the collapsed area B8; creatures walking on that part of the floor hear it creak ominously, although there is little danger of it actually collapsing unless a strong effort is made toward that result.

B5: Derro Sleeping Area

The smooth and decorated walls are intermittently broken by spans of naked stone; large areas of the floor match either texture. This place is used as some sort of sleeping area, judging by the number of bedrolls and such.

The beholder *disintegrated* the walls separating the various chambers in the guest wing of the cairn to create this large sleeping area. It inadvertently destroyed the privy area; the derro filled the privy-hole with rubble to keep anyone from falling in. In all other respects, this room is identical to area B2.

B6: Storage

A few small piles of equipment — spare crossbow bolts, traveling clothes of shaggy red weave, torches and the like — sit on the floor of this otherwise bare room.

The derro use this place for storage. As they travel light, there isn't much here.

BEHOLDER CAIRN: LOWER LEVEL

The enchantment/charm energy is stronger on this lower level, possibly due to the depth underground, possibly due to a peculiar alignment of energies reflected off the walls, or possibly due to something else entirely. There is a 20% chance for each hour spent down here that a random character suffers the effects of a *confusion* spell (saving throw applies; a successful save means the character feels strange, but suffers no ill effects) for 1d10 rounds.

B7: Lower Landing

The ramp leads down to this large pentagonal room, which has two broad exits and one narrow one. In a corner of the room floats a rune identical to the one upstairs, with another secondary rune nearby, and a dot near each.

The two remaining walls have secret doors in them; a touch of a magic weapon opens these doors.

B8: Collapsed Area

The end of this hallway is filled up with small- and large-sized pieces of rubble. Access to what may be beyond is impossible without some serious digging.

Inafext started *disintegrating* the wall sections between the various reagent-storage rooms when part of the ceiling collapsed; that set off some of the more explosive materials, causing the rest of the ceiling to collapse; the beholder then gave up on remodeling this area. Some of the materials stored in this area are still intact under the rubble, but it takes many days of digging (with the potential for more collapse) to have any chance to recover them.

B9: Artificer Storage

This room contains large triangular stacks of various materials — bars of iron, steel, silver, gold and copper; sheets of fine leather; spools of thread. One corner has a grate in the floor and a metal pipe above it.

These items are the raw materials that the wizards used to create the magical vehicles; they were abandoned here when the wizards had to leave. There are 600 pounds of iron, 200 pounds of steel, 100 of gold,

THE REBELLIOUS YOUTH

20 of silver, and 60 of copper (each bar is approximately 10 pounds each — thus the bars are different lengths for different metals due to variations in metallic density). The leather has dried and become brittle since it was left here and is now essentially worthless. The silk thread has fared much better — one spool each of red, blue and green remain, each worth 1000 gp to the appropriate craftsman. However, each of these items is bulky, and getting it past the beholder and derro is not an easy task.

B10: Craftsman & Servant Lodging

Ten wooden beds and an equal number of opened trunks are arranged for optimal space in this somewhat cramped room. One of the walls is a huge mural; some sort of wizardly battle is taking place.

The craftsmen and servants working in this cairn stayed in this room when they weren't working; they had time to remove their belongings before they evacuated the cairn, and so nothing of value is left here.

The mural, which appears to be as old as the cairn, depicts a tanned blond man in a tan robe embroidered with gold runes casting a terrible spell on a black-haired little man, who seems distracted by a gray-robed lean wizard who has suffered an injury; a blue-robed sorcerer with bronze skin lies mortally wounded nearby.

B11: Forge

Three fiery humanoids sit on the floor of this warm room, playing some sort of game with bits and pieces of metal. Three large forges, empty and cold, take up most of the wall space; large and small anvils are arranged near each. Scattered across the floor are broken tools and more bits of metal like the ones the humanoids have. The creatures look up as you enter, bored but hopeful expressions on their faces.

The ensorcelled mephits in this area were eventually able to stretch their bindings enough that they could interact; they're playing a strange game they made up with bits and pieces of tools that they broke. Rather than attacking, they'll inquire (in accented Common) if the



party can help them break free of this area.

The mephits are extremely bored and desperate to get out of this room that has been their prison for the past 400 years. If the party can free them, hopefully via some spell that breaks their bonds but doesn't send them back to their home plane, they'll gladly get out of the complex as fast as possible. The only part of this place that they know is this room, so asking them questions about what else is here is useless. If the group can't free them, they'll become enraged and attack, first using their *heat metal* ability and then with claws.

The only things that haven't been destroyed in this area are the anvils; all tools and such have been broken by the mephits out of boredom or for parts for their strange and complex game.

Fire mephits (3): AC 5; MV 12 Fl 24; HD 3+1; hp 25(×3); THAC0 17; #AT 2; Dmg 1d3(+1 from fire)/1d3(+1 from fire) (claw/claw); SA *heat metal*, *magic missile*, breath weapons; SZ M (5' tall); ML 10; AL LE; XP 420.

Notes: The mephits have maximum hit points due to their extreme age. Their first breath weapon is a 15-foot jet of flame that hits one target for 1d8+1 points of damage (save for half); their second is a 5-foot fan of flame in a 120° arc in front of the mephit, which hits all targets in that area for 4 points of damage (no save). Each mephit may use its breath weapon 3 times a day, in any combination of the 2 forms. It may also cast *heat metal* and *magic missile* (2 missiles) once a day.

B12: Cloth And Leatherworks

Two large looms, a frame and three cluttered work tables take up almost all of the floor space; only a narrow path allows access to the farther locations. Both looms have unfinished work on them.

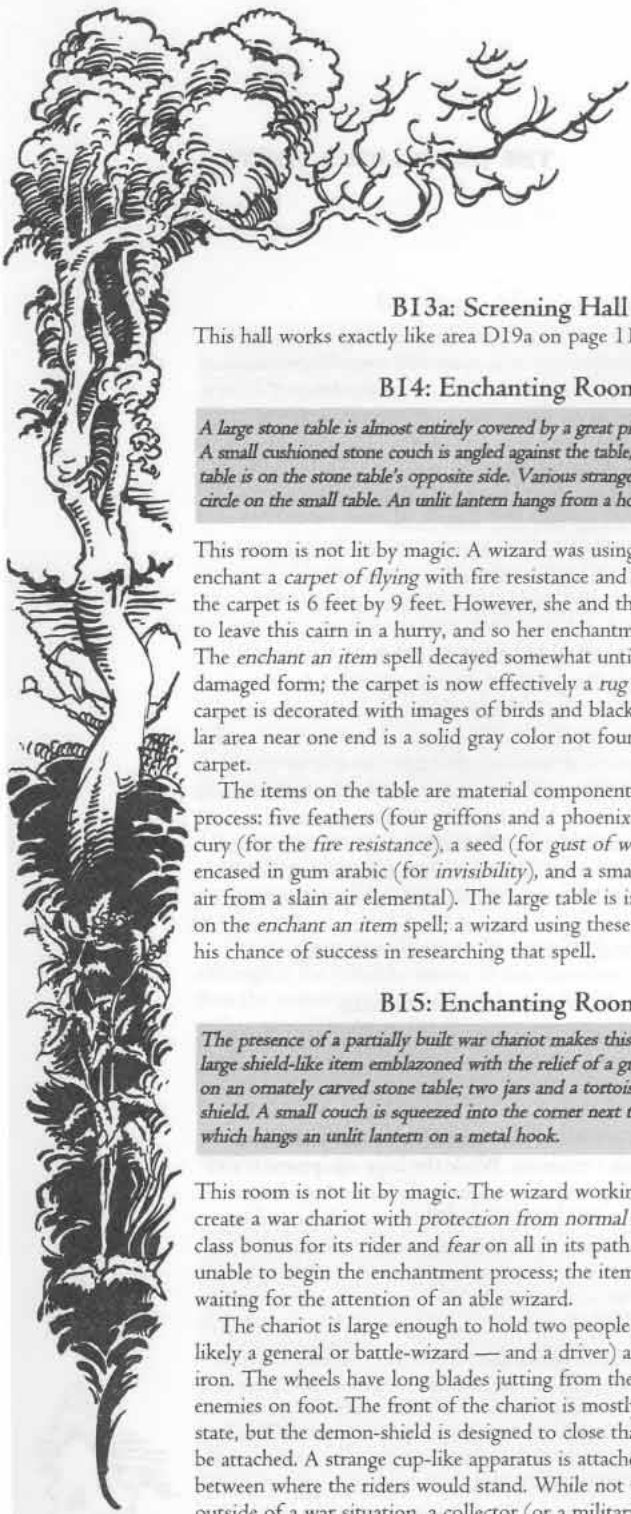
This is where the leatherworkers and weavers made the leather and cloth parts for this cairn's creations. While the large equipment is too bulky to remove with any ease, the various tools for both trades are present and intact. There is nothing particularly unusual about this room or its contents; the incomplete weavings on the looms are decorative geometric patterns of no meaning.

B13: Enchanting Foyer

Two stone couches are flanked by two short pillars. The couches are covered in large comfortable-looking pillows; one table has a large wine bottle and two glasses on it while the other has a large plate with what seems to be pieces of meat that have long since rotted and dried. A tapestry covers one entire wall, depicting a great city set against a backdrop of mountains. The two other hallways leading out of this room are very wide.

This room was a recovery area for wizards having just completed enchanting items. The table with the wine bottle keeps things chilled, the other keeps things warmed. Any wine in the bottle has long since evaporated, but the glass is still cool to the touch because of the magical table. The meat slowly cooked on the warming table until it dried up and decayed a bit. The silk pillows are dusty but quite beautiful; each would be worth 10 gp in a city (more to a collector — they bear symbols of the Great Kingdom circa 210 CY). The tapestry is a reproduction of the painting of an ancient Suel city in area D7.





BI3a: Screening Hall

This hall works exactly like area D19a on page 11 of this adventure.

BI4: Enchanting Room

A large stone table is almost entirely covered by a great piece of thick woven cloth. A small cushioned stone couch is angled against the table, and a small wooden table is on the stone table's opposite side. Various strange items are arranged in a circle on the small table. An unlit lantern hangs from a hook on the wall.

This room is not lit by magic. A wizard was using this room to enchant a *carpet of flying* with fire resistance and *invisibility* properties; the carpet is 6 feet by 9 feet. However, she and the other wizards had to leave this cairn in a hurry, and so her enchantment was uncompleted. The *enchant an item* spell decayed somewhat until it stabilized in a damaged form; the carpet is now effectively a *rug of smothering*. The carpet is decorated with images of birds and black fire; a strange circular area near one end is a solid gray color not found elsewhere on the carpet.

The items on the table are material components for the enchantment process: five feathers (four griffons and a phoenix), a small vial of mercury (for the *fire resistance*), a seed (for *gust of wind*), an eyelash encased in gum arabic (for *invisibility*), and a small silk bag (holding air from a slain air elemental). The large table is inscribed with notes on the *enchant an item* spell; a wizard using these notes adds 45% to his chance of success in researching that spell.

BI5: Enchanting Room

The presence of a partially built war chariot makes this room very cramped. A large shield-like item emblazoned with the relief of a great demonic face rests on an ornately carved stone table; two jars and a tortoise shell rest next to the shield. A small couch is squeezed into the corner next to the table, above which hangs an unlit lantern on a metal hook.

This room is not lit by magic. The wizard working here was going to create a war chariot with *protection from normal missiles*, an armor class bonus for its rider and *fear* on all in its path. However, he was unable to begin the enchantment process; the items remain here, waiting for the attention of an able wizard.

The chariot is large enough to hold two people (a passenger — most likely a general or battle-wizard — and a driver) and is made mostly of iron. The wheels have long blades jutting from the axles to cut down enemies on foot. The front of the chariot is mostly open in its current state, but the demon-shield is designed to close that gap and can easily be attached. A strange cup-like apparatus is attached to the front rail between where the riders would stand. While not particularly valuable outside of a war situation, a collector (or a military-minded person with exotic tastes) would pay at least 1000 gp for such a chariot.

The items on the table are a tortoise shell (for *protection from normal missiles*), a jar containing a piece of finely cured leather (for the *armor* spell to provide the AC bonus), and the heart of a hen in a glass jar (for the *fear* spell). The runes on the table have the same usefulness as the ones in area B14; as they are identical, there is no additional bonus for using both sets of notes in doing research.

BI6: Testing Room

This extremely large room is much like an arena — a series of steps wind all the way around the room, resulting in the floor being at least 20 feet below the level of the hallway. Other than this strange arrangement, there is nothing else here, and certainly nothing to indicate the room's actual purpose.

This room was used by the wizards to test their war machines. The room was made large enough to allow chariots, giant lobsters, flying carpets and other conveyances to make their way around the room with no threat of colliding with the walls. The derro found the *apparatus of Kwalish* abandoned in this room; after figuring out how to use it they moved it to the upper level.

BI7: Ramp Down

A wide ramp leads downward to a lower level; a light can be seen at the bottom.

This ramp leads to area B18. Like most of the rooms here, area B18 is lit by magic, which is what the characters see.

BEHOLDER CAIRN: VAULT LEVEL

The magical effect is even stronger here; there is a 35% chance per hour that a person succumbs to the *confusion* effect.

BI8: Vault Entry

The ramp ends in a room that is little more than a landing; a wide hallway extends in front of the ramp.

The other four walls of this room have traps built into them to distract trespassers, but the traps have not been set, so there is no threat here; a thief's successful find traps roll detects the traps, but she is not able to find a way to deactivate them.

BI9: Golem Room

A strange-looking metal giant lies sprawled on the floor; some sort of metal pack has been attached to its back. It doesn't appear to be damaged, but is immobile. A few places on the walls have impact points about the size of the thing's fists.

The metal giant is a customized iron golem-like automaton. The metal pack on its back swings open to allow a (short) man-sized creature to crawl inside and sit within the creature. If the proper command word were known, the thing would activate and serve as armor, weapon and steed, following the motions of the wearer's body. The control feature for this thing is erratic, however, and there is a 30% chance with any action (walking, attacking, lifting, stopping and so forth) that the magical sensors built into it misinterpret the controller's intent and randomly stop, walk, crawl, attack and so forth — anything but the intended action. The wizards hoped to repair or correct this flaw, but never were able to do so, and abandoned this cairn before they could have it disenchanting and melted for scrap.

THE REBELLIOUS YOUTH

B2I: War Engine Vault

This room is completely bare except for a wooden box and a large metal egg. The box is in the center of the floor, while the egg is in the far corner.

This vault room has remained undisturbed since the wizards left it. Stepping onto the floor near the chest releases thousands of metal slivers that fall from the ceiling; anyone within 5 feet of the chest takes 1d4 hit points of damage for each unit of armor class, including any Dexterity bonus (characters with negative AC take no damage). Thus an AC 10 character takes 10d4 damage, while an AC 2 character takes 2d4 damage.

The box is a *folding boar*; the command words are inscribed (in Suel) on the inside bottom of the box form. Inside the box is a black cloak and a pair of metal-shod boots; the cloak is a *greater cloak of the arachnid* and the boots are *boots of the horizon*. The egg is the *Soul of the Doomheart*.

REPLAYABILITY

If the beholder is left alive, it eventually matures despite its abnormality and gains all its eyestalk powers. At full strength it is able to start putting great plans into action — gathering vast amounts of information through a network of charmed spies and eventually creating its own egomaniacal empire. Likely recruits for the beholder are the bandits from cairn D and possibly even the necromancer from cairn N; other derro that come to the cairn from area B20 may also be charmed into service. The empowered beholder will have to be dealt with eventually.

However, Inafext's parent eventually realizes that it did give birth, and (suspecting a plot against itself that involved altering its own memories or birth process) pieces together enough evidence to track down its offspring. Thus another beholder enters the area, and if the young one is still around, they fight. If the young beholder was killed by the adventurers, the parent seeks them out in an attempt to find out their role in the mutant's birth (the PCs didn't have any such role, of course, but the adult refuses to admit such things in its naturally demented state).

LEVEL VARIANTS

Low-Level Characters

The beholder is the most dangerous opponent in this cairn; if it needs to be reduced in power, assume that the *flesh to stone* eyestalk isn't working yet (or possibly was injured in the fight with the derro) or give victims a saving throw bonus for saves against its eye powers. Alternately, reduce the number of charmed derro or assume that they have run out of poison for their crossbow bolts.

High-Level Characters

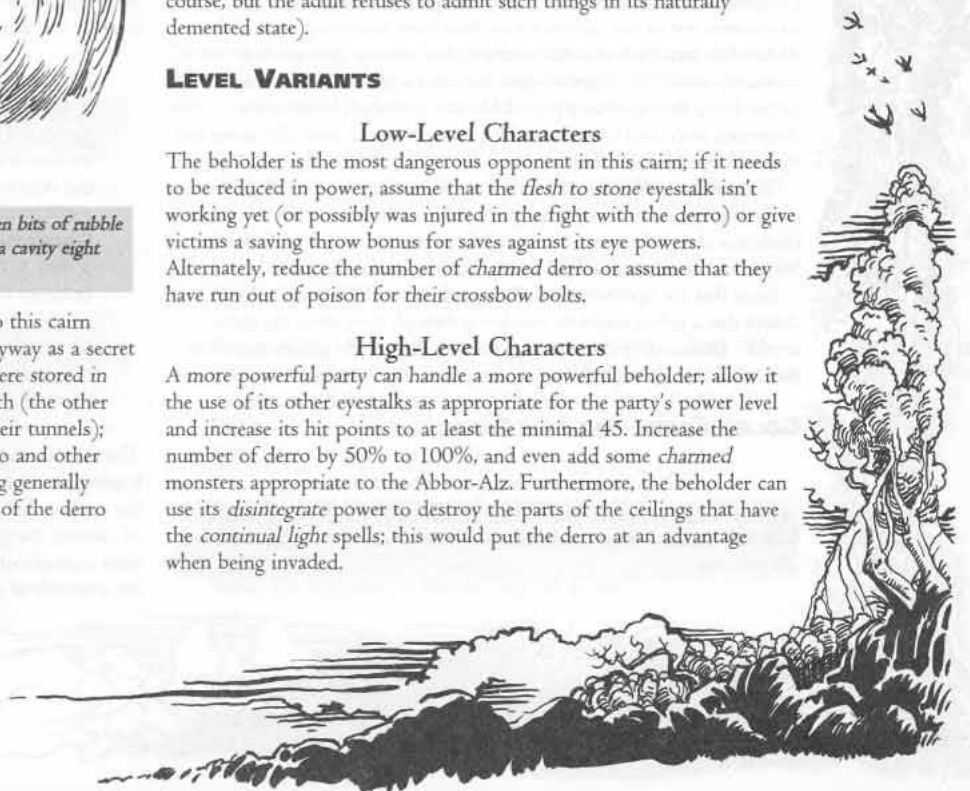
A more powerful party can handle a more powerful beholder; allow it the use of its other eyestalks as appropriate for the party's power level and increase its hit points to at least the minimal 45. Increase the number of derro by 50% to 100%, and even add some charmed monsters appropriate to the Abbor-Alz. Furthermore, the beholder can use its *disintegrate* power to destroy the parts of the ceilings that have the *continual light* spells; this would put the derro at an advantage when being invaded.

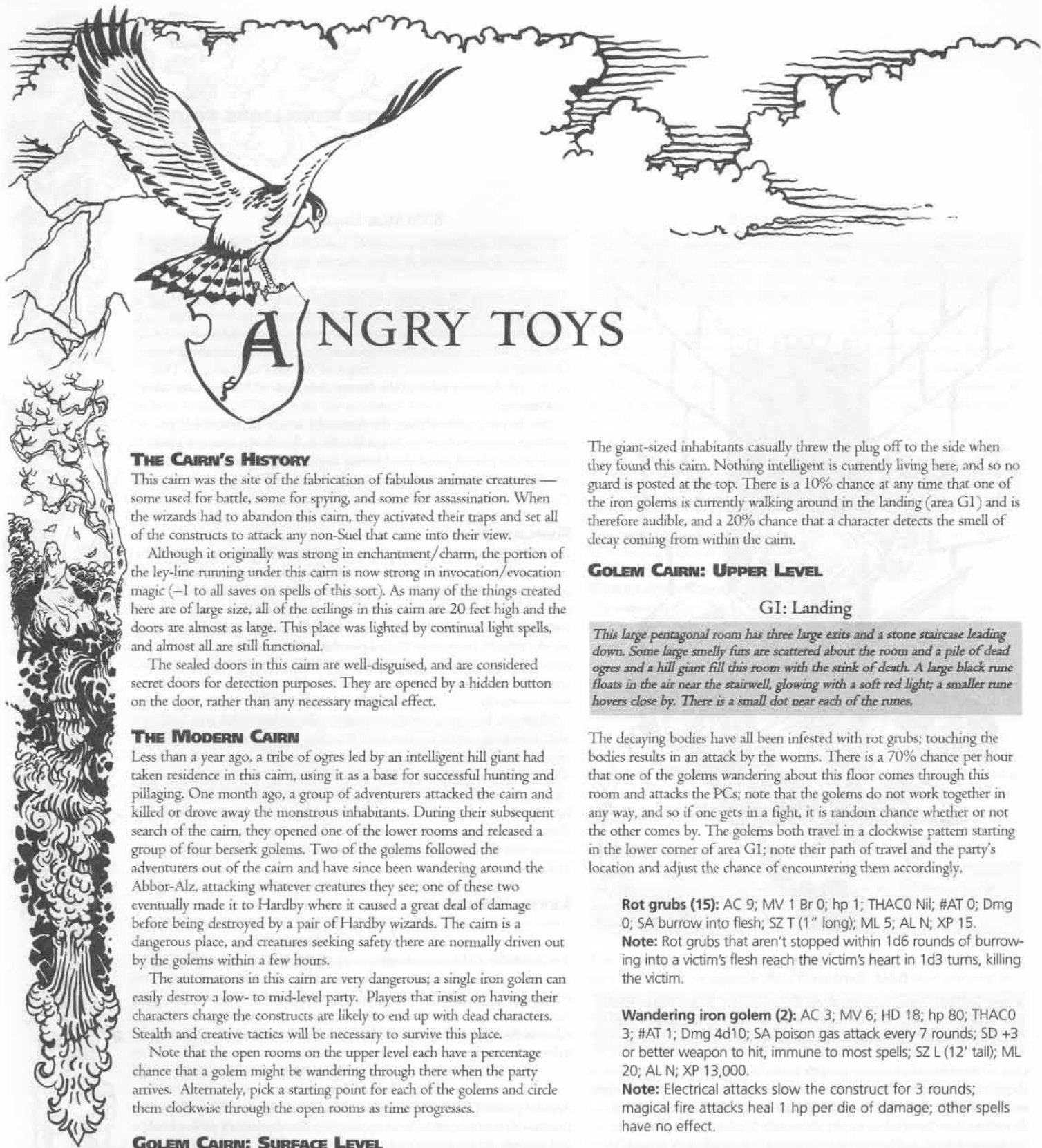


B20: Broken Vault Room

A large hole has been made in the floor of this chamber. Broken bits of rubble have been cleared away from the edge of the hole, resulting in a cavity eight feet wide at its greatest diameter. No light is visible below.

One of the derro exploratory tunnels broke through into this cairn about ten years ago. The derro have been using this entryway as a secret means to access the surface world. Whatever treasures were stored in this room have been taken by the derro into Under-Oerth (the other items they found nearby were too large to fit through their tunnels); the traps here have long since been disarmed by the derro and other visitors. The hole leads to a medium-sized tunnel leading generally downward for a half-mile before it hooks up with some of the derro Under-Oerth tunnels.





ANGRY TOYS

THE CAIRN'S HISTORY

This cairn was the site of the fabrication of fabulous animate creatures — some used for battle, some for spying, and some for assassination. When the wizards had to abandon this cairn, they activated their traps and set all of the constructs to attack any non-Suel that came into their view.

Although it originally was strong in enchantment/charm, the portion of the ley-line running under this cairn is now strong in invocation/evocation magic (-1 to all saves on spells of this sort). As many of the things created here are of large size, all of the ceilings in this cairn are 20 feet high and the doors are almost as large. This place was lighted by continual light spells, and almost all are still functional.

The sealed doors in this cairn are well-disguised, and are considered secret doors for detection purposes. They are opened by a hidden button on the door, rather than any necessary magical effect.

THE MODERN CAIRN

Less than a year ago, a tribe of ogres led by an intelligent hill giant had taken residence in this cairn, using it as a base for successful hunting and pillaging. One month ago, a group of adventurers attacked the cairn and killed or drove away the monstrous inhabitants. During their subsequent search of the cairn, they opened one of the lower rooms and released a group of four berserk golems. Two of the golems followed the adventurers out of the cairn and have since been wandering around the Abbor-Alz, attacking whatever creatures they see; one of these two eventually made it to Hardby where it caused a great deal of damage before being destroyed by a pair of Hardby wizards. The cairn is a dangerous place, and creatures seeking safety there are normally driven out by the golems within a few hours.

The automatons in this cairn are very dangerous; a single iron golem can easily destroy a low- to mid-level party. Players that insist on having their characters charge the constructs are likely to end up with dead characters. Stealth and creative tactics will be necessary to survive this place.

Note that the open rooms on the upper level each have a percentage chance that a golem might be wandering through there when the party arrives. Alternately, pick a starting point for each of the golems and circle them clockwise through the open rooms as time progresses.

GOLEM CAIRN: SURFACE LEVEL

G0: Cairn Entrance (not shown on map)

A pile of rough stones is capped with a flat slab of gray rock. A star-shaped plug for a similarly shaped hole has been cast aside almost casually to land over 20 feet away.

The giant-sized inhabitants casually threw the plug off to the side when they found this cairn. Nothing intelligent is currently living here, and so no guard is posted at the top. There is a 10% chance at any time that one of the iron golems is currently walking around in the landing (area G1) and is therefore audible, and a 20% chance that a character detects the smell of decay coming from within the cairn.

GOLEM CAIRN: UPPER LEVEL

G1: Landing

This large pentagonal room has three large exits and a stone staircase leading down. Some large smelly furs are scattered about the room and a pile of dead ogres and a hill giant fill this room with the stink of death. A large black rune floats in the air near the stairwell, glowing with a soft red light; a smaller rune hovers close by. There is a small dot near each of the runes.

The decaying bodies have all been infested with rot grubs; touching the bodies results in an attack by the worms. There is a 70% chance per hour that one of the golems wandering about this floor comes through this room and attacks the PCs; note that the golems do not work together in any way, and so if one gets in a fight, it is random chance whether or not the other comes by. The golems both travel in a clockwise pattern starting in the lower corner of area G1; note their path of travel and the party's location and adjust the chance of encountering them accordingly.

Rot grubs (15): AC 9; MV 1 Br 0; hp 1; THAC0 Nil; #AT 0; Dmg 0; SA burrow into flesh; SZ T (1" long); ML 5; AL N; XP 15.

Note: Rot grubs that aren't stopped within 1d6 rounds of burrowing into a victim's flesh reach the victim's heart in 1d3 turns, killing the victim.

Wandering iron golem (2): AC 3; MV 6; HD 18; hp 80; THAC0 3; #AT 1; Dmg 4d10; SA poison gas attack every 7 rounds; SD +3 or better weapon to hit, immune to most spells; SZ L (12' tall); ML 20; AL N; XP 13,000.

Note: Electrical attacks slow the construct for 3 rounds; magical fire attacks heal 1 hp per die of damage; other spells have no effect.

The adventurers dragged the dead monsters into this area before looting them, and were chased out by the golems before disposing of the bodies. Although several creatures have been attracted to the smell of carrion, the golems have chased them away before they get more than a couple of mouthfuls, and so the bodies are almost intact except for a month of rotting.

G2: Mess Hall

A number of sturdy wooden tables are arranged in a circle around the remnants of a great fire — chunks of wood and broken tree limbs heaped into a pile and thoroughly burned.

This was once a mess hall; the ogres broke up the benches for kindling and sat on the floor in front of the tables when they ate. The chance of encountering one of the wandering iron golems in this room is 40%.

G3: Kitchen

Two unused fireplaces stand next to a long stone table. A mangled metal pipe sticks out of one wall corner, hanging above a crumpled metal grate. Refuse is strewn all about this chamber.

Originally a kitchen, it has fallen into disuse, and the ogres took some time to bang up what they could. There is a 25% chance per hour that one of the wandering golems is in this room.

G4: Pantry

All of the walls here are lined with small cubbyholes; they are empty or contain refuse, and some have been broken apart by something with great strength.

The pantry was cleaned out by ogres long ago and has not been restocked since their deaths. Again, the brutes damaged some parts of it for the sheer joy of destruction. Chance of a golem encounter here is 25% per hour.

G5: Meeting Room

This room's most unusual feature is a 10-foot-diameter black circle painted on the floor. While the circle is scratched in places, it is still complete. Three small couches, all broken, are arranged against the walls.

The lead wizard conducted meetings here and used this area to examine completed constructs; the circle was used as a reference point by wizards controlling them ("Golem, stand in the middle of the black circle") and has no actual magical properties. There's a 40% chance per hour of meeting one of the golems here.

G6: Master Bedroom

The walls of this room are painted with beautiful figures and scenes, all of which have been defaced. The wreck of a great bed lies twisted on the floor.

This was the lead wizard's bedroom. Nothing of value is here (all having been stolen long ago), although there is a 25% chance per hour that a wandering golem comes by.

G7: Housing Entryway

Rather than the repeating decorative pattern, this room's walls are ornately carved with scenes of battle, still lifes and natural phenomena. Three great stone chairs, all similarly carved, are placed in a triangle, facing inward.

This entire wing was the stonecrafting wizards' residence. They practiced their art on the walls of this place, making it into a thing of quiet beauty only slightly damaged by its later inhabitants. The chance of encountering one of the golems here is 60%.

G8: Room Of The Wrathful God

One entire wall of this ancient room is carved with pictures of an angry-looking man surrounded by volcanoes. The furniture is broken but easily recognizable as a bed, table and two chairs.

The wizard that lived here was a worshipper of Pyremius and carved this wall to honor his god. Any character with the religion nonweapon proficiency is able to recognize this depiction. There is a 25% chance per hour that a golem is here.

G9: Abstract Bedroom

The bed in this room has been flipped over, but does not otherwise seem to be damaged. All of the walls here have been carved with abstract shapes that hint at something recognizable. With the chevron-pattern painted over these carvings, the effect is rather disorienting.

There are no magical effects in the carvings, but it is strange enough to make anyone that stares at it too long feel dizzy (feel free to let the players think a spell is involved). There's a 25% chance per hour that a golem enters this area.

G10: Natural Bedroom

The walls and ceiling of this room have been carefully carved to resemble the natural stone formations of an underground cavern. The bed has been reduced to a mass of large splinters.

The wizard that lived here enjoyed the irony of converting an artificially smooth stone chamber into something that looked untouched by man. There is a 25% chance per hour of encountering a golem here.

G11: Housing Entryway

Four stone pedestals of varying sizes are interspersed with four medium-sized cushioned wrought-iron chairs. On each of the pillars is a tarnished bronze statue — two nymphs, a bucking horse, a boy sitting on a log and a young couple dancing.

The metal-enchanting wizards living in this wing used this room as their common area. The four statues are each magical constructs which animate when someone enters the room, and attack any non-Suel present.

Nymphs (2) and Dancers (2): AC 4; MV 6; HD 3; hp 14; THACO 18; #AT 1 (combination); Dmg 2d4; SD magical fire heals 1 point per die, immune to controlling spells; SZ S (3' tall); ML 20; AL N; XP 120.

Note: The nymphs and dancers attack with a two-punch combination that causes a total of 2d4 points of damage.

Horse: AC 4; MV 12; HD 4; hp 20; THACO 17; #AT 1; Dmg 2d4 (bite) or 2d8 (two-footed kick); SD magical fire heals 1 point per die, immune to controlling spells; SZ S (4' tall); ML 20; AL N; XP 175.

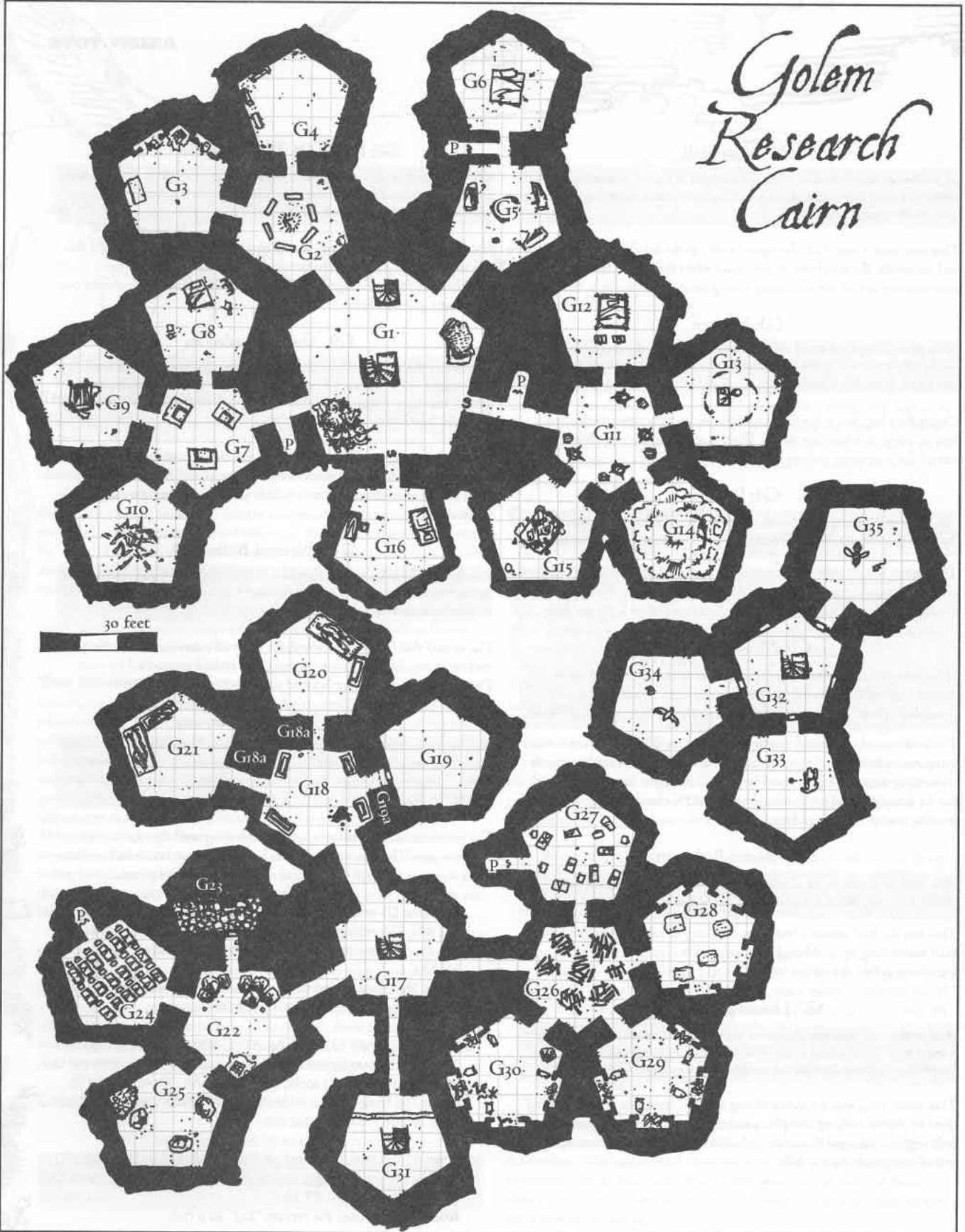
Note: The horse attacks with a vicious bite, and can attack creatures behind it with a great kick.

Boy: AC 4; MV 6; HD 3; hp 14; THACO 18; #AT 1; Dmg 2d6; SD magical fire heals 1 point per die, immune to controlling spells; SZ S (3' tall); ML 20; AL N; XP 120.

Note: The boy uses the bronze "log" as a club.



Golem Research Cairn



GI2: Trapped Bedroom

An elaborate wrought-iron bed stands majestically in the center of this room. Two large chests lie at the foot of the bed.

The chests are marked with a *wizard mark* spell, visibly showing the personal rune of this room's previous occupant (a mage named Loric). The locks on the chests are enchanted with *Leomund's trap*; both chests contain chunks of waste iron. There is nothing of value in this room.

GI3: Warded Bedroom

A small wooden bed and table are very carefully placed in the center of this room. A shallow groove in the floor completely circles these central furnishings. A very small book the size of a traveling spellbook rests on the table.

The wizard that slept here was extremely paranoid and often closed himself away with various *protection* spells. The groove contains slight traces of powdered silver (the material component for *protection from evil* and *protection from evil 10-foot radius* spells). The first page of the book has a *sepia snake sigil* on it (cast by a 16th-level wizard).

The book is a traveling spellbook, but it only has a few spells in it (the wizard was preparing it for a former apprentice who did him a great favor, and absent-mindedly left it behind): *armor*, *comprehend languages*, *magic missile*, *read magic*, and *sleep*.

GI4: Smoking Bedroom

This room is completely filled with smoke, which begins to billow out into the hallway. It is impossible to determine the room's size as visibility is less than three feet.

The room has only a wooden bed and table for furnishings. On the table is an opened *eversmoking bottle*. If the door to this room is left open, the smoke continues to expand until it fills almost all of the upper level of this cairn. Living things within the smoke are -1 to hit and damage.

GI5: Repulsing Bedroom

The large bed in the center of this room is mostly covered by a heap of clothes. Sticking out of the pile is a scroll case.

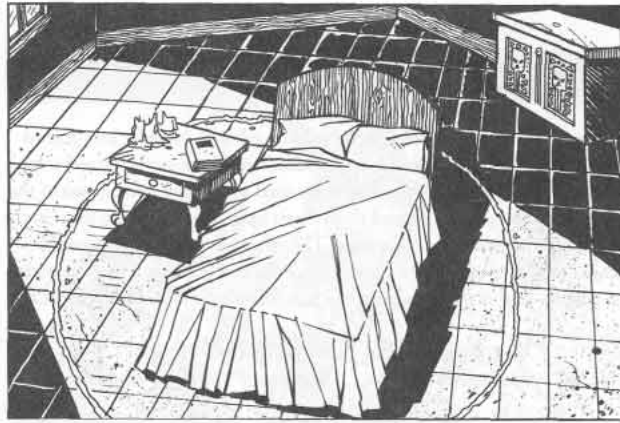
The scroll case is protected by an *avoidance* spell, which causes it to skitter about the room when anyone approaches it; the scroll itself is simply the beginning of a letter to a friend that has been enchanted with *explosive runes*. The clothes are various sorts of plain clothes common to people of the Great Kingdom about 400 years ago.

GI6: Guest Room

A small bed, table, and chair are crammed into this tiny room. Lying on the bed is a golden-skinned man of Baklunish coloration wearing simple white clothes and silver bracers; he is apparently sleeping.

The man is actually a very special sort of golem created by the wizards; it "awakens" if touched and acts as if it had been under some sort of stasis spell.

The golem was intended to be an amazingly complex assassin. It has a body made of iron and all of the immunities of an iron golem; if questioned about its durability, it explains that it must get its protection from its magical "bracers" (actually just bracer-shaped extrusions on its forearms), fitted by the wizards to keep it under control. Its alignment always reads as "lawful neutral" due to a special form of the *delude* spell included in its construction.



It is disguised with a permanent *change self* spell giving it its humanlike appearance, and can even eat by storing swallowed food with a sort of *deepockets* enchantment in its mouth. A permanent *levitate* spell gives it a normal weight, although it still has its normal mass (about 1600 pounds). It is intelligent enough to learn behaviors by observation, and was placed in this room so it could see the wizards, smiths, and servants interact in a human fashion. A *dispel magic* spell (against 18th-level magic) cast at the golem might temporarily negate one of the above spells (*delude*, *change self*, *levitate*, *deepockets*), allowing an observer to realize that the golem is not what it seems. Note that its clothes are real, and it is quite capable of using nonmagical means to disguise itself if necessary (its *change self* enchantment only affects its actual body to give it the appearance of a living thing).

The wizards planned to use this golem to work its way into the higher ranks of their enemies and kill off strategic targets; its human appearance and benign manner help it associate with living creatures. Like all of the other golems created here, the departing wizards instructed it to kill all non-Suel, but it does not work in the direct fashion of the mindless automatons in this place. The golem, which says that its name is Xaxe, a humble spice merchant from Ker brought here by evil wizards for an unknown purpose, waits until it is unobserved (such as during a night watch, or when it is alone with a companion) to kill its victim (it prefers to choke them into unconsciousness and then break their bones, although it strikes with its iron fists or uses a short sword if necessary). Depending on the situation, Xaxe may attack party members while they sleep, or wait until the group gets to a major city (feigning interest in what has happened to its homeland during its "sleep") before slipping away and starting its genocidal murder spree.

Xaxe (iron golem): AC 3; MV 9; HD 10; hp 45; THACO 11; #AT 1; Dmg 2d8; SD +3 or better weapon to hit, immune to most spells; SZ M (6' tall); Int 10; ML 20; AL N; XP 3000.

Note: Electrical attacks slow Xaxe for 3 rounds; magical fire attacks heal 1 hp per die of damage; other spells have no effect.

GOLEM CAIRN: LOWER LEVEL

GI7: Lower Landing

The broad steps of the stair stop at this level underneath a pair of magical black runes — one small and one large — floating in the air, dimly shining with a red hue, accompanied by two dots. One wide hallway and three narrow ones lead out.



G18: Enchanting Foyer

Four large couches cover the walls of this room, each with a small table. A dried bloodstain covers a small part of the floor.

This is where the adventurers discovered and released the three iron golems waiting here. One of the golems nearly killed one of the explorers and so they decided to retreat. The adventuring mage used a *lightning bolt* on two of the magical monsters, which slowed them down long enough to keep them in the cairn while the party made its escape. The other two golems followed the group out of the cairn, but the party's superior speed allowed them to evade the golems. One is still wandering the hills; the other made it to Hardby.

G18a: Screening Hall

This hall works exactly like area D19a on page 11 of this adventure.

G19a: Wall Illusion

The door at the end of this hallway is concealed by an *illusionary wall* spell, cast just inside the doorjamb; thus, it overlaps the actual location of the hallway's end, making it very difficult to determine if the wall actually has a secret door or not. If the party manages to find the secret door behind the wall, discovering the opening mechanism should be even more difficult.

G19: Reagents

This room is nothing but shelves, each crammed full of bottles, jars and other containers. The air here is very stale, as if the room has been closed up for a long time.

This room is full of magical reagents necessary for enchanting items, especially animate ones; whether or not these components are intact is up to the DM. The room is guarded by an iron cobra hiding under one of the bottom shelves, which attacks one creature from behind (gaining a +2 to hit) as soon as the opportunity presents itself.

Iron cobra: AC 0; MV 12; HD 1; hp 8; THACO 19; #AT 1; Dmg 1d3; SA poison (save at -2 or die); SD immune to mind-control spells and webs, half damage from nonmagical weapons, invisible to infravision, saves as 18th-level wizard; SZ 5 (3' long); ML 12; AL N; XP 420.

Notes: The iron cobra has enough poison for three bites, after which it only does damage from its fangs (1d3 hp). If destroyed, there is a 50% chance that its eyes (each a 500 gp emerald) can be salvaged from the wreckage.

G20: Enchanting Room

A huge stone statue lies flat upon a huge stone table. Next to them both is a comfortable-looking cushioned couch. A hook on the wall holds an unlit lantern.

This room has no magical lighting. The golem on the table was a stone golem, but the magical process that bound the elemental spirit to this stone shell failed at some point during the cairn's long abandonment, and it is now an inert statue. The table is uncarved, but has been covered in *explosive runes* (three sets total).

G21: Enchanting Room

A large stone statue reclines on a couch while a smaller one lies on a huge stone table. A hook on the wall holds an unlit lantern.



There is no lighting in this room. The statue on the couch is a stone golem, which attacks any non-Suel that enters the room. The statue on the table is an unfortunate servant of the wizards who has had *flesh to stone* cast upon him. The table itself is blank.

Stone golem: AC 5; MV 6; HD 14; hp 60; THACO 7; #AT 1; Dmg 3d8; SA *slow* one target every other round; SD +2 or better weapon to hit, immune to most spells; SZ L (9' tall); ML 20; AL N; XP 8,000.

Note: *Rock to mud* slows the golem for 2d6 rounds, *mud to rock* heals it fully, *stone to flesh* makes it vulnerable to normal weapons for the following round.

If one of the PCs casts a *stone to flesh* spell on the servant, the PCs can learn that he was a low-level kitchen assistant in the cairn's old days. Named Onic, he was hired from a service agency in the ancient Great Kingdom, capital Rauxes. He can supply a number of interesting bits of information about the urban lower classes of the second century CY, and he can pass on some gossip (mostly true) about the goals of the Suel wizards who worked in the cairns. Unfortunately, he can't tell the PCs any of the command words for the golems in this cairn; the location of the fifth cairn; or the traps here or elsewhere. If asked why he was left in this condition, he has no answer except to look sheepish and blush.

G22: Stone Storage

Seven great pieces of stone, each at least 10 feet tall, are crowded into one half of this room. A small metal pipe pokes out of one corner of the room, slowly dripping water onto a metal grate in the floor.

The stone blocks were to be used to make stone golems; now they wait until their masters return. The pipe releases more water if the pressure plate in front of the grate is pressed.

G23: Collapsed Room

Opening the door causes a minor cascade of rubble to enter the hallway. The doorway is entirely blocked by pieces of stone, presumably from the ceiling of the room ahead.

A couple of minor earthquakes in the mountains set off a weak spot in the ceiling of this chamber; the resident wizards never bothered to repair it, choosing instead to focus on ironworks (thus the large amount of raw stone waiting in area G22). Even if the rubble in this room was dug out

and the ceiling stabilized (probably requiring magic), the only items of any note in this room are some stoneworking tools and an incompletely carved piece of stone intended to be a golem.

G24: Artisans and Servants

Eighteen beds are arranged in neat rows in this room. Each bed has a large box at the foot and a sunken-cheeked dead person curled up on top.

These dead bodies are the servants and stoneworkers that once worked in this cairn. The wizards rewarded their efforts by killing them and animating them as zombies. The wizards then cast *stoneskin* spells on the zombies and ordered them to attack anyone that entered the room.

Stoneskinned zombies (18): AC 8; MV 6; HD 2; hp 12 (×3), 11 (×3), 10 (×4), 9 (×5), 8 (×3); THACO 19; #AT 1; Dmg 1d8; SD *stoneskin*, immune to mind-control spells; SZ M; ML special (never checks morale); AL N; XP 120.

Note: For simplicity, assume that each zombie's *stoneskin* protects it from 11 attacks.

The boxes contain personal effects of the former workers and a total of 580 gp, 30 ep and 150 cp (with most of the gold coming from the craftsmen and the rest being from the much-poorer servants).

G25: Stoneworks

Three partially completed stone statues are surrounded by small tables with all sorts of chisels, files and scrapers. A pulley assembly and a large cart lean against one corner of the room. Another corner is completely taken over by mushroomlike fungal growths, which seem to cover up a few muffled shapes. There is a faint smell of decay in this room.

This area is where the actual shaping of the stone into statues took place. The doorway is protected by a permanent *filter* spell, which kept stone dust from getting into any other parts of the cairn complex. The mushrooms are poisonous (save vs. poison or die if eaten), but are normal non-hostile fungi. They are growing on top of the skeleton of a man and the ancient remains of other types of food — left here for the fungi to grow on. The body has had *animate dead* cast upon it, and the resulting zombie (now a skeleton) has been ordered to attack any non-Suel that enters the room. The fungus-covered undead probably causes anyone seeing it to try some plant-controlling spells, which naturally have no effect on the skeleton itself.

Fungal skeleton: AC 7; MV 9; HD 1; hp 4; THACO 20; #AT 1; Dmg 1d6; SD half damage from bladed weapons, immune to mind-affecting spells; SZ M (6' tall); ML special (never checks morale); AL N; XP 65.

Note: The skeleton's movement and attacks are slightly limited by the numerous fungi growing on its joints.

G26: Iron Stock

This room is piled at least 10 feet high with stacks of large iron bars. A narrow path winds through the mass of metal, sometimes little more than five feet wide.

The metal to be used for constructing the metal creations was piled up in this room for use in the forges; the stacks amount to about 10,000 pounds of iron. These resources are guarded by a blade golem, which arrives at the



open door within one round of it being opened. The blade golem looks like a 12-foot-tall humanoid with sharp blades for forearms; almost its entire surface is covered with blades of varying sizes.

Blade golem: AC 3; MV 9; HD 9; hp 45; THACO 12; #AT 1; Dmg 4d4; SA +2 to initiative rolls; SD +3 or better weapon to hit, immune to most spells, damages attackers; SZ L (12' tall); ML 20; AL N; XP 2000.

Notes: Electrical attacks slow the blade golem for 3 rounds; magical fire attacks heal 1 hp per die of damage; other spells have no effect. Characters striking the blade golem with hands or short hand-held weapons take 1d4 damage from the golem's sharp spikes.

G27: Smiths

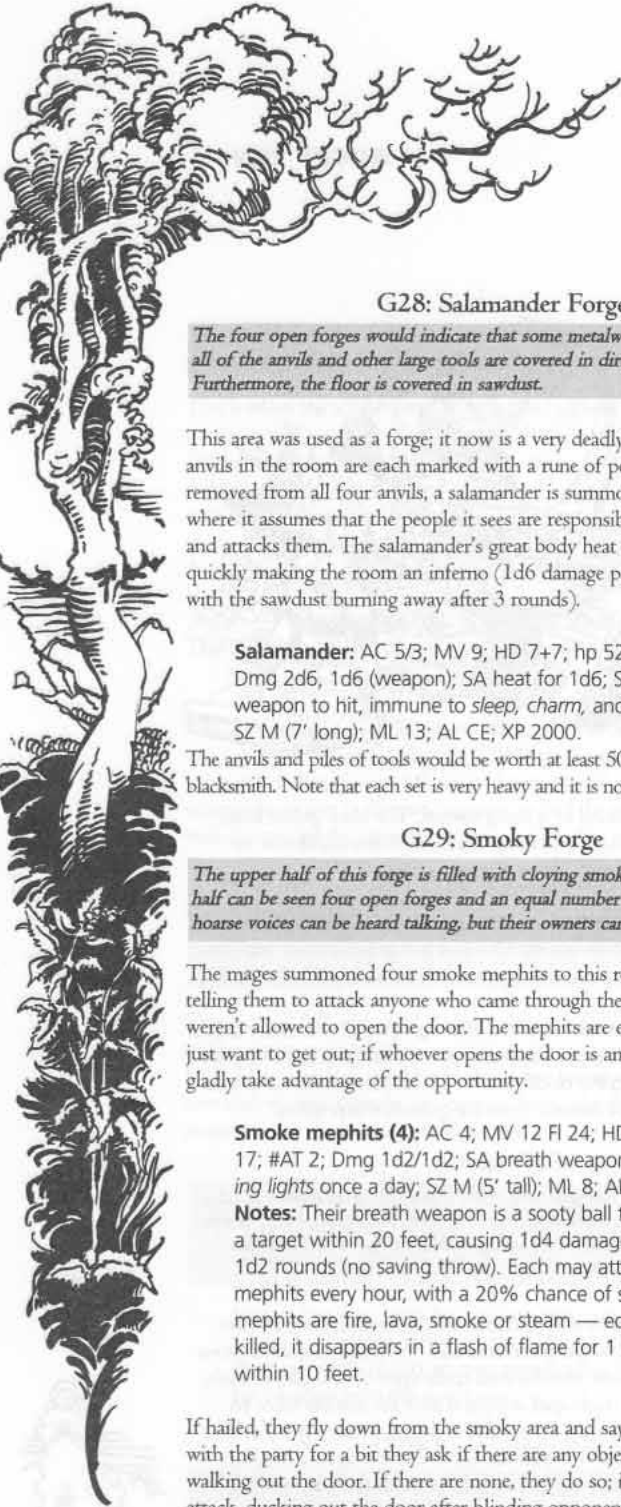
This bedroom has all of its bunks and chests thrown about as if some great fight occurred here. Over a dozen zombies rise from their beds or the floor to shuffle toward the door while two glowing spheres of light bob and dance about in the center of the room.

The zombies are the smiths and metalcrafters that worked here; all have suffered similar fates to the people in area G24. However, instead of *stoneskins*, the wizards have cast *invisible mail* spells upon their undead vassals, giving them each AC 3 (each spell dissipates after the zombie takes 16 points of damage, but by then the zombie is destroyed anyway); note that the *invisible mail* spell does not provide any AC bonus against magical weapons, so creatures attacking in that fashion attack their natural AC of 8. The glowing spheres are actually a *dancing lights* spell (will o'wisp variant) intended to distract anyone attacking the zombies.

Invisible mailed zombies (14): AC 3 (8); MV 6; HD 2; hp 15 (×2), 14 (×2), 12 (×3), 11 (×3), 10 (×4); THACO 19; #AT 1; Dmg 1–8; SD immune to mind-control spells; SZ M; ML special (never checks morale); AL N; XP 65.

Any wealth the smiths had was taken by the wizards when they left.





G28: Salamander Forge

The four open forges would indicate that some metalwork was done here, but all of the anvils and other large tools are covered in dirty drop cloths. Furthermore, the floor is covered in sawdust.

This area was used as a forge; it now is a very deadly trap. The four large anvils in the room are each marked with a rune of power; if the cloth is removed from all four anvils, a salamander is summoned into this room, where it assumes that the people it sees are responsible for its summoning, and attacks them. The salamander's great body heat ignites the sawdust, quickly making the room an inferno (1d6 damage per round of exposure, with the sawdust burning away after 3 rounds).

Salamander: AC 5/3; MV 9; HD 7+7; hp 52; THACO 13; #AT 2; Dmg 2d6, 1d6 (weapon); SA heat for 1d6; SD +1 or better weapon to hit, immune to *sleep*, *charm*, and *hold* spells and fire; SZ M (7' long); ML 13; AL CE; XP 2000.

The anvils and piles of tools would be worth at least 500 gp per set from a blacksmith. Note that each set is very heavy and it is no easy task to move them.

G29: Smoky Forge

The upper half of this forge is filled with cloying smoke. In the less-hazy lower half can be seen four open forges and an equal number of large anvils. Several hoarse voices can be heard talking, but their owners cannot be seen.

The mages summoned four smoke mephits to this room before they left, telling them to attack anyone who came through the door — and that they weren't allowed to open the door. The mephits are extremely bored and just want to get out; if whoever opens the door is amenable to that, they gladly take advantage of the opportunity.

Smoke mephits (4): AC 4; MV 12 Fl 24; HD 3; hp 24; THACO 17; #AT 2; Dmg 1d2/1d2; SA breath weapon, *invisibility* and *dancing lights* once a day; SZ M (5' tall); ML 8; AL NE; XP 420.

Notes: Their breath weapon is a sooty ball that automatically hits a target within 20 feet, causing 1d4 damage and blindness for 1d2 rounds (no saving throw). Each may attempt to *gate* in 1d2 mephits every hour, with a 20% chance of success (*gated* mephits are fire, lava, smoke or steam — equal chances). When killed, it disappears in a flash of flame for 1 hp damage to all within 10 feet.

If hailed, they fly down from the smoky area and say hello; after chatting with the party for a bit they ask if there are any objections to them just walking out the door. If there are none, they do so; if there are, they'll attack, ducking out the door after blinding opponents or turning *invisible*. If necessary, they try to *gate* in aid.

Everything but the large anvils has been removed from this area.

G30: Hot Metal

This room appears to be another forge, empty save for four large anvils. On the floor on the far side of the room is a message in red paint.

Standing against the wall of the entry hallway is an iron golem attended by a lone fire mephit, which normally rides on the golem's shoulders. The pair goes into action as soon as someone comes into the room.

Iron golem: AC 3; MV 6; HD 18; hp 80; THACO 3; #AT 1; Dmg 4d10; SA poison gas attack every 7 rounds; SD +3 or better weapon to hit, immune to most spells; SZ L (12' tall); ML 20; AL N; XP 13,000.

Notes: Electrical attacks slow the construct for 3 rounds; magical fire attacks heal 1 hp per die of damage; other spells have no effect.

Fire mephit: AC 5; MV 12 Fl 24; HD 3+1; hp 25; THACO 17; #AT 2; Dmg 1d3 (+1 from fire)/1d3 (+1 from fire); SA *heat metal*, *magic missile*, breath weapons; SZ M (5' tall); ML 10; AL LE; XP 420.

Notes: The mephit has maximum hit points due to its extreme age (most mephits are destroyed within a year of their creation). Its first breath weapon is a 15-foot jet of flame that hits one target for 1d8+1 points of damage (save for half), its second is a 5-foot fan of flame in a 120° arc in front of it, which hits all targets in that area for 4 points of damage (no save); it may use its breath weapon three times a day, in any combination of the two forms. It may also cast *heat metal* and *magic missile* (2 *missiles*) once a day.

In the first round of combat, the mephit uses its *heat metal* ability on the golem. Thus, the golem does an extra 1d2 points of damage with its attacks due to heat on the second and sixth rounds and an extra 1d4 on the third, fourth, and fifth rounds; furthermore, the heat causes the golem to regenerate 1 point of damage on the second and sixth rounds and 2 points on the third, fourth, and fifth rounds. Meanwhile, the mephit follows up with its *magic missile* attack and its breath weapon; if at all possible it leaves the melee combat to the golem.

The painted words on the floor say LONG LIVE THE SUEL PEOPLE! in Suloise.

G31: Barrier

Over half of this room is completely obscured by an iron wall that spans floor to ceiling and wall to wall.

This half of the room is dark, as the *continual light* spell here is on the opposite side of the *wall of iron*. The *wall* can be dispelled (it was created by a 16th-level caster) or destroyed if enough damage is done to it. The other side of the room has a small staircase leading downward.

GOLEM CAIRN: VAULT LEVEL

G32: Vault Landing

The stairway ends in a magically lit room with five iron doors.

Only three of the iron doors are actual exits — two are trapped false doors. Each has a secret catch like the other doors in this place, but if the trapped doors are fiddled with, they fall right out of their housings, crushing whoever stands in front of them for 2d10 points of damage unless a saving throw vs. breath is made. The false doors are set in front of a 5-foot-deep space (which is sufficient to fool listeners into thinking that there is a full hallway back there).

G33: Kennel

A strange metal dog sits chained to a post in the center of the room. The canine seems to be content chewing on a bone-shaped piece of metal.

The dog is a sort of guardian golem that the wizards were working on; it attacks if it is attacked or one round after the door is opened (dropping the piece of metal to do so).

Iron hound: AC 3; MV 12; HD 5; hp 30; THACO 16; #AT 1; Dmg 2d6; SA rear attack from surprise for triple damage; SD +3 or better weapon to hit, immune to most spells; SZ M (5' long); ML 20; AL N; XP 420.

Notes: Electrical attacks slow the hound for 3 rounds; magical fire attacks heal 1 hp per die of damage; other spells have no effect.

When not attacking, it emulates most of the mannerisms of a dog — panting, scratching, chewing, and sniffing at things. If the command words for this hound were known, it would be a very powerful servant. Unfortunately, those that did know them died several hundred years ago. A *legend lore* or similar spell will help recover this information; the dog and its command words would be worth upwards of 10,000 gp; broken, the golem might be worth 5000 gp as a curiosity or as a object of magical study.

G34: Aviary

Two intricate metal birds — a silver robin and a gold falcon — sit on stone perches; nestled nearby on black silk pillows are two small crystal orbs, each four inches across, and a small leatherbound box. Tiny forms can be seen within the orbs.

These two birds were designed for spying, to be given as gifts to individuals with access to sensitive information; each appears to be nothing but a life-sized magical replica of a real bird, complete with typical bird habits (the birds move their heads to track movement near them, and will swoop down to grab worms or small game, as appropriate), but each bird is linked to one of the crystals — whatever the bird sees is displayed in its crystal orb as long as both are on the same plane. The birds do not attack unless ordered to do so, and since the wizards thought they were too valuable and fragile to risk in such a manner, they simply sit in place if people enter the room (each would be worth at least 8000 gp). They can be removed from their perches easily enough, although the robin weighs ten pounds and the falcon twenty. The commands for each are written in the small book. Their stats are as follows:

Silver robin: AC 8; MV 1 Fl 24; HD 1; hp 4; THACO 10; #AT 1; Dmg 1 (beak); SD immune to mind-control spells; SZ T (1' wingspan); ML 20; AL N; XP 35.

Gold falcon: AC 4; MV 1 Fl 36; HD 2; hp 11; THACO 19; #AT 3; Dmg 1d2/1/1 (beak/claw/claw); SD immune to mind-control spells; SZ S (3' wingspan); ML 20; AL N; XP 120.

G35: Vermin

Two strange metallic creatures scramble or fly around this room — a foot-long wasp and an equally large rat. Shredded papers are scattered about the room.

These creatures were built to dispatch enemies that were especially wary of new faces or were otherwise difficult to reach by conventional means. Both monsters attack as soon as the door is opened. The papers were a couple of scrolls with the commands for the creatures; the rat destroyed them over the centuries, and they are beyond even magical repair. With instructions,

the wasp would be worth 10,000 gp and the rat 5000 gp; without them, the deactivated golems are worth no more than half that.

Brass wasp: AC 5; MV 1 Fl 24; HD 3; hp 20; THACO 17; #AT 1; Dmg 1d4; SA poison (save vs. poison or die); SD immune to mind-control spells; SZ S (1' wingspan); ML 20; AL N; XP 420.

Note: The wasp has enough poison for five stings; if it can immerse its stinger in salt water for one turn, it can replenish its stores of venom.

Lead rat: AC 6; MV 12 Sw 6; HD 2; hp 12; THACO 19; #AT 1; Dmg 1d4; SA infectious bite; SD immune to mind-control spells; SZ T (1' long); ML 20; AL N; XP 120.

Note: The lead rat's bite inflicts its target with a *contagion* (as per spell, saving throw negates).

REPLAYABILITY

As all of the creatures in this cairn have the potential to be freed from their rooms or even the entire cairn, repeated expeditions into the cairn to destroy them are certainly possible. Any constructs that make it out of the cairn wander about the hillside and wreak havoc; if it is discovered that the characters are responsible for releasing the golems, they are held accountable for any damages or loss of life. If Xaxe the disguised iron golem makes it to a town or city, it begins to kill people under the cover of darkness; since it needs neither a place to sleep nor food, it can hide from the authorities indefinitely.

If all of the open areas are cleared out, normal monsters common to the area are likely to move in and take the place for themselves. Powerful wizards might want to study golem parts, possibly wanting an intact specimen. The beholder might send some of its derro to this cairn to add to its territory.

LEVEL VARIANTS

Low-Level Characters

The greater golems in this cairn could single-handedly destroy a low-level party simply because most young adventurers don't have +2 or +3 magical weapons; to reduce the power level of this cairn, make the iron golems out of a lesser metal such as bronze, which would reduce their AC to 4, their HD and hit points by 1/3, and the weapons needed to hit them to +1 (if this is done, the iron stock in area G26 should be bronze stock or copper and tin and the iron golem in B19 should also be made of bronze). Making the iron golems into lead golems would make their AC 6, reduce their HD and HP by 50%, and negate their immunity to heat spells. Alternately, reduce the hit points of the golems, assuming it is due to defects in the manufacturing process, errors in the enchantment procedure, or damage from testing. Reduce the number of zombies with *stoneskins*, or remove them entirely.

High-Level Characters

Multiple golems ought to pose a challenge to even a high-level party, but should a power increase be needed, consider adding *stoneskin* to the golems, painting them with *explosive runes*, covering them in yellow mold, and *fire trapping* all of the doors. One or two of the iron golems might use a magical sword instead of its fist. A well-placed permanent *wall of fire* is also certain to toughen up the opposition, especially if the golem was ordered to stand in it, providing continual regeneration.





THE LOST LABORATORY

THE CAIRN'S HISTORY

This cairn, the convergence of the two great lines of force on which the other cairns were built, was used to research powerful and terrible new spells. The magical focus was so strong in this place that not only were all spells cast here hard to resist, but magic charged the very minds of wizards who stayed here, allowing them to cast more spells than they were normally able. There were no locks on any of the doors — the servants were all *charmed slaves* and the wizards saw no need to set up any sort of security other than the capstone on the top level.

Two of the most powerful wizards involved in this project were researching ways to recreate the twin cataclysms that destroyed the Suel and Bakluni empires; their hope was to find a more controlled way of decimating a large number of opponents. One, a woman named Alatra Minah, explored the invocation of pure elemental matter, thinking to emulate the Rain of Colorless Fire. The other, a man known as The Longsword for his unusual ability to fight with that weapon, studied the means to open a gate to the lower planes and unleash a fiendish horde, inspired by a similar event which occurred during the Invoked Devastation due to the mysterious Bringer of Doom. A third wizard, a quiet man called Titianus Cremul, worked on spells to hide and move entire armies. During a critical point in their research, the first two wizards tested their findings simultaneously, creating an overlapping effect that interacted with the coincidental crash of the meteor in the Abbor-Alz; the cairn and all of its inhabitants were pulled into a juncture between the Astral, Ethereal and Prime Material planes. The demon-summoning spell partly succeeded, trapping a glabrezu demon (or *tanar'ri*) within the cairn. The other inhabitants of the cairn have either been killed or changed due to their exposure to the other planes. The magical lights continue to function here, providing illumination for all of its strange residents. As the cairn is no longer above the Oerthly ley-line, the magical enhancement that made this place so valuable is no longer in effect; the two lines have altered a bit over time and no longer complement each other, making the actual site on Oerth nothing special.

THE SURROUNDING LANDS

Less than ten miles from the site of the final cairn is the village of Ul Bakak. The nomads of the Bright Desert and the wanderers of the Abbor-Alz use this place to meet and conduct trade, exchanging goods, food and water. The village has an unwritten truce that keeps feuding tribes from engaging in violence; any that violate this truce are immediately slain by witnesses of the deed.

If the party explores the desert near the village and the last Star Cairn, there is a chance (10% per day) that they may run into patrols

of Rary's soldiers, which are there to show a token force of the "Bright Empire" as well as to deter outsiders.

Light horsemen (2d6): AC 7 (studded leather); MV 24; HD 1; hp 6; THAC0 20; #AT 1; Dmg 1d6 (light lance) or 1d6 (short bow); SZ M (5'-6' tall); ML 12; AL N(E); XP 15.

THE MODERN CAIRN

The site of the cairn itself is an enigma; the matter from Oerth is now in the planar nexus, and the space that matter occupied on Oerth has been replaced by ethereal stone. The area radiates magic, and there is a 20% chance every six hours that an astral or ethereal creature is in the area, exploring the strange energies of the site. There is nothing else to indicate that this area is the location of the last cairn.

Accessing the displaced cairn is relatively easy if the proper spells are used. Any spell that displaces matter via a dimensional transition (*deepockets*, *blink*, *dimension door*, *teleport*, *astral spell* and similar spells) immediately shifts everything standing above the ethereal stone to the surface of the displaced cairn. The *Soul of the Doomheart* or the *Spear of the Doomheart* grows cold if brought to the site on Oerth, and each has a 10% chance of spontaneously causing such a shift; if both of these items are brought to the site and remain there for more than one round they automatically cause a shift.

The cairn itself wanders between three phases — Ethereal, Border Ethereal and Astral — swinging like a pendulum between them every half-hour to an hour. Shifting from Oerth to the cairn automatically sets the phase to the Border Ethereal; it proceeds with its wanderings normally thereafter.

- When in the Border Ethereal, the solid terrain of Oerth can hazily be seen beyond the hundred-foot radius of the transplanted Oerthly matter. Leaving this area means the character is in the Border Ethereal and can fully enter the Prime at will or delve deeper into the Ethereal.
- When the cairn is in the Ethereal, the "sky" above the cairn's surface is the multicolored mists typical of that plane. Wandering away from the cairn in this phase takes a character into the Ethereal, and she may not be able to get back the way she came, as the cairn eventually shifts back to the Border Ethereal and becomes invisible. See the *Guide to the Ethereal Plane* (TSR #2633, 1998) for more information on this dimension.
- When in phase with the Astral plane, the "sky" is a silver void speckled with shining white "stars." Leaving the cairn during these times drops a character fully into the Astral plane, with a chance of not being able to return as with the Ethereal phase. See the

Guide to the Astral Plane (TSR #2625, 1998) for more information on this environment.

Note that nothing that was in the cairn at the time of the original transition is capable of leaving the place under its own power; to these creatures, the edge of their native soil is an impenetrable wall. The demon also remains trapped in the cairn; somehow its position at the crux of the overlapping magical effects has locked it into the planar nexus, intangible most of the time. Despite the fact that it has an innate *plane shift* ability, the use of that power simply shifts its phase slightly, bringing it fully into phase with the cairn for a short time (see the demon's description for more information).

Titianus Cremul had a few pet toads in a terrarium; the energies of the planar nexus, exposure to the ley lines and inbreeding have caused them to mutate and grow at a great rate. Now there are three distinct breeds of mutant toads living in the cairn, each claiming a different portion as their territory. They feed on the leavings of other toads and whatever small Astral or Ethereal animals they find.

Occasional wanderers from the Ethereal or Astral pop into this cairn, being forced out when it changes phase to a plane opposite its native home; thus, none of these sorts of creatures actually has a lair here.

SPELL CAIRN: SURFACE LEVEL: (BORDER ETHEREAL)

S0: Cairn Entrance (not shown on map)

There is a ripple in the air and earth, and suddenly the surroundings change. You now stand on a great earthen circle 200 feet in diameter, beyond which can be seen the familiar shapes of the Bright Desert. The sky overhead looks mostly the same, although it seems to be superimposed over a strange multi-colored mist. Rather than a plain batch of sand, however, a stone cairn with a great slab on top of it rises from the center of the earthen circle.

The party is now in the Border Ethereal. In less than an hour, the cairn shifts and the Oerthly landmarks fade away, being replaced by Ethereal or Astral space, as appropriate. The capstone on the cairn is missing, so the entry to the cairn itself is unrestricted.

While the PCs are in the cairn, roll for random encounters once per hour; there is a 30% chance per hour of a random encounter. Note also that if the cairn makes a shift from the Border Ethereal into the Astral, any living Ethereal-native creatures vanish immediately, left behind with the change; the same effect happens to Astral creatures when the cairn shifts from the Astral to the Border Ethereal.

Random Cairn Encounters

Roll	Result
1-7	Glabrezu
8-13	Toads (1d6)
14-18	Servants (1d2)
19	Wizard vision
20	Roll on Astral or Ethereal subtable, as appropriate

Ethereal Subtable

1-16	Phase spiders (1d4)
17	Ghost (1)
18-20	Nathri (3d4)

Astral Subtable

1-5	Astral Deva (1)
6-12	Githyanki (1)
13-18	Kodragon (1)
20	Berbalang (1)

The glabrezu shifts itself into phase with its *plane shift* power and tries to kill one party member. See area S17 for information on the glabrezu.

The toads are of the type appropriate to the territory the encounter takes place; if outside a territory, there are equal chances for any of the three types. See areas S3, S6 and S12 for information on the toads.

The servants attack (50%) or flee (50%); they're normally seen carrying things or cleaning the floors. See S11 for servant information.

There is an equal chance to meet visions of any of the three wizards, Alatra Minah, The Longsword, or Titianus Cremul. They behave as described in their room entries (areas S13, S14 and S16).

Phase spiders: AC 7; MV 6 Wb 15; HD 5+5; THACO 15; #AT 1; Dmg 1d6; SA -1 to initiative, type F poison (-2 to saving throw); SD *phasing*; SZ H (14' diameter); ML 15; AL N; XP 1400.
Note: Phase spiders attack on sight, but flee to the Prime Material plane if close to death.

Ghost: AC 8; MV 9; HD 10; hp 45; THACO 11; #AT 1; Dmg age 10d4 years; SA *magic jar*, *age* and *fear* on sight; SD none on the ethereal; SZ M (5' 8" tall); ML 12; AL LE; XP 7000.

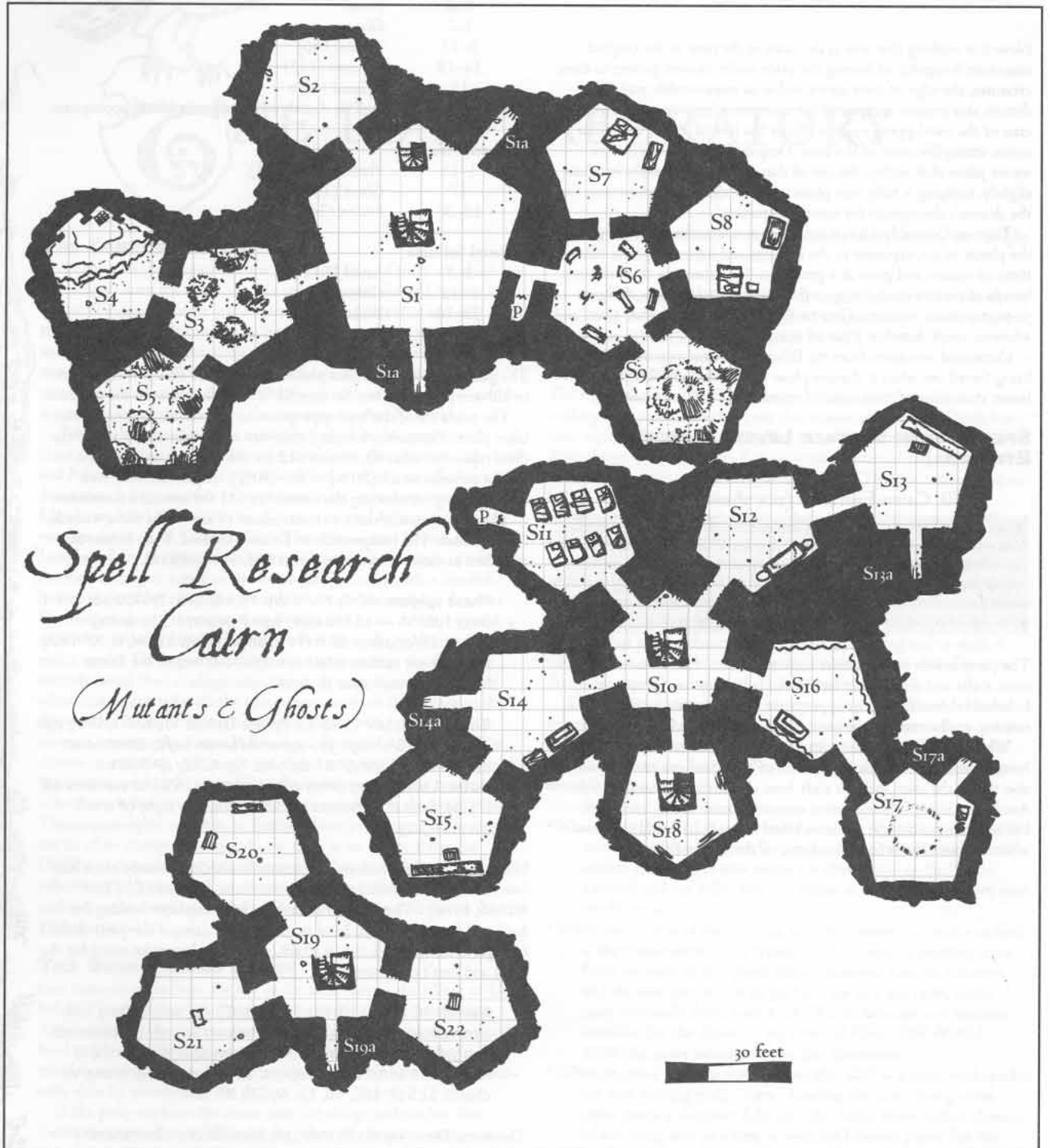
Note: A wandering ghost either attacks (25%) or wanders off (75%). Even if it chooses not to attack, the sight of it still causes aging.

Nathri are short green-skinned humanoids with long unruly black hair (see *PLANESCAPE MONSTROUS COMPENDIUM Appendix III* [TSR #2635, 1998]). They wander in and out of demiplanes looking for food and loot. This small band is scouting the cairn; if the party doesn't look particularly tough, they'll attack, otherwise they make room for the party and don't cause trouble.

Nathri: AC 6; MV 18; HD 1+1; THACO 19; #AT 1; Dmg 1d4 (arm spikes) or by weapon (short or long sword); SA poisoned arm spikes (save vs. poison or be -1 on all actions for 2d10 rounds), +1 to hit with weapons; SD +1 on saving throws vs. charm; SZ S (4' tall); ML 12; AL CN; XP 120.

The Astral Deva (see the *PLANESCAPE MONSTROUS COMPENDIUM*





THE LOST LABORATORY

tome) was carrying an urgent message back to one of the Upper Planes when it spotted the strange "island" and paused to investigate. It stops long enough to heal any good-aligned creatures (it can cast *cure light wounds* 7 times per day and *heal* once per day), but cannot stay long enough to assist adventurers in their exploring. If attacked by the party, it looks sadly upon the mortals and leaves without retaliating (the deva is AC -5, has 12 hit dice and 70% MR, so it can easily survive one round of attacks if necessary).

Astral deva: AC -5; MV 24 FI 48; HD 12; hp 70; THACO 9 (6 with mace); #AT 2; Dmg 3d6/3d6; SA spell abilities; SD spell and weapon immunities, regeneration, spell abilities, never surprised; MR 70%; SZ M (7' tall); ML fearless (20); Int genius (18); AL NG; XP 15000.

Notes: The deva takes half damage from acid, cold, fire, and electricity/lightning, and is immune to gasses, vacuum, level loss, death spells, and poison of all sorts. It can use the following powers at will: *aid*, *augury*, *change self*, *comprehend languages*, *detect evil*, *detect invisibility*, *detect magic*, *know alignment*, *read magic* and *teleport without error*. Twice per day it may use a *blade barrier*. A +2 or better weapon is required to hit it. Its macelike weapon has a +3 to hit bonus and the special abilities of a mace of disruption; furthermore, any creature struck twice in one round by it must save vs. spell or fall senseless for 1-12 rounds.

Source: *MONSTROUS COMPENDIUM PLANESCAPE Appendix*.

The githyanki is the lone remnant of a scout group attacked by githzerai. It saw the cairn floating in the Astral and thought that it might be a safe place to stop. Upon seeing the party it decides this place is not safe and, if possible, leaves without starting a confrontation (by plane shifting if necessary). If attacked, it remembers those that did so and comes back with others of its kind for revenge.

Githyanki (3rd level fighter): AC ; MV 96; HD 3d10; hp 17; THACO 18; #AT 1; Dmg 1d10 (2-handed sword); SZ M (6' tall); ML 12; AL CE; XP 65.

The berbalang (a strange humanoid that resembles a winged gargoyle or perhaps a demon or devil — see *A GUIDE TO THE ASTRAL PLANE*) is content to follow the party around for a few turns; its Astral self is only a projection and flees (or returns to the Prime Material plane) if threatened.

The kodragon is a 2-foot-long furry dragon with manlike hands (see *A GUIDE TO THE ASTRAL PLANE*); it carries a stylus and tablet with which it records information on its discoveries, preferably knowledge and creative works. It was sent by a mated pair of astral dragons whose castle is nearby ("nearby" being a relative term in the Astral); it happily chats away with anyone it meets, but uses its innate teleport ability to escape harm.

QUICK NOTES ON LIFE IN THE BORDER ETHEREAL

- Life in the Border Ethereal is almost exactly like the Ethereal, except for the following points:
- Characters can perceive objects on the Prime, although they appear in shades of gray instead of color. Since the Prime adjacent to the last cairn is either stone or desert, there isn't much to distract a character.
- Characters can see a maximum of 12' into the Prime in full daylight, or 6' in torchlight.
- Sounds from the Prime sound like they are underwater, and cannot be heard beyond 10'.

Kodragon: AC 5; MV 6 FI 24; HD 5; hp 26; THACO 15; #AT 3; Dmg d2/d2/d6 (claw/claw/bite); SA breath weapon; SD teleport and plane shift at will; SZ SM (3' wingspan); ML elite (13); Int exceptional (15); AL N; XP 975.

Notes: The kodragon's breath weapon is a 10' diameter cloud of gas that shrinks victims to 5% of their size or cancels that effect from a previous breath (saving throw negates).

Source: *A GUIDE TO THE ASTRAL PLANE*.

SPELL CAIRN: UPPER LEVEL

SI: Landing

The now-familiar pentagonal shape of this room is almost a welcome site compared to the strangeness outside. Unlike the other cairns, no black rune hangs in the air of this place. The floor is thick with all sorts of trash, dirt and decaying things. Five exits can be seen, and there is a stairwell leading downward.

Caught between the three warring "tribes" of mutant toads, this room has been the site of some very strange battles. A few half-eaten toad bodies are buried in the refuse on the floor of this room — casualties of war. The stairwell is slippery due to rotted material and toad slime (save vs. petrification or fall down the stairs for 1d6 damage).

SIa: Short Tunnel

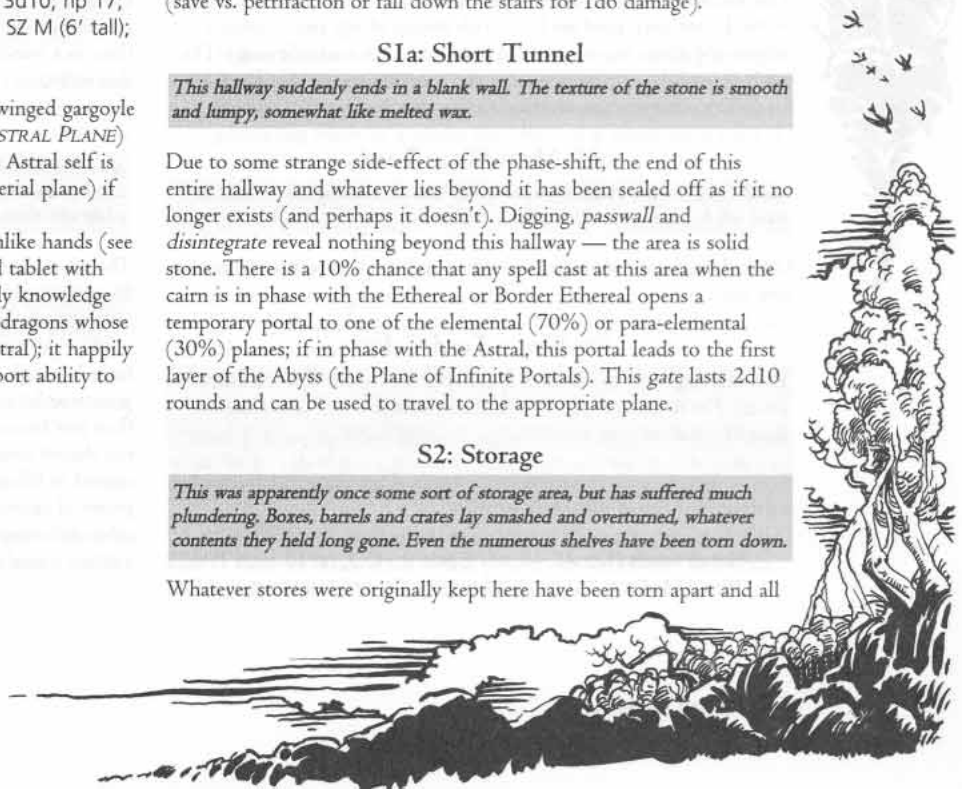
This hallway suddenly ends in a blank wall. The texture of the stone is smooth and lumpy, somewhat like melted wax.

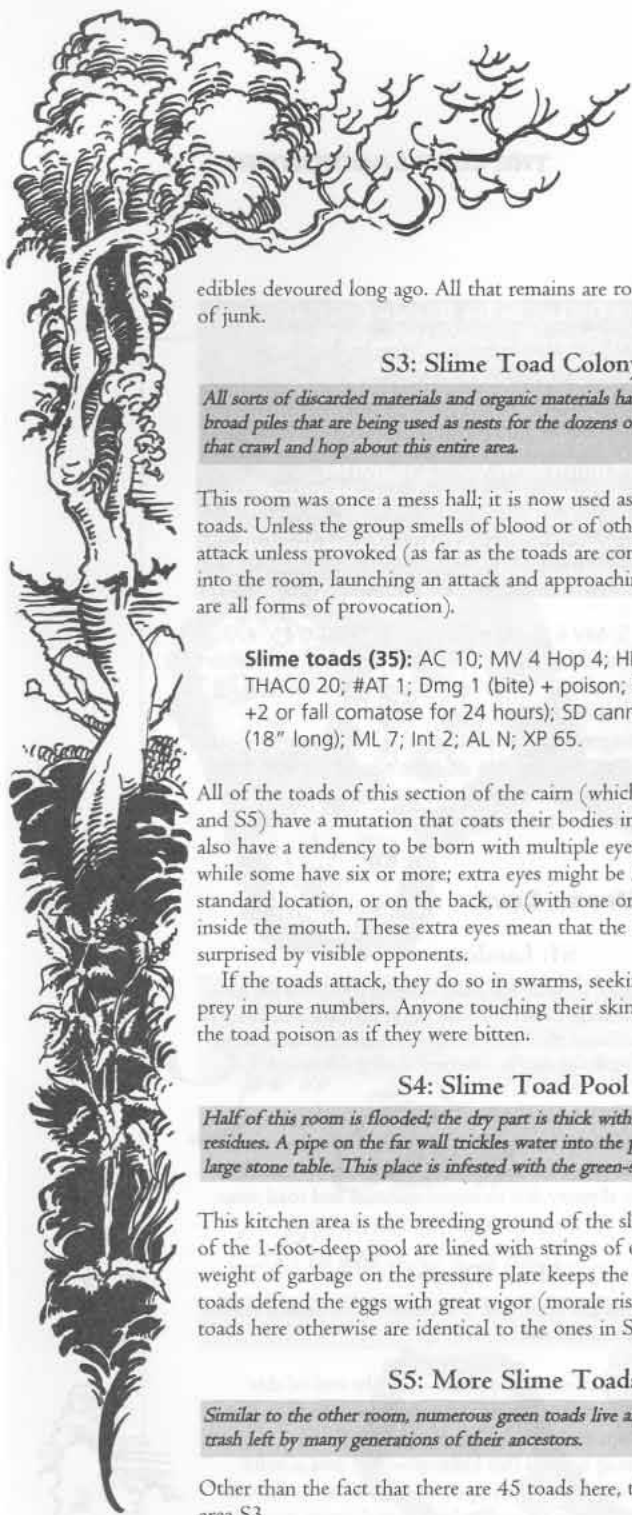
Due to some strange side-effect of the phase-shift, the end of this entire hallway and whatever lies beyond it has been sealed off as if it no longer exists (and perhaps it doesn't). Digging, *passwall* and *disintegrate* reveal nothing beyond this hallway — the area is solid stone. There is a 10% chance that any spell cast at this area when the cairn is in phase with the Ethereal or Border Ethereal opens a temporary portal to one of the elemental (70%) or para-elemental (30%) planes; if in phase with the Astral, this portal leads to the first layer of the Abyss (the Plane of Infinite Portals). This gate lasts 2d10 rounds and can be used to travel to the appropriate plane.

S2: Storage

This was apparently once some sort of storage area, but has suffered much plundering. Boxes, barrels and crates lay smashed and overturned, whatever contents they held long gone. Even the numerous shelves have been torn down.

Whatever stores were originally kept here have been torn apart and all





edibles devoured long ago. All that remains are rotted scraps and bits of junk.

S3: Slime Toad Colony

All sorts of discarded materials and organic materials have been pushed into broad piles that are being used as nests for the dozens of green-skinned toads that crawl and hop about this entire area.

This room was once a mess hall; it is now used as a lair by 35 slime toads. Unless the group smells of blood or of other toads, they do not attack unless provoked (as far as the toads are considered, bringing fire into the room, launching an attack and approaching the nest-mounds are all forms of provocation).

Slime toads (35): AC 10; MV 4 Hop 4; HD 1; hp 4 each; THACO 20; #AT 1; Dmg 1 (bite) + poison; SA poison (save at +2 or fall comatose for 24 hours); SD cannot be surprised; SZ T (18" long); ML 7; Int 2; AL N; XP 65.

All of the toads of this section of the cairn (which includes areas S4 and S5) have a mutation that coats their bodies in a toxic slime. They also have a tendency to be born with multiple eyes — most have four, while some have six or more; extra eyes might be located behind the standard location, or on the back, or (with one or two individuals) inside the mouth. These extra eyes mean that the toads cannot be surprised by visible opponents.

If the toads attack, they do so in swarms, seeking to overwhelm their prey in pure numbers. Anyone touching their skin suffers the effects of the toad poison as if they were bitten.

S4: Slime Toad Pool

Half of this room is flooded; the dry part is thick with slime and other animal residues. A pipe on the far wall trickles water into the pool; near the pipe is a large stone table. This place is infested with the green-skinned toads.

This kitchen area is the breeding ground of the slime toads; the edges of the 1-foot-deep pool are lined with strings of egg sacs (constant weight of garbage on the pressure plate keeps the water flowing). The toads defend the eggs with great vigor (morale rises to 12). The 23 toads here otherwise are identical to the ones in S3.

S5: More Slime Toads

Similar to the other room, numerous green toads live among the mounds of trash left by many generations of their ancestors.

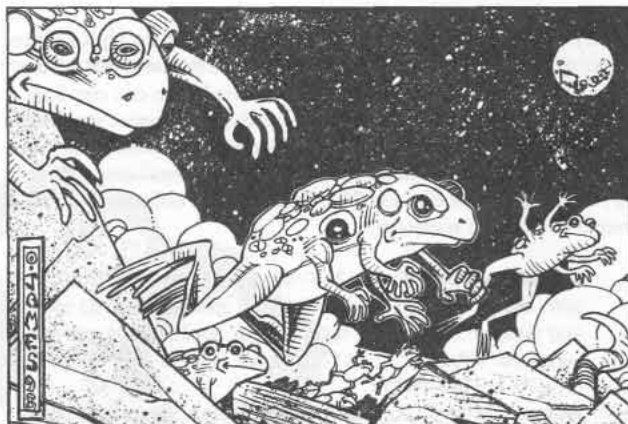
Other than the fact that there are 45 toads here, this area is identical to area S3.

S6: Flame Toad Colony

A dozen large six-legged toads make their way about this litter-strewn room. The remains of three large chairs, couches, and tables can be seen half-buried in all the filth.

This visiting room is occupied by 12 toads. They immediately attack anything that comes into their territory.

Flame toads (12): AC 10; MV 6 Hop 9; HD 2; hp 10 each; THACO 19; #AT 1; Dmg 1d2 (bite); SA breathe fire one target within 3 feet



for 2d4 damage; SD fire-based attacks on them are reduced 1 point per die; SZ S (3' long); ML 8; Int 4; AL CN; XP 120.

Note: The fire these toads create is not considered magical fire.

While the population of these toads is fewer than either of the other two breeds, they are larger and more intelligent. They use limited tactics, such as surrounding one foe and peppering it with fiery breath. The flame toads also have a secondary mutation — all of these toads have six legs. While they don't secrete slime all over their living space, their territory is still disgusting after 400 years of being an animal habitat.

S7: More Flame Toads

The walls of this room are painted in bright bands of blue, green, gold and red. Flame toads hop about in search of the strange extraplanar insects that they seem to eat. A bed and table have been fouled with toad droppings and other unsavory materials.

Eight flame toads live in this wizard's bedroom. They also attack any creature on sight; use the stats from area S6. Buried in the filth on the floor is a wand of fire (17 charges), owned by the former tenant of this room.

S8: Flame Toads Hatchery

A score or more of the red toads live here. A large shallow stone basin is filled to the brim with stagnant water, and on the opposite side of the room is a bed and chest.

The 23 toads in this room conform to the statistics of the ones in area S6, and attack with a frenzy to defend their eggs.

This is the room of Titianus Cremul, the wizard that owned the original pet toads; the basin is where they were kept. The water is fouled enough to make anyone but a toad sick (if imbibed, save vs. poison or be at half Constitution for 1d3 days); strings of dull red eggs float just beneath the surface. The chest is badly burned, and its base has almost completely rotted through due to sitting in wet filth; if moved or lifted, the bottom falls out of it. The chest contains several pieces of clothing (all rotted) and five brass tubes fused together. The tubes are crimped shut at one end and corked on the other; they contain a total of five doses of *dust of disappearance*.

QUICK NOTES ON LIFE IN THE ASTRAL PLANE

- Time doesn't pass on the Astral, and so living things do not feel the need to eat while there; upon reaching another plane, this lack of time catches up, and the creature ages the amount of time it spent on the Astral, which means it will be hungry if it neglected to eat at regular intervals. Since the cairn is only in the Astral for at most an hour, this doesn't have any real effect on the creatures in it. However, poison introduced into a body on the Astral does not take effect until the body is out of the Astral, so a poisoned wound may not be recognized as such until it is too late. Creatures also do not heal naturally in the Astral (thus a party resting only heals naturally at 2/3 the rate because they are spending 1/3 of their time in the Astral).
- A creature's movement rate in the astral is based on Intelligence; 30 feet per point per round. Movement can be horizontal, vertical or any combination.
- Intelligence is used instead of Strength on the Astral for purposes of encumbrance, lifting and combat.
- Magic items are considered "weightless" for determining how much can be carried.
- Wisdom is used instead of Dexterity on the Astral for purpose of Armor Class, missile adjustment and reaction adjustments.
- All weapons have a speed factor of 3, regardless of size or weight; magical weapons have a speed factor of 1.
- Spells have their casting times reduced by 1, to a minimum of 1; casting times longer than one round can be cast in one round.
- Magical items not enchanted on the Astral lose 1 "plus."

S9: Great Flame Toads

Sitting on a huge mound of filth are three large toads, each with bright red skin. Smaller toads range about the large ones, some even going so far as to crawl over the large ones.

The large mound is actually what's left of Titianus Cremul's bed. The large toads are just like the other flame toads but they have maximum hit points. They and the others attack intruders on sight. Nothing of value is left here, having been destroyed by the toads or taken away by planar visitors.

SPELL CAIRN: LOWER LEVEL

SI0: Lower Landing

The slime-covered stairwell ends in a similarly dirty chamber. As with upstairs, no magical rune floats overhead. Each of the room's five walls has a hallway.

A person listening carefully from this room can hear a crackling sound coming from the direction of area SI6 (the sound is actually from area SI7, but carries through area SI6).

SI1: Servant Chambers

There are 1d6 undead servants in this room at any one time; there are a total of 8 servants in the entire cairn. The servants either attack (50%) or flee (50%) when they are spotted.

Servant spirits (9): AC 8; MV 9; HD 4; hp 20, 19 (x2), 18 (x3), 17 (x2), 16; THACO 15; #AT 1; Dmg 1d6 + age victim 1 year; SA aging; SD silver or magical weapon to hit, immune to mind-control spells; SZ M (5'-6' tall); ML 12; AL N; XP 420.

Note: Their attack is a chilling touch that ages the victim one year. They are turned as wraiths.

The servants were transformed into insubstantial undead by the mismatched spells. They try to carry out their normal routine, but their bodiless forms have only a limited effect on the physical world (each can move about 1 pound of material at any one time); they still attempt to continue their duties, although the sight of other living humans sometimes drives them mad with jealousy, causing them to attack. The servants' treasure has been swept into a neat pile under one of the beds: 3 gp, 29 sp, 13 cp.

The daily chores of the servants in life were to clean the rooms and halls and feed the wizards. Their ghostly forms wander about the first and second levels, dejectedly moving dust, refuse, and garbage about to the best of their limited ability. They are confused by the strange truncated hallways, and are 75% likely to attack if discovered in such a location. They bow respectfully if one of the spirit-wizards come near. The servants and toads ignore each other.

SI2: Phase Toad Lair

Hundreds of little ice-blue toads hop about this room, covering the floor and stone couch. Two small circular stone tables are untouched. The floor is slimy with toad waste and other unnamable gunk.

This was a waiting room for the wizards' use. The toads here evolved a defensive power and have little to fear from their larger counterparts upstairs; they also use this ability to their advantage when attacking their rivals. They have eaten everything edible in this room, and constantly move about in search of things to eat. They approach if offered food, but do not allow themselves to be touched.

Phase toads: AC 8; MV 3 Hop 3; HD 1 hp; THACO 20; #AT 1; Dmg 1; SD intangibility; SZ T (4" long); ML 2; Int 4; AL N; XP 1.

Notes: Phase toads can make themselves intangible at will, protecting them as if under the effect of a *wraithform* spell. If threatened, they normally become intangible and flee; only threats to their eggs or the presence of other toads might make them attack.

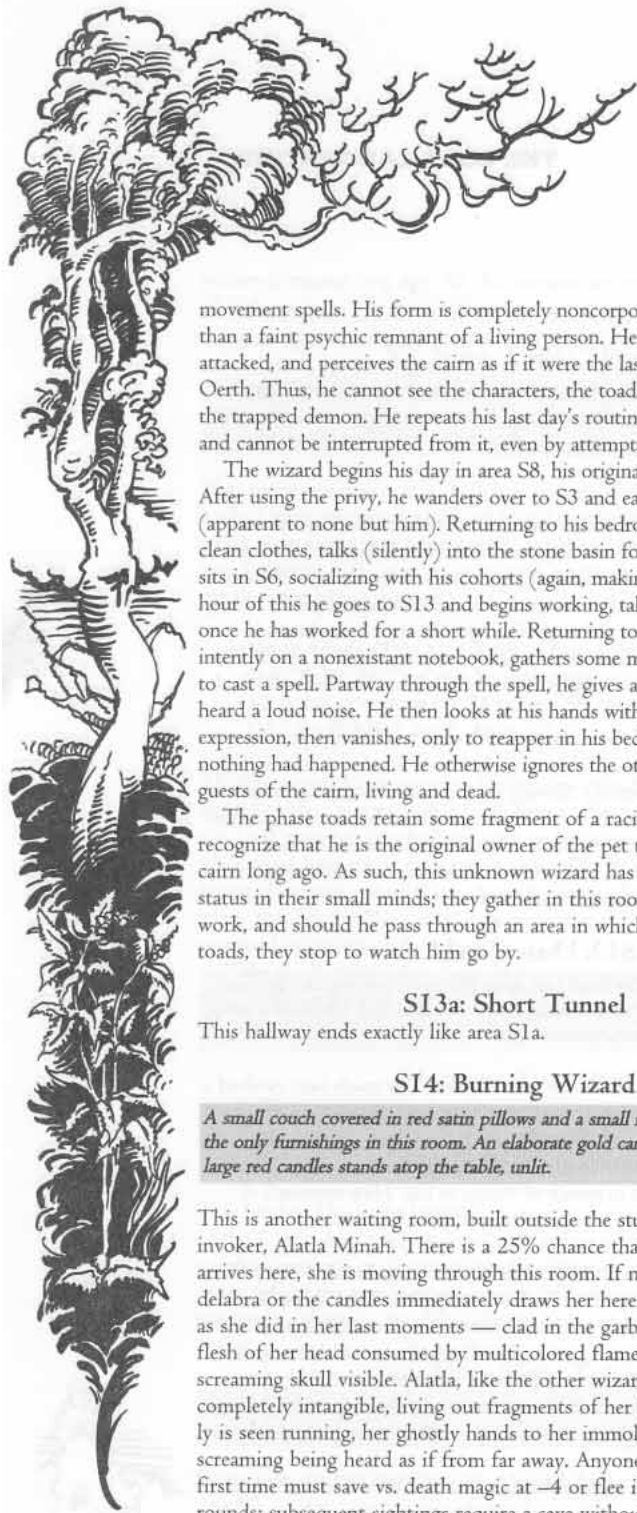
As with the other toad lairs, anything edible has been consumed and the rest befouled by generations of little hopping things. The two circular tables keep things heated and chilled, respectively, which is why the little toads avoid them.

SI3: Ghost Worship

This room is completely bare of furnishings except for a large stone table and small chair. Sitting in the chair is a Suel man, hunched over as if writing at the table. The floor is dirty and sticky, and a horde of little blue toads sit facing the man.

The 200+ phase toads continue to watch the man unless attacked; from time to time new toads come in and present ones leave. The man is the remnant of Titianus Cremul, the wizard that studied stealth and





movement spells. His form is completely noncorporeal; he is little more than a faint psychic remnant of a living person. He cannot attack or be attacked, and perceives the cairn as if it were the last day it existed on Oerth. Thus, he cannot see the characters, the toads, the servant spirits or the trapped demon. He repeats his last day's routine over and over again, and cannot be interrupted from it, even by attempts to turn undead.

The wizard begins his day in area S8, his original sleeping chamber. After using the privy, he wanders over to S3 and eats a ghostly meal (apparent to none but him). Returning to his bedroom, he changes into clean clothes, talks (silently) into the stone basin for a while, and then sits in S6, socializing with his cohorts (again, making no noise). After an hour of this he goes to S13 and begins working, taking a break for lunch once he has worked for a short while. Returning to S13, he scribbles intently on a nonexistent notebook, gathers some materials, then begins to cast a spell. Partway through the spell, he gives a start as if he has heard a loud noise. He then looks at his hands with a horrified expression, then vanishes, only to reappear in his bedroom hours later as if nothing had happened. He otherwise ignores the other inhabitants and guests of the cairn, living and dead.

The phase toads retain some fragment of a racial memory, and recognize that he is the original owner of the pet toads kept in this cairn long ago. As such, this unknown wizard has achieved god-like status in their small minds; they gather in this room to watch him work, and should he pass through an area in which there are phase toads, they stop to watch him go by.

S13a: Short Tunnel

This hallway ends exactly like area S1a.

S14: Burning Wizard

A small couch covered in red satin pillows and a small marble-topped table are the only furnishings in this room. An elaborate gold candelabrum with six large red candles stands atop the table, unlit.

This is another waiting room, built outside the study of the elemental invoker, Alatra Minah. There is a 25% chance that when the party arrives here, she is moving through this room. If not, touching the candelabra or the candles immediately draws her here. The invoker appears as she did in her last moments — clad in the garb of a Suel wizard, the flesh of her head consumed by multicolored flames, leaving only the screaming skull visible. Alatra, like the other wizards of this place, is completely intangible, living out fragments of her last day. She normally is seen running, her ghostly hands to her immolated head, a faint screaming being heard as if from far away. Anyone that sees her for the first time must save vs. death magic at -4 or flee in terror for 2d6 rounds; subsequent sightings require a save without penalty. The mage cannot perceive or harm anyone, nor can she be harmed herself, being nothing more than a vision. She follows the path she took on her last day, although she always appears to be running and holds her hands to her burning skull. She starts in S7, moves to the privy, visits S3 for a short while, then disappears down the southern closed hallway on the first level. About an hour later she reappears there, then moves to S15. She goes back and forth between S16 and the room beyond S14a several times before drifting in front of the table in S15 for an hour, after which she vanishes and appears at S7 hours later. As with the other two wizards, she ignores any inhabitants of the cairn.



S14a: Short Tunnel

This hallway ends exactly like area S1a. This area is slightly different in that the elemental gate is 85% likely to open onto one of the elemental Planes (and opens to the Plane of Fire 50% of the time in those cases) and only 15% likely to open on a para-elemental plane; an Astral gate still opens to the Abyss.

S15: Invocation Room

This room is empty but for a small chair and great stone table. The surface of the table appears to be blackened, as if by a great fire, and the air above it wavers occasionally.

Alatra Minah tested her invocation spell research here, and the elemental vortex it created killed her while it simultaneously warped the summoning spell of the other wizard, The Longsword. The surface of the table has been scorched by these energies; the only undamaged spots are a rectangular place where her spellbook sat and an oval section of the table that shifts with strange red mists. The mists are a permanent portal to the elemental Plane of Fire; the portal is only open when the cairn is in the true Ethereal; at any other time, it is simply a strange visual effect that gives off significant heat. Note that characters traveling unprotected to the elemental Plane of Fire are likely to suffer a quick death at the hands of the efreet or from the environment of the plane itself.

S16: Conjuror's Lounge

The walls of this room are hung with great tapestries and paintings showing dreadful fiendish landscapes. The couch is placed to look upon one especially dreary painting of a grayish landscape filled with bizarre-looking infernal creatures. A crackling sound can be heard coming from down the other exit.

This was the conjuror's relaxation room; The Longsword found the depiction of the Gray Waste and its hordlings inspiring. There is a 40% chance at any time that his apparition is floating through this room. The Longsword, is a short thin man of Suel heritage, although he looks taller in death than he did in life because his major joints (neck, shoulders, elbows, hips and knees) have been separated and the various body segments float a few inches away from where they normally would be attached. He drifts through this room and the rest of the cairn with a blank look on his face, as if it takes all of his mental energy to keep all of

QUICK NOTES ON LIFE IN THE ETHEREAL PLANE

- The swirling colored vapors of the Ethereal affect the senses of those in the plane. The Ethereal matter gives off a faint light without a visible source, allowing normal vision, although the fog prevents vision beyond 300 feet. The ether doesn't convey heat well, negating infravision (assuming the optional heat-based infravision rule is used). Sound carries very well, giving creatures double their chance of hearing noise. The ether tends to erase the scents of creatures from an area, making it impossible to track a creature with olfactory means after five rounds of its departing. Touch and taste are blunted.
- A creature moves its normal movement rate on the Ethereal, although this can be in any direction as if they were flying. Burst of speed beyond the norm are possible, although a creature suffers 2x the difference between its current and normal movement rates per round of such travel.
- Attacks that miss in the Ethereal seem to pass through the target, while those that hit apparently tear away at the character's essence (this is mostly a visual effect; creatures take damage as they normally would).
- Many spells are altered in their effect. Abjuration spells above 3rd level simply do not work, nor do divination spells of any level. Conjunction/summoning spells fail if they rely on calling creatures or items from the Astral or Outer Planes. Illusion spells act as if they were one level higher, are saved against at -1, and have a 5% chance of becoming real things beyond the control of the caster (DMs should use their discretion for determining results).
- Magical items not enchanted on the Ethereal lose 1 "plus."

his pieces nearby. Like the other two wizards here, The Longsword is completely immaterial and cannot touch or be touched. He serves as a ghoulish reminder that the Lower Planes are not to be dealt with casually. The dismembered wizard also repeats the path of his last day, although he doesn't actually reenact the events along that path. He appears in S9, drifts immediately to S16 and floats in front of the dreary painting for nearly an hour. After visiting the privy on the first floor, he goes to the kitchen, floats about there, then returns to S16, where he waits near the couch for another hour. He finally moves to S17, vanishes briefly into S17a, stands in front of the circle of protection on the floor there, then vanishes, reappearing in his room shortly thereafter. He pays no attention to the creatures of the cairn.

S17: Conjunction Room

Most of the floor of this room is taken up by a great magic circle drawn on the floor, most of which has been rubbed or scratched into obscurity. A small table and chair take up a tiny corner of the room; on the table is a book. There is an unnerving presence in this room, and a loud crackling noise like a very hot fire.

This is the site where the conjunction took place. The force of the overlapping magics tore The Longsword apart and left him in his strange undead state. The summoned fiend, a glabrezu, lurks in this

room often enough that the sense of its evil lingers here even when it is gone. If it is here (60% chance), it invisibly communicates via telepathy with any intruders, asking if they have the power to release it. If the answer is no, it phases itself into solidity and attacks the party.

Demon (Tanar'ri), True — Glabrezu: AC -7; MV 15; HD 10; hp 46; THACO 11; #AT 5; Dmg 2d6/2d6/1d3/1d3/1d4+1 (pincer/pincer/claw/claw/bite); SA grab, magical powers; SD +2 or better weapons to hit, immunities, magical powers; MR 50%; SZ H (15' tall); ML 17; Int 15; AL CE; XP 12,000.

Notes: The glabrezu is immune to lightning/electricity, poison, gas and normal fire. It takes half damage from cold, gas, silver weapons or magical fire. A successful claw attack means it has grabbed a creature of 150 pounds or less (Dex check to avoid being grabbed, Str check to break free; grabbed opponents attack at -4). It has the following powers (once per round, one at a time, at will, unless otherwise stated) at the 10th level of spell use: *burning hands*, *charm person*, *confusion*, *detect magic* (always active), *dispel magic*, *enlarge*, *mirror image*, *power word stun* (7 times per day), *reverse gravity* and *true seeing* (always active). Its *gate* ability is not working in its trapped state, and its *plane shift* power only allows it to come into phase with the cairn for 5 rounds at a time; after the 5 rounds have passed, it becomes invisible and intangible and cannot interact with anything in the cairn for at least one turn.

The glabrezu can only be freed from this nexus-prison by the application of a spell such as *dismissal* or *banishment*, by having its material form destroyed, or by somehow moving the cairn back into the Prime Material plane. If it attacks, it does as much damage as it can before fading back out at the end of 5 rounds (any characters held by its claw are released when this happens); it stalks the characters thereafter, phasing in and attacking when it thinks it is unexpected.

The circle of protection on the floor lost its potency during the shifting of the cairn; out of spite the demon obliterated most of it. The book on the table contains the wizard's notes on his summoning spell and what he expects it to do (he refers to the glabrezu as a "Type III demon"); it also contains an intact copy of the *cacofiend* spell, a 7th-level conjunction/summoning spell described in the first *WIZARD'S SPELL COMPENDIUM* volume. The crackling noise is a side-effect of the demon's imprisonment; it abates when the demon is no longer here.

S17a: Short Tunnel

This hallway ends exactly like area S1a.

S18: Stairs to Vault

This room is empty save for the downward spiral staircase. Three strange openings on the walls like large portholes on a ship reveal the unreal skyscape outside.

Despite the fact that these "windows" should look out only on stone, they actually do show other places on the current plane. Crawling through one of these portals drops the character somewhere else in the Ethereal or Astral (depending on the current location of the cairn). As long as the cairn doesn't shift, the character can come back through the portal, but once the shift is made, they must find another way home.





SPELL CAIRN: VAULT LEVEL

S19: Vault Landing

Four exits lead out of this tiny landing.

This room is empty.

S19a: Short Tunnel

This hallway ends exactly like area S1a.

S20: First Vault Room

This small room contains three things: a man-sized mirror and a small iron table upon which is an even smaller book.

The mirror is decorated with fiendish images, skulls and other unpleasant icons; it is a *mirror of mental prowess*. The book is a *Boccob's blessed book* with no spells in it. The glabrezu can be found here 40% of the time, using the *mirror* to scry its home plane. It has tried to use the *mirror's* portal ability, but it has not worked. The wizards were going to complete their spells, scribe them into the *book*, and use the *mirror* to contact like-minded wizards to join their cause.

S21: Second Vault Room

The small iron display table in this room contains a sturdy book and a strange metal loop.

The book is a *libram of gainful conjuration*, the metal object is a *talisman of the sphere*. One of the mages these wizards thought to turn to their cause was of neutral bent — the *libram* would have been a bribe to get her to ally with them.

S22: Third Vault Room

A small iron table holds a bone scroll case and a strange U-shaped piece of metal.

The piece of metal is the *Hand of the Doomheart* (see the illustration on page 48); the scroll case contains four pages of notes on the purpose of the *Doomheart*, how to use it, its dangers and why its pieces were separated until the wizards were ready to use it.

REPLAYABILITY

The characters may decide to leave this place and come back with reinforcements to kill or banish the glabrezu. If any of the toads are left alive they eat the dead toads, continue to reproduce, and possibly take over more of the cairn. At the DM's option, the forced phasing of the cairn by creatures entering from Oerth might cause the cairn's links to the other planes to weaken, drawing it toward one plane or another. If the cairn ends up being drawn back to Oerth, the glabrezu is freed, and may consider exacting revenge from the people of Oerth before returning to the Abyss. It is also possible that Rary or another wizard might hear of the cairn secondhand and investigate it, either to acquire the magic items inside or to study the unique nature of the planar nexus.

LEVEL VARIANTS

Low-Level Characters

This cairn is the culmination of the *Star Cairns* adventures, and should be a relatively difficult scenario. If necessary, reduce the glabrezu to a hezrou (appropriate, considering the other toads in the cairn), vroock or hordling. If the main foe is weakened in this manner, be sure to reduce the magic items in areas S20 and S21 to something more in line with the power of the party.

High-Level Characters

High-level characters can easily handle mutant toads; increase their statistics to equal the fire toads or poisonous toads listed in the *MONSTROUS MANUAL*.

Make the servants a form of wraith or ghost (with full powers of the new type) and the wizards spectres of some sort (although the wizard in area S13 ought to be left as-is, just for effect), possibly with spellcasting ability. Allow the glabrezu its *gate* ability and let it stay in phase for 10 rounds at a time.





APPENDIX: NEW MAGIC ITEMS

Arm of Nerull: *long sword +1*; once a day the sword can create a wall of black energy that has the effects of an *enervation* spell (as if cast by a 16th-level caster) on any who touches it; this 10-foot tall wall extends outward in a straight line from the sword for a length of 50 feet; there is a 1-in-20 chance each use that the sword's power backfires and affects the wielder instead; the sword is of dull metal etched with dull red runes, and a pair of nonprecious green stones are set in the crossbar

Coldheart: *long sword +3, frost brand*; bearer sweats uncontrollably in above-freezing temperatures, causing a loss of 1 Con per turn (lost Con points are restored at a rate of 1 hour of rest per point); the sword is white steel, engraved with ice-blue runes.

Eye of the Basilisk: *long sword +1*; on a to-hit roll of 20, the target must save vs. petrification or turn to stone; if the target makes the save, the wielder must save or turn to stone; the blade is unadorned save for a reptilian eye inscribed at its base.

Frenzy: *long sword -1*, cursed; wielder is affected by a *slow* spell.

Fury of Wee Jas: *long sword +2, nine lives stealer*; if the life-stealing effect is invoked and the victim makes its save, the sword drains a level from the wielder; the sword's blade has an etching of a skull set on top of a fireball, the latter inlaid with red enamel.

Great Parapet: *long sword +1*; once a day the wielder may invoke its power to become invulnerable for five rounds (as a *potion of invulnerability*); the wielder always suffers double damage from all spells, silver and magical weapons, even when the invulnerability power is inactive.

Mighty Blade of Renho: *long sword -1*, cursed; wielder's Str and Con drop to 3 (although they feel very powerful while fighting); lost points are recovered at 1 per turn after the weapon is sheathed.

Silver Tongue: *long sword +3*, cursed; wielder suffers no non-proficiency penalties for using the sword in combat; semi-intelligent; *mass charm* once a week as W18; charm spell directed at wielder when drawn — user is urged to take command of an army and conquer; the hilt is shaped like a silver dragon.

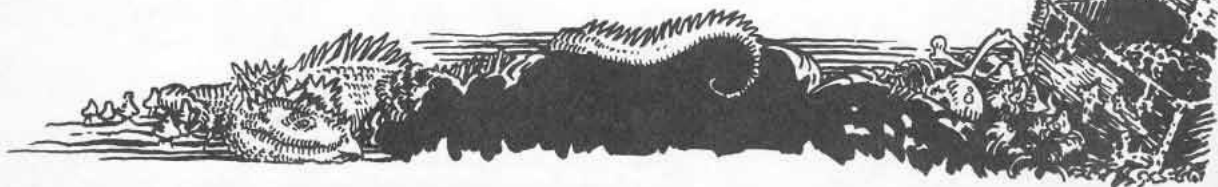
Unholy Vengeance: *sword of wounding +1*; if a hit with a natural 20 is made, the weapon breaks into useless shards (the target is damaged as normal).

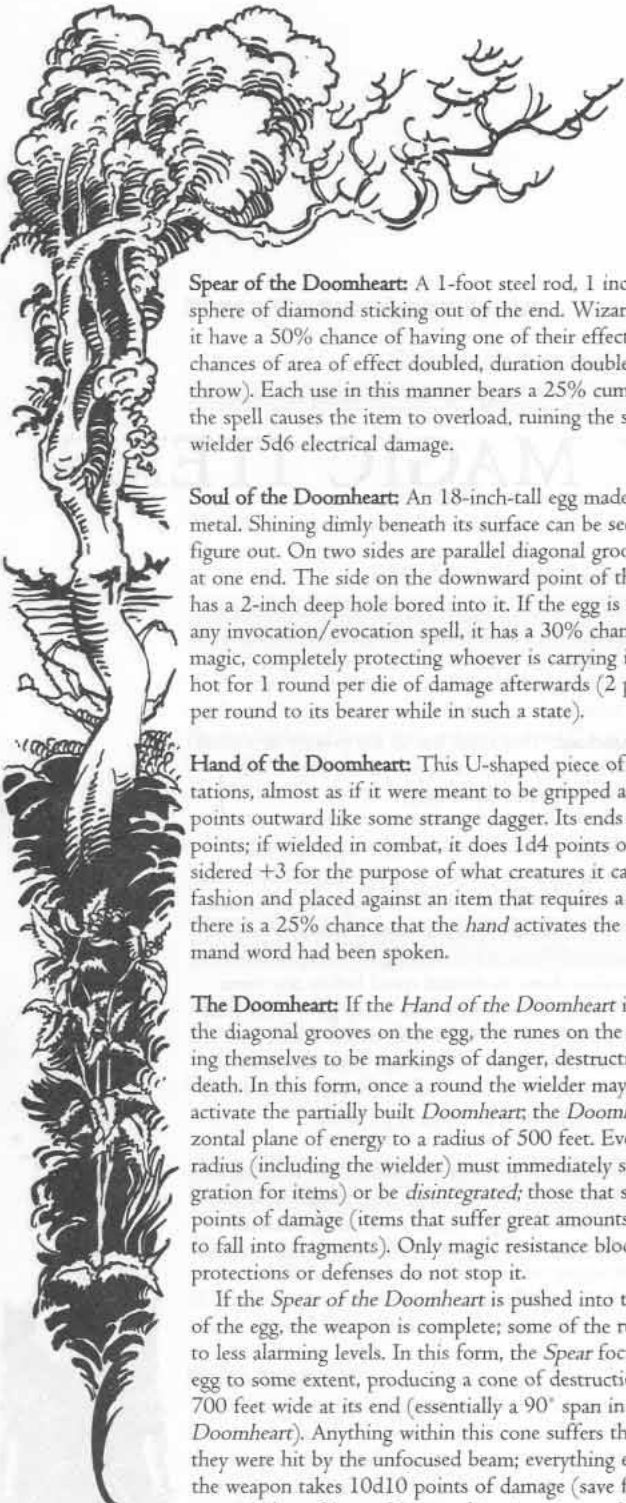
Vampire's Fang: *long sword +1*; acts as a *ring of regeneration* (*vampiric*), but any round that it does not draw blood causes it to drain 1 hp from its wielder.

Greater Cloak of the Arachnid: This *cloak* has all the powers of a *cloak of arachnida*, plus the wearer may strike once per round with a bare hand to poison a target (save vs. poison or die).

Boots of the Horizon: These metal-shod boots have especially thick soles; they change size to fit their wearer just as other magical boots do. The *boots of the horizon* were created to allow messages to be carried very quickly; the wearer of these boots may travel at a rate of 96. However, the wearer can barely turn when moving at that speed; one round must be taken to slow down to normal speed before any turns greater than 45° in one round can be taken. The *boots* glow with great heat for five rounds after being used; if the wearer makes a kick with the *boots* during this time, the attack does 1d4 damage from the force of the blow and another 1d4 from heat. The *boots* otherwise are as *boots of speed* for limitations on use, need for rest and so forth.

Staff of the Necrophidius: a black wooden staff topped by the skull of a necrophidius (golem). The *staff* acts as a *rod of absorption* (currently there are 15 charges spent and 5 charges stored) with the additional power of being able to *animate dead* as a 9th-level wizard (this use costs one stored charge).





Spear of the Doomheart: A 1-foot steel rod, 1 inch thick, with a hemisphere of diamond sticking out of the end. Wizard spells cast through it have a 50% chance of having one of their effects enhanced (equal chances of area of effect doubled, duration doubled, or -4 on saving throw). Each use in this manner bears a 25% cumulative chance that the spell causes the item to overload, ruining the spell and causing the wielder 5d6 electrical damage.

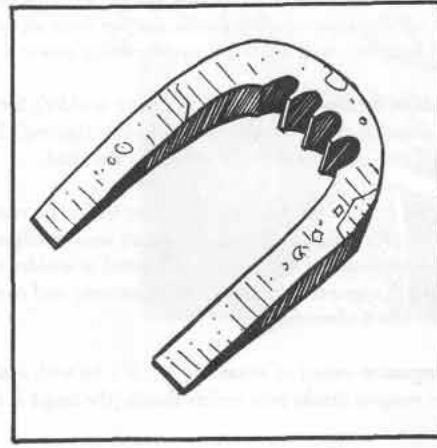
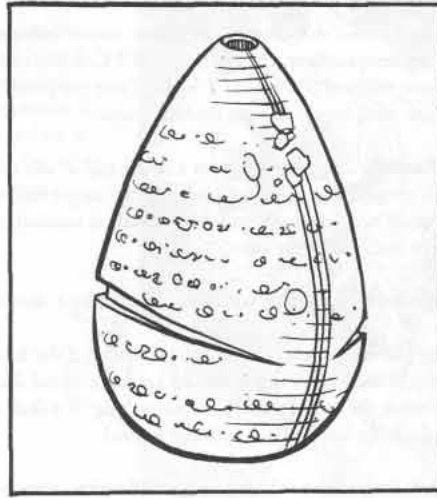
Soul of the Doomheart: An 18-inch-tall egg made of an unknown gray metal. Shining dimly beneath its surface can be seen runes too faint to figure out. On two sides are parallel diagonal grooves tapering slightly at one end. The side on the downward point of the diagonal grooves has a 2-inch deep hole bored into it. If the egg is in the area effect of any invocation/evocation spell, it has a 30% chance of absorbing the magic, completely protecting whoever is carrying it; the egg glows red-hot for 1 round per die of damage afterwards (2 points of heat damage per round to its bearer while in such a state).

Hand of the Doomheart: This U-shaped piece of metal has four indentations, almost as if it were meant to be gripped and held with the points outward like some strange dagger. Its ends taper off into sharp points; if wielded in combat, it does 1d4 points of damage and is considered +3 for the purpose of what creatures it can hit. If held in this fashion and placed against an item that requires a command word, there is a 25% chance that the *hand* activates the item as if the command word had been spoken.

The Doomheart: If the *Hand of the Doomheart* is slid downward into the diagonal grooves on the egg, the runes on the *Soul* brighten, showing themselves to be markings of danger, destruction, warning and death. In this form, once a round the wielder may (by force of will) activate the partially built *Doomheart*; the *Doomheart* sends out a horizontal plane of energy to a radius of 500 feet. Everything within that radius (including the wielder) must immediately save vs. spell (disintegration for items) or be *disintegrated*; those that save take 10d10 points of damage (items that suffer great amounts of damage are likely to fall into fragments). Only magic resistance blocks this effect; other protections or defenses do not stop it.

If the *Spear of the Doomheart* is pushed into the hole in the front of the egg, the weapon is complete; some of the runes on the egg dim to less alarming levels. In this form, the *Spear* focuses the energy of the egg to some extent, producing a cone of destruction 500 feet long and 700 feet wide at its end (essentially a 90° span in front of the *Doomheart*). Anything within this cone suffers the same effects as if they were hit by the unfocused beam; everything else within 500 feet of the weapon takes 10d10 points of damage (save for half). This weapon can only be safely used by attaching it to some object and activating it remotely; a great juggernaut was built for this purpose, but the current location of the juggernaut and its fate are unknown.

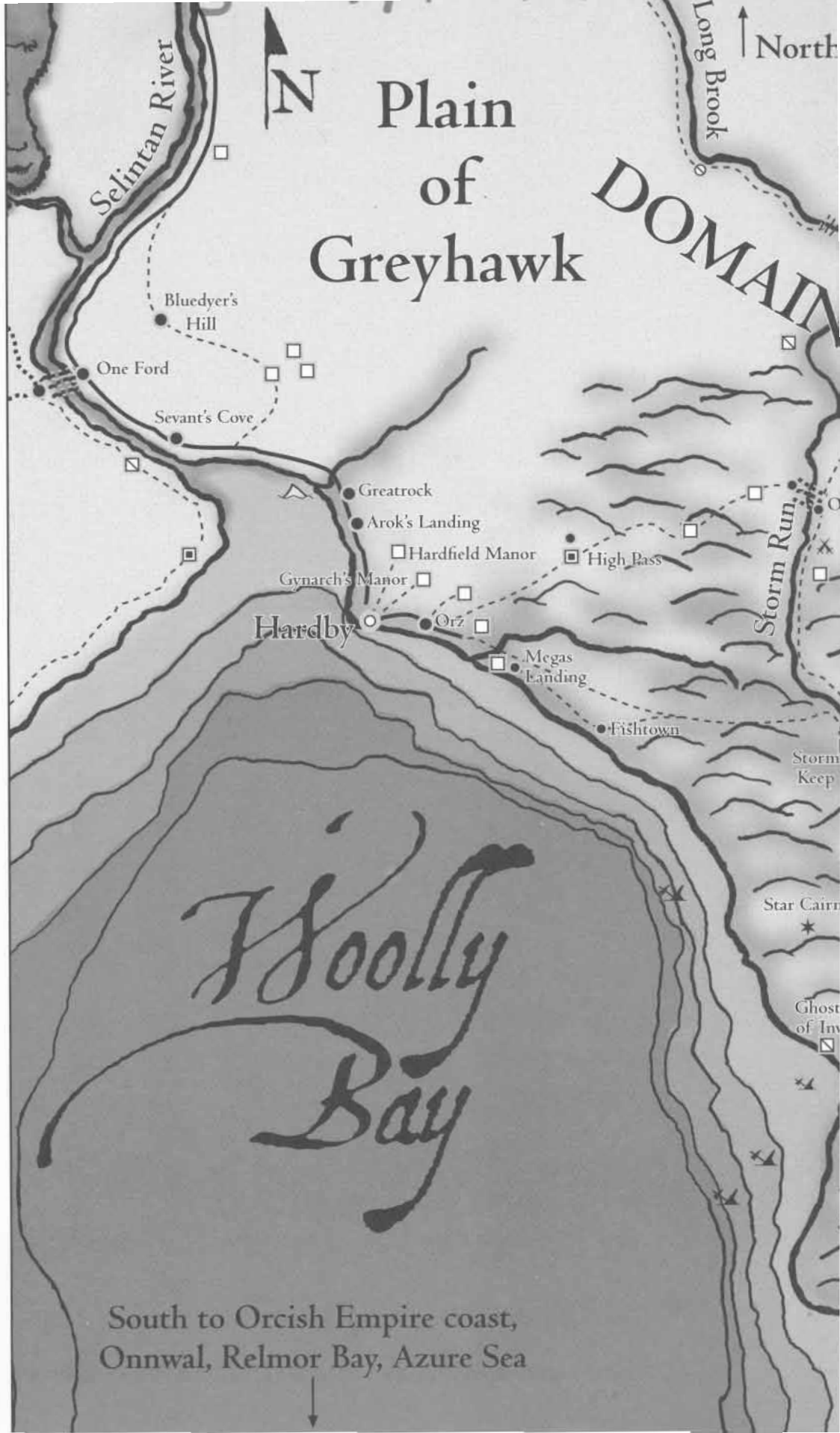
Putting the *Spear* into the *Soul* without the *Hand* has no effect. Any use of the weapon (including the unfocused attack) has a 1% cumulative chance of destroying the weapon due to feedback; the current chance of this occurring is 3% (it has been used twice before in testing). Once two or more pieces of the *Doomheart* are assembled, only a *limited wish* or *wish* can separate them again; assembled pieces lose their individual special abilities.



DOMAINS OF GREYHAWK

Scale: one inch equals 15 miles

	Mountains
	Rough, Broken Terrain
	Hills
	Forest
	Grassland, Farms & Pastures
	Desert
	Oasis
	Bridge
	Ferry
	Ford
	Road
	Trail
	Town or Village
	Underground Community (Dwarf or Gnome)
	Walled Castle
	Manor
	Tribal Camp
	Temporary Tribal Camp
	Ruined/Deserted Settlement
	Ruined/Deserted Castle or Tower
	Noted Shipwreck
	Cavern, Mine, or Dungeon
	Abandoned Cavern, Mine, or Dungeon
	Humanoid Lair
	Cairn
	Old Battlefield



to Cairn Hills, Nyr Dyv and
City of Greyhawk



DUCHY OF URNST

OF GREYHAWK

Abbor-Alz

Bright Desert

Ankheg seen here

Eastvale
Lower Eastvale

remound

ower
ness

Star Cairn G

Ruins of
Zarak

The Coast

Tulwar Oasis

Sembai Oasis

Dagger Rock

Bright
Kingdom
Outpost

Darkbridge
Temple

Pargenter's
Mine

Greysmere

Karakast

Echo Crypt

Maure Castle

Carashast's
Caves of Sleep

Rontyrel

Dumadan

Griffon
Riders'
Outpost

Felnarix

Weretigress Lairs

Copper Mine

Pits of
Azak-Zil

Karistyne

Griffon's
Nest

Nil Keep

Freyl Keep

Star Cairn N

Ogremeet

Mines of
Father Eye

Star Cairn B

UI Bakak

Knife-Edge Pass
(abandoned)

To Seltaren

Rune-Pairs in the Star Cairns

Runes in
Area DI



Runes
in
Area
NI

Runes
in
Area
B7

Runes
in
Area
GI



Runes
in
Area
BI



Runes in
Area NI5



Runes in
Area DI5



Runes in
Area GI7



*Weapon
Research
Cairn
(Bandit Lair)*





GREYHAWK®

ADVENTURE

THE STAR CAIRNS

The Lost Tombs, Volume 1

By Sean Reynolds

Derro swarm in the Abbor-Alz. The Doomgrinder windmill's blades approach their zenith. Strange sightings in Hardby and rumors of a bandit empire in the mountains have commoners and nobles concerned. The Circle of Eight hopes that the key to averting this disaster can be found in the mysteries of a group of five ancient crypts, the Star Cairns. But first someone has to find the fifth cairn. . . .

Five separate adventure sites playable individually or linked together, *The Star Cairns* can provide a diversion for treasure-hungry adventurers—or can be used as the seeds for an extensive campaign. Although the adventures are designed for four to eight characters of levels 5–8, each section can be adjusted for weaker or stronger groups.

The Lost Tombs series continues with *The Crypt of Lyzandred the Mad* (Volume 2) and *The Doomgrinder* (Volume 3).

U.S., CANADA
ASIA, PACIFIC, & LATIN AMERICA
Wizards of the Coast, Inc.
P. O. Box 707
Renton WA 98057-0707
+1-800-324-6496



EUROPEAN HEADQUARTERS
Wizards of the Coast, Belgium
P. B. 34
2300 Turnhout
Belgium
+32-14-44-30-44

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