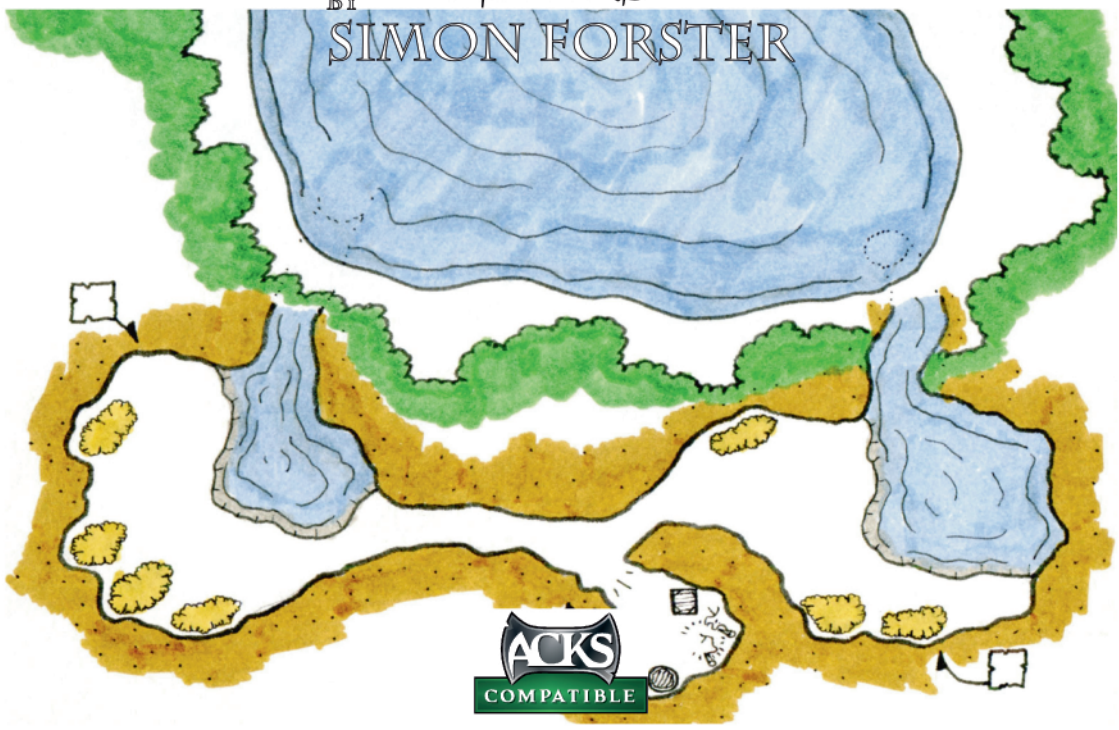


THE
BOOK
OF
LAIRS
BY
SIMON FORSTER





This Book of Lairs is a collection of 26 lairs for fantasy tabletop role-playing games, including maps, lair details, and several new monsters. It is written with the Adventurer, Conqueror, King System (ACKS) in mind, but is easily converted to another gaming system.



THE BOOK OF LAIRS

INTRODUCTION

This **Book of Lairs** is a collection of lairs for fantasy tabletop role-playing games, including maps, lair details, and the odd new monster. It is written with the *Adventurer, Conqueror, King System (ACKS)* in mind, but everything here is easily converted to another gaming system.

This book has been supported by pledges on my Patreon site— (<https://www.patreon.com/theskyfullofdust>) —and wouldn't have been possible without them: the money raised through them has kept me supplied with pen & paper, as well as allowing me to commission the artwork that appears in the book: all illustrations are by the very talented Jim & Josefin Magnusson.

I hope that this Book of Lairs will come in useful for you, as drop-in lairs, maps to use for your own purposes (blank versions can be found at www.theskyfullofdust.co.uk), or just as inspiration.

Thank you, and enjoy.

Simon.

August 2015

Revised Edition June 2016

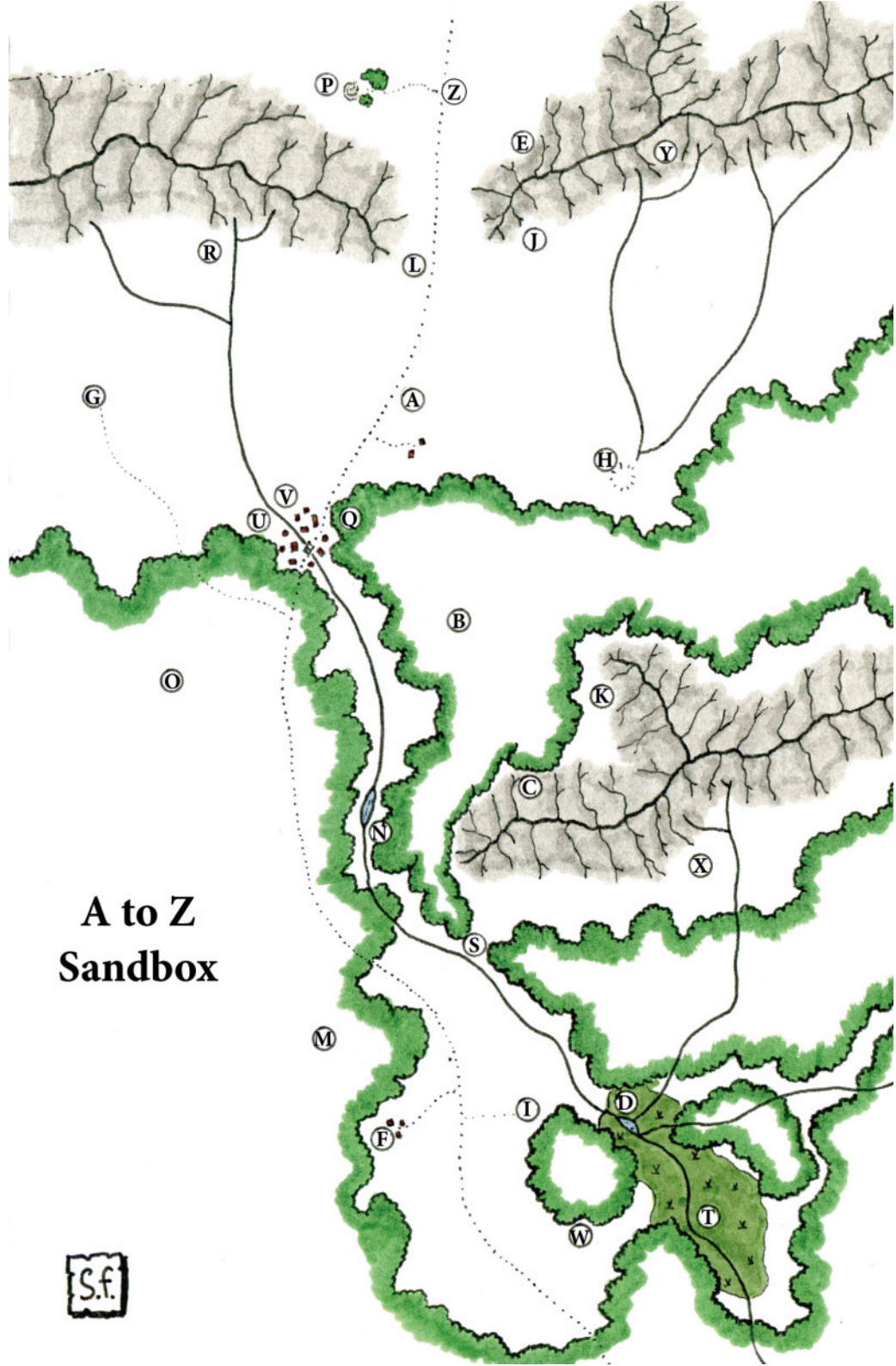
BY
SIMON
FORSTER

ILLUSTRATIONS BY
JIM & JOSEFIN MAGNUSSON

“A dynamic lair is a small dungeon or lair, created in advance like a point of interest, which includes 1-3 encounters.” Adventurer Conqueror King System page 236.

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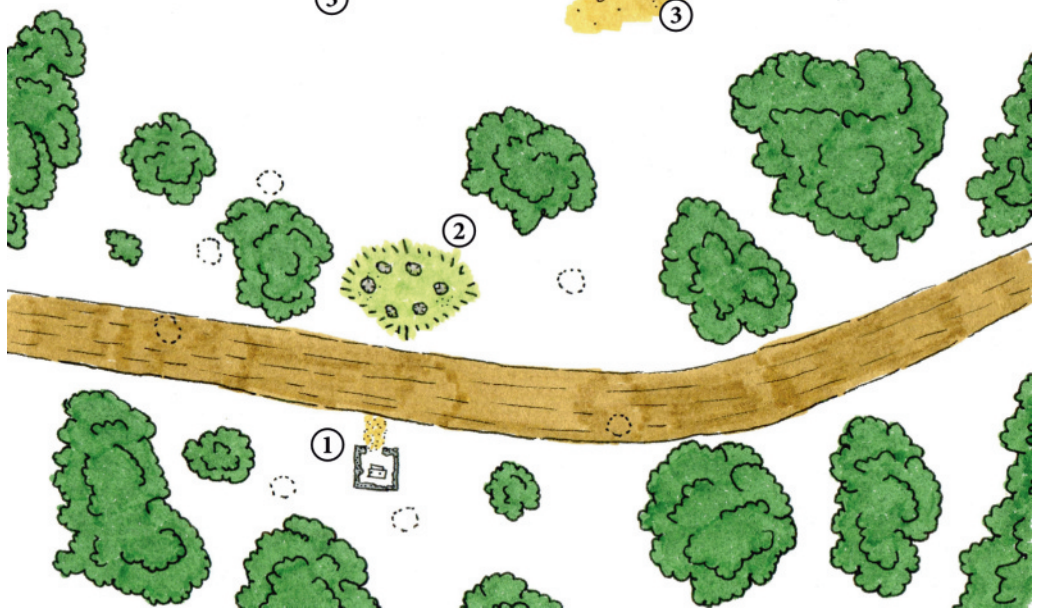
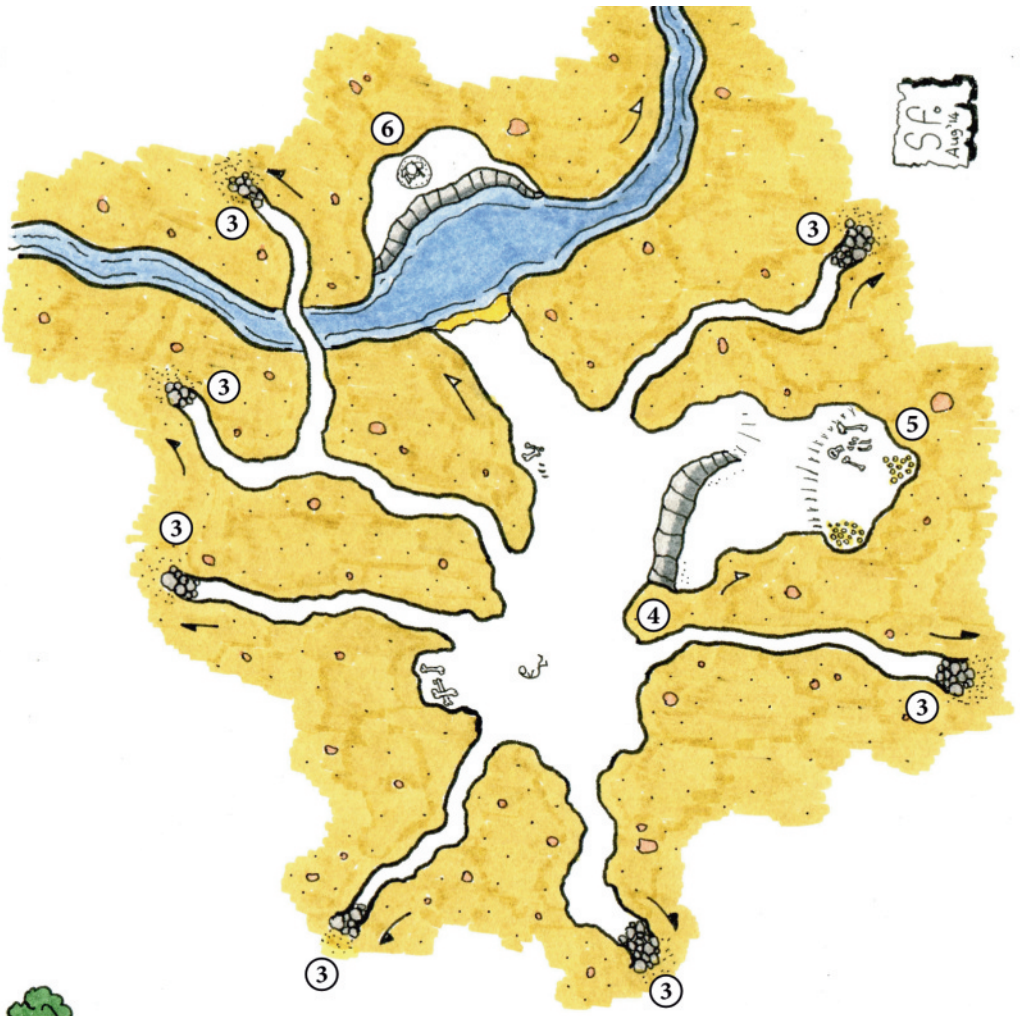
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**A to Z
Sandbox**

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ANKHEG

1. Shrine: A small shrine, little more than a hut built of loose stones. Offerings (food, wine) are often left here to appease the gods of travel.

2. Standing Stones: A ring of stones, weathered and shaped like trees.

3. Tunnels: The seven **ankhegs** (*hps* 19, 20, 23, 18, 15, 9) that lair here take turns waiting to ambush passersby, in their tunnels capped by loose soil and stones (a full round to burrow through). 1d6+1 are in the tunnels, the rest resting in the cavern below.

4. Cavern: A recent captive has been dragged below, an injured

merchant (Beris) who is unconscious (1 hp out of 4, 0-level) and still carrying the three *amethyst cylinders* (with seals depicting religious scenes, each worth 1,200gp) that he was taking to market.

5. Nest: The largest female, **ankheg** (*hps* 28) guards a cluster of eggs with the ferocity of a mother.

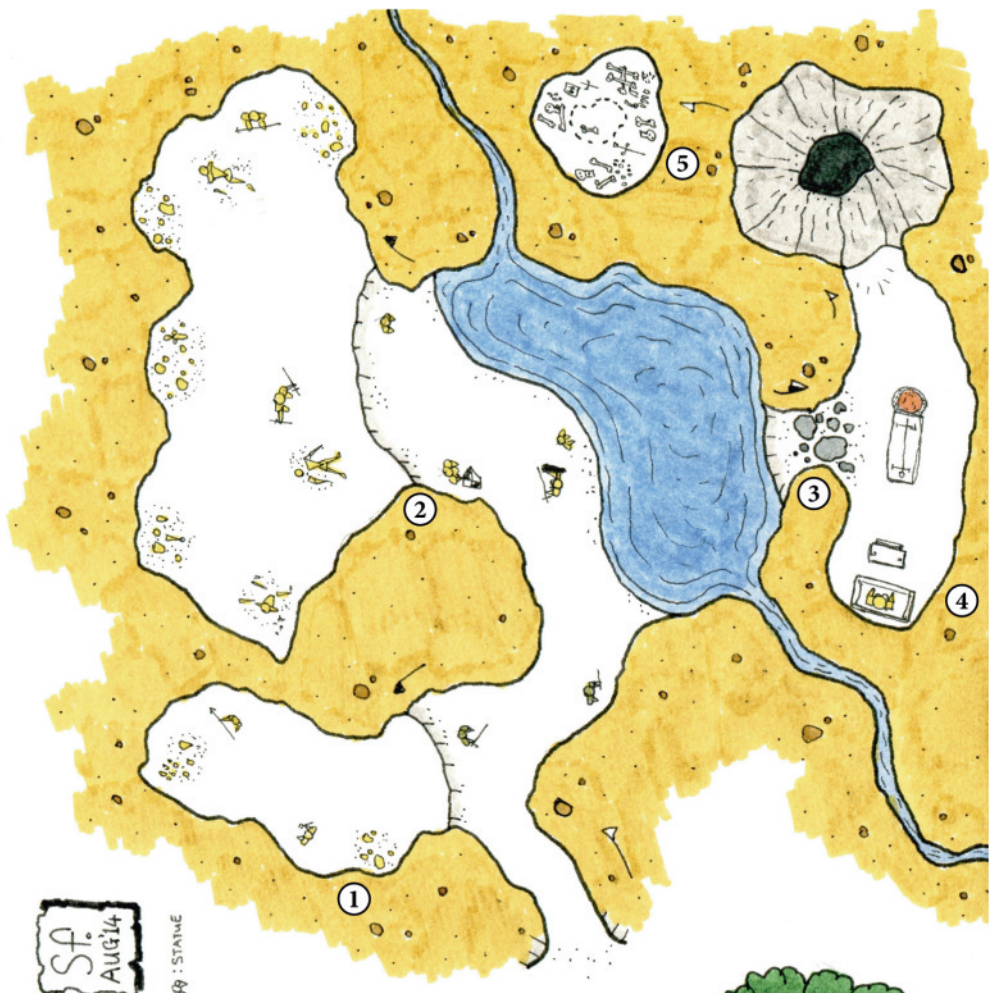
6. Lonely Statue : A gravel beach leads to an underground river, over which is a ledge and the lonely statue of an elderly woman dressed in rags. The stone lady holds a basket in her hands, inside of which are 28 jade carvings of heroes and monsters, each worth 200 gp.

Bone Piles: In the cave are piles of bones, the remains of past meals (gnawed, acid-scorched) that may be searched: 2-in-6 chance of something interesting per pile, roll below.

1d6	Item Found	Value
1	1 rich fur cape (soiled)	1,700 gp
2	2 statuettes	200 gp
3	1 wrought gold bracelet (serpent design)	300 gp
4	1 whorled nephrite jade	1,500 gp
5	1 sunset amethyst	750 gp
6	1 moonstone tiara	4,000 gp

Ankheg (7): AC 8, Mv 90' (30') or burrow 60' (20'), HD 5, #Ats 1 mandible & acid (3d6+1d4), Sv F5, MI -1, AI N, XP 500; on successful hit **grab** opponent (*save vs. paralysis* each round to escape); if cornered, or desperate, spit 30' **line of acid** (4d8, *save vs. blast* for half), 1/6 hours.
ACKS page 153.

Below a dirt road between market towns is a nest of ankhegs. Above ground lies a shrine for travellers' to pay their respect to the gods, and a ring of weathered standing stones where travellers sometimes camp.



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BASILISK

1. Side Cavern: two **basilisks** (*hps* 25, 31) call these cave home. They bed down on the crushed and partly eaten remains of statues. A spear-wielding Norseman and a robed priest statue are to be their next meal.

2. Main Cavern: three **basilisks** (*hps* 32, 27, 27) lair here, on beds of debris. Warrior statues crowd this cave, a couple broken and partially eaten.

3. Blockage: this tunnel is blocked by a cave-in. It will take 24 man-hours to clear it. A narrow gap lies at the top, a few inches high, reaching through to the other side.

4. The Hidden Shrine: a stone sacrificial table, with a bowl to collect blood (stained black) stands before a scarred altar decorated with arcane symbols. Watching over this cave is the bronze statue of a robed figure, a scythe in one hand, a set of scales in the other.

5. The Pit: a 30' deep pit, with bones littering the floor. Amongst the bones are a rusty sword, a steel two-handed sword with an eagle-shaped pommel, and a strongbox that holds 4 *opal cameo portraits and intaglio erotic tableaux* (each worth 800 gp).

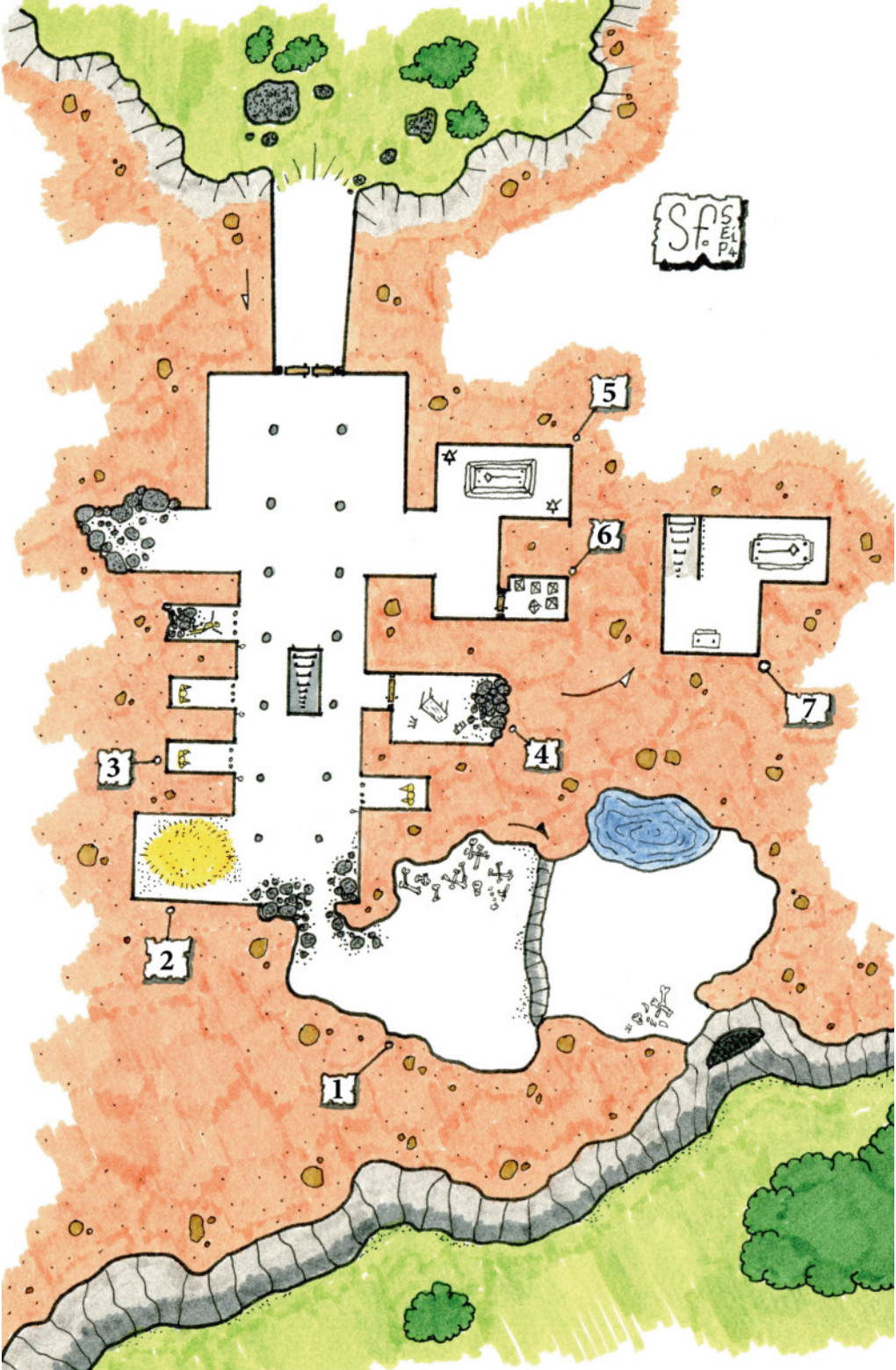
The Statues (*total of 28, inclusive of 4 damaged ones*): each of these statues was once a brave adventurer, turned to stone by the gaze of the monsters. If revived they will be found to carrying basic adventuring gear, as well as valuables from the table below (roll once per statue).

2d6 roll	Valuables Found
2	Bundle of fur pelts (1d6, 15 gp each)
3-4	1d20 cp, 1d12 sp, 1d10 gp
5-6	1d100 cp, 1d20 sp, 1d12 gp
7	2d6 gemstones (agates, turquoise, tiger eye, 25 gp each)
8-9	2d4 gemstones (bloodstones, moonstones, 50 gp each)
10-11	Roll Twice (if this is rolled again, keep rolling)
12	1d4 random potions, plus roll 2d4 on table for more treasure

Basilisk (5): AC 5, Mv 60' (20'), HD 6+1, #Ats 2 bite & gaze (1d10 & petrify), Sv F6, MI +1, AI N, XP 980; anyone meeting the basilisk's gaze is turned to stone (*save vs. petrification* to resist).
ACKS page 154.

In the forest is a hill with a cave; with statues scattered all around, posed in mid-action, swinging swords, hefting spears, many with expressions of fear and terror. Through the cave is the lair of a nest of Basilisks, a hidden shrine, and a pit where the dead are discarded.

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CHIMERA

1. Cavern: this damp cave is littered with bones, serving as a warning to other predators. Fresh water collects here whenever it rains. Any noise here will alert the monsters in the catacombs.

2. Mates: a pair of **chimera** (*hps* 42, 49) bed down here, on a nest of dirt and gravel, bones and coins (345 sp, 457 gp). There is a 75% of both being present, otherwise only the male is here, the female (largest) out hunting and due to return in 2d6 turns.

3. Sarcophagi: these barred alcoves hold the bronze sarcophagi of the builders of this catacomb. Each is a perfect likeness of the entombed, and each holds a desiccated corpse dressed in leather wrappings. Of those remaining, each corpse holds an *amethyst cylinder* with seals depicting their life histories (each worth 1,200gp) in its hands.

4. Ruined Room: once the caretaker's chamber, this partially collapsed room holds fragile remains of furniture and a locked, rusty chest that contains 1,293 ep, 783 gp, and a *baroque pearl* (worth 2,000 gp).

5. Warden's Tomb: a stone sarcophagus engraved with symbols of pride, protection and heroism. Inside is the skeletal remains of a Warden of the Wall, the long-time companion of the knight entombed below.

6. Stores: tools (old, worn, rusty) lie in old wooden boxes, along with four jars of spices (used to freshen the tombs; each worth 800 gp and weighing 3 stone each).

7. Knight's Tomb: across from a simple altar for offering prayers to the gods, the plain stone sarcophagus of the Knight of the Light rests here. Inside is the skeleton of a mail clad man, his skull cracked. In his hands is a sword, the steel as bright and sharp as the day it was forged. The sword looks plain, ordinary, but in the hands of a righteous warrior (Lawful), it acts as a *+1 sword* that sheds light as a torch in darkness and grants *+1 AC versus Chaotic* creatures, including all undead. It is known as *Light-Bringer* and is a holy sword that the knight's temple have been seeking for centuries.

Buried within the hills is an old and forgotten catacomb, now the lair of a mated pair of Chimera, who broke into the tomb from a cavern in the hillside. Local legend tells of an artefact entombed with a knight, a magic sword said to banish away the darkness.

Chimera (2): AC 5, Mv 120' (40') or fly 180' (60'), HD 9, #Ats 5 claw, claw, bite, gore, bite (1d3, 1d3, 2d4, 2d4, 3d4), Sv F9, MI +1, AI C, XP 1,300; dragon head can breath fire instead of biting: 50' line 10' wide, 3d6 damage (*save vs. breath* to resist).
ACKS page 159.



DRAGON

There is a 50% chance that the dragon is in her lair. If present, there is a 60% chance that she is asleep.

1. The Swamp Pool: a swift flowing river feeds this large pool of water, the bottom of which is littered with animal bones: the equivalent of a crate of monster parts, worth 300 gp (5 stone encumbrance).

2. Toads: a trio of fat and giant-sized toads—

(*Giant Toads* (3): **AC** 2, **Mv** 90' (30'), **HD** 2+2, *hps* 9, 12, 11, **#Ats** 1 bite, (1d4+1), **Sv** F1, **MI** -2, **AI** N, **XP** 47; swallow whole; *ACKS* page 198)

—inhabit this pool, and have an uneasy alliance with the dragon. In return for her not eating them, they serve as watch-toads, croaking deeply and loudly if there are intruders.

3. The Deep Pool: a tunnel leads underwater, into the lair of the dragon. An underground passage leads to the dragon's main lair, where she keeps her treasure and where she feels safe. There are more bones littering the bottom of this deep pool of water: including 14 *animal horns* worth 20 gp each (1 stone per 5 horns).

4. Lair: if at home and awake, the **dragon** resides here, plotting her next raid or highway robbery.

5. Safe Room: this underground lair is not only where the dragon stores her treasure, but she also sleeps here and retreats to this safe cavern if threatened.

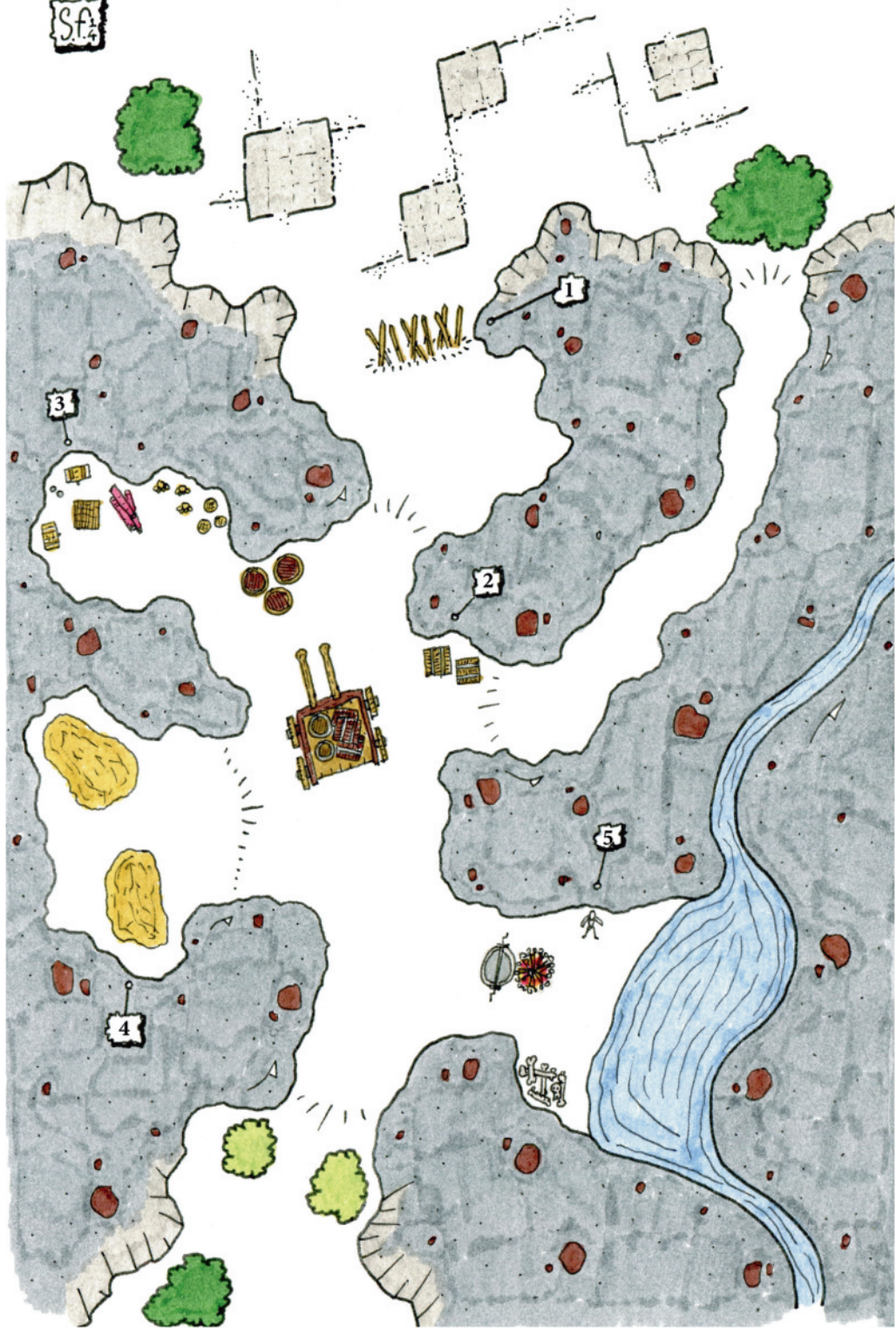
Her treasure consists of:

- 1,237 ep; 1128 gp; 1,056 sp; a *moonstone* gemstone (50 gp), and a *Potion of Polymorph* (stored in a wax-sealed ceramic jar), all in an ornate chest stolen off a tax collector;
- 2 bundles of *rare fur pelts* (ermine, mink), worth 500 gp each (5 stone per bundle);
- 3 crates of *fine porcelain*, worth 500 gp apiece (2 stone each);
- 3 crates of *terra-cotta pottery*, worth 100 gp per crate (5 stone each);
- 3 vials of *rare perfume*, each worth 125 gp;
- 4 crates of *glassware*, worth 200 gp each (5 stone for each crate);
- 10 rolls of garishly *dyed cloth*, worth 10 gp each (4 stone per roll);
- 10 sticks of *rare incense*, each worth 22 gp;
- 19 bottles of *fine wine*, worth 5 gp each (1 stone per 5 bottles);
- 32 pieces of *ivory* (1 stone per 100 gp value), each worth 92gp.

A young dragon, evicted by her parents, has settled into her own lair in a swamp. Lazy but cunning, she preys on the local wildlife rather than hunt and fight for more intelligent and resourceful prey, and the dragon has played at banditry to gather gold and jewels from travellers.

Dragon, young (1): **AC** 5, **Mv** 90' (30') or fly 240' (80'), **HD** 6, *hps* 25, **#Ats** 3 claw, claw, bite, (1d4, 1d4, 2d6), **Sv** F6, **MI** 0, **AI** C, **XP** 820; dragon breath 3/day, acid: 100' line 5' wide, 6d6 damage (*save vs. breath* for half damage); speech, spells: 1st (2), 2nd (1). *ACKS* page 163-65.

S.A.



ETTIN

1. Main Entrance: a bunch of sharpened logs have been hammered into the ground, partially blocking the large entrance to the cave. They provide partial cover (+2 AC).

2. Stolen Wagon: in the middle of the tunnel is one of the stolen wagons, laden with goods, plus a couple of crates and a few barrels. The ettin have used the other wagons as firewood. The barrels all hold *fine spirits* (200 gp, 16 stone each), while the crates all hold various pieces of *glassware* (200 gp, 5 stone each).

3. Stolen Goods: The rest of the merchants goods are kept in this cave:

- 3 rolls of *silk* (400 gp and 4 stone each);
- 2 glass perfume bottles full of a flowery *rare perfume* (150 gp each);
- 3 ceramic jars of *rare spices* (800 gp and 1 stone each);
- 3 *statuettes* of dwarf warriors, garishly painted (200 gp and 1 stone each);
- 24 sticks of *rare incense* (20 gp each), a sack with 3 sets of *engraved teeth* (50 gp each), and a *dream-catcher made of bones and feathers* (32 gp) in a locked chest;
- a crate stuffed with a collection of 500 *harpy feathers* (60 gp each), and 8 *bone fetishes* (25 gp each); the crate has 20 stone in encumbrance in total;
- a locked chest that holds 1,000 gp and

1,000 gp, a leather pouch of gemstones: a *hematite* (10 gp), a *tourmaline* (100 gp), and a *star sapphire* (750 gp).

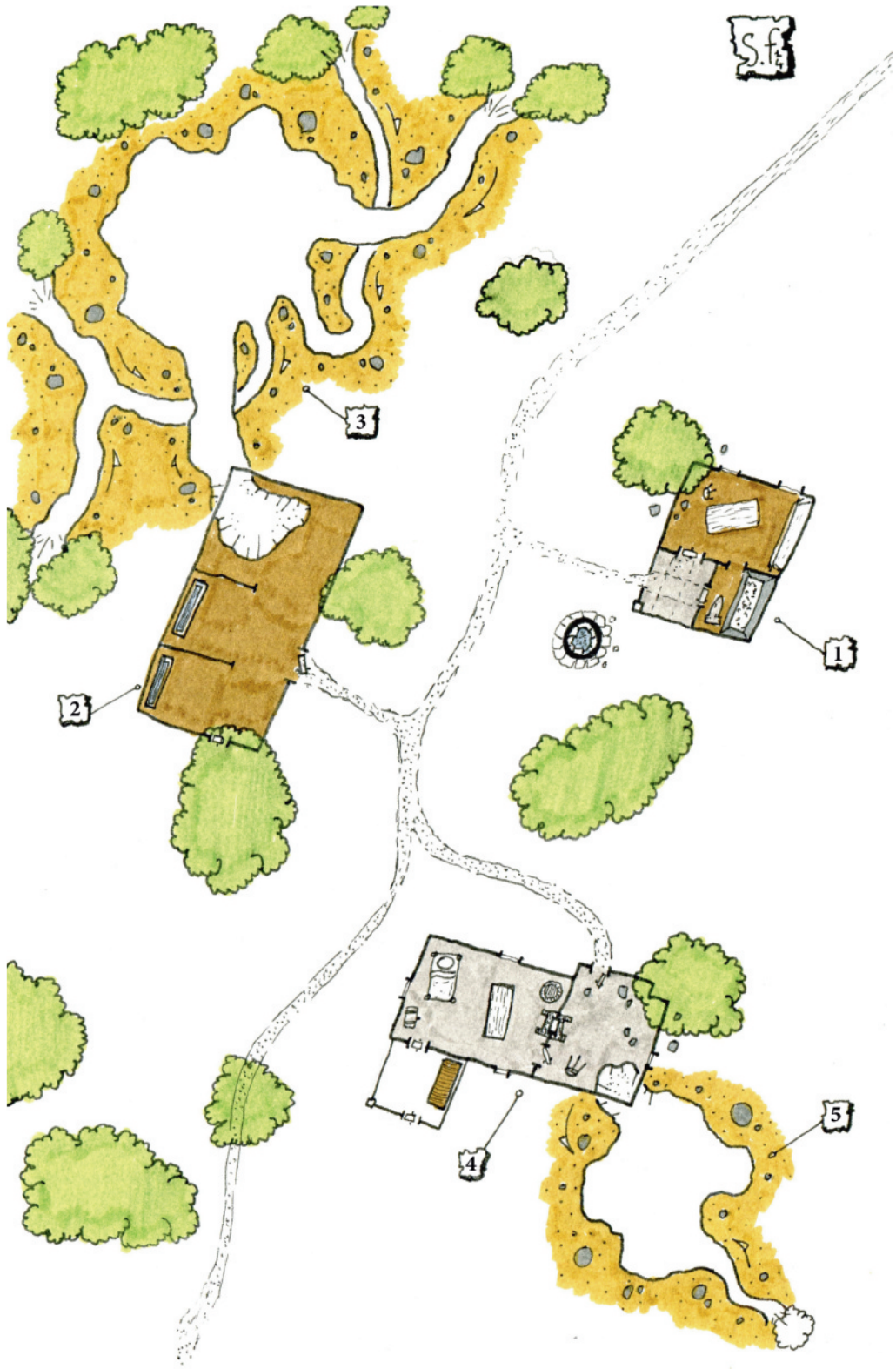
4. Bed Chamber: The mated pair of ettin bed down here, sleeping at night, 65% of being out robbing merchants during the day. The female ettin wears an *elegant fur coat* as a shawl (6,000 gp value), and a deep black *fur cape* (1,000 gp) as a hat. On her wrist dangles a piece of *turquoise-studded silver jewellery*, and she wears a *platinum bracelet* (1,000 gp) as a ring. The male wears a matching *bracelet*, albeit in gold (800 gp) as a ring, a *silver tiara* as a bracelet (400 gp), and both carry a pair of spiked clubs fashioned out of wood and nails from wagons.

5. Cooking Chamber: This side cave serves as the ettin's kitchen: a fire pit and a large iron cauldron, fresh water from an underground stream. Bones litter the corner, and the corpse of a recent kill (a merchant) lies waiting to be cooked. On the body, as yet untouched, is a pouch that holds two glass bottles containing a *Potion of Water Breathing* and a *Potion of Heroism*, and folded pieces of parchment that are actually scrolls: a *Ward Against Undead*, and 5 arcane spells (*Knock*, *Detect Evil*, *Polymorph Self*, *Remove Curse*, & *Charm Monster*).

Merchants are being attacked on the road between market towns, and a pair of two-headed giants have been seen carrying off the loaded wagons. A bounty for their deaths has been posted, with a bonus if any of the stolen goods are returned. Footprints and ruts made by wagons lead to a cave by the ruins of an old outpost.

Ettin (2): AC 6, Mv 120' (40'), HD 10, *hps* 56, 37, #Ats 2 club, club, (2d8, 3d6), Sv F10, MI +1, AI C, XP 850; +1 surprise.
ACKS page 168.

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FLY, GIANT CARNIVOROUS

An abandoned farm has become the lair of a nest of carnivorous giant flies that are preying on the cattle—and any unfortunate travellers—of the nearest settlement.

1. Blacksmith: an old forge with rusted implements inside, discarded nails and ironwork, an anvil and empty shelves. A set of tools is on the shelf.

2. Stables: inside this dilapidated stables is the opening of a tunnel, which leads down to the main nest of the giant flies. The drop is about fifteen feet, the sides made of enough loose soil to make climbing difficult.

3. Nest: the main nest of the **giant flies**, littered with bones and detritus. A search amongst

the debris is rewarded by the finding of a *brass ear trumpet engraved with seahorses* (60 gp).

4. Farmhouse: this stone house has seen better days, and has another tunnel leading to a smaller cave.

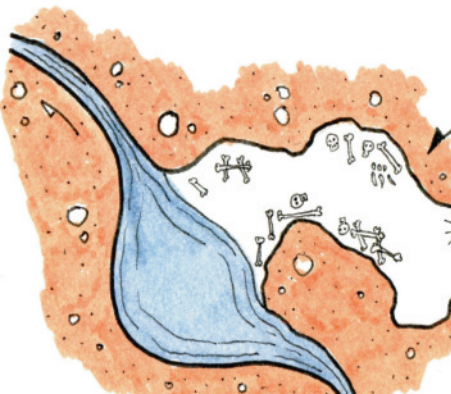
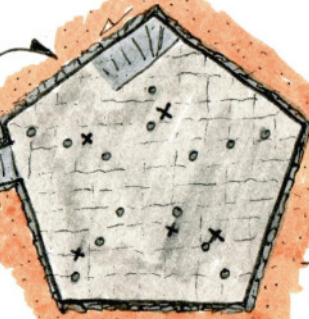
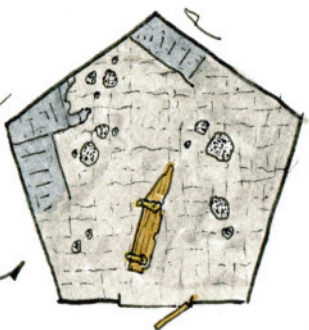
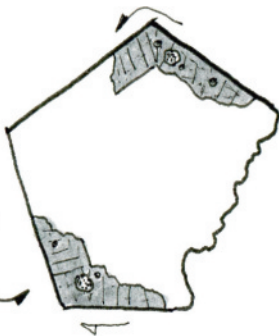
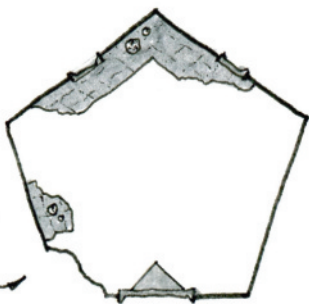
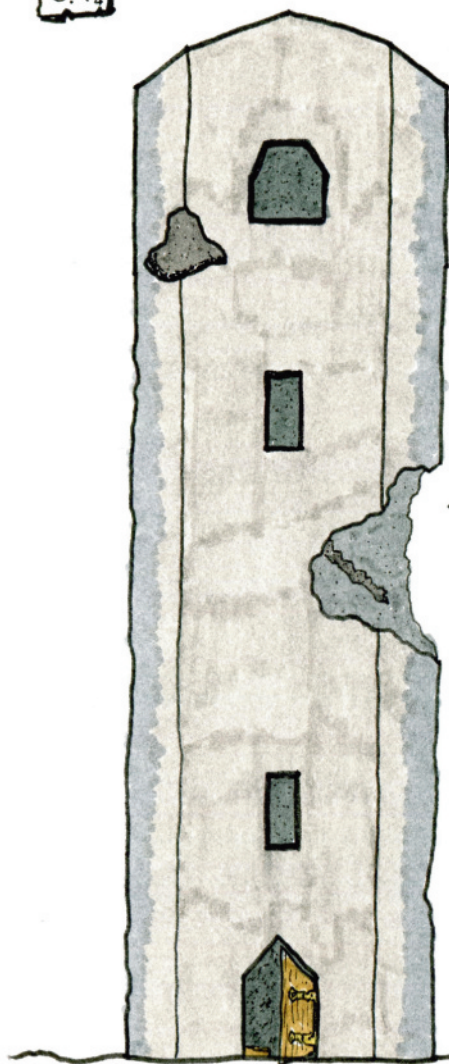
5. Cave: this is where the runt of the **giant flies** has made its own lair (*hps* 5). It has dragged the remains of a cow with it, and has a trinket that is took from a recent kill: an *ivory flute*, beautifully carved to resemble a serpent (400 gp value).



The **giant carnivorous flies** can be found in the nest or buildings, while the runt is in its own cave (5). The others are scattered amongst the other areas: for each, roll 1d4 to determine its location.

Fly, giant carnivorous (6): AC 3, Mv 90' (30') or fly 180' (60'), HD 2, hps 12, 11, 9, 12, 14, 5, #Ats 1 bite, (1d8), Sv F1, MI 0, AI N, XP 20; -2 to opponents surprise rolls; leap 30' to attack.
ACKS page 169.

Sf. 2
14



GARGOYLE

This tower of stone is weathered and falling apart. Inside the tower is hollow, the stairs and floors crumbled and rotted away. Holes and gaping windows look out over the wilderness, where **gargoyles** keep watch. These creatures look like stone cherubs, with bows and a single poisoned arrow each. They can remain perfectly still and appear as statues. The gargoyles lure their victims

inside by placing treasure on the floor, then shoot their arrows at anyone below, before swooping down to attack. Although they do not need to eat their victims, they do delight in torturing them, often dragging them to the cellar and hanging them from hooks; they then slowly carve away the flesh, pull out the bones, and try to keep them alive and awake for as long as possible.

1. Ground Floor: amidst the debris is the treasure piled at the tip of the fallen door. Stairs lead down to the cellar, and a partially intact staircase leads about 15' up the wall.

The pile of treasure consists of:

- piles of *electrum* pieces (978 in all);
- gemstones: *alexandrite* (500 gp), *jade* (100 gp), and a *lapis lazuli* (25 gp);
- three glass vials: potions of *Animal Control*, *Diminuation*, & *Invulnerability*;
- 2 sticks of *rare incense* (13 gp each).

2. Middle Floor: on the remains of the stairs that once ascended the tower, one of the **gargoyles** (*hps* 17) lurks behind fallen stones.

3. Top Floor: on crumbling ledges looking out of the tower through gaping windows,

the other three **gargoyles** (*hps* 23, 20, 20) stand as still as statues, watching for victims to enter their tower.

4. Cellar: pillars carved with crude pictures of torture. Between them, hanging from rusting meat hooks fastened to the arched ceiling, several corpses hang. Each is slowly rotting and have been tortured.

5. Cave: by an underground stream are piles of bones, carefully placed, their marrow sucked out and the bone carved with symbols of death, rebirth, and eternal life.

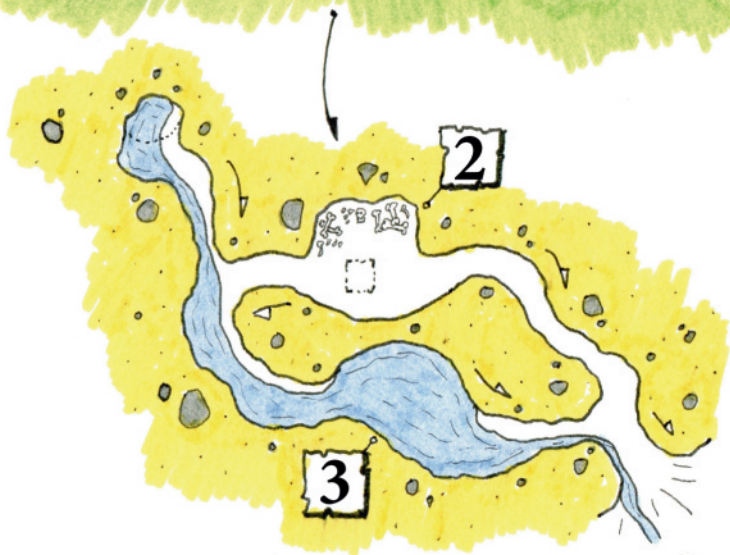
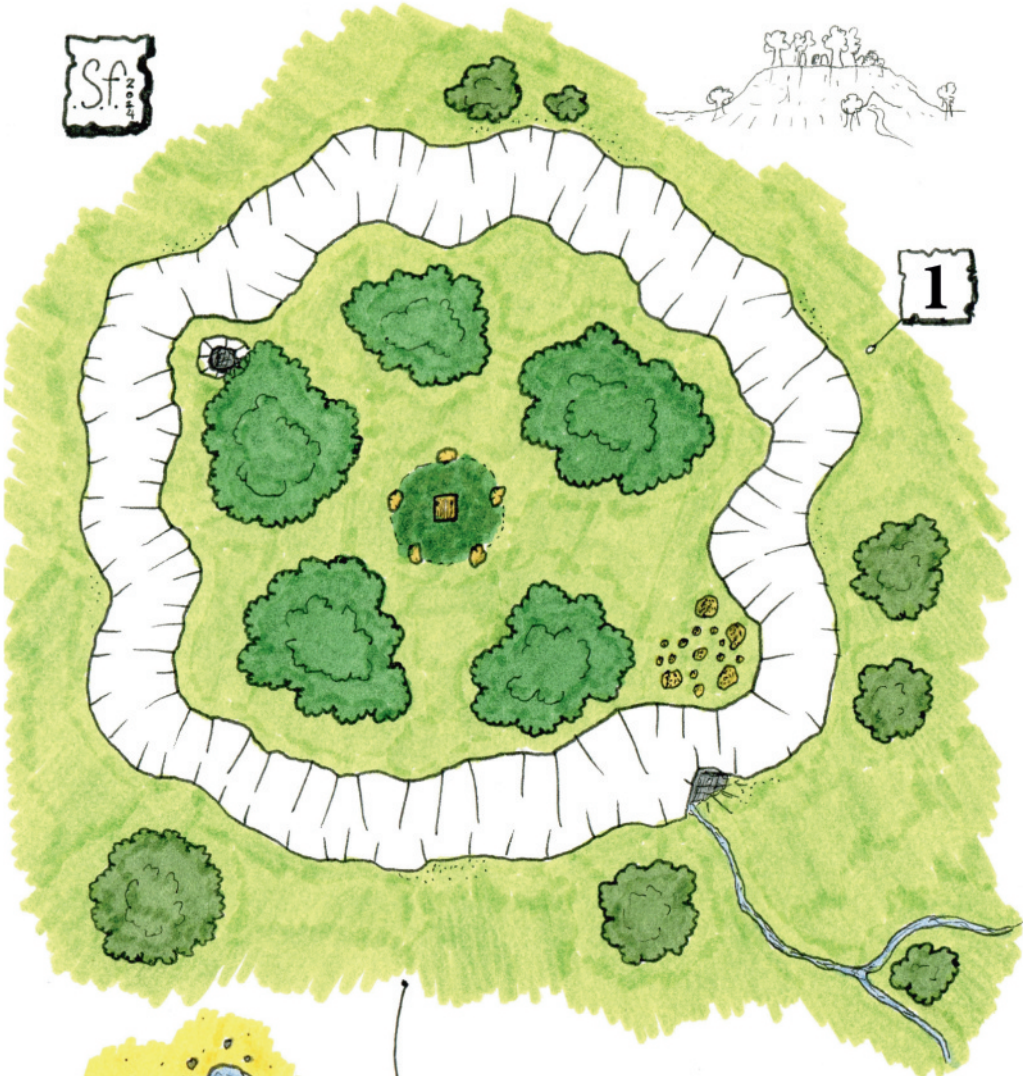
Amongst the bones are:

- set of *engraved teeth* (70 gp)
- stick of *rare incense* (19 gp)
- a pair of *Boots of Travelling & Springing* (ACKS page 219).

A crumbling tower of rendered stone sits alone in the wilderness. Inside, stone cherubs sit on ledges looking down upon a pile of treasure left behind by past adventurers.

Gargoyle (4): AC 4, **Mv** 90' (30') or fly 150' (50'), **HD** 4, *hps* 23, 20, 20, 17, **#Ats** 2 claws, 1 bite, 1 bow & arrow (1d3/1d3, 1d6, 1d4), **Sv** F8, **MI** +3, **AI** C, **XP** 135; immune to poison, sleep, charm & hold spells, harmed only by enchanted weapons or magic. Arrow (1) is tipped with *paralysis* poison, *save vs poison* at +2 or be paralysed for 2d4 turns; onset 1 turn. *ACKS page 169.*

Sf. 2014



HARPY

A nest of **harpies** occupies this tree-topped hill, singing at dawn and dusk to lure wayward travellers to their doom.

1. Hill & Stones: atop the steeply sloping hill are five large oak trees, with nests for each of the **harpies**, 1d4 of which are present at any time. Each nest has added decoration of gemstones weaved into the twigs, leaves and bones; combined there are 10 gemstones: 1 *Agate* (25 gp), 1 *citrine* (50 gp), 1 *crystal* (50 gp), 1 *lapis lazuli* (25 gp), 1 *onyx* (50 gp), 2 *tiger eyes* (25 gp each) and 3 *turquoise* stones (25 gp each).

The ring of stones are splattered with blood and holds rusty chains where the harpies secure their victims for torture before killing them, eating them, and throwing their bones into the cave

below. A sinkhole and a cave mouth also lead into the caves below. There is a 25% chance that a victim is already here, chained and barely conscious (see below).

2. Cave of Bones: the bones of past victims are thrown here, and one of the **harpies** (*hps* 13) can be found below, gnawing at the bones. She finds humans and elves deeply fascinating, but despises dwarfs. Amongst the bones are discarded swords, daggers, backpacks, a coil of rope and a bow with a broken string.

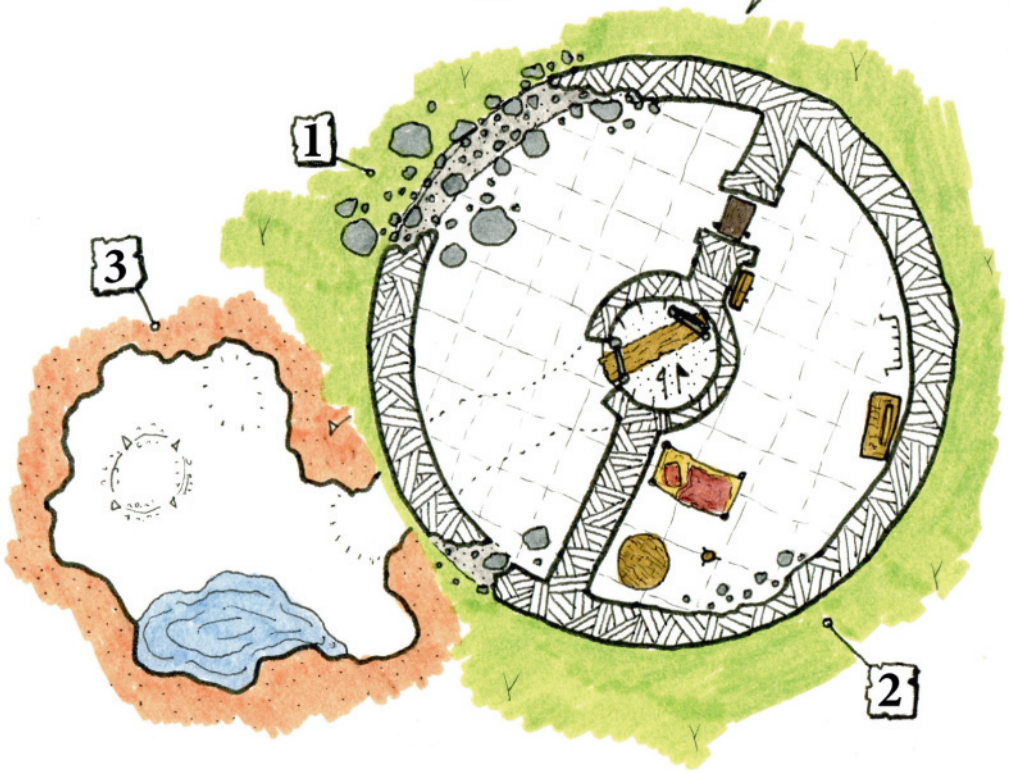
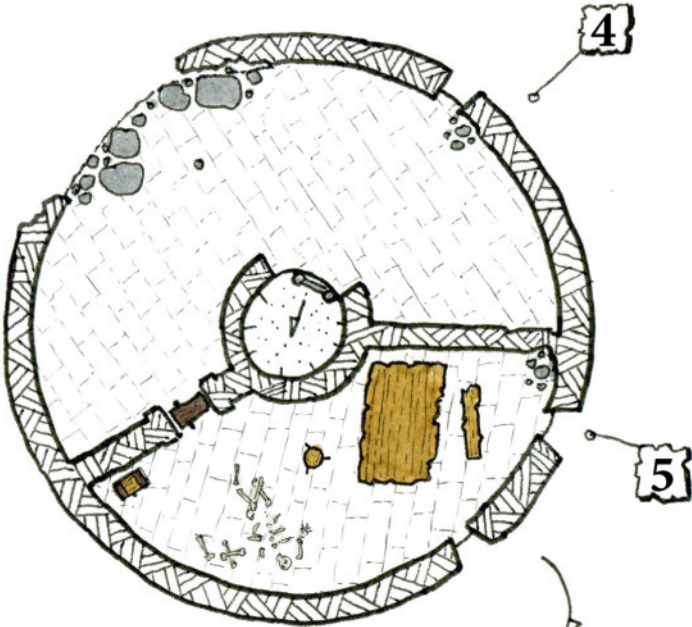
3. Pool of Cleansing: this pool of fresh water has unusual properties that the harpies exploit. Anyone bathing in the water for a turn is healed 1d6 *hps*; a creature can only bathe in the pool once per day.

The Harpies Victims: if there is a victim chained to the stones, roll 1d6 to determine who it is:

1d6	Victim	Class/Level	hps (current)	Notes*
1	Garik	Fighter/1	7 (1)	Mercenary
2	Deny	Cleric/2	6 (2)	Hermit
3	Vert	Thief/1	4 (1)	Necromancer
4	Polly	Mage/2	2 (0)	Lockbreaker
5	Freedra	Fighter/2	12 (2)	Thug
6	Sly	Explorer/1	3 (1)	Scout

* These are *templates* if you have the *ACKS Players' Companion*.

Harpies (5): **AC** 2, **Mv** 60' (20') or fly 150' (50'), **HD** 3, *hps* 15, 12, 13, 12, 15, **#Ats** 2 claws, 1 sword or axe (1d4/1d4, 1d6), **Sv** F6, **MI** -1, **AI** C, **XP** 65; **charming song:** anyone who hears it must *save vs spells* or be *charmed* and move closer to the harpy, unable to make any attacks. *ACKS page 174.*



IMP

This old tower stands in an isolated spot in the woods. A two-level tower, the walls crumbling, the doors stiff and hard to budge. The **imp** is always at home: roll **1d4** to determine its location.

1. Hall: the wall has crumbled here, destroying the original entrance. In the centre is a shaft, where ladders lead up and down, with a plank of wood between them. There is a 1-in-6 chance that the plank will collapse if stood upon (fall 20', 2d6 damage).

2. Bedroom: this musty room holds a bed, cupboard of old clothes, a dressing table with a mirror and *ivory hairbrush* (25 gp), and a bed that is stained with old blood. Under the rotten straw mattress is the wizard's spell book (spells as **imp**, plus a extra random spell of each level). On the rack against the wall sits a magic spear:

- **Spear of the Martyr:** inflicts wounds that can only be healed by magic; spoils water if the tip is immersed; turns sand

to mud in a 10' radius is the shaft is buried a couple of inches deep.

3. Imp's Lair: this damp cave is where the **imp** meditates. It sleeps in the middle of the summoning circle that was used to bring it into the world. The circle is inlaid with *silver* (dig it up, 3 turns, 75 gp value).

4. Upper Hall: this now empty hall is littered with bird droppings and bird bones. The **imp** will use this space as a battlefield if a fight is likely.

5. Laboratory: behind this *Wizard Locked* door (11th level) lies the remains of the dead wizard and his *laboratory* (worth 9,000 gp). A locked chest holds the following items:

- *Potion of Clairaudience*;
- 1,348 *silver* coins;
- Seven vials of *Kraken Ink* (50 gp each);
- Scroll of 2d4 random spells (arcane, 1d6 levels).

Imp (1): AC 2, Mv 60' (20'), HD 4, hps 14, #Acs 2 claws, 1 bite (1d2/1d2, 1d4), Sv M8, MI 0, AI C, XP 245; immune to sleep, charm, hold; **spells:** has the following spells memorised (each can be used once only): (1st) *Charm Person, Detect Magic, Sleep*; (2nd) *ESP, Invisibility, Phantasmal Force*; (3rd) *Dispel Magic, Hold Person, Lightning Bolt*, (4th) *Confusion, Dimension Door*; (5th) *Conjure Elemental*;
Proficiencies: *Alchemy, Knowledge (Arcane), Mimicry, Battle Magic, and Sensing Power.*
New Monster.

A dilapidated tower that was once home to a modest wizard who made a mistake and summoned an imp for a familiar. The imp engineered the wizard's death and has now taken the tower as its lair; it waits for a new wizard to adopt it.



IMP

NEW MONSTER

Summoned Creature

% in Lair:	20%
Dungeon Enc:	Solitary (1)
Wilderness Enc:	Solitary (1)
Alignment:	Chaotic
Movement:	60' (20')
Armour Class:	2
Hit Dice:	4**
Attacks:	2 claws, 1 bite
Damage:	1d2/1d2/1d4
Save:	M4 or as wizard
Morale:	0
Treasure Type:	as wizard master
XP:	245

Imps are small demons that are often found in the company of wizards or powerful demons. They are frequently summoned to serve as familiars, and offer wizards more power than your typical familiar.

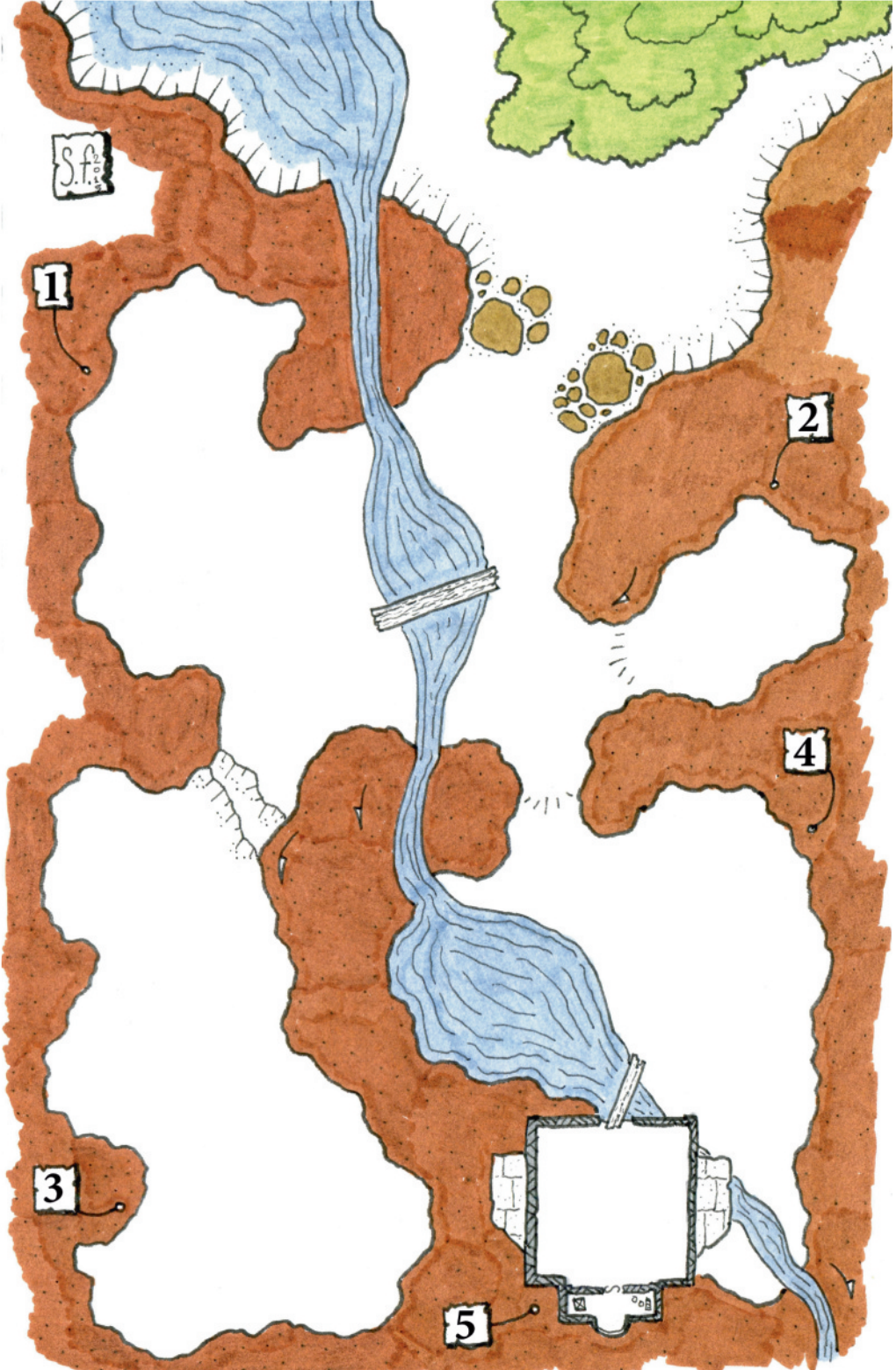
Imps are immune to **sleep**, **charm** and **hold** magic, and may have **proficiencies** as a familiar (see *ACKS page 60*).

As a familiar, imps bond with their master, granting the normal benefits of a familiar, but also enhancing the wizard's power by allowing them to memorise an additional spell of each level. The imp can act as a conduit for the wizard's spells, either by touch or

as if a projection of the wizard, up to a range of 30'. If the imp dies, treat as if a normal familiar has died; however, if the wizard dies, then the imp gains a portion of the wizard's power: they gain temporary **hit points** equal to the wizard's level, and gain the spells that the late wizard had memorised before his or her demise: these spells can be used only once, and then are lost.

Due to the power they can gain (the temporary hit points and spells stack and last until used up) these imps seek out wizards to bond with, and then engineer their master's demise. The imp cannot directly harm or kill the wizard, but they can make plans that put the wizard in danger. They often entice adventurers to slay the wizard, offering knowledge and the wizard's treasure as a reward.

Imps as Familiars: to obtain an imp as a familiar, the wizard must have both the Black Lore and Familiar proficiencies.



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JABBERLING

The cave mouth is partially hidden by boulders and overlooked by trees. A pair of **Jabberlings** (*hps* 8, 9) are always stationed here, on watch.

1. Hall of Gathering:

This cave is where the **Jabberlings** prepare and cook their meals, nurse their young and practice with their spears. Five males and six females (*hps* 7, 11, 8, 12, 4, 8, 2, 13, 11, 16, 12) tend to a dozen young during the day; at night, four guards stand watch.

2. Hall of the Protectors:

The Elder's four **Protectors** call this home: two (*hps* 16, 16) are always asleep here, the others guarding the Elder. Amongst the simple bedding are four *tiger eye* gemstones (25 gp each).

3. Hall of the Family:

The majority of the family sleeps in this cave, which is strewn with animals skins and furs.

4. Hall of the Elder:

This cavern is where the **Elder** (*hps* 22) sleeps and attends to her family.

She is always guarded by a pair of **Protectors** (*hps* 16, 16) armed with spears. The Elder is troubled by recent raids by orcs and is looking for allies to fight with. She has these spells memorised: (1st) *Shield, Sleep*; (2nd) *ESP*; and fights with a razor-thin sword: *magic*, +1 to hit/damage, ignores armour less than plate.

5. Sanctum of Healing:

This heirloom promotes healing to anyone resting inside. It is always guarded by two **Jabberlings** (*hps* 8, 3). Behind a secret compartment of this metal structure embedded in the stone, are the treasures of the family: a steel box with a pair of *agate* gems (25 gp each), three *lapis lazuli* (25 gp apiece), an *obsidian* egg (10 gp), and a *turquoise* gem (25 gp); a *moonstone* cube (worth 50 gp); a *crystal* cube (worth 50 gp); and a metallic bone-like cylinder with a *scroll of Dimension Door* (4th-level arcane spell, written in Jabberling).

A concealed cave with a stream running through it. A gathering of aliens guards the heirloom of their ancestors.

Jabberlings (15): AC 4, Mv 90' (30'), HD 2, #Ats 2 claws, or by spear (1d4/1d4, or 1d6), Sv F2, MI +1, Al N, XP 29; instead of attacking can **jabber**: *save vs spells* or anyone in 30' is affected by a *Confusion* spell (ACKS page 73).
New Monster.



JABBERLING, NEW MONSTER

Humanoid

% in Lair:	30%
Dungeoneer Enc:	Gibbering (2d4)/ Gathering (3d6)
Wilderness Enc:	Gibbering (2d4)/ Gathering (3d6)
Alignment:	Neutral
Movement:	90' (30')
Armour Class:	4
Hit Dice:	2*
Attacks:	2 claws, or 1 weapon
Damage:	1d4/1d4, or by weapon
Save:	F2
Morale:	+1
Treasure Type:	B plus heirloom
XP:	29

Jabberlings are intelligent creatures from another world, refugees that fled from an ancient war. They have lived here for centuries, cherishing heirlooms that are actually parts of the vessels that arrived in, and are highly territorial and protective of their kin. They speak their own language and often the tongue of one or two nearby races that they interact with: either by trade or in war.

Jabberlings have the ability to **jabber** madly— instead of attacking— a defence that can drive those that hear it insane, albeit temporarily. Anyone within 30' of a jabbering Jabberling must *save versus spells* of be affected as

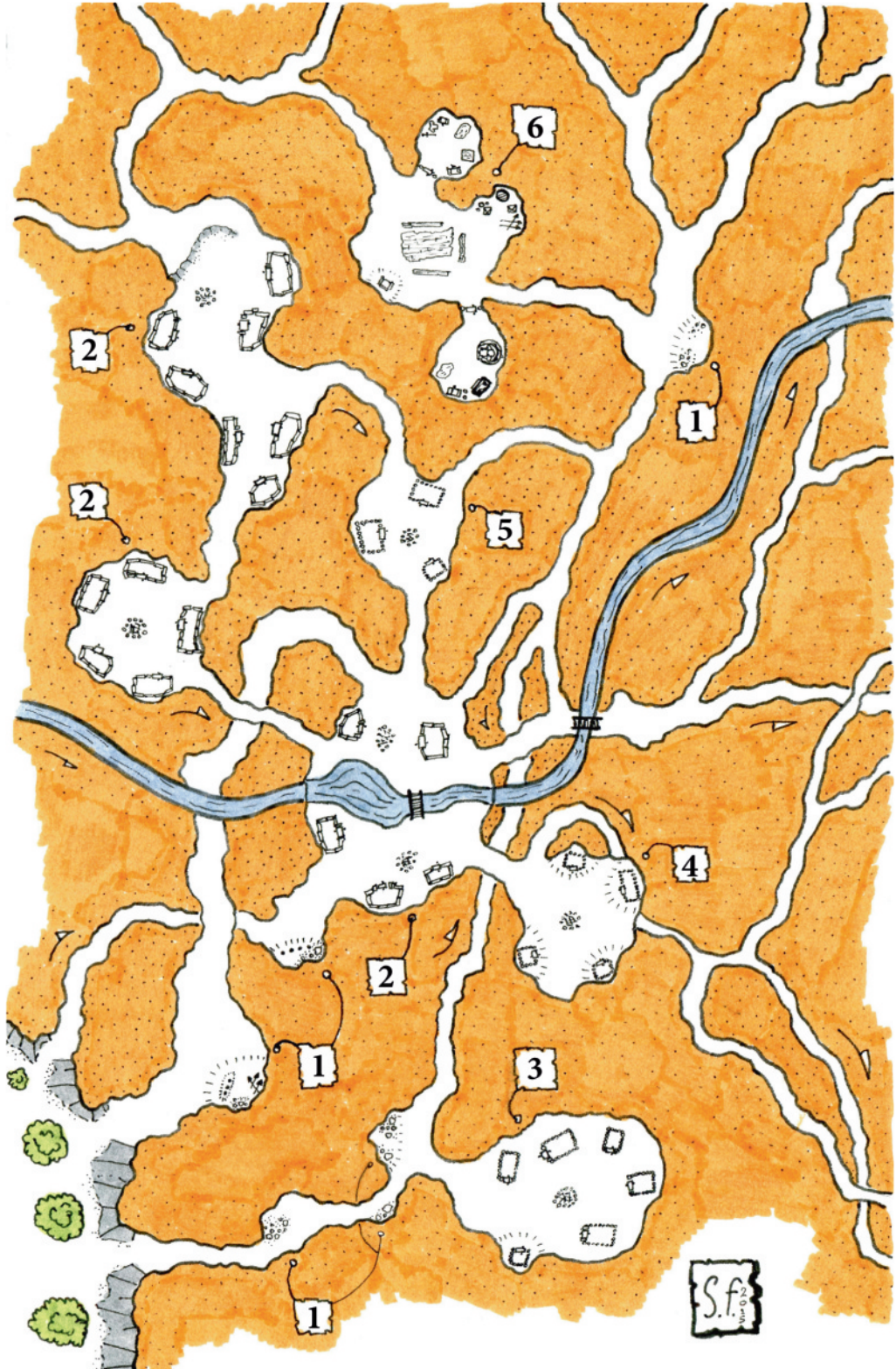
per a *confusion* spell (ACKS page 73).

In their lairs, often caves or ruins, an extended family of Jabberlings gathers around the heirloom or artefact of their ancestors. They are led by an *Elder* (HD 3, spells as a 3rd-level mage, but with no spell book needed), who is accompanied by the largest of its kin (1d4 *protectors*, AC 5, hps 16 each, +1 to hit and damage). These families are spilt evenly between the sexes, who are on equal terms, and have 2d6 younglings that are non-combatants.

Heirlooms

Each gathering has an heirloom that the family looks after; roll 2d6 below:

2d6	Heirloom
2	Rod of Lightning (death ray): 2d10 charges; fires a bolt of lightning 60', as spell.
3-5	Amulet of Protection (personal forcefield): when worn grants +1 AC.
6-8	Harness of Flight (anti-grav belt): 3/day user can fly as spell.
9-11	Orb of Seeing (video-phone): allows communication with another Orb, regardless of distance.
12	Sanctum of Healing (escape pod): a shelter of metal; anyone resting inside finds themselves healed to full after 8 hours; functions once per day.



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KOBOLD

1. Guard Posts

Situated at key points are piles of boulders and ridges, from where kobold sentries lurk, keeping watch (2d6 **kobolds**, with a 2-in-6 chance of being accompanied by a champion).

2. Homes

These caverns have simple stone houses close to fire pits and several exits. Each house is home to 5 to 20 kobold warriors, along with an equal number of mates and thrice that number of pups. A patrol of 3d6 **kobolds** keep watch, with 1d6 **champions** and a **sub-chief** amongst them, as well as a **giant weasel** on a chain—

AC 2, Mv 50', HD 4+4, #Ats 1 bite (2d4), Sv F3, MI 0, AI N, XP 215; *cling & suck blood, ACKS page 201*).

3. Barracks

This cavern holds the stone barracks of the kobold **champions** (1d6 present), their mates and their young. In the small hut on a low ridge the kobold **shaman** lives, acting as a wise elder and healer to its kin.

4. Elders

In these stone huts live the kobold **sub-chiefs** (1d4 present), who are old and wizened kobolds that have grown

strong and tough from simply surviving. There is a 2-in-6 chance that the chief or witch-doctor are present.

5. Bodyguards

In these stone huts the chief's numerous **bodyguards** dwell, half here, half protecting their chief.

6. Chief's Lair

A simple stone chair serves as the throne of the **chief**, who is often here and attended by his **witch-doctor**. Half of the kobold bodyguards will be here, sat at the table eating and drinking. Two doors lead to the chambers of the witch-doctor and the chief, while in an alcove of the cavern are supplies that the kobolds have stolen.

Treasure in Lair

1,000 Copper pieces;
1,000 Electrum pieces;
1 rug, worth 5 gp each (5 stone);
1 vials of rare perfume, worth 125 gp;
1 Alabaster jewellery (700 gp);
1 Amber jewellery (3,000 gp);
1 Carnelian (75 gp);
1 Obsidian (10 gp);
1 Pearl (250 gp);
1 wrought silver jewellery (400 gp);
Potion of Oil of Slipperiness.

This warren is a fiercely protected village of several hundred warriors, their mates and young pups. They are lead by a tough, cunning kobold who is a veteran of many battles. The tunnels have low-ceilings, uneven floors, and the kobolds use the twisting tunnels to their advantage should anyone attack them in their home.

Kobolds (176): AC 2, Mv 60' (20'), HD 1d4, #Ats 1 spear (1d4), Sv F0, MI -2, AI C, XP 5.

Plus 88 non-combatant mates & 264 young pups.

Champions (17) AC 3, HD 1-1, hps 4, 1d6 damage;

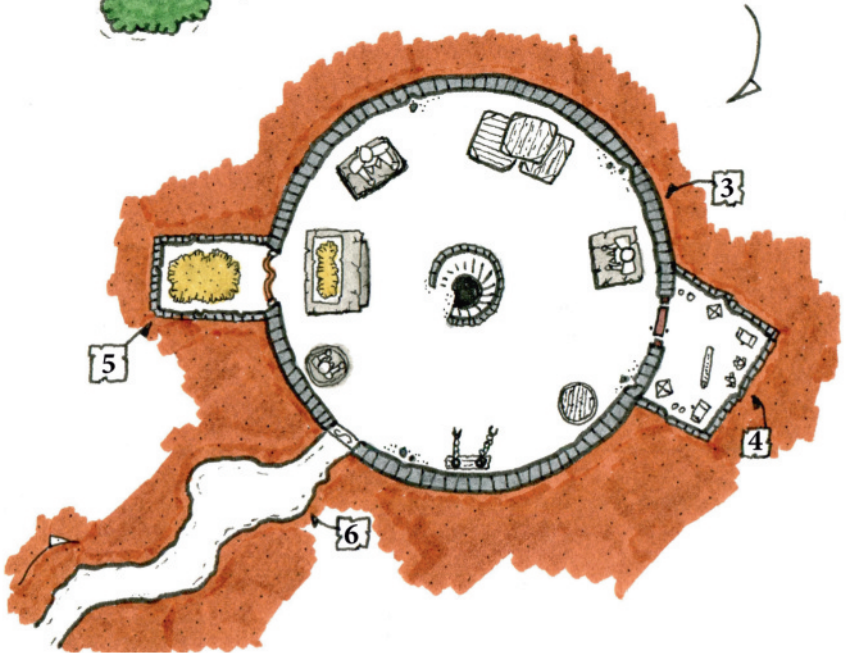
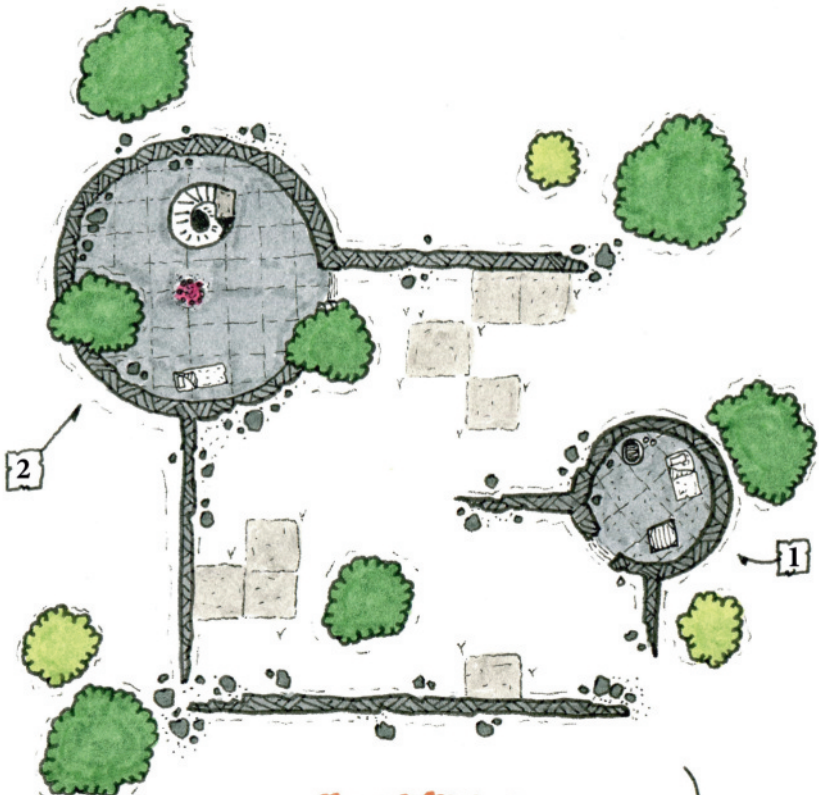
Sub-Chiefs (5) & Bodyguards (14) AC 3, HD 1, hps 8, 1d6 damage;

Chief (1) AC 5, HD 2, hps 12, 1d8+1 damage; *Witch-Doctor (1)* as champion with spells as 4th-level mage;

Shaman (1) as sub-chief, with spells as 6th-level cleric.

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LAMIA

1. Ruined Tower

Within the remains of this tower is one of the lamia's loyal & enslaved servants, a young warrior who looks after the servants' rations (a crate of dried meats, vegetables, and a barrel of ale):

Felix (F3, AC 3, Mv 40', HD 3, hps 19, #Ats 1 weapon (1d6+1 or 1d4+1), Sv F3, MI +4, AI N, XP 50; leather, shield, axe, dagger).

2. Ruined Tower

This ruin is guarded by the lamia's oldest servant, an old warrior who stands watch by the stairs to her lair. He wears a suit of worn *Leather Armour +1*:

Hector (F5, AC 3, Mv 40', HD 5, hps 18, #Ats 1 weapon (1d8+2), Sv F5, MI +4, AI N, XP 350; sword, spear).

3. Grand Hall

In this room are statues, manacles attached to the wall, and a throne for the lamia, strewn with petals and herbs. The **lamia** can be found here half of the time, using her *illusions* to appear as an old hag, beautiful princess or hardened warlord, depending on her needs.

Around the room are several items of value:

- 2 crates of *fine porcelain*, worth 500 gp each (2 stone each);
- 1 crates of *terra-cotta pottery*, worth 100 gp (5 stone);
- 1 barrel of *fine spirits*, worth 150 gp (16 stone).

4. Treasury

This locked room holds the wealth that the lamia has collected. Inside are:

- 1 roll of *yellow silk*, worth 400 gp each (4 stone);
- 2 boxes of *loose tea*, worth 75 gp each (5 stone each);
- 4 jars of *dyes and pigments*, worth 50 gp each (5 stone each);
- 2 *statuettes of panthers* (1 stone each), each worth 110 gp;

A locked chest with:

- 1,000 Electrum;
- 1,000 Gold;
- 1,000 Silver;

A second locked chest with:

- 1 *Alabaster* jewellery (1,000 gp);
- 1 *brass* jewellery (100 gp);
- 2 *Carnelian* gemstones (75 gp);
- 1 *Carved jade* jewellery (1,000 gp);
- 1 *chalcedony* (75 gp);
- 1 *malachite* (10 gp);
- 1 *quartz* (10 gp);
- 2 pieces of *wrought orichalcum* jewellery (1,000 gp);
- a *Potion of Heroism*;
- a pair of old *Treasure Maps*;
- and a *Crystal Ball with Clairaudience*.

5. Lamia's Bedchamber

A soft bed of feathers, flowers and herbal bundles serves as the bed of the **lamia**. She is here half the time, with a 2-in-6 chance of being asleep. The keys to the treasury and the chests are hidden amongst the bedding. She wields a magic sword:

- **Magebane** (*sword +1, +2 vs spell-casters*: on a natural 20 drains highest level spell from memory).

6. Escape Tunnel

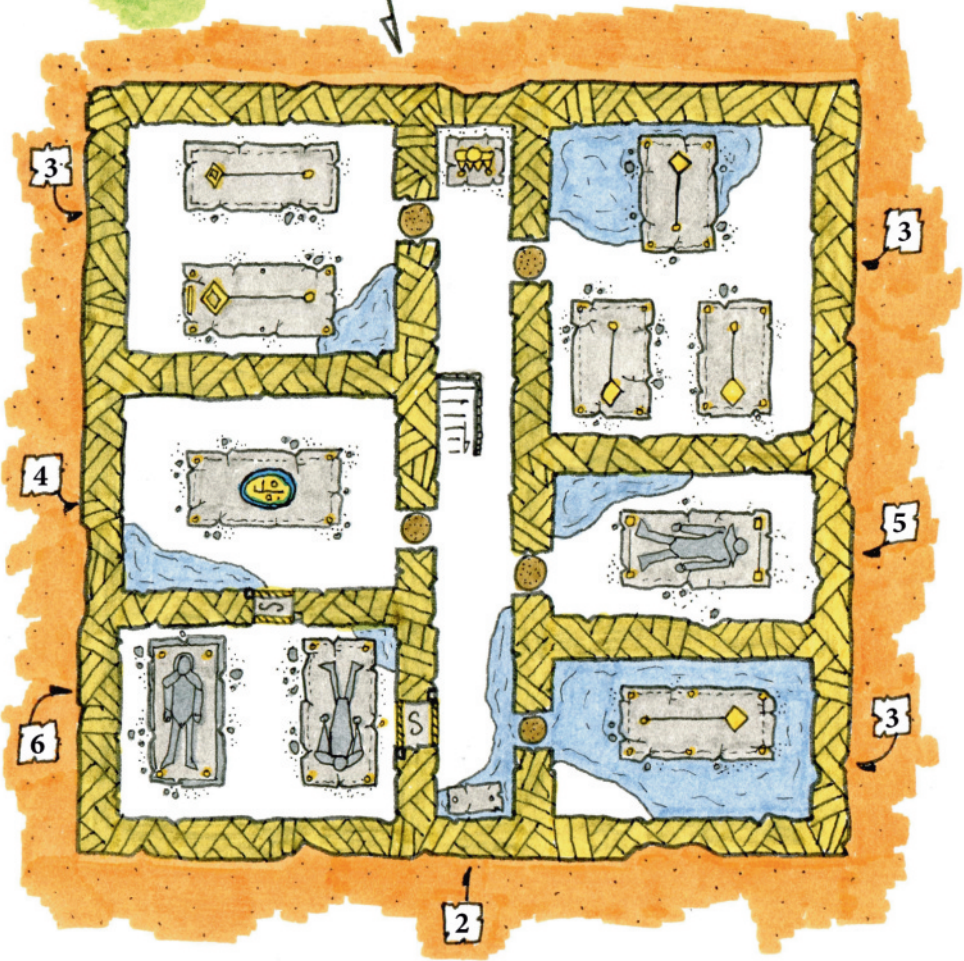
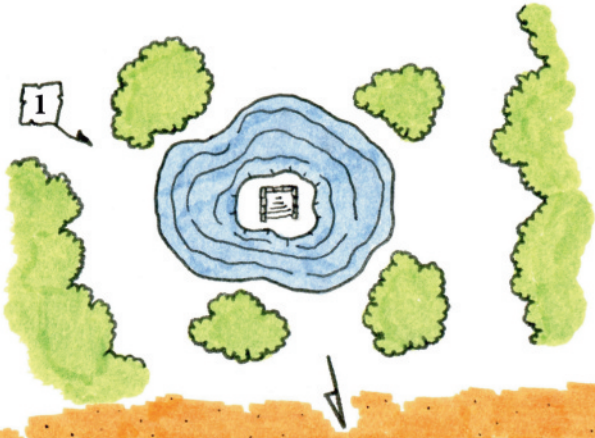
A portion of the wall lifts away to reveal a tunnel that winds its way half-a-mile to a wooded glade, the exit covered by a bed of flowers. The lamia will use this to escape.

Below a ruined fort lies the opulent lair of a panther-bodied lamia, whose loyal servants and bodyguards keep her safe from their camp above.

Lamia (1): AC 7, Mv 240' (80'), HD 9, hps 45, #Ats 1 touch or sword (1d6 or 1d6+1/+2), Sv F9, MI +1, AI C, XP 2,500; cast *Command Word* and create *illusions* (as *Phantasmal Force*) at-will, cast *Charm Person* and *Mirror Image* 1/day each; touch drains WIS, when WIS = 3, victim becomes enslaved.

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MUMMY

1. Entry

A small shrine conceals stairs leading below. Offerings have been laid here: an *alexandrite* gem (500 gp), and a bundle of *fox pelts* (15 gp).

2. Hall of Worship

A damp corridor, round stones blocking each tomb (*Open Doors* to roll free), with a life-sized soapstone statue of a warrior at one end, and an altar at the other. A secret panel at the base of the altar holds a *treasure map* (to 5d6 gems, 2 magic items), and a lever that opens the adjacent secret door.

3. Common Tombs

In these damp tombs are sarcophagi engraved with the ancient symbol for death and rebirth. Inside each are the remains of the lowest holy warriors, blunt but well-crafted swords clasped in their hands, gold pieces in each eye socket, and a silver piece in their mouths. Disturbing the remains has a 2-in-6 chance of awakening the *mummies* in rooms 4-6.

4. Warrior-Priest's Tomb

Inside this chamber is an ornate sarcophagus bearing arcane symbols of life, death, and the passing of time. Inside is the mummified remains of a holy warrior-priest, clutching a warhammer in its hand, with a shield across its chest: a *War Hammer +1* and a *Shield +1*.

If disturbed, even by simply removing the lid, the **mummy** (*hps 22*) awakes.

5. Champion's Tomb

The sarcophagus inside this tomb bears the likeness of a stern-looking woman, dressed in nothing but a loin cloth. Inside lies a **mummy** (*hps 21*) with hollowed out insides: this has been filled with a total of 975 sp and 997 ep. A false bottom hides three delicate glass potion bottles: *Potions of Animal Control, Flying, and Delusion*; and a lever that opens the secret door in room 4.

The creature awakens if disturbed, and there is a 2-in-6 chance that she awakes if the others in rooms 4 or 6 are awoken.

6. Masters' Tomb

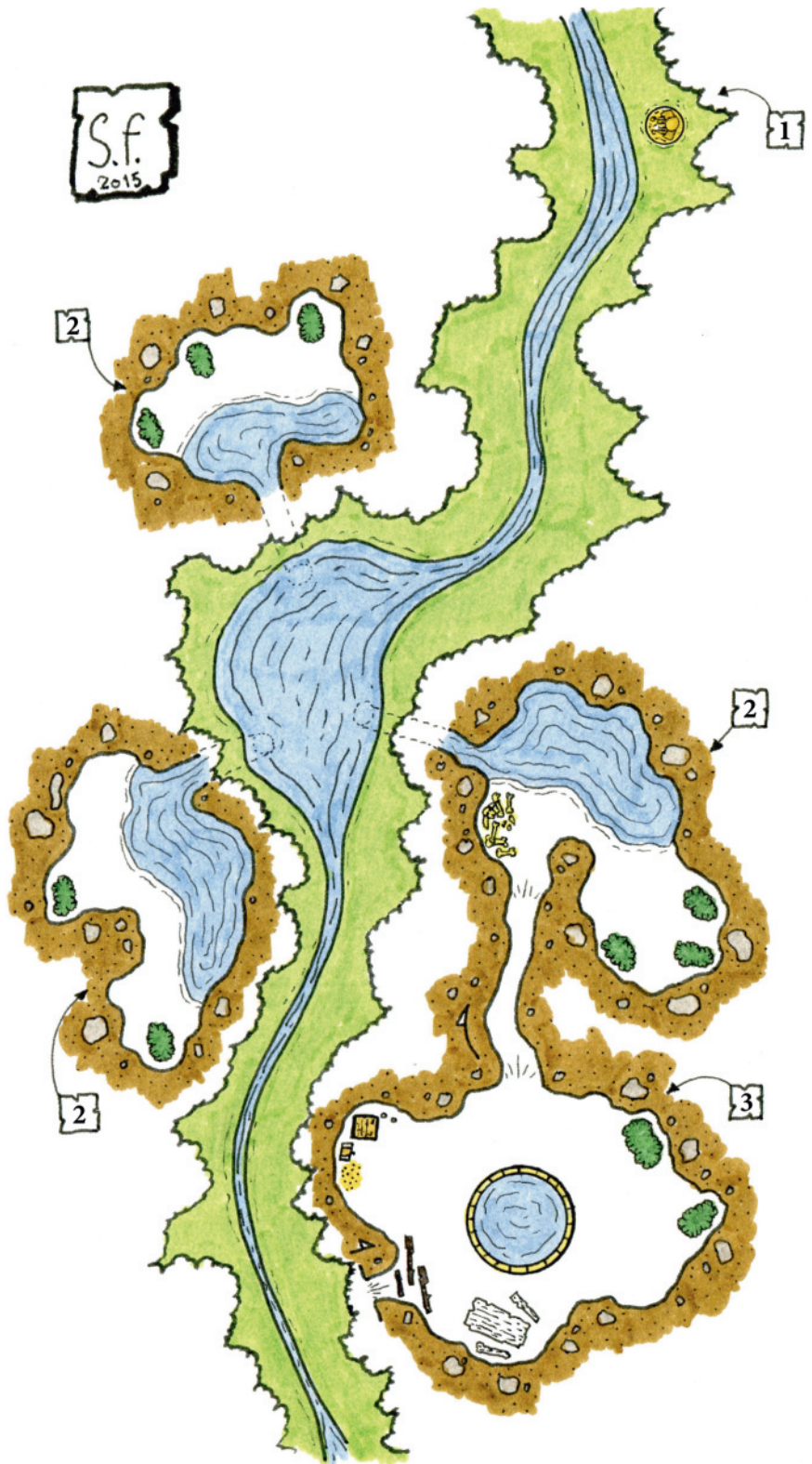
This secret tomb holds two sarcophagi, bearing the likeness of a beautiful man and woman, both dressed in leather tunics and skirts. Inside each is a **mummy** (*hps 22, 17*), that awaken as soon as a secret door opens or they are otherwise disturbed.

The man's coffin has a false bottom that contains a brightly coloured *Flying Carpet*, 1,000 Electrum and 1,000 Gold pieces; while the woman's coffin has a concealed compartment that holds a bone scrollcase with a *Scroll of Arcane Spells: Lightning Bolt* (3rd), *Transmute Rock to Mud* (5th), a faded and an ancient *Treasure Map* (to 2 magic items). The male mummy wears a gold and silver headband that is a *Helm of Teleportation*, and his hands clasp a *Sword +1, Flame Tongue*; and the female one wears a *Ring of Invisibility* (jade band edged with gold) that she can use.

Mummy (4): AC 6, Mv 60' (20'), HD 5+1, #Ats 1 pummel (1d12), Sv F5, MI +4, AI C, XP 460; immune to poison, charm sleep or hold magic; sight causes terror & paralysis if a save fails; touch causes *mummy rot*; cannot be magically healed and natural healing takes ten times as long; *Remove Curse* to cure; only harmed by magic or fire, which do half-damage.

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NAIAD

1. Statue

A weathered bronze statue stands here, moss and weeds covering it. The statue is of a young woman disrobing as if she is about to paddle in the river flowing by.

2. Underground Lairs

These three underground caves are where the **naiad** (*bps* 3, 1, 2; 4, 1; 1, 2, 4) sleep and rest after a day spent frolicking in the small lake that is their home. Eight lair here, and there is a 2-in-6 chance that they have the company of a young man or woman they have charmed.

3. Pool of Belonging

The eldest and ruling **naiads** sleep here (*bps* 8, 5), and have built a simple but effective barricade across the entry to the forest outside.

In the centre of the cave is a pool ringed with bronze bricks engraved with scenes of love-making. The water is pure, warm, and anyone bathing in it feels calm, at-ease, their wounds stop hurting and weariness fades: it heals 2d6 hit points but anyone other than a naiad who bathes here must make a *save vs spells* or be *charmed*, as if by the two elders. Anyone so charmed feels like they belong here and never want to leave.

In an alcove of the cave are valuables taken from captives (playmates) of the naiads:

- a pile of loose coins: 1,174 ep;
- a chest holding: a necklace of *carved knuckle bones* (worth 18 gp), a *flute* made from an ogre's tusks (worth 30 gp), a *bronze ear trumpet* shaped like an elephant's trunk (170 gp), and a *silver goblet* engraved with scenes of erotic love making (500 gp);
- 2 jars of *dyes and pigments*, worth 50gp each (5 stone each);
- a crate of *glassware*, worth 200gp (5 stone).

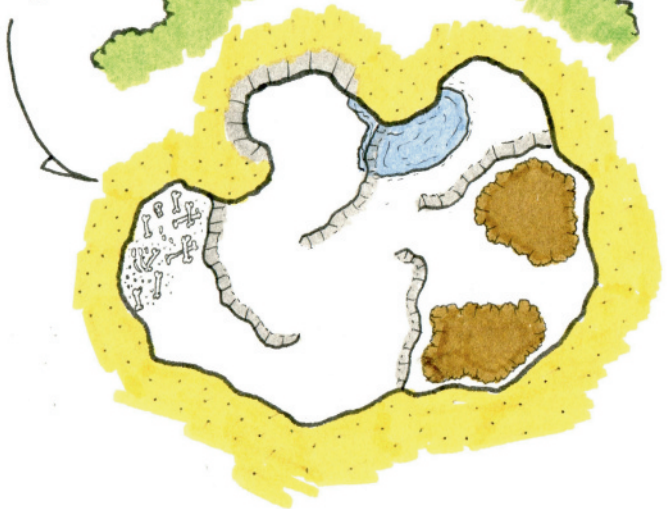
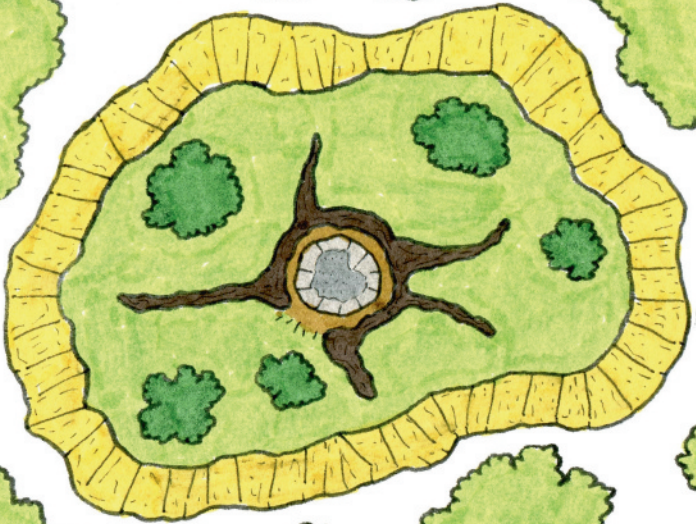
On an old salvaged table are six bundles of *fur pelts* (beaver and fox), worth 15gp each (3 stone per bundle), and a pair of magic swords:

- Sword +1, **Unrequited**: this sword, on a successful hit, inflicts the target with deadly unrequited love if a *save vs spells* fails. They are filled with longing and regret, feeling unsatisfied whatever they do; they cannot sleep, barely eat, and are often tearful and angry (lose 1 *Constitution* per day, cannot heal naturally, memorise spells or count sleep as bed rest; cured by *Remove Curse* or by falling in love).
- Sword +1, **Salt**: on a the roll of a natural 20, unless a *save vs spells* succeeds, the sword absorbs the moisture from the target, dealing an extra 2d6 damage, leaving a crust of salt on the wound.

In hidden caves around a secluded lake an extended family of water-nymphs live and play.

Naiad (10): AC 2, Mv 120' (40'), HD 1, #Ats 1 gutting knife (1d4), Sv E1, MI -2, AI N, XP 13; Charm Person & bestow *Water Breathing* at-will; summon giant bass for protection. ACKS page 186

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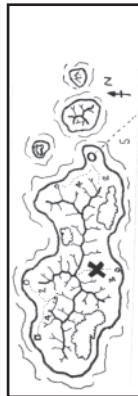
OWLBEAR

Surrounded by towering oak trees stands an isolated hill, topped by a large, hollow oak tree with a gaping hole in its side.

A shaft leads down inside the hill, where a mated pair of **owlbears** now lair (2-in-6 chance of being asleep).

Their lair has a pool of water (rain water drips in from the roots that hang from the ceiling), beds of leaves, bones and flowers, and up a slope are piles of bones of past prey; amongst which are:

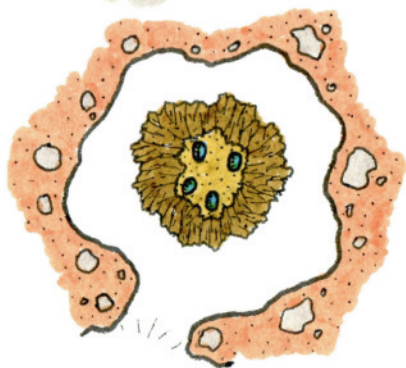
- A torn sack of 1,072 sp, spilling out from the tears;
- 1 bag of *loose tea*, worth 75 gp each (5 stone);
- 3 large *engraved teeth* (ogre, each showing a map: see the three maps to the right), each worth 50 gp;
- 8 jars of *lamp oil*, worth 20 gp each (6 stone per jar);
- and a leather pouch with a *citrine* (50 gp) and a *jet* (100 gp) gemstone.



Sheltered in a hollowed-out hill, accessed by a hollowed-out giant oak, a den of owlbears lairs on beds of leaves and bones.

Owlbear (2): AC 4, Mv 120' (40'), HD 5, hps 25, 13, #Ats 1 bite, 2 claws (1d8, 1d8/1d8), Sv F3, MI +1, AI C, XP 200; if both claws hit hug for 2d8 damage.

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PEGASUS

A steep path spirals up this high rock, to where an ancient, sacred statue stands above a cave.

Inside the cave are a mated pair of **pegasi**, with their nest holding 4 *eggs* due to hatch in spring (each is worth 250 gp on the market). If hatched, the young pegasi could be reared and trained as flying mounts by lawful characters.

These pegasi act as guardians for the statue, allowing only lawful characters to approach it unharmed.

The Statue

Atop the rock is an ancient bronze statue of a hooded figure with her arms raised in supplication. The statue is magical and if a **lawful** character prays before it for a night, they receive a *blessing* that will last for one day per level of the character.

The effects of the blessing are as per the divine spell of the same

name, determined by rolling 1d12 on the table below.

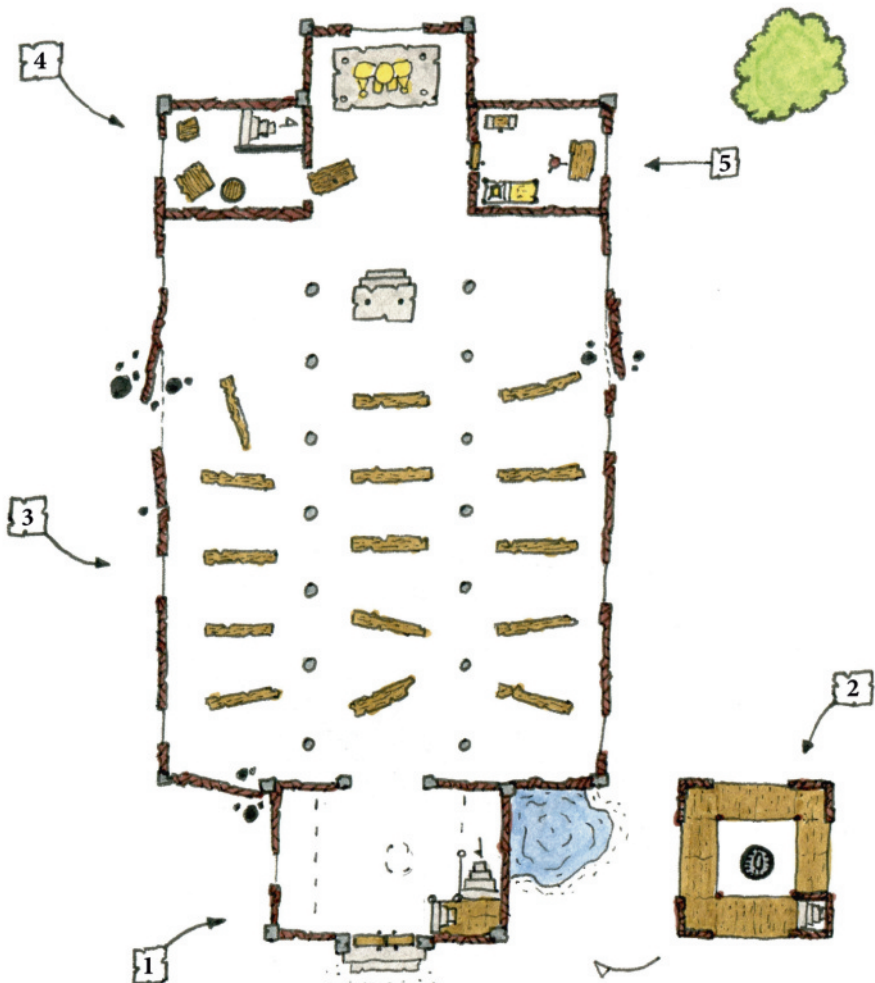
If a **chaotic** character prays, they suffer blindness, which can only be removed with a *Remove Curse*.

There is no effect for **neutral** characters.

1d12	Blessing Effect
1	Bless
2	Resist Cold
3	Resist Fire
4	Shimmer
5	Prayer
6	Striking (1 weapon)
7	Vigour
8	Tongues
9	Giant Strength (as potion)
10	Regenerate (1 hp/hour)
11	True Seeing
12	Roll twice, both apply (ignore further rolls of 12).

A high rocky hill, with a winding path to the top, where an ancient statue stands looking out across the plains. A cave leads to a aerie, where pegasi lair in their nest.

Pegasus (2): AC 3, **Mv** 240' (80') or fly 480' (160'), **HD** 2+2, **hps** 9, 12, **#Ats** 2 hooves (1d6/1d6), **Sv** F2, **MI** 0, **AI** L, **XP** 35.
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QUIET ONES

An aura of utter *Silence* (as the spell) covers the church and immediate area (about 75' radius).

1. Porch

The front doors are barred from outside and lead into a vestibule with stairs leading up to the tower: a rope hangs down, attached to the bell. If pulled no bell tolls.

2. Bell Tower

The tower looks out over the poor district of the settlement, and the bell is an antique (75 gp), with rope dangling down. The *Silence* prevents the bell from ringing.

3. Nave

Pews line the aisles, leading to the altar. Behind that lies a statue to the local deity. The door to the vestry lies on the floor torn from its hinges.

4. Vestry

A table and boxes sit here, with stairs leading to the catacombs below. The boxes hold robes, candles, and a couple of torches.

5. Bedroom

The priest who looked after the church slept here. His body lies in

the bed, throat slit while he slept.

He wears the key to the locked chest around his neck. In the chest are spare robes, a lantern, a couple of oil flasks, and an *ornate bronze holy symbol* of his faith (130 gp).

An old desk holds parchment, quill and ink, as well as a secret compartment that holds a *zircon* (75 gp).

6. Catacombs

This lower level holds four sarcophagi containing the remains of former clergy. The three **Quiet Ones** (*hps* 25, 27, 21) are holed up here, and have erected a barricade for added protection. A couple of old crates create further obstructions.

7. Hidden Vault

This hidden chamber holds the following treasure, which even the priest in residence knew nothing about:

- 1,234 *silver coins*;
- A locked chest with 1,020 gp,
- A couple of wax sealed *jars* containing *exotic oils* (40 gp each).

On the edge of town, a small church has fallen into ruin. One day the bell rang loudly, calling worshippers to prayer; the next all was silent. In the old catacombs below, a trio of strange priests have taken residence.

Quiet Ones (3): AC 2, Mv 120' (40'), HD 5, #Ats 1 mace (1d6), Sv C5, MI +1, AI L, XP 500; aura of *Silence* 15' radius, spells equal to a Cleric of 7th level.
New Monster



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QUIET ONES, NEW MONSTER

Humanoid

% in Lair:	60%
Dungeon Enc:	Cloister (1d6)
Wilderness Enc:	Cloister (2d6)
Alignment:	Lawful
Movement:	120' (40')
Armour Class:	2
Hit Dice:	5**
Attacks:	1 by weapon
Damage:	1d6
Save:	C5
Morale:	+1
Treasure Type:	F
XP:	500

Quiet Ones are devotees of an alien deity of Silence. They are divine crusaders, seeking to eliminate noise from the planes, by spreading Silence and consuming noise.

They appear as gaunt genderless figures, tall with long limbs, faceless and as pale as ice, dressed in hooded robes of wrinkled leather. They move in utter silence and communicate to each other by some form of telepathy. They can sense everything around them within 120', including insubstantial or invisible creatures and objects.

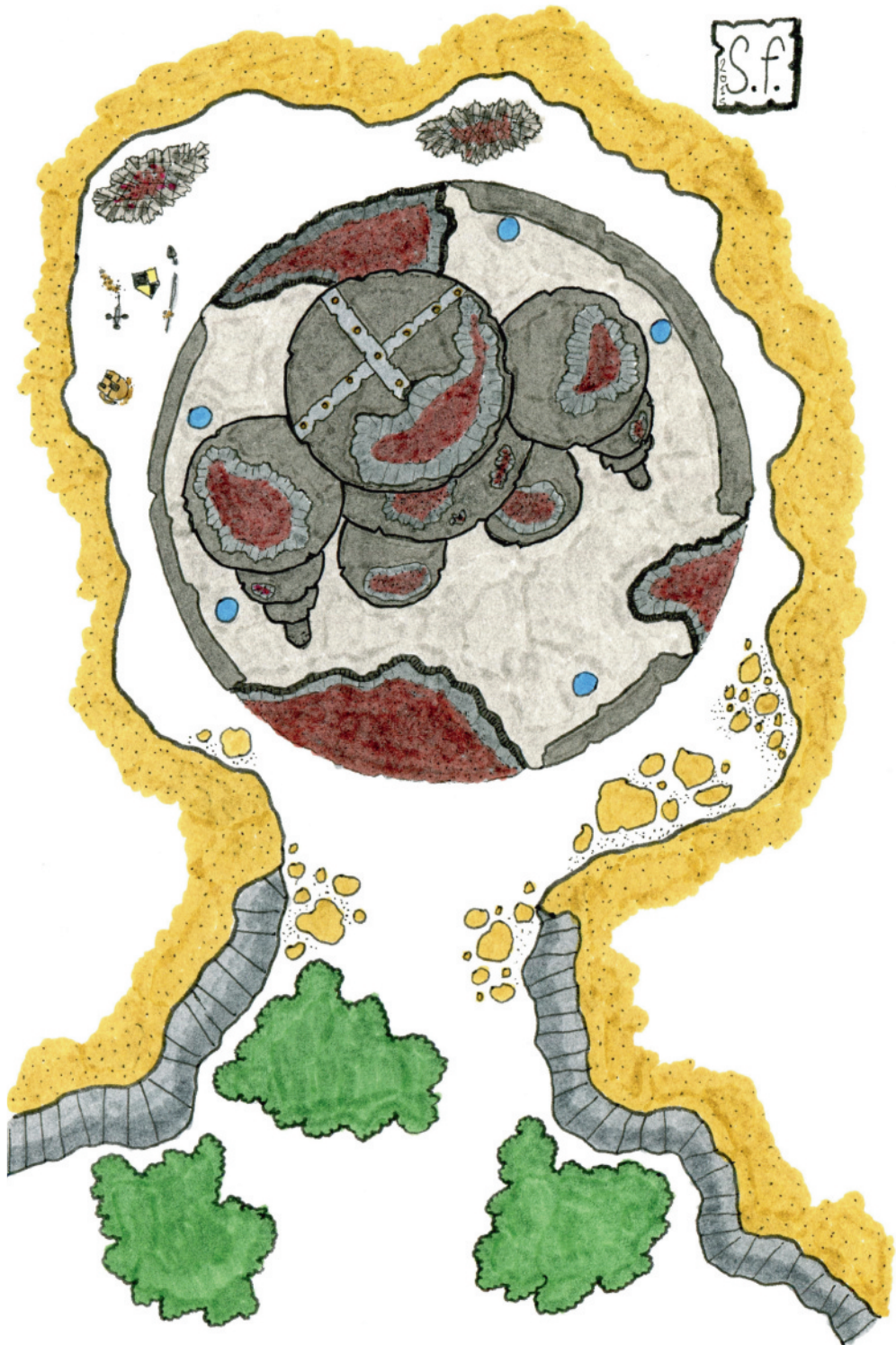
Each Quiet One naturally emits an aura of *Silence 15' radius* (as the spell), which increases in size as the Quiet Ones consume the sounds around them. For every day that the Quiet Ones occupy a location full of noise (anything from a village

upwards, and they prefer to occupy large cities), the aura grows by 5' per day.

Furthermore, as they consume noise, they grow in power: each Quiet One has the spell ability of a Cleric, with a level equal to the number of days they have been active (maximum of Level 14, even if they have been consuming noise for longer than two weeks). As they cast spells (gesture only), the noise that they have consumed is used up and their power dwindles: once their daily spell allowance is used up, they must consume more noise to regain their power; their *Silence* aura is reduced back to 15' radius. As such, the Quiet Ones only resort to using their spells if there is no other option, or if there are enough of them to take up the burden of spreading the Silence.

Quiet Ones are attracted to cities, and within those bustling settlements, they are drawn to temples and churches, where chanting and prayer provide a hearty meal. They are also fond of taverns and docks, lurking out of sight, gorging themselves on the noise.

S.f.



RUST MONSTER

A low natural arch leads into a tall cave, wherein stands a large statue made of iron and steel. Originally the statue of a legendary knight, a pair of **rust monsters** have been eating away, obliterating its face and portions of its body. They nest in a bed of rust and twigs, and scared off an adventurer who tried to camp here, and who left behind a few items.

Lost Property

A rusted, partially eaten sword lies on the ground, along with a half-eaten spear. A pack, its buckles eaten away, lies nearby, as does a steel shield that is magical and has so far avoided the rusting power of the monsters: they are happy to leave it for later, as they have plenty of iron to eat.

In the pack are 3 days worth of spoiling rations, a 50' length of rope, a tinder box and 4 torches, and a bedroll.

The Shield of the Night Watch

This shield bears the symbol of the *Night Watch*, an organisation dedicated to protecting settlements from the monsters that hunt in the night. They are a travelling, nomadic, group with no leaders as such. These *Watchers* search out lairs of monsters, evil cults and chaotic sites and put a stop to them.

The shield is a *+1 shield* that, once per day, bestows *infravision* on the user for six hours. It can also shed light as a torch in utter darkness, lasting for 3 turns before it has to recharge for a turn.

In a tall cave stands an old iron statue, slowly being eaten away by a pair of Rust Monsters that have taken up residence.

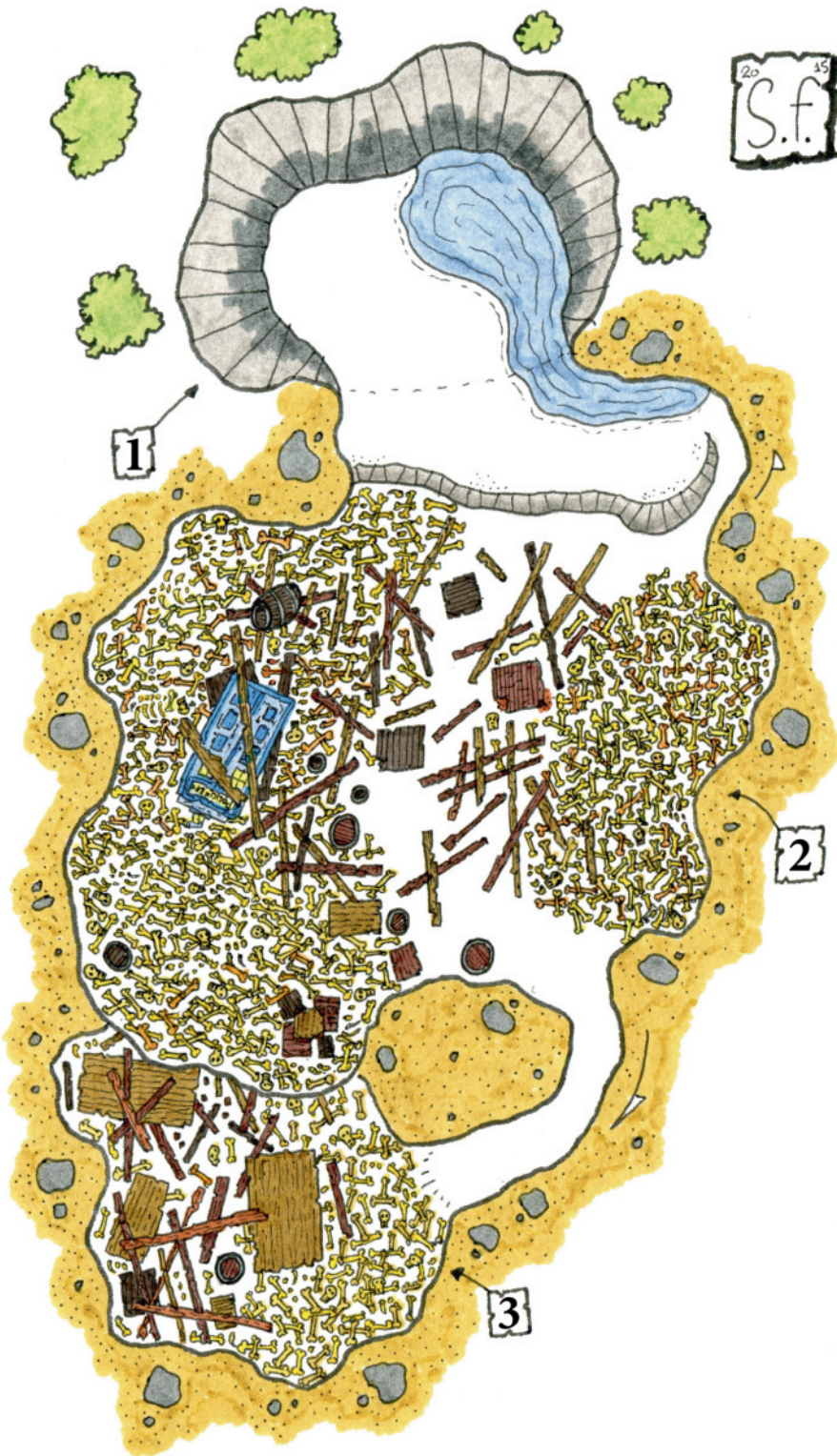
Rust Monster (2): AC 7, Mv 120' (40'), HD 5, hps 31, 21, #Ats 1 antennae (rust metal), Sv F3, MI -1, AI N, XP 200; touch rusts metals: on a successful hit or if struck, metal weapons and armour immediately rusts away, magic items lose bonuses one at a time (10% per plus of avoiding rusting).
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SKELETON

A sloping pit leads into a cave full of discarded junk and piles of yellowed bones. A former bandits hideout, abandoned and forgotten.

1. Entrance

This steep slope leads down to a water-logged ledge that leads into the cave. Inside the foot-deep water are three **skeletons** (*hps* 4, 7, 1) that animate if disturbed. They are wearing tattered remains of leather armour and clutch rusted swords.

2. Boneyard

The cave floor is nearly covered by bones, timber, old crates and barrels. A dozen **skeletons** are amongst the bones (*hps* 4, 4, 6, 8, 8, 2, 3, 6, 7, 7, 1, 3), which animate and grab clubs to attack intruders that start searching the cave or follow the passage to the lower level.

3. Junkyard

A smaller cave holds old tables, rotting timbers, crates and four more **skeletons** (*hps* 4, 7, 8, 7)

that will animate to attack anyone searching through the junk. These wear rusted chain mail and wield axes.

Searching through the Junk

Each turn spent searching has a 2-in-6 chance of finding something useful or valuable:

1d12 Search Finds...

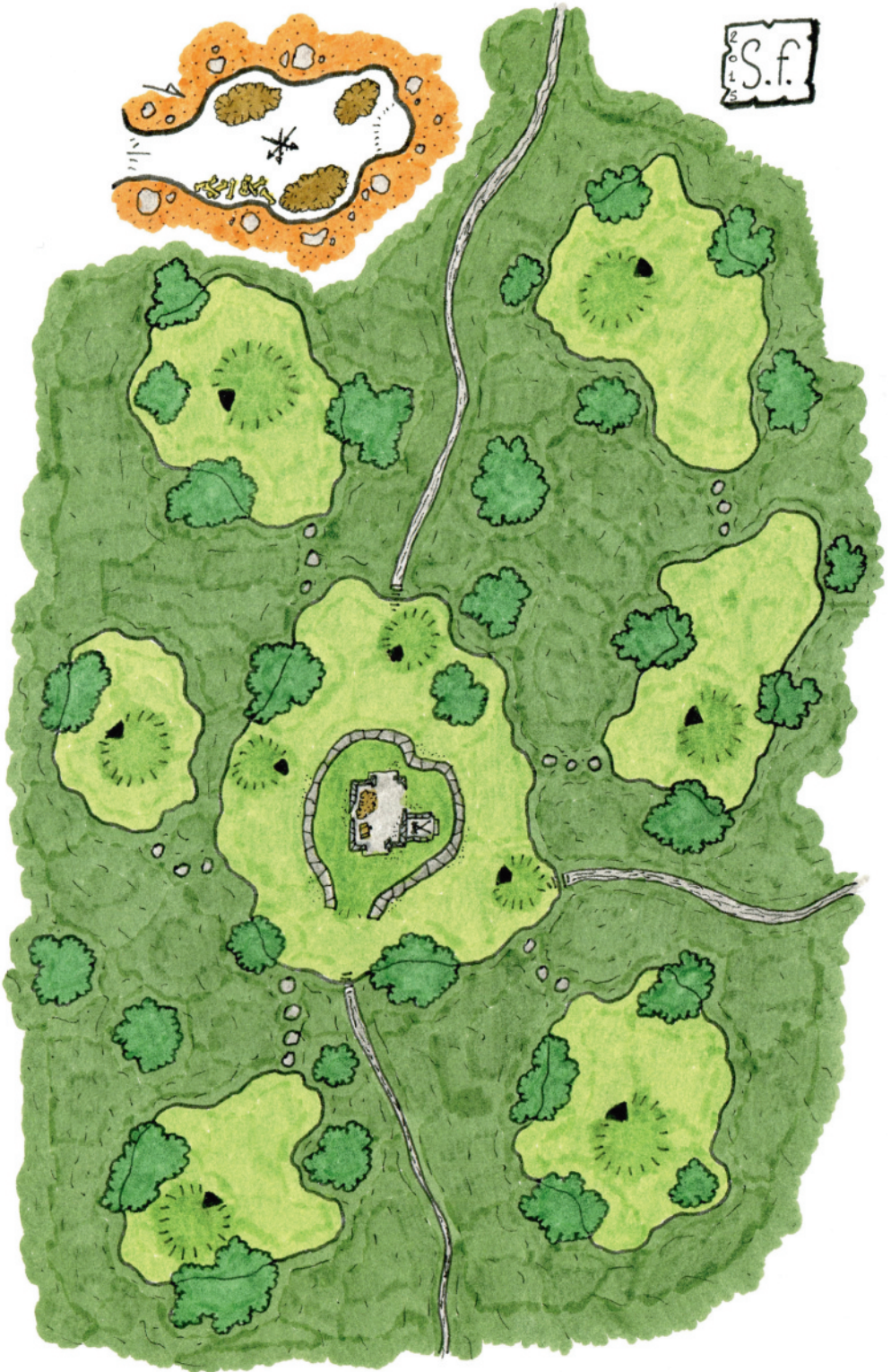
1. ...2d4 iron spikes;
2. ...1d6 torches;
3. ...1d4 lanterns;
4. ...50' old rope;
5. ...1d4 daggers;
6. ...1d6 bolts;
7. ...2d4 arrows;
8. ...1 moonstone (50 gp);
9. ...2d20 copper pieces;
10. ...2d12 silver pieces;
11. ...2d10 gold pieces;
12. Roll twice.

There is also a battered blue box that is bigger on the inside, with numerous rooms and corridors branching off like a maze. The first room has a large mushroom-shaped pedestal, festooned with controls: this contraption enables travel through time and space, but is currently out of power.

A boneyard and junkyard inside an old abandoned hideout.

Skeleton (19): AC 2, Mv 120' (40'), HD 1, #Ats 1 weapon (1d6), Sv F1, MI n/a, AI C, XP 13; undead, immune to charm & sleep.
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TROLL

Trolls have built a village in the middle of a swamp, with caves for lairs. Nine caves hold the majority of the tribe, each holding three mated pairs and their young. The others patrol the swamp, sleeping rough, protecting the land; they swap lairs every full moon.

Each cave lair holds the following items of value:

- 1d4 *bundles of rare fur pelts*, worth 500 gp each (5 stone each);
- 1d2 *bags of loose tea*, worth 75 gp each (5 stone each);
- 1d2 *barrels of beer*, worth 10 gp each (8 stone each);
- 1d2 *barrels of preserved fish*, worth 5 gp each (8 stone each);
- 1 *jar of spices*, worth 800 gp (each 1 stone).

And one of the following (1d4):

- 1 *alabaster jewellery* (200 gp)
- 1 *chryselephantine jewellery* (400 gp)
- 1 *shell-necklace jewellery* (60 gp)
- 1 *topaz* (500 gp)

In the centre of this village is a hill, atop which stands an old ruin that the **Chief** and his mate, the **shaman**, use as their lair. They keep a fat iron chest (locked) in their lair, which holds the following treasure:

- 1,123 cp, 2,224 ep, 4,168 sp & 5,102 gp;
- 1 facet cut *imperial topaz* (4,000 gp);
- 1 *jacinth* (8,000 gp);
- 2 *flawless diamonds* (4,000 gp each);
- 2 *statuettes* of horses (1 stone each), each worth 500 gp;
- 2 *statuettes* of cows (1/2 stone each), each worth 100 gp;
- *Treasure Map*;
- *Potion of Fire Resistance*;
- *Potion of Heroism*;
- *Potions of Plant Control* (2);
- *Potion of Oil of Slipperiness*;
- *Potion of Water Breathing*;
- *Potion of Invulnerability*;
- *Potion of Philter of Love*;
- *Potion of Animal Control*;
- *Potion of Longevity*;
- *Potion of Clairaudience*;
- *Potion of Flying*;
- *Potion of Polymorph*.

There are also several items loose in the corner:

- +2 *Crossbow Bolts* (5);
- +1 *Arrows* (10);
- +3 *Leather Armour*;
- +1 *Leather Armour*;
- +1 *Shield*.

The **chief** carries a +1 *Axe* (1d8+3) & wields a +3 *Shield* (AC 10 with shield).

In the middle of a swamp are several islands, connected by old gaming trails and stepping stones. Caves dot the islands, and a ruin stands in the middle.

Troll (30): AC 5, Mv 120' (40'), HD 6+3, #Ats 1 bite, 2 claws (1d10, 1d6/1d6), Sv F6, MI +2(0), AI C, XP 680; regenerate 3 hps/rd unless by fire or acid; 0 morale facing fire.

Female trolls (30): AC 4, HD 4+1.

Young trolls (30): AC 3, HD 1.

Champions (7): AC 6, HD 7+3, hps 51.

Witch Doctor (1): AC 6, HD 7+3, hps 51, spells as 1st level Mage.

Shaman (1): AC 7, HD 8+3, hps 45, +2 damage, spells as 4th level Cleric.

Sub-Chief (1) & Bodyguard (1): AC 7, HD 8+3, hps 45, +2 damage.

Chieftain (1): AC 8, HD 10+6, hps 63, +2 damage, +1 to troll morale.

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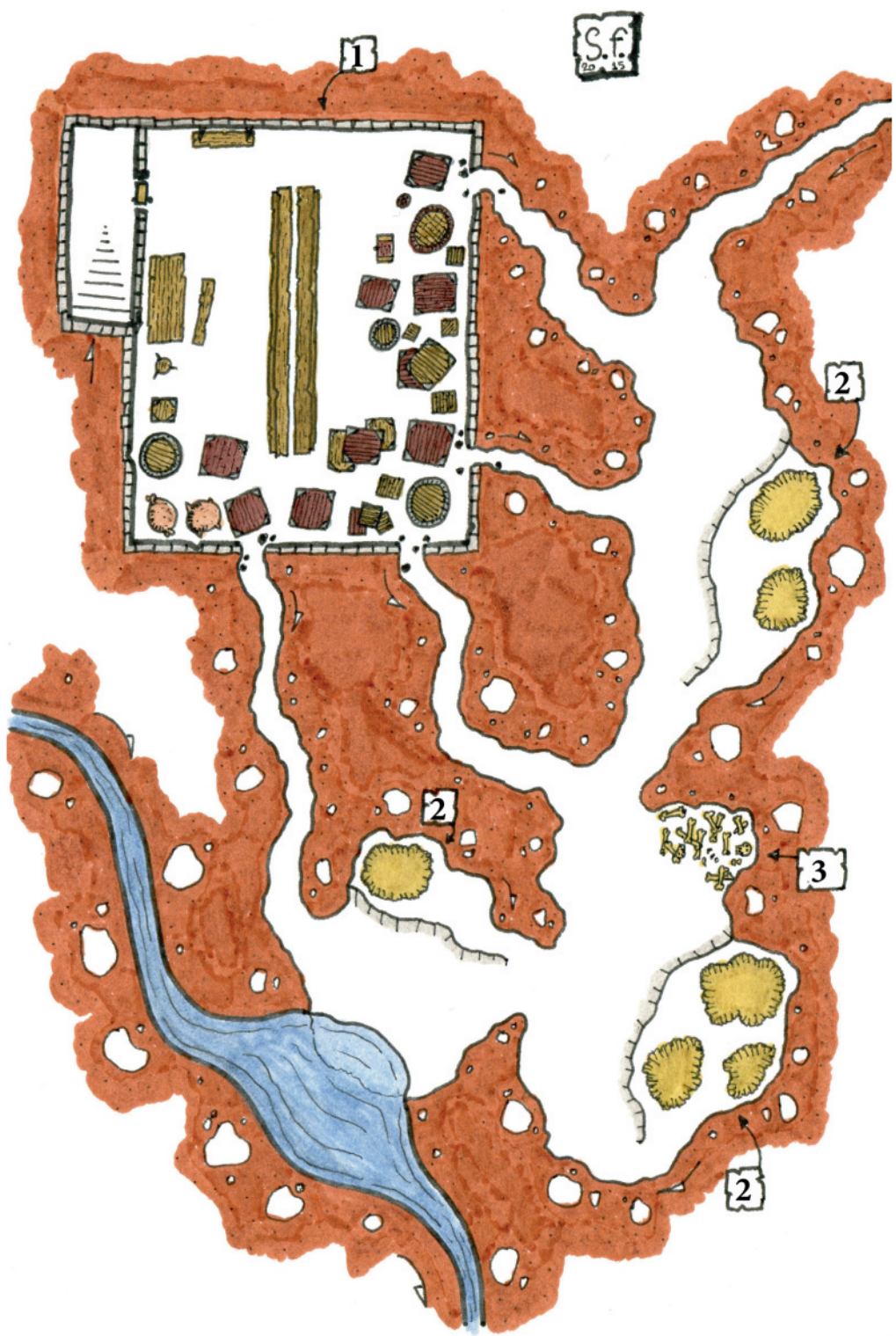
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UGJUKNARPAK

A cluttered cellar hides the tunnels of an infestation of Ugjuknarpak who have begun to gorge themselves.

The cellar of a shop has been broken into by ugjuknarpak. The giant rodents have started eating the food stores and have stolen several items of value that were being kept here.

1. Cluttered Cellar

A collection of crates, barrels, boxes and chests with a pair of wine racks in the middle of the room. Small tunnels (3' high) lead into musty darkness. There is a 2-in-6 chance of a pack of **ugjuknarpak** being present.

Amongst the crates are 11 *bundles of fur pelts* (bear, beaver, or fox), worth 15 gp each (3 stone per bundle); 22 *bottles of fine wine* (5 gp each), as well as dried and preserved foods that could keep a man fed for months.

2. Nests

These raised areas within the cave network hold the nests of the **ugjuknarpak**. There are eleven of the giant rodents (*hps* 13, 8, 13, 7, 13, 15, 11, 6, 12, 12, 13, 13), with a 4-in-6

chance of the rodents being present. Amongst the nests are a scattering of *silver coins* (2d6 from each).

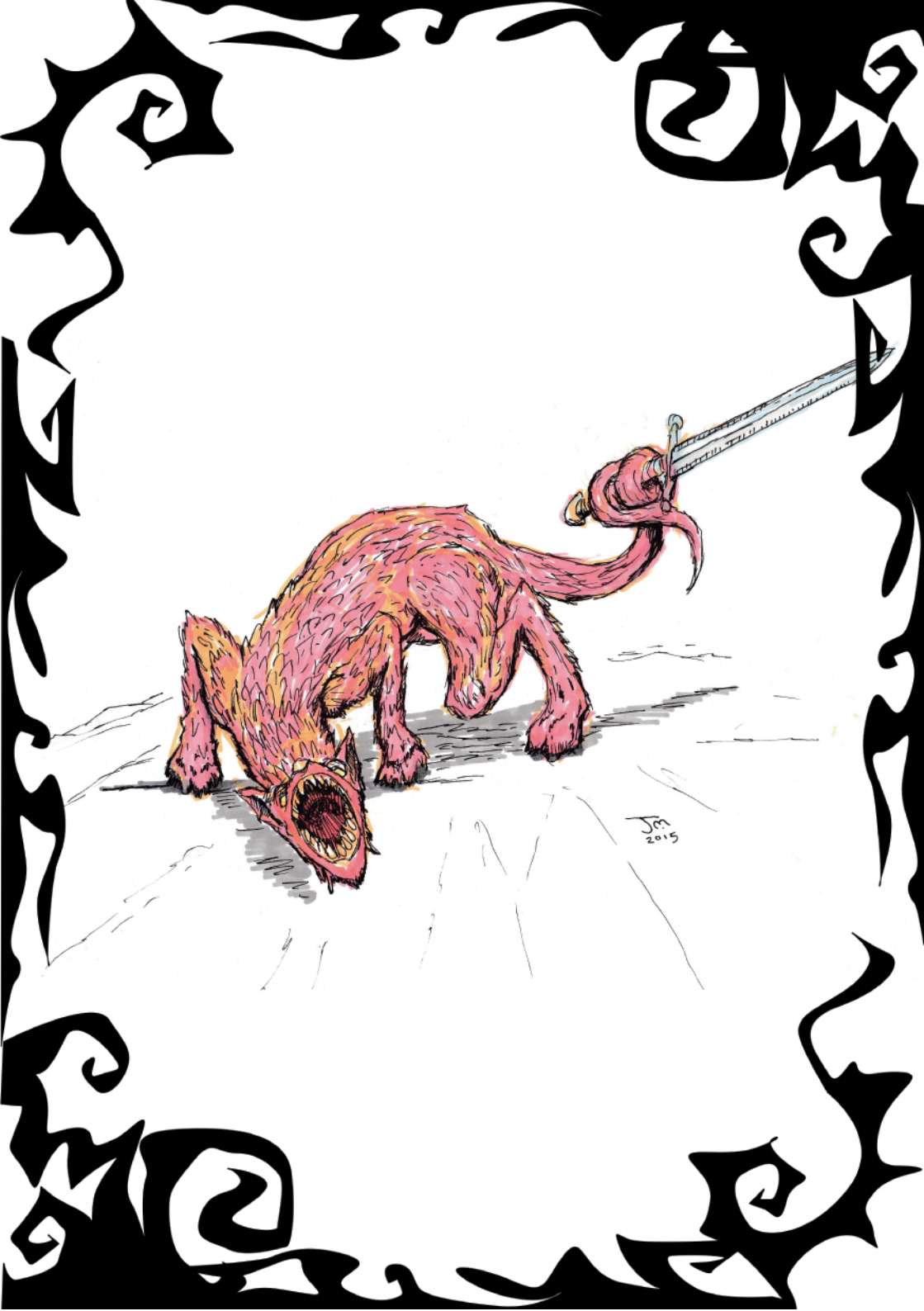
3. Bone Pile

Aside from serving as a dumping ground for waste, this bone pile also houses the following valuables, hidden here by the smartest ugjuknarpak:

- 976 *silver coins*;
- 4 pouches of *saffron*, each worth 15 gp;
- 1 *lapis lazuli* (25 gp);
- 1 *quartz* (10 gp).

Ugjuknarpak (11): AC 3, Mv 150' (50'), HD 3, #Ats 1 bite (1d6), Sv F3, MI +3, AI N, XP 135; grapple and disarm with tail, immune to non-magical weapons.

New Monster



UGJUKNARPAK, NEW MONSTER

Animal

% in Lair:	25%
Dungeon Enc:	Nest (3d6)
Wilderness Enc:	Nest (3d6)
Alignment:	Neutral
Movement:	150' (50')
Armour Class:	3
Hit Dice:	3**
Attacks:	1 bite
Damage:	1d6
Save:	F3
Morale:	+3
Treasure Type:	B
XP:	135

Ugjuknarpak are giant rodents about as intelligent as dogs and as cunning as cats. They have been driven from their natural wilderness haunts to the urban centres of mankind, where pickings are easy and there are plenty of places to hide from hunters.

The ugjuknarpak are mouse-like giant rodents with prehensile tails that can manipulate objects as well as a human's hand. They can also use their tail to grapple or disarm opponents (on a successful hit, *save vs paralysis* to avoid). The smart rodents can then use the discarded weapons with their tails, wielding them as well as a man.

Their dark, red-toned fur is hard bristles, sharp and tough. Weapons have a tendency to slide off their hides; normal

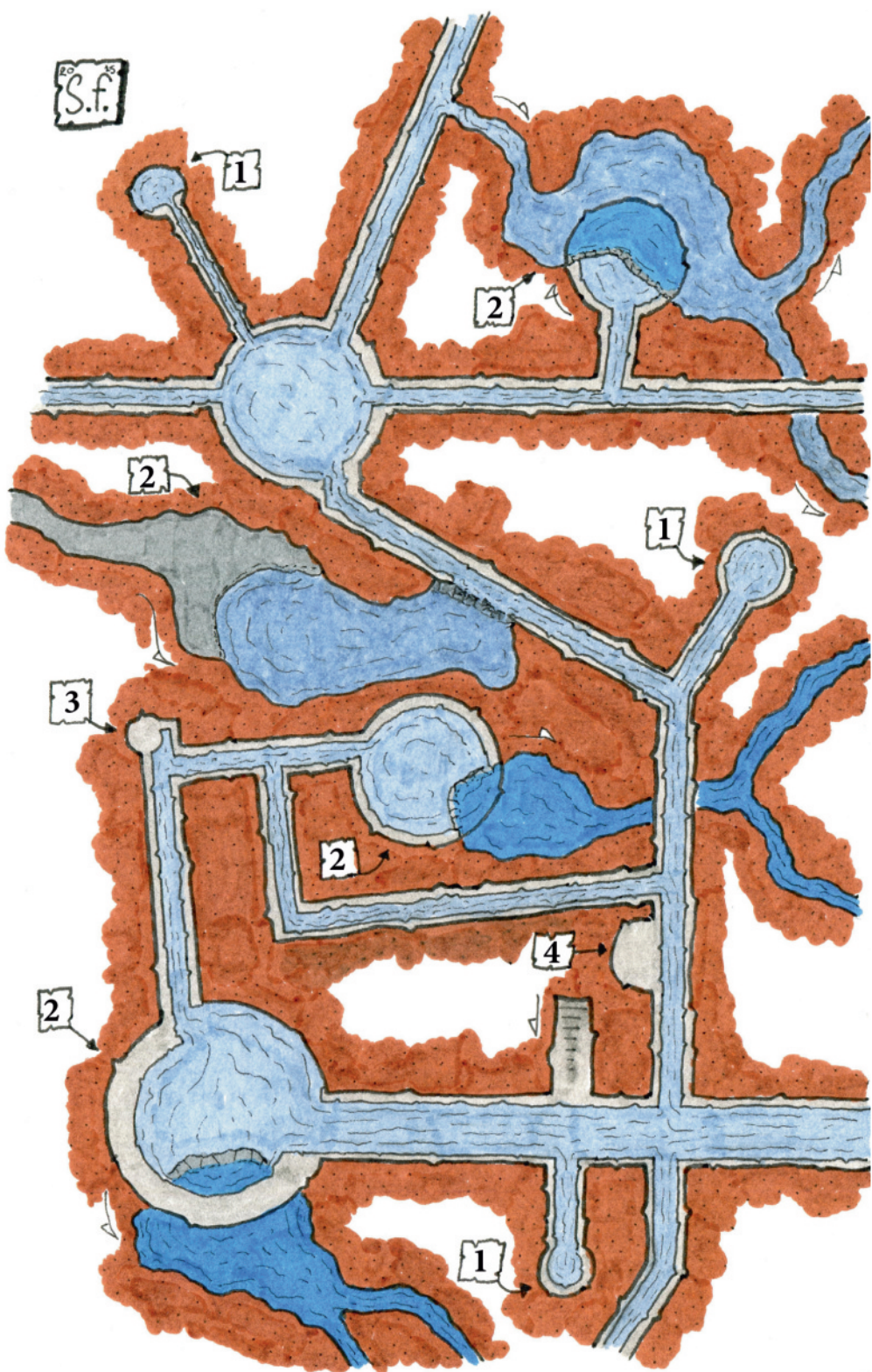
weapons cause them no harm, it takes magic to penetrate that fur.

The rodents live in burrows beneath the earth, venturing out to steal food and shiny objects. Urban living has made them greedy and fearless, and their nests are often found underneath cellars and catacombs, full of bones of animals (plus the odd humanoid that strayed into their lair when the ugjuknarpak were hungry and desperate) and shiny coins and gemstones.

Typically non-aggressive, the ugjuknarpak will defend their territory and if desperate and hungry enough will attack creatures larger than themselves. They are more pest than predator, often hunted due to the objects and valuables they sometimes steal.

Ugjuknarpak are attracted to cities and market towns, anywhere they can dwell without being seen and have easy access to a decent source of food.

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S.f.



VERMIN: GIANT RAT

These dank, old sewers stretch under the old town and are largely disused. Water flows through the tunnels, carrying debris along that is dredged up by scavengers that sell what junk they find to make a living. These dredgers have had to put up with an infestation of vermin, giant rats, that have been forced into the sewers from their old lair in a nearby ruin.

1. In Flow

The water flows in from these shafts, carrying debris, waste and the odd giant rat with it. There is a 2-in-6 chance that 1d4 dredgers are here, fishing for junk, and a further 2-in-6 chance that 1d4 **giant rats** are about to make an appearance.

2. Rat Caves

These chambers are where the giant rats can mostly be found. Each has 2d4 **giant rats** present.

3. Trapped Dredger

A lone scavenger is trapped here, defending herself against 3 **giant rats** (hps 1, 4, 3). She will reward rescuers with a *porcelain chamber pot* (300 gp) she has just recovered:

Astrid (dredger, 1): AC 2, Mv 120' (40'), HD 2, hps 11, #Ats 1 dagger (1d4), Sv T2, Al N, XP 20.

4. Dredgers

On this ledge 3 **dredgers** are fishing out a crate from the water, and have already retrieved a rusty old chest. The crate contains 15 *bottles of fine wine*, worth 5gp each (3 stone), and the locked chest holds 1,034 sp.

Dredgers (3): AC 2, Mv 120' (40'), HD 1, hps 7, 6, 1, #Ats 1 spear or dagger (1d6 or 1d4), Sv F2, Al N, XP 10.

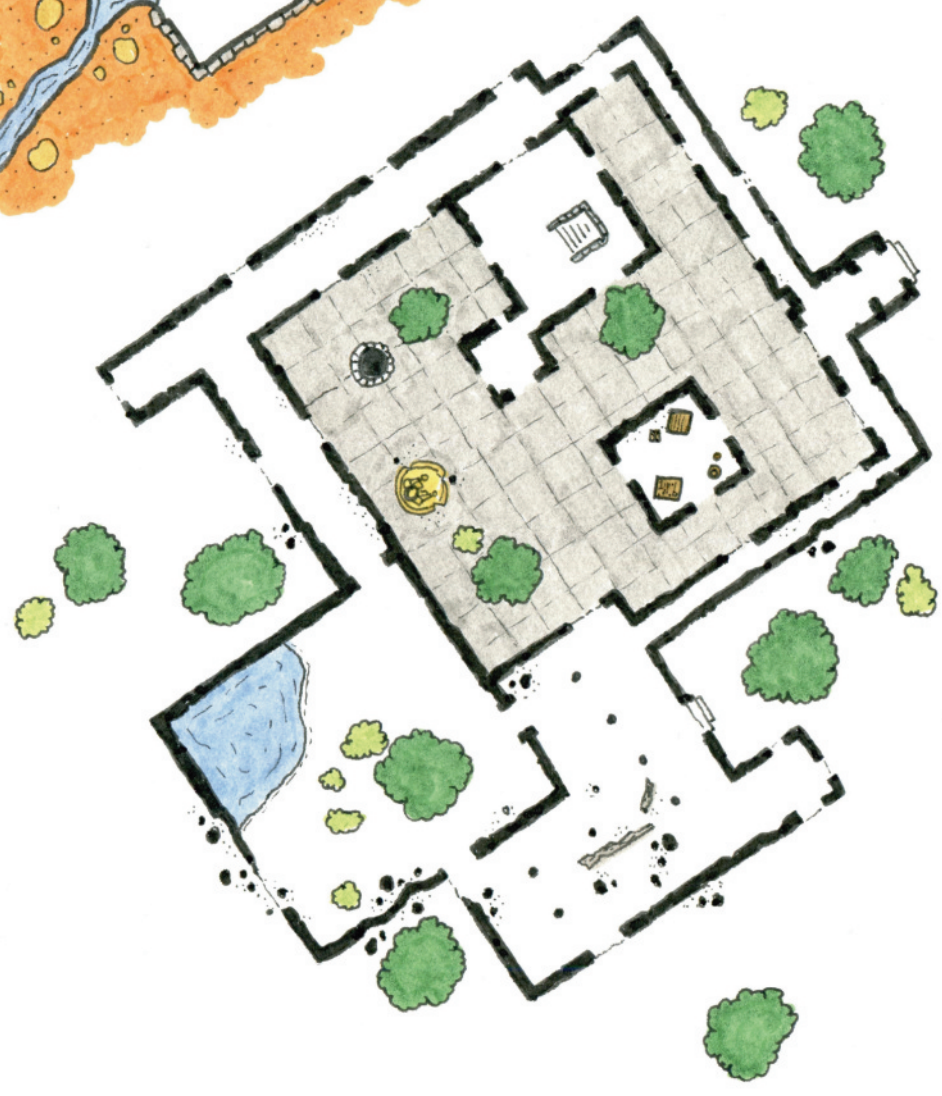
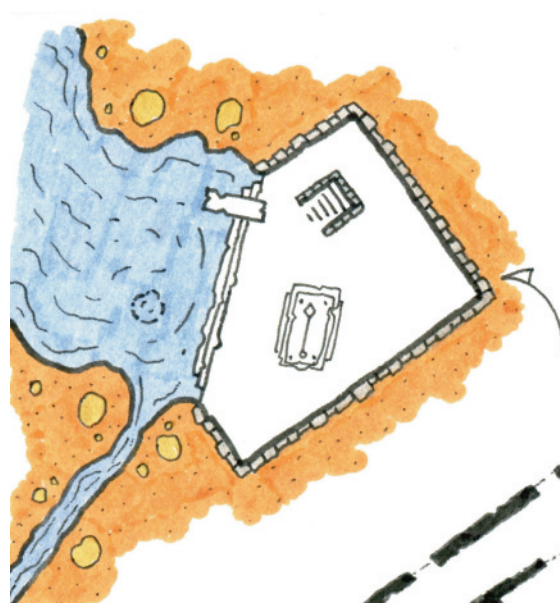


Vermin, Giant Rat (3-12): AC 2, Mv 120' (40') or swim 60' (20'), HD 1d4 hps, #Ats 1 bite (1d3), Sv F1, MI 0, Al N, XP 5; bite may cause disease, 5% chance.

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In the old sewers giant rats scurry and swim, gnawing at poor dredgers trying to make a living.

S.f.



WRAITH

An overgrown ruined hunting lodge lies forgotten in some woods a mile or so from a river used to transport cargo from the port to the next city along. The lodge was used by high-born smugglers to transport their contraband, but a viscous attack by the local militia soon put an end to them.

The lodge now lies in ruins, but the dead have not rested easy and the restless souls of the smugglers haunt the place.

There are four **wraiths** haunting the site, which only come out at night or manifest in the cave below. They appear as the sun sets, stepping out of the following areas like shadows:

1. Statue in courtyard.
2. Pool of water.
3. The well.
4. The stairs.

Inside the ruin are some old crates, boxes and jars, that were left behind by unlucky travellers

who foolishly stopped here to rest a night. The wraiths chased them away, leaving these goods behind:

- 1 *stick of rare incense*, worth 13 gp;
- 4 *vials of rare perfume*, each worth 100gp;
- 2 crates of *glassware*, worth 200gp each (5 stone each);
- 12 *bone fetishes & figurines*, each worth 36 gp;
- *Potion of Speed*;
- Scroll of *Ward against Undead*.

In the cave below is an old sarcophagus, which was meant to be smuggled out, and is the reason the place is haunted.

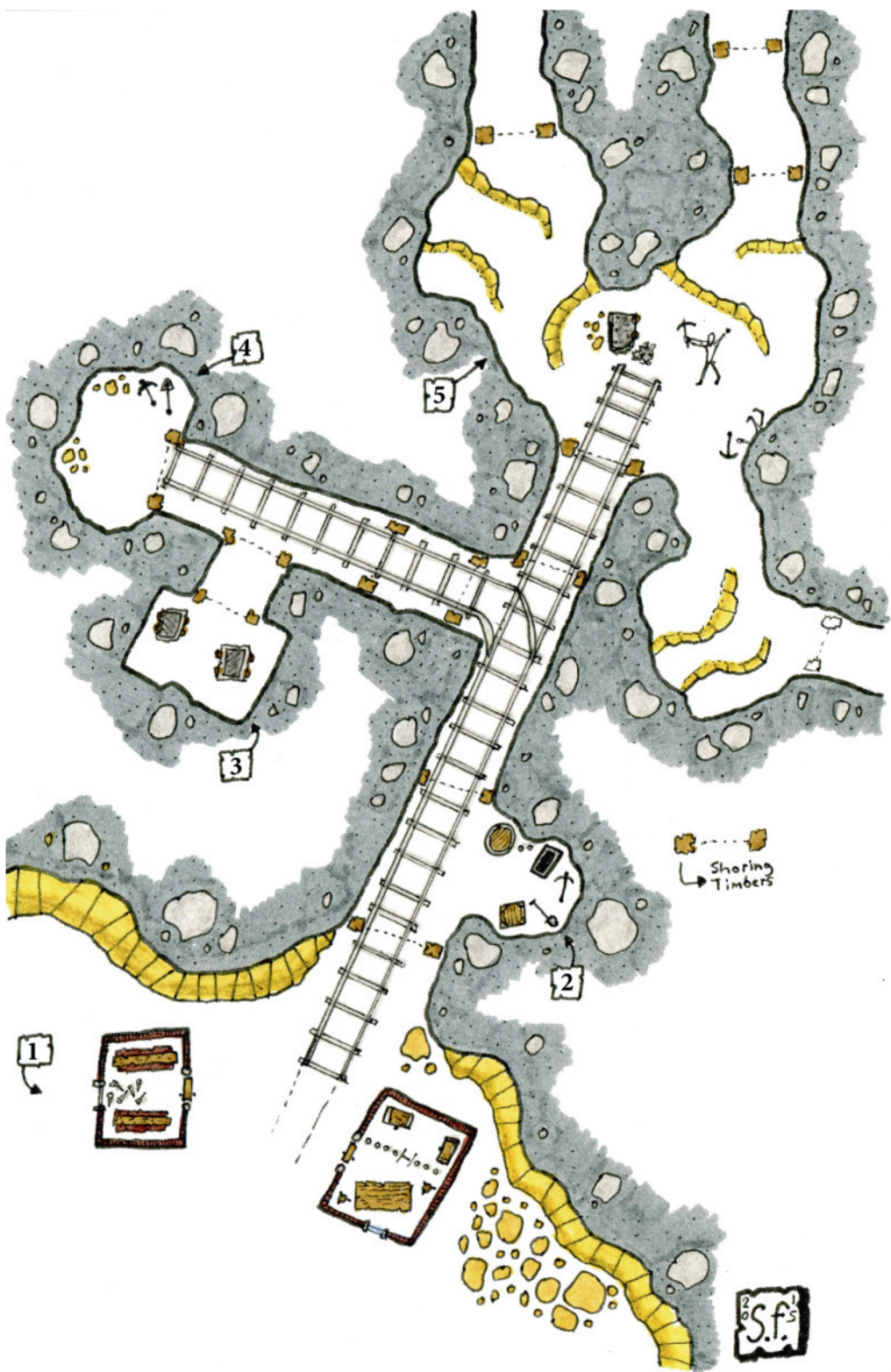
Inside are the brittle bones of a long dead priest, along with a small wooden casket that holds a *fine wooden flute* (200 gp), and a *glass goblet* (60 gp) with a *sardonyx* (75 gp) gem attached.

If the bones are buried, the **wraiths** will be laid to rest and will not rise at the next sun set.

An old ruined lodge with smugglers' cave below. Undead haunt the place at night, feeding off the living.

Wraith (4): AC 6, Mv 120' (40') or fly 240' (80'), HD 4, hps 24, 18, 19, 26, #Ats 1 touch (1d6), Sv F4, MI +4, AI C, XP 190; undead, immune to sleep, hold & charm and mundane weapons, half-damage from silver, full from magic; touch drains level.

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XIANG YAO

A small copper mine, recently abandoned when miners discovered an antique urn whilst digging. A foolish miner, now dead, broke the seal and released an imprisoned spirit.

1. Sheds: these two wooden sheds now lie empty. The western shed was a dining hall, now littered with discarded tools and half-eaten, rotting meals. The eastern shed also shows signs of recent abandonment, but also has bars and a locked door, in which two larger chests (also locked) hold (i) 900 pieces of *copper ore* (1 gp each), and (ii) 1,000 gp and 1,000 sp.

2. Stores: this side cave holds a couple of flasks of lamp oil, a *barrel of rum* (worth 200 gp), a crate of nails, wooden supports and spare rails for the tracks, a trough of water, and a collection of tools (pickaxes, shovels, a lantern).

3. Carts: this smooth walled room is where the carts are kept. One of them currently holds *copper ore* worth 500 gp. The other holds a pickaxe and a shovel.

4. New Tunnel: the miners had

recently started work on this new tunnel, when they discovered an ornate urn in the rock. That urn now lies on the floor, its wax seal broken. The urn is made of obsidian, engraved with an image of a snake with nine human heads all screaming. The image has *tiny rubies* for its eyes (each worth 100 gp, the *urn* is worth 250 gp).

5. Old Tunnels: upturned cart with its contents spilled out (rubble and 25 gp worth of ore) lies next to the charred corpse of the unfortunate miner who broke the seal. His pickaxe is still clutched in his hand. Three tunnels lead deeper into the mines.

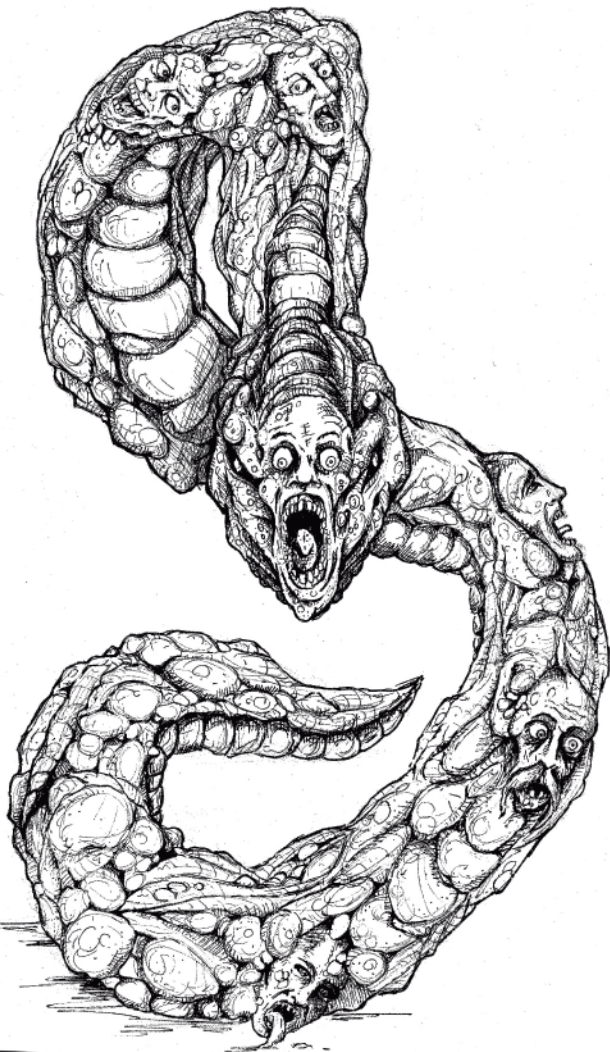
The **Xiang Yao** will be found here, coiled around the cart. Its heads know the following spells:

- (1) *Magic Missile*;
- (2) *Invisibility*;
- (3) *Fireball*;
- (4) *Confusion*;
- (5) *Transmute Rock to Mud*;
- (6) *Flesh to Stone*;
- (7) *Charm Person*;
- (8) *Mirror Image*;
- (9) *Web*.

A mine has been abandoned by miners who foolishly broke the seal on an antique urn, releasing an evil spirit that has made the mines its home.

Xiang Yao (1): AC 6, Mv 180' (60'), HD 9, hps 55, #Ats 9 bites (1d3 each), Sv M9, MI +1, AI C, XP 1,900; if more than three heads hit constrict for 1d6 damage; immune to non-magical effects and mind-affecting spells; cast spells.

New Monster



XIANG YAO, NEW MONSTER

Fantastic Creature

% in Lair:	50%
Dungeon Enc:	Solitary (1)
Wilderness Enc:	Solitary (1)
Alignment:	Chaotic
Movement:	180' (60')
Armour Class:	6
Hit Dice:	9**
Attacks:	9 bites
Damage:	1d3 per bite
Save:	M9
Morale:	+1
Treasure Type:	None
XP:	1,900

Xiang Yao are extremely rare evil spirits created by ancient dragons to serve as heralds of doom, guardians, companions and historians.

They have nine human heads sprouting from a long, thick snake body 30' long and reek of rotten eggs.

Each head of the Xiang Yao once belonged to a high level mage, whom the creator-dragon captured and beheaded; a ritual was then performed, fusing the heads to the body of a giant snake. This ritual is said to be written in an ancient tome that is sought after by dubious mages and insane necromancers, who believe it a means to immortality.

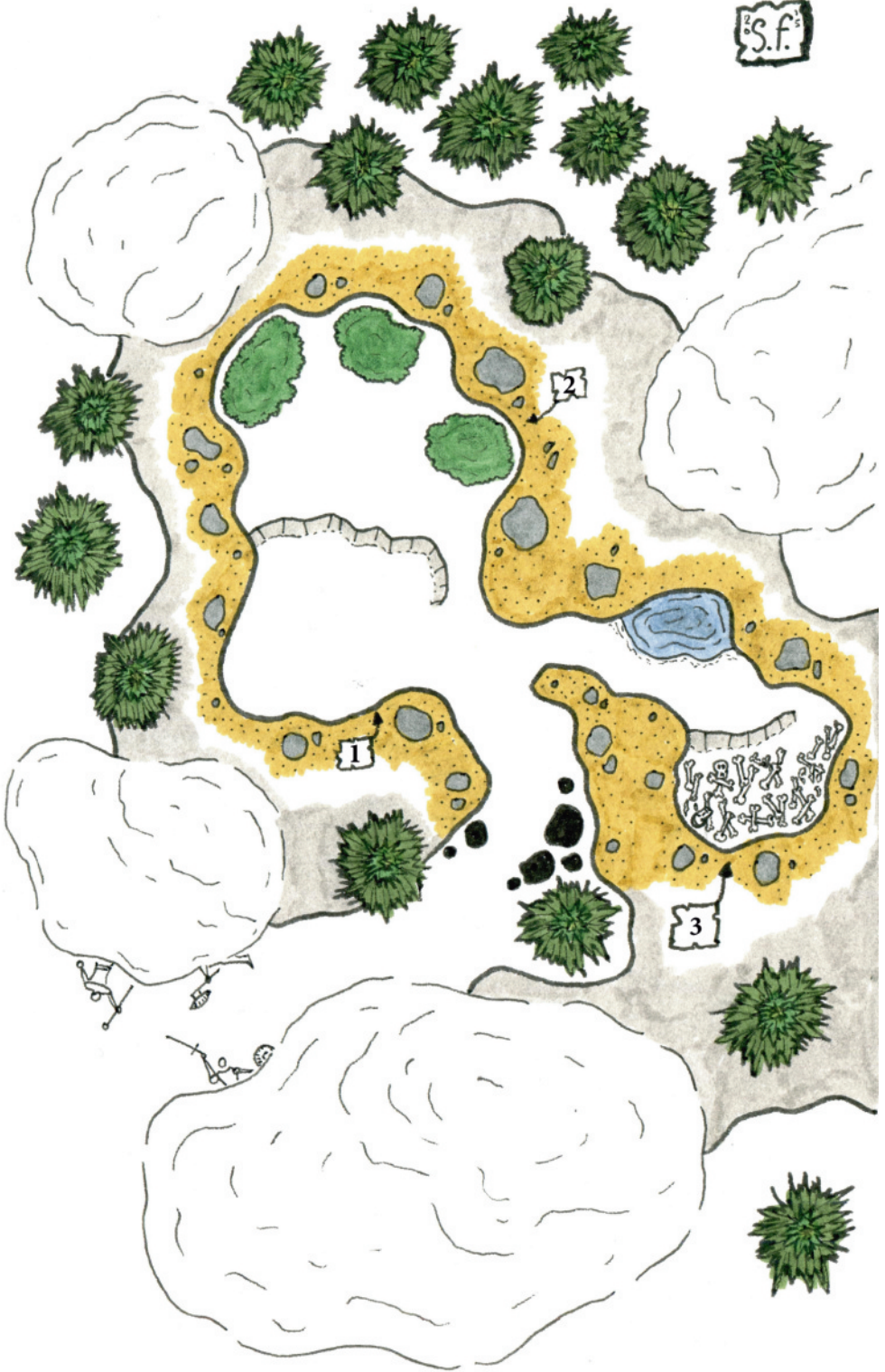
The Xiang Yao are immune to non-magical attacks, as well as spells that effect the mind due

the inherent madness of the monster. They speak the common tongue as well as whatever languages their host-heads once knew (1d4 per head), and retain some of their knowledge: consider the monster to have the proficiencies of *Collegiate Wizardry*, *Engineering*, *Knowledge* (1d6 subjects), *Loremastery*, *Magical Engineering*, and *Theology*. They are intelligent but mad, but it is possible to reason with them.

Each head is able to cast a single spell, once per round, or bite if forced into close combat. The spells are of a random level, 1-6. The Xiang Yao can also constrict with its body, if more than three heads bite successfully: anyone held suffers 1d6 damage per round until freed (*save vs paralysis* to get free).

Xiang Yao are usually found in the lairs of ancient dragons, especially black dragons, where they enjoy finding ways of corrupting the land surrounding the lair.

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YEH-TEH

1. Frozen Men

Partially buried under piles of hardened snow are the frozen bodies of three would-be adventurers who foolishly tried to hunt the yeh-teh and paid the price. They have been kept here as a warning to others, and so far it is a tactic that has worked.

The bodies are poorly equipped and hold little treasure, but their basic equipment could be salvaged:

1. *Holy symbol* (silver crescent of Istreus), sling, 30 sling stones, quarterstaff, leather armor, grey wool tunic and pants, leather belt, low boots, backpack, 3gp.
2. Long bearded axe, francisca, chain mail armor, thick wool cloak, wool tunic and pants, leather belt, low boots, small sack, wineskin with strong ale (frozen).
3. Crossbow, case with 20 bolts, well-oiled sword, steel shield repainted many times, slightly battered chain mail armor, armiger's tunic and pants, low boots, backpack.

2. Yeh-Teh Cave

This split level cave is home to a family of three **yeh-teh**, who are very protective of one another. They have beds woven from reeds and branches, with soft moss covering it. Each of the creatures has a spear within reach.

3. Bone Pile

Past a pool of fresh water, is a depression full of bones from the animals and other creatures that have come across the **yeh-teh** and not paid the proper respect. Mostly these are animal bones, from hunting, but there are a few human, elf and dwarf bones amongst them.

Hanging over this pile of bones are wards against evil spirits, *windchimes made of brass* (100 gp value, shaped like dancing bears), *wooden dragons* (300 gp) with *copper bells* on their tails, *copper tubes with glyphs of divine nature* (160 gp), as well as a *silver mirror* that spins on a frayed piece of rope fastened to the ceiling with a diamond-tipped pin (400 gp).

Within a snowy hill lies the lair of a family of Yeh-Teh, who have recently defended their home against trappers hunting them for their furs.

Yeh-Teh (3): AC 4, Mv 120' (40'), HD 4, hps 25, 13, 11, #Ats 1 bite, 2 claws or by weapon (1d6, 1d6/1d6, or 1d8+2), Sv F4, MI +1, AI N, XP 145; immune to cold-based attacks, wield spears in both hands for +2 damage.

New Monster



YEH-TEH.

NEW MONSTER

Humanoid

% in Lair:	40%
Dungeon Enc:	Group (1d6) Family (2d6)
Wilderness Enc:	Group (2d6) Clan (2d6 gangs)
Alignment:	Neutral
Movement:	120' (40')
Armour Class:	4
Hit Dice:	4*
Attacks:	2 claw, 1 bite, or by weapon
Damage:	1d6/1d6/1d8 or by weapon +2
Save:	F4
Morale:	+1
Treasure Type:	C
XP:	145

Yeh-Teh are an ancient race, once grand and proud, more advanced than the elves and dwarves and humans around today. Their civilisation collapsed after it grew corrupt and decadent, and civil wars tore it apart. The Yeh-Teh are the descendants of this once great race, taught to fear progress and technology and to lead simple lives in the snow-clad mountains where they make their homes.

The Yeh-Teh wear thick manes around a fearsome yet intelligent face, with tusks protruding from their mouths. Their thick fur is white, warm, and allows them to blend into their snowy surroundings (-2 to opponents surprise rolls). They are strong, intelligent, but simple in their

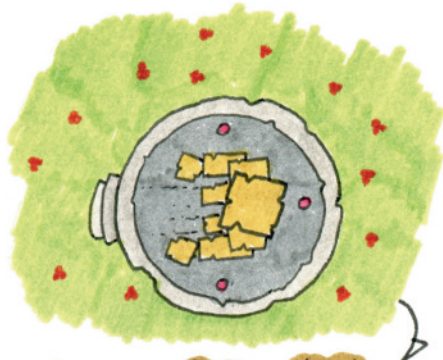
outlook to life. They are hunter-gatherers for the most part, although some clans maintain simple years of hardy crops and livestock.

Yeh-teh can be fearsome if provoked, but are reasonable and intelligent creatures who will avoid unnecessary fights. When forced, however, they will fight with tooth and claw or wield simple weapons or farming implements with their great strength (+2 to damage).

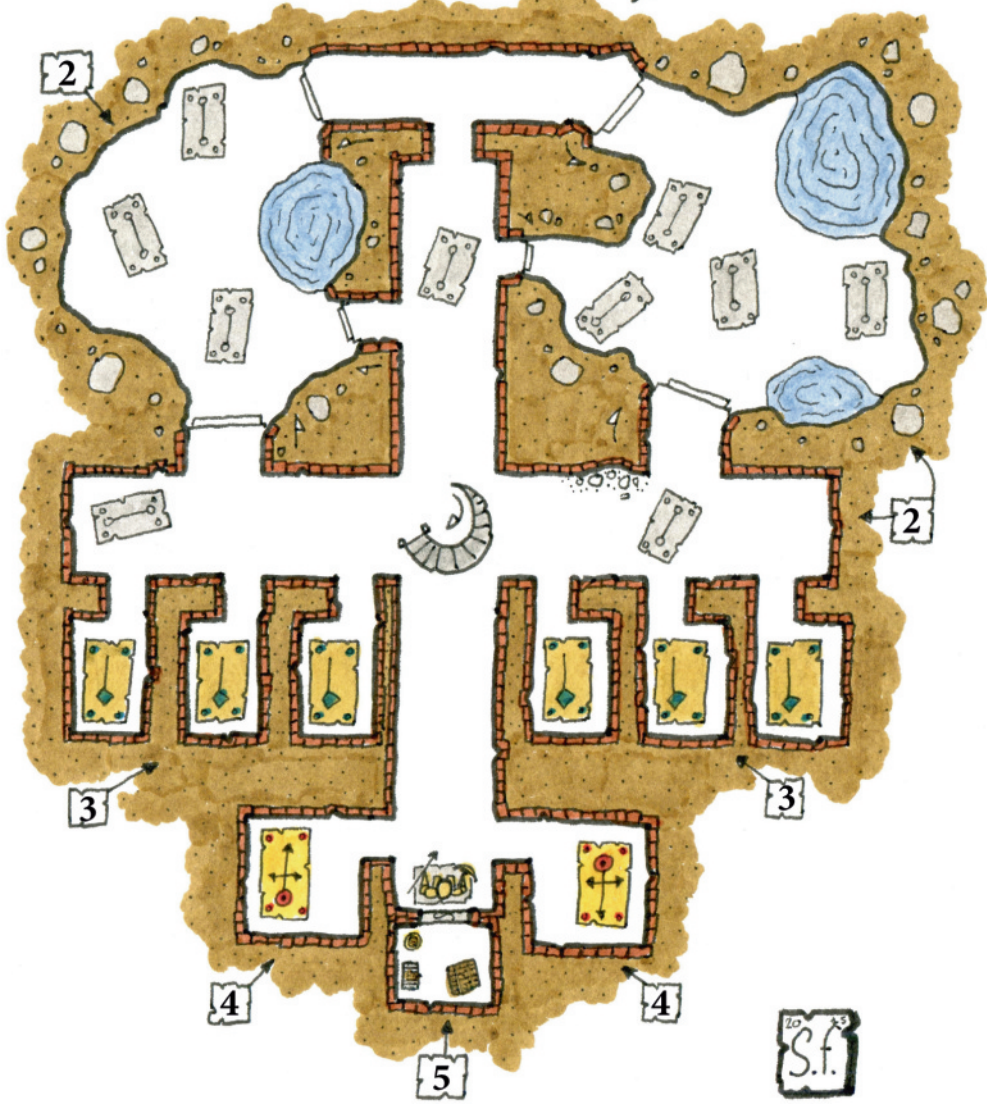
Their thick fur provides them with some protection against weapons and they have adapted to extreme cold, taking no damage or suffering adverse effects from cold-based attacks or magic.

Their clans are led by the wisest and eldest (HD 6, *hps* 30), who is advised by a shaman (cleric or *shaman** class, level 1-6). Each yeh-teh is seen as an equal, regardless of gender, and the numbers are split between the two; in addition, there are children equal to 40% of the population, the oldest treated as orcs statistically. What treasure they have is usually items that they have found and took because it looked nice; they have no real need for currency.

* *Shaman class is from the ACKs Players Companion, pages 38-40.*



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ZOMBIE

1. Statue

Surrounded by red roses a tall bronze statue, a cubism representation of a warrior, stands on a granite dais. The statue can be pushed on hidden rails to reveal stairs leading below.

2. Abandoned Coffins

Ten old wooden caskets were just left here when this tomb was abandoned, unfinished. Most lie in the adjoining damp caves (seven in all), three more in the connecting corridor. Each holds the remains of loyal workers who helped to build a nearby castle and died doing their duty. Each corpse is now a **zombie** (*hps* 6, 6, 10, 15, 12, 2, 11, 4, 11, 5), connected in death: any coffins disturbed or the undead attacked, all ten raise to defend their fellows.

3. Acolyte Tombs

These six tombs hold well-crafted sarcophagi, stone, adorned with symbols of peace after death. Each holds a corpse in faded blue robes. These are also **zombies** (*hps* 9, 10, 11, 11, 3, 14), but only raise if disturbed and are independent of

each other. They will, however, animate to defend their masters in area 4.

4. Masters' Tombs

These two tombs hold ornate marble sarcophagi that hold the remains of priests; both will animate as **zombies** if disturbed (*hps* 6, 16) and are buried in yellow robes.

5. Secret Vault

Hidden behind a statue of a warrior-priest is a secret door into a vault. Inside is a chest, crate and a wax-sealed ceramic jar.

The chest holds 976 sp, and several gems: 1 *agate* (25 gp), 1 *azurite* (10 gp), 1 *tiger eye* (25 gp), 1 *turquoise* (25 gp).

The crate contains a beautifully carved *bone comb* (17 gp), a *brass candelabra* (150 gp), and a *wrought silver necklace* (200 gp).

And the jar holds a bag of *loose tea*, worth 75 gp (5 stone).

Below a blocky statue lies an ancient tomb that was abandoned before it was finished.

Zombie (18): AC 1, **Mv** 60' (20'), **HD** 2, **#Ats** 1 fist (1d8), **Sv** F1, **MI** n/a, **AI** C, **XP** 29; undead, immune to poison, charm, hold and sleep; attack last in combat.

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DESIGNATION OF PRODUCT IDENTITY

The following is designated as product identity: anything relating to the skyfullofdust.

DESIGNATION OF OPEN GAME CONTENT

All new monsters: Imp (my ACKS version), Jabberling, Quiet Ones, Ugiuknarpak, Xiang Yao, Yeh-Teh.

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