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FOREWORD

We should call this book Oops! All Lairs.

MATTHEW COLVILLE

We ended up making two books. Before *Flee, Mortals! The MCDM Monster Book* even launched on Kickstarter, we knew that hitting our lairs stretch goal might mean another book's worth of content. When *Flee, Mortals!* reached the layout stage, we realized that our fateful prediction was correct. We could either cut fifty pages of content from the lairs and other parts of *Flee, Mortals!*, or we could break out the lairs into their own book, add more content, and bring our dream book of dungeons and boss battles to life. Since you're reading this, you know which route we took.

The truth is that these lairs deserve to be in their own book. Each little slice of hell contains story hooks, background information, detailed hazards and NPCs, a villain, unique rewards, and all the stat blocks you need to run them. You can use this book without ever referencing *Flee, Mortals!*

The real stars of this book are the villains. Each is abominable in their own way; every lair boss is a unique monster, from their personality to their stat block. When a group of heroes invades a villain's home, that evildoer fights like hell to end the threat. We've given each villain the beefy, playtested stat block they need to stand up to even the most optimized parties.

Each lair was specially crafted for the villain and their allies. A lair is an extension and example of its villain's power and personality. Lord Syuul performs his wicked experiments in a laboratory made of flesh. Kiona the Dread Lord obsessively researches the *Codex Mortis* in her extradimensional library. The once-proud Ithu'rath plots their grand return to the top in a crumbling castle.

The boss battles and lairs in this book have saved my game nights. If I don't have anything prepared or if the players zig when I expect them to zag, I can easily grab a story hook or tempt them with some unique treasure and get them into one of these places where evil (and fun!) lives. When I'm scheming for the perfect capstone encounter to end a killer adventure, I reach for this book.

The authors packed so much delicious evil into these bosses and their homes. I am incredibly grateful to them as well as all the artists, consultants, editors, playtesters, and the rest of the MCDM team who worked super hard to make more pages of content in one year than we ever have before. We, uh, learned a lot—a whole friggin' lot.

We hope you enjoy reading and running these lairs as much as we enjoyed making them. Go, brave adventurers. Only you have the heart to face evil where it lives.

Ex animo,
James Introcaso
MCDM Lead Game Designer

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INTRODUCTION

TWENTY-TWO LAIRS THAT YOU CAN DROP RIGHT INTO YOUR campaign have arrived. Each is a home to a unique villain and is filled with lackeys, hazards, traps, and a treasure hoard with unique rewards. Every lair has been optimized to present a fun challenge for five player characters of a specific level, indicated in the lair's description and on the Lairs by Level table.

The lairs are presented in ascending order of their challenge.

MAPS

Each lair has a map that indicates all hidden information, like traps and secret doors. Digital versions of these maps (along with player versions that don't include the secrets) are included with your purchase of this book.

CARDINAL DIRECTIONS

Most lair maps include a compass rose, even if the location is on a plane other than the Mundane World. Most planes of the timescape (see "The Timescape") are circular planets as well as planes, so they have a north, south, east, and west. But for the rare planes without cardinal directions, the compass rose is still included to make interpreting the map easier.

AREA DESCRIPTIONS

Each lair area begins with bullet points that overview the room's most important features, giving you all the information you need to run that area upfront. Some of these are meant to be shared with players, while others are for the GM's eyes only, as follows:

- "If you see a description in quotation marks like this, read or paraphrase it to the players when their characters first enter the area—provided they can sense their surroundings properly. This text describes what the characters immediately notice."
- (*If the characters did X in area Y...*) "If a quotation starts with a parenthetical condition like this, only read or paraphrase it to players if those conditions apply."
- (**Secret**) If a bullet starts with this parenthetical subheading, don't read it aloud! This description contains information for the GM, and it shouldn't be revealed to players until their characters investigate the area further. Hidden creatures, traps, and more could be presented this way.

LAIRS BY LEVEL

Optimized Level	Lair Name	Lair Boss	Boss Ancestry	Page
2nd	Jagged Edge Hideaway	Queen Bargnot	Goblin	16
3rd	Hanging Tree	Dohma Raskovar	Orc	29
4th	Shtriga Nonna's Hut	Shtriga Nonna	Hag	45
5th	Burnock Mill	Baron Uthrak	Human	55
6th	Camp Firefield	Bloodlord Varrox	Hobgoblin	68
7th	Shifting Library	Kiona the Dread Lord	Incorporeal Undead	82
8th	Cloud Fang Keep	Lady Emer	Medusa	94
9th	Molten Enclave	Zenith Aastrika	Fire Giant	110
10th	Ruins of Wrathrock	Ithu'rath	Olothec	121
10th	The White Tower	Xorannox	Overmind	137
11th	Canyon of the Tower Crown	Aurumvas of Meaningless Greed	Demon	152
11th	Tomb of the Keeper	Ashyra	Mummy	166
12th	Terminal Excrescence	Lord Syuul	Voiceless Talker	176
13th	Eighth City Advocacy Services	Chancellor Lazivos	Devil	193
13th	Shadowkeep	Count Rhodar von Glauer	Vampire	208
14th	Durixaviinox's Rest	Durixaviinox	Dragon	224
15th	Coronal Hollow	Qazyldrath	Dragon	236
16th	Eyes of the Mountain	Yserthrax	Dragon	251
17th	Glass Cavern	Xaantikorijek	Dragon	263
18th	Mount Brazen	Forzaantilirys	Dragon	274
19th	Ash Queen's Reliquary	Ataeshia	Elemental	287
20th	Boughs of Eternity	High Mage Vairae	Lich	302

TREASURE HOARDS

The bulk of a lair's treasure is in a hoard listed at the end of the lair. Each treasure hoard includes a unique magic or psionic item and another unique reward, such as a recipe for a new poison.

Treasures not included in the hoard are sprinkled throughout the lair. These appear in the "Treasure" subheading of the area where they are found.

STAT BLOCKS

Unless otherwise noted, when a creature appears in a lair's area description, their stat block is found at the end of the lair's entry. For instance, the stat block of Queen Bargnot, the ruler of Jagged Edge Hideaway, appears at the end of the Jagged Edge Hideaway entry along with the stat blocks of all the other creatures in the lair. The stat blocks appear in alphabetical order.

THE TIMESCAPE

The places, people, and other proper names in the lore of this book come from the timescape, the MCDM multiverse. Most of the creatures detailed in this book are found in Orden, a world of high fantasy and just one of

the timescape's many planes (also called manifolds). Orden is also called the Mundane World. If you like what you're reading, you can find more lore about the timescape on the MCDM Patreon at mcdm.gg/patreon.

You can ignore any creature's lore if you wish to use their stat block in another way in your campaign.

NEW RULES AND STYLES

The creatures in this book generally follow the core rules, but we've made a few tweaks. These new rules and presentation styles are designed to make combat encounters easier to run, more fun, and more memorable.

ALLIES AND ENEMIES

The effects in this book sometimes target just allies or enemies. A creature is your **ally** if they're inclined to help you or fight alongside you—or if you believe they're inclined to do so. However, you are not your own ally, so if you target your allies with an effect, it doesn't affect you. A creature is your **enemy** if they're inclined to oppose you or fight against you—or if you either believe they're inclined to do so, or you plan to pick a fight with them regardless. If in doubt, it's up to the GM to decide whether a creature counts as an ally, an enemy, or neither.

CHALLENGE RATING

Each creature's stat block lists their challenge rating in the top right corner. The more obvious placement of the challenge rating makes it easier to find stat blocks and build encounters to challenge your players.

CONDITIONS

Some of the creatures in this book inflict—or are immune to—the following new conditions.

DAZED

A **dazed** creature can only do one of the following things on their turn: move, use an action, or use a bonus action. If a creature becomes dazed during their turn, their turn ends. The *cure ailment* power, *lesser restoration* spell, and *greater restoration* spell remove the dazed condition. At the GM's discretion, other powers, spells, or effects might also remove the dazed condition.

When a dazed creature is affected by a spell or effect that gives them an extra action on their turn (like the *haste* spell or the fighter's Action Surge feature), they can still take this extra action, in addition to the movement, action, or bonus action allowed by the dazed condition.

Some creatures in this book have immunity to the dazed condition. At the GM's discretion, a creature published in the core rules or another supplement who has immunity to the paralyzed or stunned condition also has immunity to the dazed condition.

FLANKED

If your game uses the optional flanking rules in the core rules, a creature who is immune to the **flanked** condition can't be flanked regardless of the position of their enemies.

CREATURE ROLES

Each creature has a role listed next to their challenge rating. Roles are descriptive and most don't follow special rules—they simply help you build encounters and use the creature effectively in combat.

AMBUSER

Ambusers are creatures who hide well—not just before an encounter, but during it. They utilize surprise and stealth to gain the upper hand.

ARTILLERY

Artillery creatures fight best from afar. Whether they wield arrows or magical rays, these creatures always try to keep a distance from their foes.

BRUTE

Brutes are hardy creatures who have lots of hit points and deal lots of damage. They might not be the most disciplined warriors, but they make up for it with sheer toughness and aggression.

COMPANION

Companion creatures are meant to accompany player characters on adventures. For more information, see the "Companion Creatures" section.

CONTROLLER

Controllers debuff, move, and obstruct their enemies. They often have crowd-control actions that apply a debilitating effect or target multiple creatures at once.

LEADER

A leader is an action-oriented creature who fights alongside underlings. For more information, see the "Action-Oriented Creatures" section.

MINION

Minions are weak creatures who find strength in numbers. For more information, see the "Minions" section.

RETAINER

Retainers are sapient beings meant to accompany player characters on adventures. For more information, see the "Retainers" section.

SKIRMISHER

Skirmishers are mobile warriors who use hit-and-run tactics in combat. Their traits allow them to make the most of their position.

SOLDIER

Soldiers are well-armored creatures who draw the attacks of their foes, freeing allies to move around the battlefield. These trained warriors typically have higher attack bonuses and AC.

SOLO

A solo creature is an action-oriented creature who can take on the player characters on their own. For more information, see the "Action-Oriented Creatures" section.

SUPPORT

Support creatures aid their allies, providing buffs, healing, movement, or action options.

MUNDANE AND SUPERNATURAL

This book uses the term **mundane** to refer to attacks, items, and other effects that aren't magical or psionic.

On the other hand, the term **supernatural** describes an effect or item that is either magical or psionic. For instance, a creature's stat block might say they're resistant to "bludgeoning, piercing, and slashing damage from mundane attacks." This means that when you deal them bludgeoning, piercing, or slashing damage using a spell, power, magic weapon, or psionic weapon, the damage is supernatural and thus the creature isn't resistant to it.