

*Lairs and Encounters* provides lair listings for every monster described as having a lair in the *Adventurer Conqueror King System* monster listings. Each lair is unique and should only appear once in the campaign.

The lair listings were designed to be used in two main ways: (1) as dynamic points of interest that can be discovered while wandering through the wilderness; and (2) as obstacles to a would-be ruler's attempt to secure land for a domain.

## DYNAMIC POINTS OF INTEREST

In a typical *ACKS* campaign, the PCs adventure across a mapped region that their Judge has populated with static points of interest, such as settlements, dungeons, and other locales, each detailed with more or less specificity depending on their importance. The *ACKS* rulebook recommends that Judges place 45 such points of interest on a typical regional map with 40 × 30 6-mile hexes.

Placing just 45 points of interest in 1,200 hexes leaves a lot of empty hexes. Filling up every empty hex in advance with static points of interest is time consuming and results in lots of wasted effort. **Dynamic points of interest** are a tool the Judge can use to help populate the regional map of his campaign setting without having to stock every hex in advance.

Each dynamic point of interest features the lair of a particular monster from the wilderness encounter tables. Unlike static points of interest, the locations of dynamic points of interest are left indeterminate at the start of play. Instead, when a wilderness encounter throw results in an encounter with a monster in its lair, the dynamic point of interest featuring that monster is placed in the hex where the encounter occurred. Once the dynamic point of interest is placed, it becomes static, and its location is fixed for the rest of the campaign. The Judge should write down the hex number where the point of interest was found on the regional map in case the party returns to the area.

From the adventurers' point of view, there is no difference between pre-placed points of interest and dynamic ones. Wherever they go on the regional map, there will be a mix of wandering encounters and static locations. On the Judge's actual regional map, though, there will be a lot of empty hexes with unusually high clusters of dynamic points of interest that happen to be along the routes the adventurers have traveled. This method ensures that wherever the adventurers travel within the region, they will always find interesting places and encounters, while areas that the adventurers do not travel to are not needlessly stocked.



## OBSTACLES TO SECURING LAND

Lairs Per Hex			
Terrain	Wilderness	Borderlands	Civilized
Clear, Grass	1d2	-	-
Scrub, Hills	1d4	1d3-2	-
Barren, Desert	1d6	1d2-1	-
Mountains, Woods	2d4	1d4-2	1d6-5
Swamp	2d4+1	1d3-1	1d4-3
Jungle	2d8	1d2	1d3-2

A 6-mile hex is an extensive tract of land: 31 square miles, or about 24,000 acres. A hex can support a considerable number of peasants when settled and farmed. But before it can be settled by peasants, a hex must be cleared of all the monster lairs present within. And 31 square miles can hold a lot of monsters!

How many monsters? The Judge can quickly determine the numbers of lairs in a hex by following these steps:

1. On the Lairs per Hex table, cross-reference the terrain type with the classification of the hex and roll to determine how many lairs are present. Treat results of less than 0 as 0. On a result of “-”, no random lairs are present.
2. For each lair, roll on the appropriate column of the Wilderness Encounters by Terrain table to determine the type of monster in the lair.
3. For each monster, select a lair from the Lair Listings in this book, and place it within the hex.

Most wilderness hexes will have three to six lairs. More settled hexes will have much less. Lairs will be more densely packed in terrain that provides lots of hiding places, such as jungles and swamps, and less dense in open terrain with long lines of sight.

**EXAMPLE:** Marcus, Quintus, and Balbus, having become powerful through years of adventuring, have decided to secure a hex of hills on which they plan to establish a domain. The Judge consults the Lairs per Hex table and sees that hills has 1d4 lairs. His 1d4 roll is a 3, so he rolls three times on the ‘hills’ column of the Wilderness Encounters by Terrain table. This results in an ogre village, a boar den, and a giant carnivorous fly nest.

## SEARCHING FOR LAIRS

Before the adventurers can clear a lair of monsters, first they have to find it! Searching for lairs in a wilderness is akin to searching for traps in a dungeon – even if there is a lair, there’s no guarantee the adventurers will find it when they search. The lair might be isolated in a remote glade, situated on an inaccessible peak, hidden underground, concealed with an innocuous entrance, or just plain hard to find. Adventuring parties that can cover a lot of ground have a better chance of finding a lair than parties slowed by encumbrance or bad going. Trackers capable of finding and following spoor are also invaluable.

Wilderness Movement	Target Value
11 miles or less	18+
12 – 23 miles	17+
24 – 35 miles	16+
36 – 47 miles	15+
48 – 59 miles	14+
60 – 71 miles	13+
72 – 83 miles	12+
84 – 95 miles	11+
96 – 107 miles	10+
108 – 119 miles	9+
120 – 131 miles	8+
132 – 143 miles	7+
144 – 155 miles	6+
156 – 167 miles	5+
168 – 179 miles	4+
180 – 191 miles	3+
192 miles or more	2+

If the Judge has mapped out the 6-mile hex in detail, he can use the small scale map to adjudicate the search process. Otherwise, the following abstract system can be used: Each hour (six turns) that the adventurers spend searching a hex, the Judge should make a searching throw (1d20) on their behalf. The target value is determined by their daily movement rate through the hex, as shown on the accompanying table. If the throw equals or exceeds the target value, the party discovers a lair, if at least one is present. (If more than one lair is present, choose one or roll randomly.)

Marcus, Quintus, and Balbus begin searching the hex. After one hour, the Judge secretly rolls to see if they have discovered a lair. They are mounted on light horses (48 miles per day base wilderness movement) and moving through hills (movement multiplier of 2/3), so the party’s movement is 30 miles per day. The target value for their throw is therefore 16+. Unfortunately, the Judge rolls a 12, so their first hour of searching is fruitless.

If any member of the party has the Tracking proficiency, the party should receive a +4 bonus on the proficiency throw. If the adjusted die roll equals or exceeds the listed value, the adventurers have discovered one of the lairs within the hex.

Had either Marcus, Quintus, or Balbus had Tracking proficiency, the party would have gained a +4 bonus on their throw. With a +4 bonus and a target value of 16+, they would have found a lair on a roll of 12 or more.



## AERIAL RECONNAISSANCE

If the party is capable of air travel, their daily wilderness movement rate is doubled (see *ACKS*, p. 94). In addition, when searching clear, grass, scrub, hills, barren, desert, or mountain terrain, they receive one searching throw per three turns (thirty minutes) on the Lair Search table, rather than one per hour.

Quintus realizes that he can use his summon winged steed spell to make this process much easier. He summons pegasi for himself and his two party members and they take to the air. The pegasi have a flying movement rate of 480', which translates to 96 miles per day. Since aerial movement is doubled, the pegasi can fly 192 miles per day. At the party’s new wilderness movement rate, the target value for their searching throw is 2+. In addition, they may throw once per three turns instead of once per hour. After thirty minutes of game time, the Judge throws 1d20; the result is a 13, and the party has found a lair!

## WANDERING MONSTERS

Adventurers searching a hex are far more likely to encounter monsters than those who are just passing through as quickly as possible. They are subject to one wandering encounter throw per hour while searching. If they “wander” into a lair accidentally, substitute the newly-encountered lair for one of the previously generated lairs (or vice versa).

## SPLITTING UP

If the party splits up into smaller sub-parties, they can search a hex much more rapidly. Each sub-party can make a separate searching throw. However, each sub-party is subject to wandering encounters separately and must deal with the encounter on its own. If the sub-parties are close enough to assist in the encounter, they haven't really “split up” and are effectively just searching the same area.

## LAND SURVEYING

If the party has a member with the Land Surveying proficiency, that adventurer can attempt to assess the total number of lairs in the hex based on the lay of the land, evidence of cultivation, and other factors. The adventurer may attempt an assessment upon first arriving in the hex, and make another attempt each time the hex is searched. For each attempt, the Judge should secretly make a proficiency throw (1d20) on the character's behalf. The target value for the proficiency throw is 18+, but the character should receive a cumulative +4 bonus for each successful search the party has conducted in the hex up to that point. If the proficiency throw succeeds, the character correctly assesses the number of lairs in the hex, and the Judge should reveal the number. If the proficiency throw fails with an unmodified 1, the character incorrectly assesses the number of lairs in the hex, and the Judge should roll or choose a

false value to reveal. On any other result, the character does not yet have enough information to make or revise an assessment.

Note that, in the absence of definitive magic such as *commune*, a party can never be certain they have found all of the possible lairs in a hex. It is possible a lair might remain hidden for weeks, years, or even generations before suddenly being found. The Judge should use his discretion in deciding whether an undiscovered lair prevents a hex from being considered secured for purposes of settlement. An undiscovered dire wolf or manticores lair will almost certainly disrupt settlement, while an undiscovered lammasu lair might be a delightful surprise and an undiscovered khepri lair may be harmless until a foolish peasant awakens them in a few seasons...

Scout (pathfinder, 25gp/month; land surveyor, 25gp/month): Scouts are specialists in exploration, mapping, and land surveying. Pathfinders are 1st level explorers with the Pathfinder template (see *Player's Companion*, p. 66), and can be hired to search hexes for lairs. Land surveyors are 1st level explorers with the Cartographer template, and can be hired to assess the number of lairs in a hex. Both types of scouts are hired on a monthly basis and are available in urban settlements in the same numbers as navigators. Scouts will expect to be protected while on duty, either by their employer or by a number of mercenaries equal to the maximum number of lairs in the hex(es) they are assigned to explore. Scouts will attempt to evade any wandering monsters they encounter; they will not fight for their employer or enter lairs unless recruited as henchmen.



# CHAPTER 3: LAIR LISTINGS



## HOW TO USE LAIR LISTINGS

When a wandering encounter occurs with a monster, simply look up the appropriate monster's entry in the listings below. Each entry records the percentage chance that the monster is in its lair. If the dice indicate the monster is in its lair, record the lair's location within the regional map on the indicated line and run the lair encounter. Monsters in dynamic points of interest, or placed as obstacles to securing land, will of course always be in a lair.

Each lair will feature one or more monsters in a "typical" lair for its type. The lairs are presented so that they can be used in the widest possible variety of terrain, but the Judge should change any details necessary to better place the lair in the context where it occurred.

Some lairs include exceptional monsters with ability score adjustments and/or proficiencies; they might also include baby, child, or adolescent monsters. Treasure, where present, is based on the creature's treasure type. If the monster has valuable body parts or young, this is noted. See the **Monsters** chapter in this book for further details. Occasionally, natural resources have been placed in or around the lair in order to add flavor.

### AMPHISBAENA

Lair: 10%      Map Location: \_\_\_\_\_

A path ahead descends into a narrow gorge. The earth of the path has been ploughed by the great twisting tracks of some large animal or animals moving up and down the gorge. The gorge itself is a 60' wide and 900' deep gash in the earth that runs for about 4200' before terminating in a rocky slope. Crushed white bone litters the gorge, with the largest accumulation within the rocks at the foot of the slope. An **amphisbaena** lairs here, and will attack any intruders into its territory. Among the bones can be found 2,000ep, 4,000gp, a diamond (2,000gp), a crystal geode (2,000gp), a facet-cut star sapphire (4,000gp), and a bronze flask with a red, effervescent fluid (*potion of flying*). Characters with Animal Husbandry can extract one dose of venom (200gp, 1d10 turns onset, +2 save modifier, 1d10 damage) from the amphisbaena. The amphisbaena's fangs (120gp, 2 st each), flesh 340gp, 5 1/2 st) and spines (120gp, 2 st each) are special components.

**Amphisbaena:** MV 120', AC 5, HD 6\*\*, hp 27, #AT 2 (bites 5+), Dmg 1d4 + poison and constriction, Save F3, ML 0, AL N, XP 820; Special: constriction (2d8 ongoing, save v. Paralysis to escape), poison bite (save v. Poison or die in 1d4+2 turns)

### ANKHEG

Lair: 15%      Map Location: \_\_\_\_\_

The ground here has collapsed into a massive sinkhole, 200' in diameter and 60' deep. The sinkhole has exposed a dark and winding series of tunnels delved by long-dead dwarves and still shorn up by their well-crafted struts. The tunnels are now the nest of **six ankhegs** that have begun ravaging the countryside. The ankhegs' sensitive antennae can detect any approaching prey, and adventurers who bypass the sinkhole will be attacked from below by the ankhegs after 1d6 rounds. Adventurers who slay the ankhegs and search the tunnel complex will find a dwarven treasure cache: 3,000ep and 1,000gp. The coins, which bear the mint of the ancient dwarven vault of Azen Khador, are in rusted iron trunks, locked, and half-sunken in the

earth. The ankhegs themselves carry no treasure, but several of their parts are valuable special components – acid glands (300gp, 5 st), antennae (125gp, 2 st) and mandibles (125gp, 2 st). Their 2 1/6 st carapaces are worth 80gp each to an armorer if captured intact.

**Ankhegs (6):** MV 90'/60' burrow, AC 8, HD 5\*\*, hp 28, 25, 25, 21, 17, #AT 1 (bite 6+ or spit), dmg 3d6 + 1d4 acid + grabbed or 4d8 acid, Save F5, ML -1, AL N, XP 500; Special: grab (save v. Paralysis to escape), spit acid (4d8 damage, save v. Blast for half)

### ANT, GIANT

Lair: 10%      Map Location: \_\_\_\_\_

A giant anthill, 60' in diameter and 35' high, rises from the ground here. An opening at the anthill's apex leads into a twisting burrow of passages each 2-8' in diameter, occasionally (20%) punctuated by 5-20' square rooms. The anthill is the nest of **14 giant ants** who react with great hostility to any who intrude within. The ants are mining gold nuggets from a rich vein in the earth, and the anthill has a total of 6,000gp worth of gold nuggets distributed through out rooms. In the center of the anthill are **2 giant ant larvae** which are worth 150gp each if captured alive. The giant ants' antennae are special components (80gp, 1 1/2 st per ant).

**Giant ants (14):** MV 180', AC 6, HD 4, hp 18 each, #AT 1 (bite 7+), Dmg 2d6, Save F2, ML -1/+4, AL N, XP 80

**Giant ant larvae (2):** MV 150', AC 4, HD 2, hp 9 each, #AT 1 (bite 9+), Dmg 1d6, Save F1, ML -1/+4, AL N, XP 20





Full Ape, White Lair on p. 190

## APE, WHITE

Lair: 10%      Map Location: \_\_\_\_\_

A limestone cave mouth, 22' wide and 16' high, pierces a hillside here. From the mouth, a 14' high natural tunnel extends into the hill some 70', where it is crossed perpendicularly by an 8' high natural tunnel that runs about 60' in either direction. The interior of the tunnels are decorated with elaborate cave-paintings, and are littered with flint axe-heads and similar crude tools. The tunnels terminate in large caves (each about 40' wide, 80' long, and 7-12' high). The left-hand cave is a grisly graveyard to around two dozen neanderthals, badly decomposed and covered with sickening boils. The neanderthals that once dwelled here died of a wasting plague last season, leaving their former pets, a den of **six white apes**, to fend for themselves. These creatures dwell in the right-hand cave. They will warn intruders away with aggressive screams, then hurl rocks to drive them off. The white apes are actually tamed and trained guard animals, however, and if confidently approached by a character with Animal Training (apes) they can be safely handled (see p. 122). If the white apes are captured alive, the fully-trained creatures are worth 465gp each. Their thick white 1 st fur pelts are worth 50gp if harvested intact. Their skulls are special components (80gp, 1 2/6 st per ape).

**White apes (6):** MV 120', AC 3, HD 4, hp 25, 22, 20, 18, 16, 12, #AT 2 (claws 7+) or 1 (rock 7+), Dmg 1d4/1d4 or 1d6, Save F2, ML -1, AL N, XP 80

## ARANE

Lair: 70%      Map Location: \_\_\_\_\_

An expansive cave mouth, 66' wide and 18' tall, is concealed by a wall of fallen rocks and a dense curtain of lush foliage hanging from a rocky cliff face. The cave mouth leads into a pair of volcanic caverns, one large and one small, conjoined in such a way as to resemble an upturned right hand. Mineralized logs jut out from the cave walls, as do the bones of prehistoric animals, petrified by the ancient magma that built the cliff. The rock here is rich in minerals, and each night, local animals travel into the cave to use it as a giant salt lick. The cave walls are marred with the marks of claws and tusks where the animals have "mined" the cave over the centuries. A 60' deep crevasse runs across the center of the larger cave, with only a narrow passageway on either side around it. Safely navigating around the crevasse requires a proficiency throw of 4+, adjusted by the character's Dexterity modifier. Characters who fall down the crevasse hit a thick net of spider webbing after 30'. They suffer only 2d6 points of damage from the fall but are trapped as if by a web spell.

The webbing is the work of **three arane** who lair here and feed on the hapless creatures that fall down the crevasse. When not feeding, the arane live in the deepest portion of the cave, out of sight of the animals. Though they are carnivorous, the arane are not inevitably

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hostile – they recognize that sapient creatures can sometimes be more valuable as allies or trading partners than as food. One of the arane is a witch, and may seek to exchange magical knowledge or items with other spellcasters (+2 bonus to reaction rolls).

**Arane (2):** MV 120'/120' web, AC 3, HD 6\*\*\*, hp 30, 26, #AT 1 (bite 5+ or web), Dmg 1d8 + poison or web, Save F6, ML o, AL C, XP 1,070; Special: poison bite (save v Poison or die in 1d4 turns), web (30' range, 10' diameter, as spell)

**Arane Witch:** MV 120'/120' web, AC 3, HD 6\*\*\*\*, hp 33, #AT 1 (bite 5+ or web), Dmg 1d8 + poison or web, Save F6, ML o, AL C, 1,570; Special: poison bite (save v Poison or die in 1d4 turns), web (30' range, 10' diameter, as spell); Spells: 3 1<sup>st</sup>, 3 2<sup>nd</sup>, 2 3<sup>rd</sup>, 2 4<sup>th</sup>; Repertoire: as 6<sup>th</sup> level chthonic witch

The cave wall around the arane's den has been carved with a dozen nooks, each around the size of a human torso. Four of these nooks contain treasure acquired from sapient victims. The first treasure nook contains a hemp sack with 5,000sp and an amber, honey-scented fluid (*potion of healing*) in a gourd. The second holds an azurite (10gp), agate (25gp), moonstone (50gp), amethyst (100gp), and spinel (250gp) mixed in with 24 multifaceted glass eyes (20gp each) and a pair of *eyes of the eagle*. The third nook is hung with six unholy symbols of Nasga, silver spiders with obsidian eyes (130gp each). The fourth nook is decorated with a hanging mobile of 27 fetishes made of engraved human finger-bones (10gp each). One of the finger-bones still wears a white-gold *ring of protection* +1. The other eight nooks hold various animals cocooned for later consumption – six deer, a wolf, and a black bear cub.

The arane witch has drawn strange and inhuman glyphs on the cave wall around the treasure nooks. The glyphs themselves are harmless, but removing the treasure from the nooks triggers a *magic mouth*. A horrific chattering sound issues forth, like thousands of insects rubbing against each other. The *magic mouth* instantly alerts the arane of the theft.

Characters with Animal Husbandry can extract one dose of venom (225gp, 1d8 turns onset, +2 save modifier, 1d10 damage) from each of the arane. The aranes' central eye pairs (350gp, 5 5/6 st), mandibles (240gp, 4 st), leg tarsus (240gp, 4 st) and spinnerets (240gp, 4 st) are special components.

## BABOON, ROCK

Lair: 10%      Map Location: \_\_\_\_\_

High atop the trees of a rugged, broken landscape, **15 rock baboons** keep watch day and night for any intruders to their den. They patrol between the treetops and the large cliffs, calling out to one another with high-pitched howls and screeches. If anyone encroaches, the seven largest baboons will attack, leaping down on them from the upper branches of the trees. The remaining baboons will hang back to protect the young, consisting of **2 adolescent baboons**, **5 children**, and **7 babies**. If the baboons are captured alive, they are worth 215gp per adolescent, 90gp per child, and 25gp per baby. Their ½ st fur pelts are worth 25gp each if captured intact. Their skulls are special components (20gp, ¾ st per ape). The baboons have no other treasure, but tall, colorful spikes of finger-like flowers grow thickly along the rocky slopes where they live. A Naturalism proficiency throw

recognizes this as foxglove, a poisonous plant. There are enough plants to extract six doses of toxin (see ACKS, p. 250).

**Rock baboons (15):** MV 120', AC 3, HD 2, h' each, #AT 2 (bite/club 9+), Dmg 1d3/1d6, Save F2, ML o, AL N, XP 20

**Adolescent rock baboons (2):** MV 120', AC 2, HD 1+3, hp 7 each, #AT 2 (bite/club 9+), Dmg 1d2/1d4, Save F1, ML o, AL N, XP 15

**Child rock baboons (5):** MV 100', AC 1, HD 1, hp 4 each, #AT 2 (bite/stick 10+), Dmg 1/1d2, Save NM, ML o, AL N, XP 10

**Baby rock baboons (7):** MV 90', AC o, HD ½, hp 2 each, #AT 1 (stick 10+), Dmg 1, Save NM, ML o, AL N, XP 5

## BASILISK

Lair: 40%      Map Location: \_\_\_\_\_

The ground here is pierced by an 18' deep pit, about 22' in diameter. The pit's slopes of black earth are gentle and easily traversed. The center of the pit is filled with petrified bone. Four tunnels, each about 4' wide, exit from the pit like spokes from a wheel. The tunnels are 11-20' long each, and home to **four basilisks**. The basilisks will attack any creatures that dare to clamber down into the pit. Mixed within the calcified remains in the pit are some items from victims who died to the basilisks' bites rather than gazes, including a leather sack holding 3,000gp; a wrought gold trinket (1,100gp); and a *scroll of sanctuary* x2 and *true seeing* written in Dwarven. The basilisks' eyes (500gp, 8 ¾ st) and gizzard (500gp, 8 ¾ st) are special components.

**Basilisks (4):** MV 60', AC 5, HD 6+1\*\*, hp 33, 26, 23, 19, #AT 2 (bite 4+, gaze), Dmg 1d10/petrify, Save F6, ML +1, AL N, XP 980; Special: petrifying gaze and bite (save v. Petrification or *turned to stone*)

## BAT, GIANT

Lair: 35%      Map Location: \_\_\_\_\_

Ancient stone steps lead down into a small depression in the earth here, some 240' diameter. At the foot of the steps, a granite stone slab covers an entrance that leads into the side of the depression. The stone slab is heavily weathered and very old, and sits partly open. (Fully opening or closing the heavy stone door requires a proficiency throw to open doors at -4.) Beyond the stone slab door is a catacomb gallery, 7' high, 8' wide, and 30' long, with thirty wall graves piercing the walls. The graves were long ago robbed and hold only worthless trinkets, while the skeletons crumble to dust if touched. Now the catacomb is the lair of **eight giant vampiric bats**. The bats leave at dusk each night to hunt, returning at dawn, so adventurers who reach the lair during evening hours may think it is unoccupied. The bats have no treasure, but their ears (20gp, ¾ st) and fangs (10gp, 1/6 st) are special components. Once the bats are dealt with, the catacombs can be used as a safe base to explore the surrounding area.

**Giant vampiric bats (8):** MV 30'/180' fly, AC 3, HD 2, hp 14, 11, 10, 10, 9, 9, 8, 7, #AT 1 (bite 9+), Dmg 1d4 + paralysis, Save F1, ML o, AL N, XP 29; Special: paralytic bite (save v. Paralysis or unconscious 1d10 rounds)