

FANTASY AGE LAIRS



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FANTASY AGE

LAIRS

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Welcome to *Lairs*! Find within these pages several chapters, each devoted to a monstrous lair with a significant adversary, plus their lieutenants and minions. Each section includes a history of the adversary and the lair, how they came to be, and where they might be found.

Each lair can be dropped anywhere in your preferred campaign setting, and each chapter includes a detailed adventure framework and several adventure seeds. The adventures are arranged as an outline of possible encounters and events, and GMs can add encounters and concepts as they see fit.

While each chapter follows the same framework, the specific adversary and lair influence the presentation. A sprawling locale with its own dark places and secrets to discover might include a more detailed adventure and fewer adversaries than the fortress of a powerful monster intended as a more nefarious influence in an ongoing campaign. The result is a series of lairs and adversaries similarly organized and structured, but with useful differences dependent on their presented concepts.

In addition to adversaries and their lairs, rules for location-based stunts are included. Several chapters make use of these stunts, and rules on creating them allow these stunts to be utilized in any encounters, both from this book and otherwise.

INCREASING THE THREAT

The adversaries and their followers presented here are dangerous and capable opponents. The recommended level for encountering each monster is provided, but GMs may want to adjust the challenge depending on their group. In these cases, increase the abilities of the adversaries by making them Elite, Heroic, or Epic. Additional special qualities and other abilities can be added as well. Perhaps the ghoulish prince can shapeshift into a human form, or the corrupt druid has even greater magic to command. In the end, the level range provided is only a suggestion based on what most groups can handle—larger groups or those particularly suited to the specific challenge can handle more.

PLAY OPTIONS AND BALANCE

The adversaries and other dangers in this book are constructed with the default *Fantasy AGE* rules in mind. GMs using options for cinematic-style play or increased lethality from the *Fantasy AGE Companion* should adjust adversaries or recommended levels.

EXAMPLE

Kate plans to use the corrupted druid from the Valley of the Whispering Titans in her Fantasy AGE game. However, Kate uses the Fantasy AGE Companion play options for reduced Health and wound penalties. She decides her group should be a level or two higher than recommended before tackling the valley and its dangers.

WHAT YOU NEED

Lairs is designed to be standalone, technically only requiring the *Fantasy AGE Basic Rulebook* if the GM is willing to make a few minor substitutions for certain adversaries. However, the adversaries presented here do at times use arcana, spells, talents, and special qualities found only in the *Fantasy AGE Bestiary* and *Fantasy AGE Companion*. Also, the *Fantasy AGE Bestiary* should prove invaluable for GMs making use of the various templates. For example, the corrupted animal template in the **Valley of Whispering Titans** unsurprisingly works well paired with the chapter in the *Fantasy AGE Bestiary* on animals.

A FINAL WORD

Lairs is different than what we've seen in *Fantasy AGE* to date. Each author was given ideas and guidance, but also encouraged strongly to develop their own concepts, creations, and ideas with the help of the developer. The result is less a chapter-by-chapter text, but a collection of individual creators working under a unified concept. If previous *Fantasy AGE* sourcebooks were the roleplaying game version of a novel or textbook, this is our first anthology.

It is for this reason each chapter identifies the specific author, giving additional credit for their creativity and hard work on their specific chapters. Enjoy.

