

Advanced Dungeons & Dragons
2nd Edition

DragonLance

Official Game
Adventure



Book of Lairs

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DRAGONLANCE[®]

Official Game Accessory

DRAGONLANCE LAIRS

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How to Use DRAGONLANCE® LAIRS

DRAGONLANCE® Lairs is intended to provide the referee with a series of pregenerated encounters to insert into any *DRAGONLANCE* game campaign or adventure set in the world of Krynn. The referee may use these encounters without much preparation to start an adventure or to spice up slow spots during the middle of a game or campaign. The adventures in the book are designed to cover a broad range of PC party levels from low (1–4) to high (9+), and most assume that there will be approximately six characters in the group.

To use the *DRAGONLANCE Lairs* book to its fullest, you will need the *DRAGONLANCE Adventures* campaign book, which details the continent of Ansalon, the *DRAGONLANCE* boxed set *Time of the Dragon*, which introduces the continent of Taladas, and the AD&D® 2nd Edition *MONSTROUS COMPENDIUM® DRAGONLANCE® Appendix*.

ENCOUNTER FORMAT

The creature featured in each adventure is listed at the top of the first page of the scenario. Next to the creature's name is a number in parentheses. This is the total number of creatures that might be met during the adventure. At the top of the first column of text is found some general information pertinent to the adventure—the terrain, the total party levels needed to play, the total gold piece (gp) experience point (XP) value of treasure to be found, the XPs that can be gained from defeating the monsters, and the story XPs for the adventure.

Below that information is a section called the *Set Up*, which offers suggestions for ways to involve the PCs in the story. Following the *Set Up* is the *Lair* section, which contains the meat of the adventure. Some of the adventures also include maps.

The listing for *Total Party Levels* helps the referee to determine the power of the group for whom the adventure was designed. If a party is larger or smaller than the total party levels listed, adjustments should be made. To adjust downward for a weaker party, several options are available. Halving a creature's hit points or the amount of damage done by a trap is one solution. Another is to include some magical items with one or two charges, a helpful potion, or a gnomish invention that actually works (once) near the beginning of the adventure.

In cases where the party has been hired to investigate, their patron might loan them a magical weapon or two. These would need to be returned to their proper owner at the end of the adventure, of course.

Whenever the adventures must be made tougher, increasing the number of creatures, raising the hit points of the ones encountered, or arming them with one-use magical items can often bring the encounter up to the proper level (without the disadvantage of giving the opponents high-powered magical items, which the party would acquire upon defeating them). In all of these changes, a modification to the XP number should be made.

The *Average* listing for the Total Party Levels is an indication of the type and power of creatures a party should be facing. If the party average falls below or above the listing for the encounter by more than one, changes should be made in the encounter.

The *Total gp XP* is provided for campaigns that use the "experience points for treasure" rule on page 47 of the *DUNGEON MASTER™ Guide (DMG)*. It indicates the total amount of non-magical treasure to be found. The *Monster XP* is computed from the *MONSTROUS COMPENDIUM* listings and modified to reflect tricks or traps that increase the difficulty of the encounter. If the PCs fail to defeat all the monsters, the XP awards should be reduced accordingly.

The *Story XP* is a subjective award based upon how well the party met the goals of the adventure. Three values are provided, based on the awards described in the *DMG* (p. 47) and should be used by the DM as the situation merits. The *Complete* listing is used when the party has defeated all or most of the monsters, found most of the treasure, and successfully completed the adventure goals. The *Defeat* entry is used when the party is successful but fails to defeat one or more of the major foes, doesn't find most of the treasure, or leaves the story unresolved. The *Retreat* listing is used if the party made an effort to defeat the creatures or complete the encounter, but could not outwit their opponent or were overpowered and forced to retreat. This last entry enables the DM to recognize that the party learned from the encounter, but was unable to entirely overcome it.

In some cases, it is preferable for the PCs not to kill a creature. Indeed, if they are intended to negotiate or to help the creature, the PCs should be awarded the XP value that best reflects the extent to which they succeeded.

The *Set Up* for each encounter features one to three bits of information or situations to help the referee get the PCs into the adventure. They can also be used to get the party back on track if it has taken an unplanned tangent. In many cases, the DM should be able to use either a secondary *Set Up* or extrapolate from the information presented in the adventure to turn the party back to the path they should be following if the adventure is to proceed.

The *Lair* section follows the *Set Up* section and is the main body of the adventure. It includes a detailed description of the lair as well as the monsters' tactics, allies, and any treasure to be found; it may include several separate encounters within an adventure. Many of the scenarios include secondary monsters, and the information on these, as well as their placement in the encounter, is given in this section.

These encounters eventually lead to a climactic battle in which all is won or lost. However, though the intention of these scenarios is to provide ideas for use in lieu of random encounters or create interesting interludes to the main action of a campaign, it is not always necessary to play them out all at once or in succession. Some entries may give you the option of just touching on the adventure at first, then going on to other things while events transpire beyond the PCs' control, only to lead back to the story in the *DRAGONLANCE® Lairs* encounter.

The beginning of the *Lairs* section provides a little background on the creature(s) and why this encounter occurs where it does. Then the encounter area is described, giving details of what is there and easily seen. The rest of the information covers the series of encounters the party will meet when dealing with the creature listed. Sometimes the end of the encounter contains suggestions designed to lead the party to other encounters in *DRAGONLANCE Lairs* or give the referee some ideas on how to continue or reintroduce the creature(s) later if the PCs failed to win conclusively.

TERMS USED IN DRAGONLANCE® LAIRS

Standard terms used throughout the text of this work are defined in the *AD&D® 2nd Edition Player's*

Handbook Glossary (pp. 11–12). Every DM should become familiar with these terms. Whenever a new creature is introduced in an adventure, its statistics are given in the next paragraph. Statistics for creatures in the encounters are listed as follows: Int; AL; AC; MV; HD; hp; THACO; #AT; Dmg; SA; SD; MR; SZ; ML; XP.

NPC statistics are similar, but include all their ability scores as well as any special abilities they may possess (such as thieving percentages). Also listed are magical items they normally wear or carry. Current spells for wizards and priests, and spell-like abilities for those creatures that have them, are listed beneath their statistics. Where applicable, spellbooks for mages are detailed in full also.

CUSTOMIZING THE ENCOUNTERS

While the intention of this book is to provide short scenarios that can be worked into a game in progress or used as intriguing lead-ins to start a campaign, there is no reason why the DM cannot change what is given here. Any of the encounters can be expanded, used only in part, or modified in any other way that best fits the DM's home campaign. If there is anything in any encounter that the DM doesn't like, from the party levels to the tactics and treasure, he should change it.

OFFWORLDERS AND KRYNN

Although these scenarios are designed to be encountered by characters native to Krynn, many of them are suitable adventures for visiting characters as well. Krynnspace is a recognized crystal sphere in the *SPELLJAMMER®* setting, and it is possible to use crew members from a Spelljamming vessel in some of the scenarios presented here. Some of the adventures set in Taladas will present surprises to visiting PCs from Ansalon, and vice versa. How much more of a surprise might they be to characters who aren't originally from Krynn at all?

If the referee plans to use *SPELLJAMMER* characters in these adventures, it is recommended that extreme care be taken in the amount and type of magic the PCs can bring with them. In a world where normal steel swords may be worth more than gold, a few *long swords +4* and a suit of *plate mail of etherealness* can quickly unbalance the game. Likewise, overuse of wheel-lock pistols and such can ruin much of the flavor of Krynn's unique background.



ABANASINIAN CENTAURS (28)

Terrain: Temperate Forest (Ansalon)
Total Party Levels: 24 (average 4th)
Total gp XP: 2,500
Monster XP: 9,650
Story XP:
 Complete: 8,550 Defeat: 4,725
 Retreat: 2,250

SET UP

- A small town hires the PCs to discover why the centaurs who live in a nearby forest have begun attacking woodcutters, hunters, and anyone else seeking to enter their territory. Until recently they seemed quite civilized and friendly to those who meant them no harm.
- Entering a town in the throes of a plague, the PCs are hired to seek out a healer/herbalist who lives in a nearby forest. There is an obvious trail to the healer's home that the PCs can follow. The centaurs will not let them go about their business, however, until satisfied that the PCs are innocent of any wrongdoing.
- The PCs must cross through the forest to reach their next destination. They have been warned to keep to the main path if they wish to avoid confrontations with any dangerous denizens of the forest.

THE LAIR

Until recently, the centaurs of the Shimmering Forest have always been friendly and helpful to those who entered their territory, as long as the visitors meant no harm. Two weeks ago, however, this policy changed. First, two of the herd's foals disappeared. Then one of the mares failed to return from gathering food. The herd has been unable to find them or any sign of where they might have gone.

No new predators are known to have entered the forest, for they would have left signs of their tracks or spoor. The herd drew the obvious conclusion: the people settled in the nearby town have begun either kidnapping or killing centaurs—for what purpose they don't know. There are too few centaurs to attack the town or to

attempt a rescue of the foals and mare they hope are still alive. They can, however, use the cover of the forest to prevent yet more people from coming in and wreaking havoc. They have set up patrols to catch anyone attempting to enter along the main trails and have laced the forest perimeter nearest the town with traps.

Unfortunately, they are wrong about the townspeople, who are completely innocent. The real villain is a wyndlass, which has set up its lair near a patch of shimmerweed, the plant that grows in such abundance here that the forest is named for it. Using the shimmerweed's ability to cause confusion in those who encounter it at night, the wyndlass has managed to entrap its prey and consume them. Because it has not left any overt tracks or spoor, and because it has mired itself along a secondary game trail, the centaurs have not discovered it yet.

FIRST MEETING

Even if the characters enter the forest forewarned that the centaurs are there and unfriendly, the centaurs will still have the advantage. They are very good at hiding among the trees and underbrush, and they can see the PCs coming long before the party ever reaches the forest. If the party attempts to enter stealthily (i.e., not along clearly marked paths or trails), have them encounter one trap after another until they are exhausted enough, and have taken sufficient damage, for the centaurs to move in and easily subdue them.

If the PCs approach and stop outside the forest to call for a parley, the centaurs do not answer, believing that these heavily-armed and imposing adventurers are probably the ones the town has hired to kidnap or kill them. They are on their guard and expecting tricks like this! Indeed, a centaur patrol waits until the characters move a short distance into the forest, then launch a barrage of arrows at them. That is followed with a charge by their strongest warriors, who shout, "Killers! Kidnappers! Slayers and enslavers of thinking creatures!" and other similar accusations as they attack. Hopefully, the PCs get the idea that they are being mistaken for someone who has harmed the centaurs.

If the PCs refrain from retaliating and shout for a parley at this time, the stallion leader bids them





surrender their weapons, return to the herd's grove and speak their piece. If they choose to fight, the centaurs overwhelm them and take them to the grove for interrogation. The party's weapons and possible spell components are confiscated and they are bound with vine cords in either case.

Abanasinian Centaurs (6): Int Average; AL CG or NG; AC 3 and 5 (x 5); MV 18; HD 4; hp 32 and 28 (x 5); THAC0 17; #AT 2 or 1; Dmg 1–6 (front hooves) and weapon, or 1–6 (hind hooves); SD see below; SZ M (6'–7' tall); ML Steady (12); XP 120 each.

Five warriors and one stallion leader make up this patrol. The leader, Silvann Greymane, carries a shield, is armor class 3, and has 32 hit points. The centaurs usually engage enemies by keeping half their number in reserve to shoot arrows while the rest of the patrol charges forward to encircle and attack their opponents from all sides. They can attack twice per round—once with a weapon and once with their front hooves. They can also attack enemies behind them with their back hooves.

If the opposition exceeds the number of centaurs, the whole patrol charges. All are armed with longbows (+1 attack bonus), and scythes

(2d4 damage). These robust creatures gain a +2 bonus to all saving throws.

They wish to question the PCs and discover where their foals and mare have been taken. After the first barrage of arrows and a sweep through the PCs' ranks, the centaurs attempt to engage in non-lethal combat. If the PCs insist on a fight to the death or if they try to slaughter the centaurs, the stallion leader summons another centaur patrol (four centaur warriors) with a blast from his hunting horn. The second patrol arrives in five rounds (as they were nearby setting up more perimeter traps).

THE CENTAUR GROVE

The PCs are taken to a large oak grove that surrounds what was once a pleasant clearing with a small brook winding through it. Now it resembles an armed camp under siege. High brush barriers with sharpened sticks thrust through them surround the grove's outer perimeter, and spears, bows, bundles of arrows and javelins have been set in strategic areas around the barrier where they can be snatched up easily and quickly by defend-