

THE LANDS OF ARA COMPENDIUM 2011

BY CARTER SOLES AND SPAWN OF ENDRA



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INTRODUCTION

Welcome to *The Lands of Ara Compendium 2011*. An alternate title for this publication could be *The Lands of Ara Compendium 2009-2011*, since it represents a condensation of the monsters, spells, NPCs, traps, magic items and similar gameable stuff that accumulated over The Lands of Ara blog's first 28 months

When I started the blog in September 2009, my sole intent was to translate my Lands of Ara campaign setting into old-school D&D terms using *Labyrinth Lord*, and to use the blog to document that effort.

However, even before that campaign got underway in January 2010, I engaged with the vibrant Old-School Renaissance blogging community, an activity which has had an overwhelmingly positive effect upon my refereeing skills and overall passion for the game. While there is no way for me to adequately repay my blogospheric companions for their invaluable advice, inspiration, and the vast amount of awesome gaming content I have read and downloaded over the past two and a half years, this Compendium is my own small way of attempting to "pay it forward" and to contribute something back into the collective.

The single biggest inspiration for all that follows is, of course, my current group of players. One of the greatest strengths of old-school play - at least the way my group does it - is that due to its mechanical looseness and flexibility, plus its heavy dependence upon player agency, it maximizes the potential for the players to contribute creatively to the game and to actively shape the game-world. These things my current group has done with great imagination. This Compendium pays tribute to those players by depicting their PCs - Vivuli, Hazel, Innominus, Yor (for a Better Tomorrow!), Hakken Akksa-Dak, and Uncle Junkal - on its cover, where they are seen fighting a Saurian Balrog in Farn Junction during Session 35 of their ongoing adventures.

Enjoy!

Carter

It's thanks to Carter that I got back into playing *D&D* via *Labyrinth Lord* when he started up his Lands of Ara campaign back in 2010, and eventually wandered into the OSR blogosphere through his blog. Carter's the big ideas guy in this outfit, I'm just here helping to get his vision across to a world crying out in desperate need of some good gaming stuff. But hang in there! We've heard your cries! Calling on the talents of an elite international squad of Old School illustrators and using the most advanced 2003-era word processing software available to us, we give you the 2012 *Lands of Ara Compendium*. Even if you've got your own campaign universe totally nailed down, we hope you'll find enjoyment and inspiration in its pages. Surely you'll be able to find room in your game for such delights a *Scumbrella*, the *Sloth of Death*, and the +1 *Crowbar*. If not, we practically guarantee your money back.

Spawn of Endra

CREDITS:

Editing and layout by Spawn of Endra.

All content written by Carter Soles except:

2d6 Bardery by Carter Soles and Spawn of Endra.

Beastarr the Bobcat, Holy Water Bolas, Gunger Beykr's Chime of Infallible Wayfaring, Symbol of Porn, and Erstwhile Petty Gods by Spawn of Endra.

I honestly cannot remember now who came up with the *Eyepecker*, but since it was born of a creative collaboration between myself and Dave Miller, I wish to acknowledge his participation in its creation and development.

Stickyfoot was conceived and written by Dave Miller.

Vomitous Deluge was created by Jamey Racer II for a *D&D 3.5* campaign in 2007-08.

Special Thanks to Peter Regan, editor of *Oubliette* Magazine, for his *Zombie Monster* rules in *Oubliette* Issue #4, which were crucial to developing the *Undead Stirge* and the *Undead Yeti*.

And to the esteemed Dyson Logos for *2d6 Thievin'* found at:

<http://rpgcharacters.wordpress.com/2009/08/01/d6-and-2d6-thievin-for-basic-dungeons-dragons/>
and in *Dyson's Dodecahedron* Vol. 1, Issue 1:

<http://rpgcharacters.wordpress.com/downloads-games/dodecahedron/>

And to Carl G. Nash for content and OGL suggestions and for composing *El Camino* and *Ice Age* for Telepathic Dumpster.

Interior Art

Kelvin Green: *Rodian, Rodian vs. Swamp Troll, Sleestak, Dimetrodon, Fire-Breathing Dimetrodon #1, Fire-Breathing Dimetrodon #2, Aquatic Dimetrodon, Flying Dimetrodon (Ground View), Flying Dimetrodon (Aerial View), Tree Wilden, Tree Wilden Strangulation, Eyepecker, Undead Stirge and Undead Yeti*

The Marg: *Hill Troll, Tree Troll, Rock Troll, and Swamp Troll*

Johnathan Bingham: *Beastarr the Bobcat* and *Holy Water Bolas* detail

References to *Labyrinth Lord* rules are to the 2009 revised edition and the 2010 *Advanced Edition Companion* by Dan Proctor published by Goblinoid Games.

ALTERNATE PC RACES AND CLASSES

RODIANS

Rodians are small, ratlike humanoids who constitute the third most numerous race in the Lands of Ara (after humans and dwarves). The rodian race originated in elder days when the Arandish sorceress Awra was travelling the known world increasing her knowledge and magical power. On a rounding of the southern tip of Rakar's Peninsula aboard a Noffellian sailing ship, a storm struck which threatened to sink Awra's vessel. The crew weathered the storm, but the ship was irreparably damaged, and drifted for weeks. Many died by starvation. To save herself and the ship, Awra used her powers to magically meld the surviving Noffellian sailors with onboard rats, thinking thereby to create beings that could better survive the ravages of being cast adrift at sea. Miraculously, the newly created beings made landfall on a forested island a few weeks later. The race prospered and grew; in time the island was named Suhl.

Rodians first came to Ara many generations ago, establishing a few small (and now largely defunct) colonies and one large city, New Port, along the Arandish west coast. Unfortunately, this is land that the elves of Aldoria also consider to be theirs, and a bloody conflict has raged between the elves and rodians there for some years now. Suhlian rodians have also made contact by sea with the kingdoms of Noffel, Blint, and Kaladar, and a prosperous trade has grown between the Suhlians and these Arandish nations.



Rodians (whether Race-as-Class or Advanced) are seafaring folk who demonstrate a distinct tendency toward sea piracy and con-artistry. Any rodian character may originate from the rodian home island of Suhl, located at the extreme southeastern end of the Bay of Noffel. Rodian characters may also come from any region available to Arandish humans, although rodians from Telengard and northern Achelon are quite rare. The majority of mainland-born rodians (i.e., those born anywhere other than Suhl) come from the Free City of Kaladar, or one of the Suhlian-governed coastal cities on Ara's far western seaboard (e.g., New Port).

RODIAN

Requirements: DEX 9
Prime requisite: DEX
Hit Dice: 1d6
Maximum level: 8

Rodians have all the same basic abilities and level progression as *Labyrinth Lord* halflings (see *LL* pp. 11-12). Rodians make excellent use of urban camouflage and can hide in shadows or behind other cover when in cities or underground labyrinths on a roll of 1-2 on 1d6, though they must remain silent and still.

They are highly dexterous, and get a bonus of +1 to initiative rolls when alone or in a party composed only of rodians. They have keen coordination that grants them +1 on any missile attacks. Due to their small size, rodians have a lower armor class (-2) when attacked by creatures greater than human sized. Rodians may not use large or two-handed weapons.

Disease resistance: All rodians save at +2 vs. poison to resist any disease, including *mummy rot* and *lycanthropy*.

At 3rd level and thereafter rodians have Thief skills at two levels below the rodian's level.

ADVANCED EDITION RODIANS have four class options: *Rogue*, *Duelist*, *Illusionist*, and *Invoker*. They have all the same benefits (e.g., urban camouflage and disease resistance) and limitations (e.g., no two-handed weapons) as Race-as-Class rodians except that they do not level as Halflings nor do they automatically gain Thief skills at 3rd level and beyond. Also note other class-based restrictions and requirements below.

RODIAN ROGUE

Levels as Labyrinth Lord Thief

Requirements: DEX 10

Prime requisite: DEX

Hit Dice: 1d4 (as opposed to 1d6-1 for human thieves)

Maximum level: none

The Rodian Rogue levels and gains abilities as a *Labyrinth Lord Thief*.

RODIAN DUELIST

Levels as Labyrinth Lord Fighter

Requirements: STR 9, DEX 9

Prime requisites: STR, DEX

Hit Dice: 1d6

Maximum level: 10

Rodian Duelists may use any light weapons to personal taste but tend to use cutlasses (treat as scimitar) and/or dueling rapiers (treat as short sword) in melee combat and to prefer crossbows as ranged weapons

RODIAN ILLUSIONIST

Levels as AEC Illusionist

Requirements: INT 15, DEX 16

Prime requisite: INT

Hit Dice: 1d4

Maximum level: none

Rodian Illusionists mostly come from Suhl, where they study at the remote and mysterious Black Cloister. There are now some rodian Illusionist teaching centers in rodian-frequented port cities like Jakama and The Free City of Kaladar, but high-level (level six and above) rodian Illusionists must return to the Cloister every other level (every even level from six upward) for specialized teachings and initiation rites.

RODIAN INVOKER

Levels as Labyrinth Lord Elf

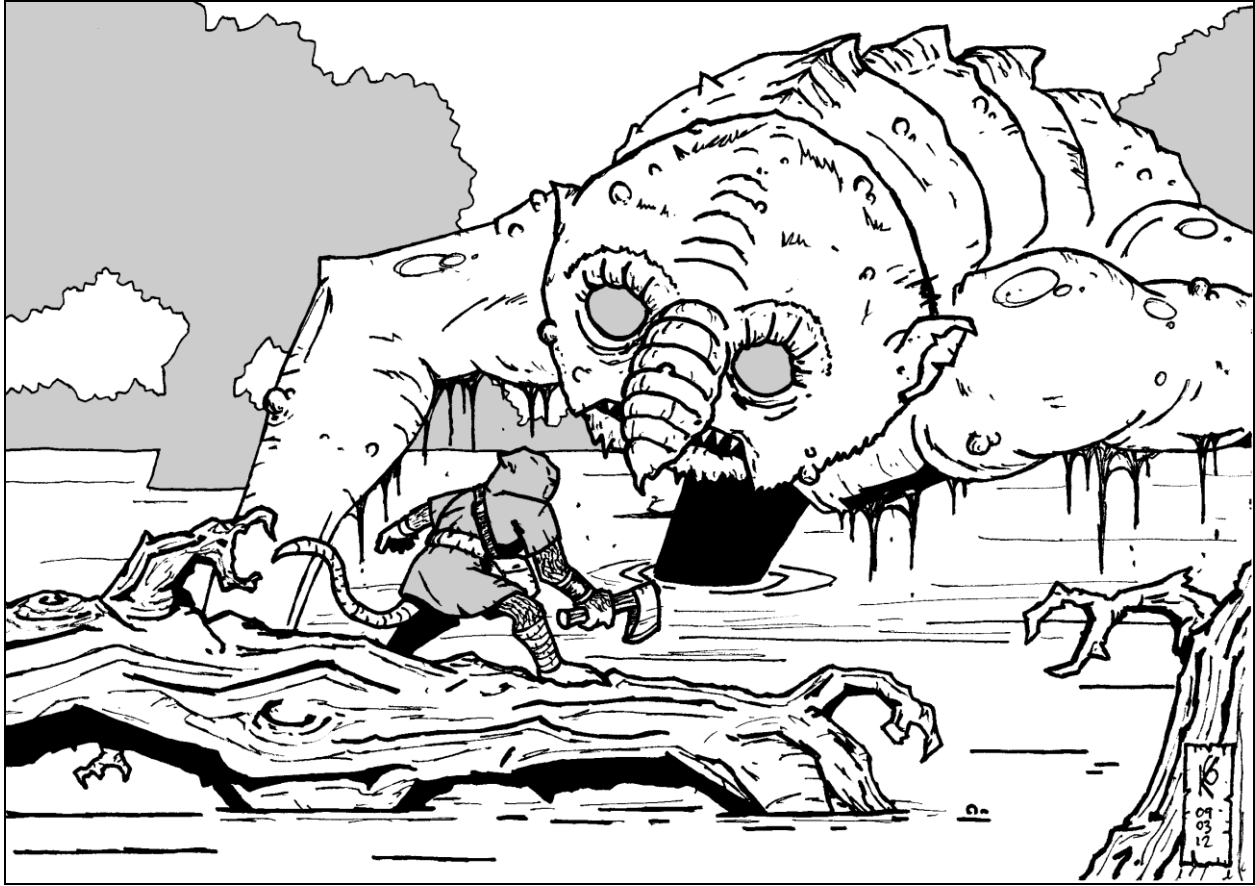
Requirements: INT 14, DEX 9

Prime requisite: INT

Hit Dice: 1d4

Maximum level: 10

The Rodian Invoker levels and obtains spells as a *Labyrinth Lord Elf*, but with Magic-user weapon and armor restrictions.



A rodian adventurer faces off against a dreaded Swamp Troll

OGRE PCS

In the Lands of Ara, Ogres are once-human creatures who were magically transformed by Telengardian magicians into powerful fighting monsters during the Old War between Telengard and Achelon. After that disastrous war ended, these mutants found that they had very little place in human society, and most of them retreated into the wild, avoiding contact with other races. However, many other Arandish Ogres live amongst humans (in Delzar especially), or dwell in ogrish communities like the city of Lionheart in Northern Achelon, or the village of Ogrehome south of Blint. As PCs, Arandish Ogres are hindered by the fact that, due to their strange magical origins, they cannot practice magical arts, and are predisposed toward severe near-sightedness (that is, the inability to see at distances). They also tend to be feared by humans and other demi-humans.

ARANDISH OGRE

Requirements: STR 17, CON 10

Prime Requisite: STR

Hit Dice: 1d8

Maximum Level: 9 (XP progression as Dwarf, LL p. 10)

All Arandish Ogres have large, somewhat pointed ears of which most ogres are very proud.

Cause Fear. Due to their relative scarcity in civilized lands, combined with their imposing size, Arandish ogres cause fear in 0-Level characters and people who fail a saving throw vs. petrify / paralyze (or, if you prefer, a WIS check). Players of Arandish ogre characters should be forewarned that they may cause serious problems for their parties if they plan to intermingle with characters of other races in human-dominated lands - which they almost certainly will, as adventurers.

Near-sightedness. Since Arandish ogres were originally developed to be the ultimate melee combatants, their vision was never designed to be effective at long distances. Therefore, all ogres see clearly at a maximum range of about twenty-five feet; beyond that, things get very blurry for the average ogre, and optical technology in present-day Ara is such that glasses have not yet been designed that can correct for this deficiency. Therefore few ogres are comfortable handling missile weapons of any kind, except perhaps thrown spears, knives, or stones.

OGRES AS MONSTERS

During one particular Northern Arandish campaign the PC party stumbled across a tribe of “natural” ogres, that is, ogres whose existence predated the Old War-era creation of ogres by Telengardian wizards. Those “natural” ogres did not suffer from nearsightedness the way “created” ogres do - and this difference works very well for *Labyrinth Lord* and other D&D-inspired games, since it allows one to simply use the “monster” ogre (as listed on LL p. 90) as written. Further, it helps explain/justify the existence of Ogre Mages (see AEC p. 132), since while “created” ogres have no innate capacity for magic, “natural” ogres (the genetic stock from whence Ogre Mages come) do.

2D6 BARDERY / BASIC ARANDISH BARD

With grateful acknowledgment to Dyson Logos’ *2d6 Thiefin*’(see *Credits*).

Using the *Brave Halfling Delving Deeper: Bard* template as a baseline, we have established that Bards have three basic skills: *Legend Lore*, *Charm Person/Monster*, and *Read Languages and Arcane Scrolls*. The latter combines the two *Delving Deeper* skills, since *Read Languages* has no set parameters or roll associated with it in the *Delving Deeper* template.

Instead of using the d%-based skill chart in the *Delving Deeper* supplement, the Bard chooses one of the first two of those three skills (*Legend Lore* or *Charm Person/Monster*) to be his or her **Favored Skill**; the remaining two (ALWAYS including *Read Languages and Arcane Scrolls*) function as **Other Skills** on the *2d6 Bardery Skill Table*.

2d6 Bardery Skill Chart - Roll 2d6

Bard Level	Favored Skill	Other Skills
1	10+	11+
2	10+	10+
3	9+	10+
4	9+	9+
5	9+	9+
6	8+	9+
7	8+	8+
8	7+	8+
9	6+	7+
10	5+	6+
11	4+	5+
12	4+	4+
13	3+	4+
14+	3+	3+

Optionally (and strongly recommended), you can grant a Bard his or her CHA modifier (i.e., the absolute value of the Reaction Adjustment modifier, +1 for CHA 13-17, +2 for CHA 18) to *Charm Person/Monster* checks. No attribute (INT) modifiers are permitted for *Legend Lore* or *Read Languages and Arcane Scrolls* skill rolls: exposure to lore during his or her training is the basis for the Bard's being able to decipher languages or arcane scrolls.

BARD VARIANT: THE JONGLEUR

Uncle Junkal's player and I constructed a juggler class based upon the *Delving Deeper* Bard, with a couple of skills borrowed from the 2e *Complete Bard's Handbook* "Jongleur" and "Blade" classes.

Jongleurs are a non-magical Bard variant that specialize in juggling, sleight of hand, and other forms of small object manipulation. Jongleurs are loosely based upon the French entertainers of the same name. They are masters at manipulating small items with their hands and can catch and juggle almost anything. They excel at throwing small items (like knives) with great accuracy.

Requirements: CHA 15, DEX 14, STR 9, INT 12
Prime Requisite: CHA
Hit Dice: 1d6
Maximum Level: None

Jongleurs may wear leather and studded leather armor only, and may not use shields. Jongleurs can use all hurled weapons, i.e., any weapon that can be thrown (daggers, hand axes, spears), but not including bows, blowguns, or other missile weapons that are fired or shot. Otherwise, Jongleurs are restricted to the following weapons: polearm, quarterstaff, and sling. All of the weapons usable by Jongleurs can be used in their performances. For example, they can juggle daggers, pole vault with polearms, and balance with spears or quarterstaves.

Jongleurs begin play with the standard 3d8x10 gp, attack as clerics (LL p. 60), and save as thieves (LL p. 55).

Jongleur Skills: In Ara, Jongleurs use the 2d6 Bardery skill system based upon Dyson Logos' 2d6 *Thiefin'* mechanic. In addition to the three standard Bard skills - *Charm Person/Monster*, *Legend Lore*, and *Read Languages/Arcane Scrolls* - Jongleurs get one additional skill, *Weapons Display*, plus a special ability (no skill roll required) called *Multiple Object Throwing*. Like standard Bards, Jongleurs only get ONE "Favored Skill" - all other skills roll on the "Other Skills" column on the table below.

Weapons Display. By whirling a melee or hurled weapon about his body, a Jongleur can affect the morale and courage of others. Such a display of skill, precision, and deadly grace lowers opponents' morale by 2 (but it does not require an immediate morale check) and inspires allies, giving a +1 bonus to allies' attack rolls. The display must occur for a full round without interruption. During this time, any successful attack upon the Jongleur, or failed saving throw by the Jongleur, disrupts the display.

The *Weapons Display* ability requires a lot of room; it cannot be done in a narrow corridor. The observer must be close enough to the Jongleur to see the display (e.g., a darkness spell negates the effect). The display has no effect upon those already engaged in close combat, as they are too busy to pay attention to the show. Also, *Weapons Display* works only on those who can either use weapons or have seen them used. *Weapons Display* may be used only once per encounter.

Multiple Object Throwing. The experienced Jongleur may throw multiple objects (including thrown weapons) per round. This ability improves with level advancement:

Level 4: throw twice per round

Level 8: throw three times per round

Level 12: throw four times per round

Level 16: throw five times per round

Optionally, you may grant a Jongleur his or her CHA modifier (i.e., the absolute value of the Reaction Adjustment modifier, +1 for CHA 13-17, +2 for CHA 18) to all Jongleur skill checks, including *Weapons Display*, *Legend Lore*, and *Read Languages and Arcane Scrolls* skill rolls.

MONSTERS

BLAAG

Encountered: 1d8 (3d12)

Alignment: Chaotic

Move: 120' (40'), Swim: 150' (50')

AC: 5

HD: 2

Attacks: 3 (2 claw, 1 bite)

Damage: 1d4/1d4/1d6

Save: F2

Morale: 8

Hoard Class: XXII

XP: 29

Named, perhaps, for the guttural sound they make when attacking, the blaag are small, frog-like humanoids with razor-sharp teeth and a taste for human flesh. They will go after food (preferably humans and their brethren) voraciously and without any thought of retreat. They are usually encountered in groups of 3-36. Their principle weakness is their method of attack, a lunging bite (they can leap up to 20') that only allows each blaag to attack every other turn, albeit at a +1 to hit. Blaag are speedy swimmers and will use water to their defensive advantage, diving to retreat and surfacing to leap and attack.

Sleestak

Encountered: 3d4 (8d8)

Alignment: Chaotic

Move: 60' (20')

AC: 8

HD: 1

Attacks: 1 (weapon)

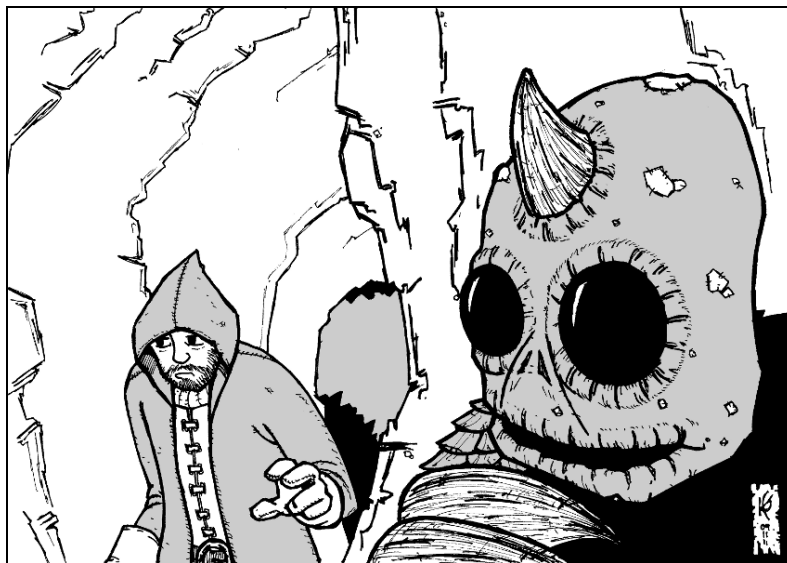
Damage: per weapon

Save: 0-Level Human

Morale: 7

Hoard Class: XX

XP: 16



Sleestak are pale green humanoids with huge eyes that dwell exclusively underground. Sleestak suffer

extreme penalties (-3) to attack in full sunlight, and they are notoriously afraid of fire. Even a lantern or weakly burning torch is enough to drive them back; they attack groups of dungeon delvers by overwhelming them in numbers, using their unique group-based *Mesmerizing Hiss* (see Special Abilities below) to disable opponents, then knocking aside and extinguishing torches and other light sources. Sleestak use primitive spears, clubs, and daggers, but do not wear armor or use shields.

Sleestak see incredibly well in the dark -- they have infravision to 90' and even have limited vision capabilities in magically generated darkness (see Special Abilities below). Sleestak are literally never encountered singly - they always travel and hunt in groups of two or more. If a sleestak is encountered alone or is separated from its group by trickery or combat attrition, it will always flee.

Special Abilities:

Mesmerizing group hiss. When approaching enemies or entering combat, Sleestak continuously hiss. This hissing does not count as a separate attack action; Sleestak can hiss at will, and always do so when attacking or when threatened. Two or more sleestak hissing together will *Stun* all hearers within 100' for 3 rounds - an initial saving throw vs. Spells is permitted to avoid this effect. Creatures *stunned* by sleestak group hissing cannot attack or take other actions, and are themselves attacked at +4, with no DEX- or shield-based AC bonuses (see AEC p. 143). The undead and other creatures immune to *charm* effects are immune to the effects of the Sleestak group hiss. One sleestak hissing alone has no effect; in fact, sleestak rarely hiss when alone.

See in magical darkness: Sleestak can see up to 30' in magical *darkness* such as that generated by the 1st level spell or by certain magical items.

Sleestak also seemingly get ranged arms fire training the same place imperial stormtroopers do, which guarantees they miss the first 2 shots they fire with their crossbows at anyone in an encounter that people know by name, unless it's really dramatic. [Thanks to JD Jarvis]

TROLLS OF ARA

The Lands of Ara play home to many types of trolls, of which the classic D&D troll (dubbed the “Hill Troll”) is but one variety. What follow are statistics for the four main troll types encountered in the Lands of Ara: the “standard” Hill Troll, the northern Arandish Tree Troll, the even more vicious and deadly Rock Troll, and the huge, amphibious Swamp Troll.

HILL TROLL

Encountered: 1d8 (1d8)

Alignment: Chaotic

Move: 120' (40')

AC: 4

HD: 6 + 3

Attacks: 3 (2 claw, 1 bite)

Damage: 1d6/1d6/1d10

Save: F6

Morale: 10

Hoard Class: XIX

XP: 680

Hill Trolls can be found anywhere in Ara, and is identical to a standard *D&D* troll (*LL* p. 100).



TREE TROLL

Encountered: 1d6 (3d6)

Alignment: Chaotic

Move: 120' (40')

AC: 5

HD: 3

Attacks: 3 (2 claws, 1 bite), set traps (see below)

Damage: 1d4/1d4/1d8

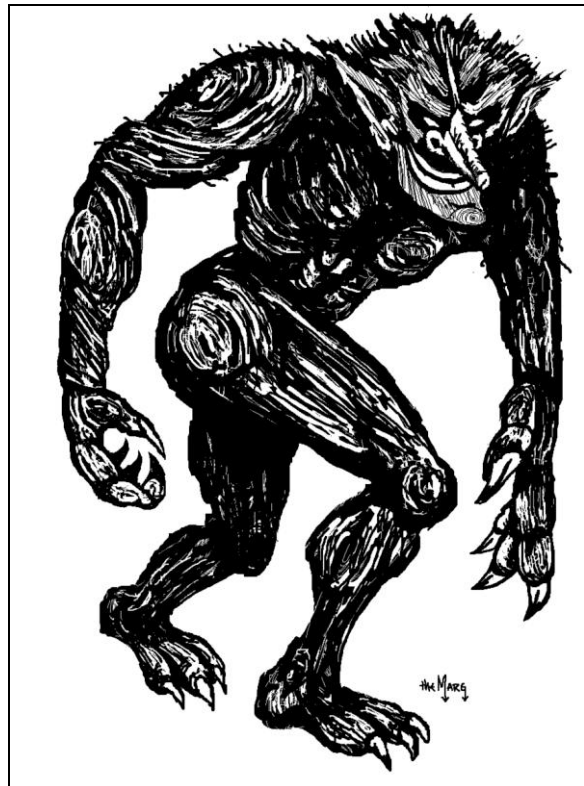
Save: F4

Morale: 8

Hoard Class: X

XP: 65

A smaller and more mischievous cousin to the larger trolls of Ara, tree trolls are in fact extremely rare EXCEPT in the forests of Northern Ara, especially in Achelon, where they seem to proliferate. Tree Trolls are not typically keen on direct attacks, preferring instead to soften their foes with tricks, psychological warfare, and rope or vine



snare before attacking in large groups. Unlike, say, rock trolls, who tend to fight to the death once they smell blood, tree trolls will retreat in the face of particularly strong foes and/or combat circumstances that turn against them. Tree trolls have the same regeneration abilities and susceptibilities to acid and fire as their larger brethren. Tree trolls live in treetops and hollow stumps and logs.

ROCK TROLL

Encountered: 1d6 (1d6)

Alignment: Chaotic

Move: 120' (40')

AC: 3 (rocky hide)

HD: 8 + 3

Attacks: 3 (2 claw, 1 bite)

Damage: 1d8/1d8/1d10

Save: F8

Morale: 11

Hoard Class: XIX

XP: 1060

Dwelling in the eastern mountain ranges as well as the Frey Mountains of northern Noffel, the deadly rock troll is rarely seen and greatly feared. It loves the thrill of the hunt, and has been known to toy with its victims before devouring them. A rock troll has very keen senses and is difficult to surprise. Rock trolls have a hard, rocky hide that gives them a lower AC (AC 3) than their other trollish cousins. In addition to their tougher hide and slightly larger size (a typical adult rock troll stands 10' tall), rock trolls



possess all the same regenerative abilities, and susceptibilities to acid and fire, as hill trolls do (see *LL* p. 100). Rock trolls are often found in deep dungeon levels.

SWAMP TROLL

Encountered: 0 (1d4)
Alignment: Chaotic
Move: 90' (30'), Swim: 180' (60')
AC: 4
HD: 9 + 3
Attacks: 3 (2 claw, 1 bite) or trample
Damage: 1d8/1d8/1d12 or 3d8 (trample)
Save: F9
Morale: 8
Hoard Class: XIV
XP: 1700

The most dreaded of all trolls, the gigantic swamp troll inhabits the Great Western Swamp, lying in wait for prey, its leathery, muck-encrusted back sticking out of the water like a small island. When something gets close enough, the troll rises to its full height of 16 feet, striking with terrible, sharp, 3-foot claws. The swamp troll knows little fear, and will not hesitate to attack small boats and



other swamp-going craft. Swamp trolls are nomadic, going where the hunting is good. They are excellent swimmers, and if forced to flee will dive into the swamp-water and swim away from danger. Swamp trolls are amphibious and can hold their breath underwater for very long periods (many hours). Swamp trolls have all the same regenerative abilities, and susceptibilities to acid and fire, as hill and rock trolls do (for details see *Labyrinth Lord* p. 100).

HORNED CYCLOPS

This monster is inspired by Ray Harryhausen's cyclops from *The 7th Voyage of Sinbad* (1958). While not substantially different from a standard D&D cyclops, this brute's cloven hooves make it a bit lighter on its feet, plus it possesses a deadly horn attack.

Horned Cyclops

# Encountered: 1 (1d4)	Damage: 3d10/4d6/3d6
Alignment: Chaotic	Save: F13
Movement: 120' (40')	Morale: 9
AC: 4	Hoard Class: XVIII + 5,000 gp
HD: 13	XP: 2,400
Attacks: 1 (Club, Horn or Thrown Rocks)	

Indigenous to the Novellan Mountains of northern Telengard, the Horned Cyclops is in most respects identical to its non-horned brethren (see *LL* p. 69), except that this type may opt to attack with its horn, which inflicts 4d6 damage.

DRAGONS OF ARA

Most Arandish dragons are much more powerful than the ones listed in the *Labyrinth Lord* rulebook. Even "run of the mill" dragons randomly encountered in Ara usually have 2 or 3 extra Hit Dice beyond their standard *Labyrinth Lord* listing—for example, the typical Black Dragon encountered in the Great Western Swamp is a 9- or 10-Hit Die monster (like our friend Bublar, statted below).

KRAKKO THE IRON DRAKE

# Encountered: 0 (1)	Damage: 2d6/2d6/6d8
Alignment: Lawful (evil)	Save: F11
Move: 90' (30'), Fly: 300' (100')	Morale: fearless
AC: -3	Hoard Class: XV
HD: 21 (168 hp)	XP: 13,000
Attacks: 3 or 1 (2 claws, 1 bite, or breath)	

Krakko [CRACK-oh] the Iron Drake, the only dragon of his kind ever encountered in Ara, is not a native of the Arandish dimension. Krakko hails from some unknown neighboring dimension, and can travel inter-dimensionally at will. Due to his inter-dimensional travel ability and sadistic nature, Krakko occasionally appears in Ara and wreaks momentary but catastrophic havoc.

Iron scales render Krakko's hide resistant to almost every form of physical attack. Only magical weapons of +1 or higher, or weapons made of dwarven steel, can harm Krakko. He is utterly immune to fire attacks. Krakko's breath weapon is as a red dragon's, a 90' long, 30' wide cone of fire, and his spell abilities are equal to those of a gold dragon. Krakko loves torture and oppression, and seemingly has no regard for life other than his own, at least not when he visits Ara.

Certain incomprehensibly powerful summoners are rumored to have first summoned Krakko to Ara during the waning days of the Old War - in effect showing him where Ara is and royally pissing him off - but this is the stuff of legend and cannot be verified. Whatever his origins, Krakko is undoubtedly the most feared creature in Ara. Though his legend has been in place since the earliest conceptions of the Lands of Ara, I have never actually deployed Krakko in an Arandish campaign - he is too powerful.

RAZGAR THE RED DRAGON

# Encountered: 0 (1)	Damage: 1d8/1d8/4d8
Alignment: Chaotic	Save: F11
Move: 90' (30'), Fly: 240' (80')	Morale: 11
AC: -1	Hoard Class: XV
HD: 18	XP: 5,250
Attacks: 3 or 1 (2 claw & 1 bite, or breath)	

Razgar [RAZ-gar] inhabits the Novellan mountains in northern Telengard, and is the de facto master of those mountains and the dreaded Ghardash Wilderness just to the south. Razgar is legendary throughout northern Ara. He actually does not need to do much to enhance his reputation anymore, so he typically only hunts humans and humanoids for food and to acquire their treasure. He rarely raids a city or larger settlement unless someone there has directly wronged, challenged, or insulted him. Besides Krakko, Razgar is the most feared dragon in Ara.

BUBLAR THE BLACK DRAGON

# Encountered: 0 (1)	Damage: 1d6/1d6/3d8
Alignment: Chaotic	Save: F9
Move: 90' (30'), Fly: 240' (80')	Morale: 9
AC: 1	Hoard Class: XV
HD: 9	XP: 3,100
Attacks: 3 or 1 (2 claw, 1 bite, or breath)	

Bublar [BOOB-lar] dwells in the northern end of the Great Western Swamp, somewhere in the southern foothills of the Gray Mountains. He is as ill-tempered a dragon as you could hope to meet, and delights in frightening, terrorizing, torturing, killing, and mutilating almost anyone. Parties randomly encountering a black dragon in the Swamp are very likely encountering Bublar (100% chance in the north, 60% chance in the southern half).

DIMETRODONS

I love dimetrodons. I love ALL dinosaurs really, but dimetrodon - which is not technically a dinosaur but a "prehistoric synapsid" - has always been a particular favorite.

DIMETRODON

Encountered: 1d6

Alignment: Neutral

Move: 120' (40')

Armor Class: 5

Hit Dice: 7

Attacks: 1 bite

Damage: 2d8

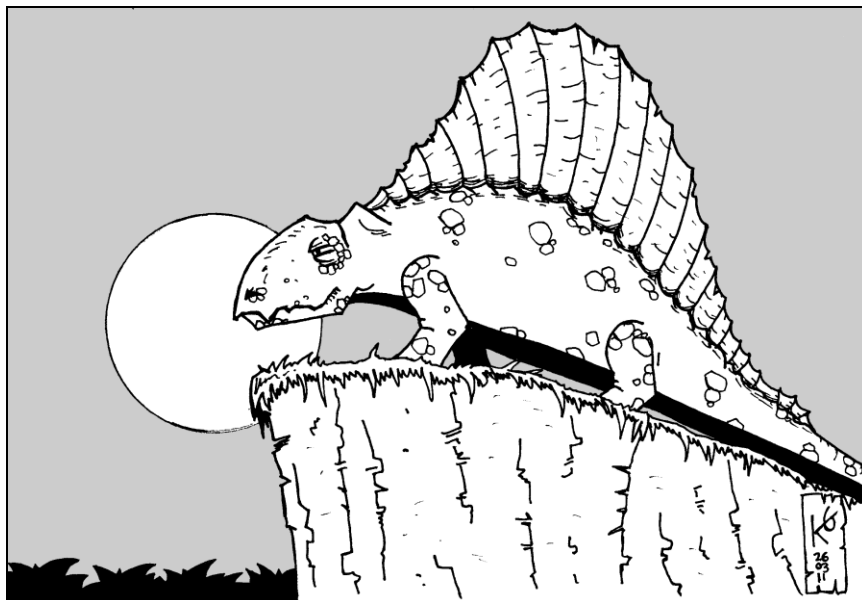
Save As: F4

Morale: 8

Hoard Class: VII

XP: 440

A dimetrodon is a sail-backed, meat-eating dinosaur. The "sail" is a comb of long bony spines connected with a skin webbing. The dimetrodon is about 10' long and weighs nearly a ton. Dimetrodons hunt most often in hills and in the drier areas of swamps. [Originally presented by Cook and Moldvay in *The Isle of Dread* p. 29.]



FIRE-BREATHING

DIMETRODON

Encountered: 1d4

Alignment: Neutral

Move: 120' (40')

AC: 5

HD: 7

Attacks: 1 (bite or flame
breath)

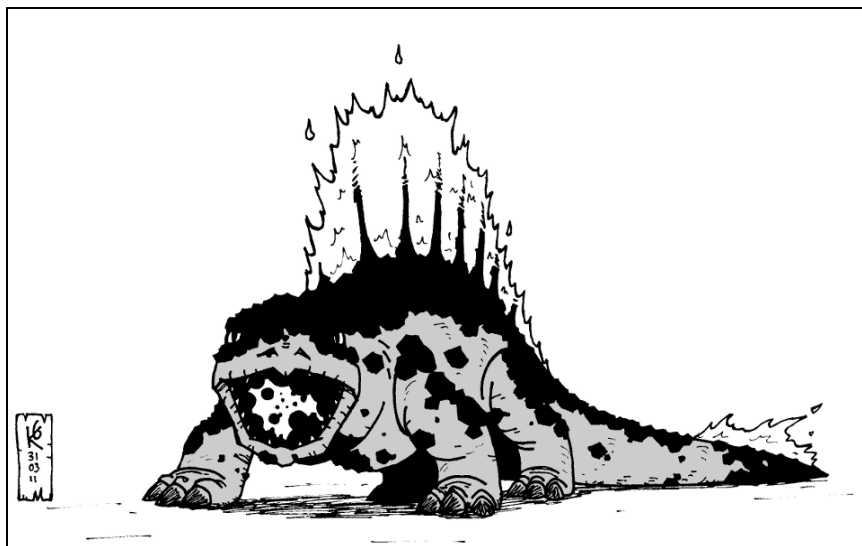
Damage: 2d8/special

Save: F4

Morale: 8

Hoard Class: none

XP: 790



This 9' long flaming-sail-backed reptile is fiercely territorial. It is a voracious meat-eater often found in mated pairs or small packs. It is impervious to flame-based attacks. Its breath weapon, usable 3 times per day, emits a cone of flame 60' long and 20' wide which inflicts a number of hp damage equal to the creature's total number of hp when the attack occurs (save vs. breath attack = half damage).



AQUATIC DIMETRODON

Encountered: 1d4

Alignment: Neutral

Move: 90' (30'), Swim: 120' (40')

AC: 4

HD: 7

Attacks: 1 (bite)

Damage: 3d4 +3

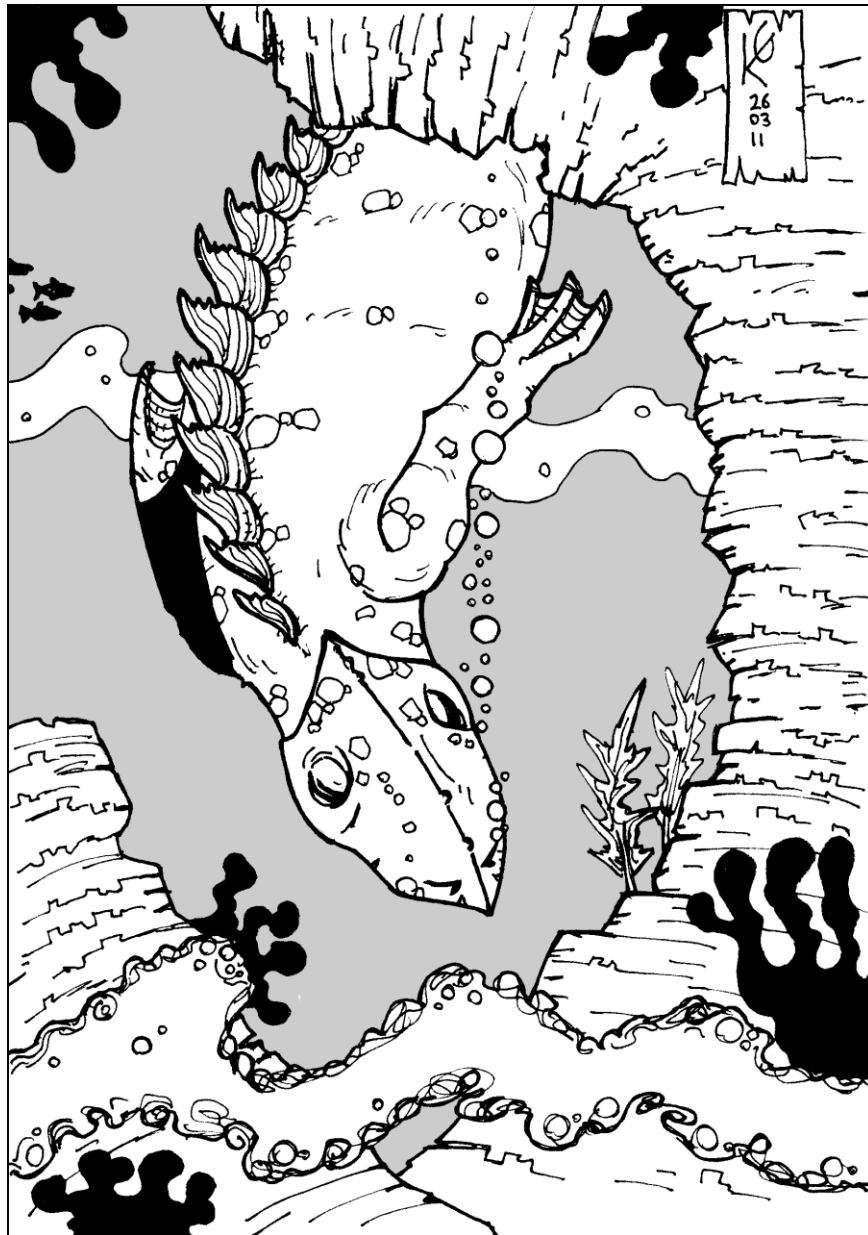
Save: F4

Morale: 8

Hoard Class: none

XP: 790

This 9' long sail-backed reptile is fiercely territorial and can swim. It is a voracious meat-eater often found in mated pairs or small packs. It breathes air but may stay underwater for up to ten minutes at a time.

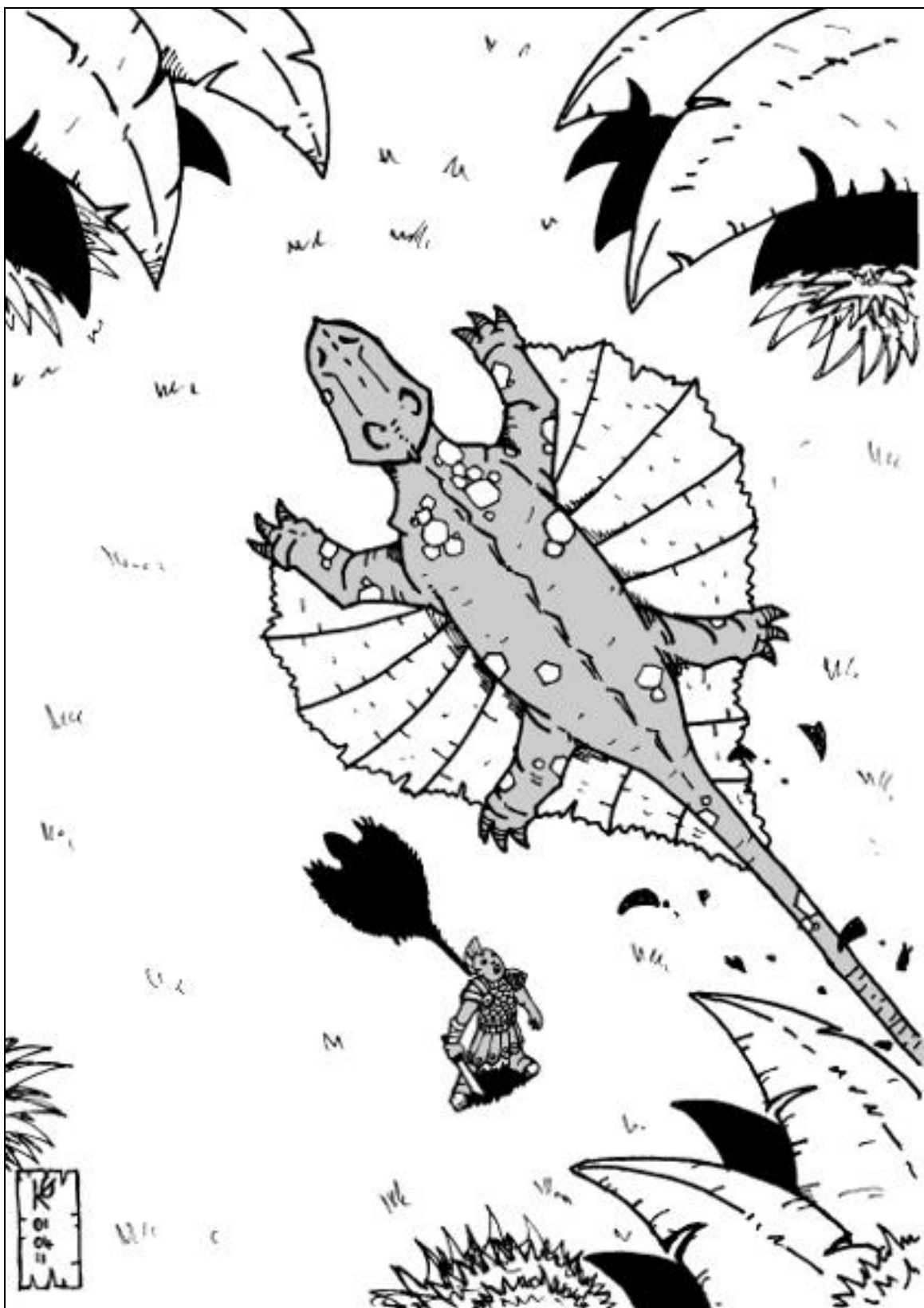


FLYING DIMETRODON

Encountered: 1d6
Alignment: Neutral
Move: 120' (40'), Fly:
150' (50')
Armor Class: 5
Hit Dice: 6
Attacks: 1 bite
Damage: 2d8
Save As: F4
Morale: 8
Hoard Class: none
XP: 570

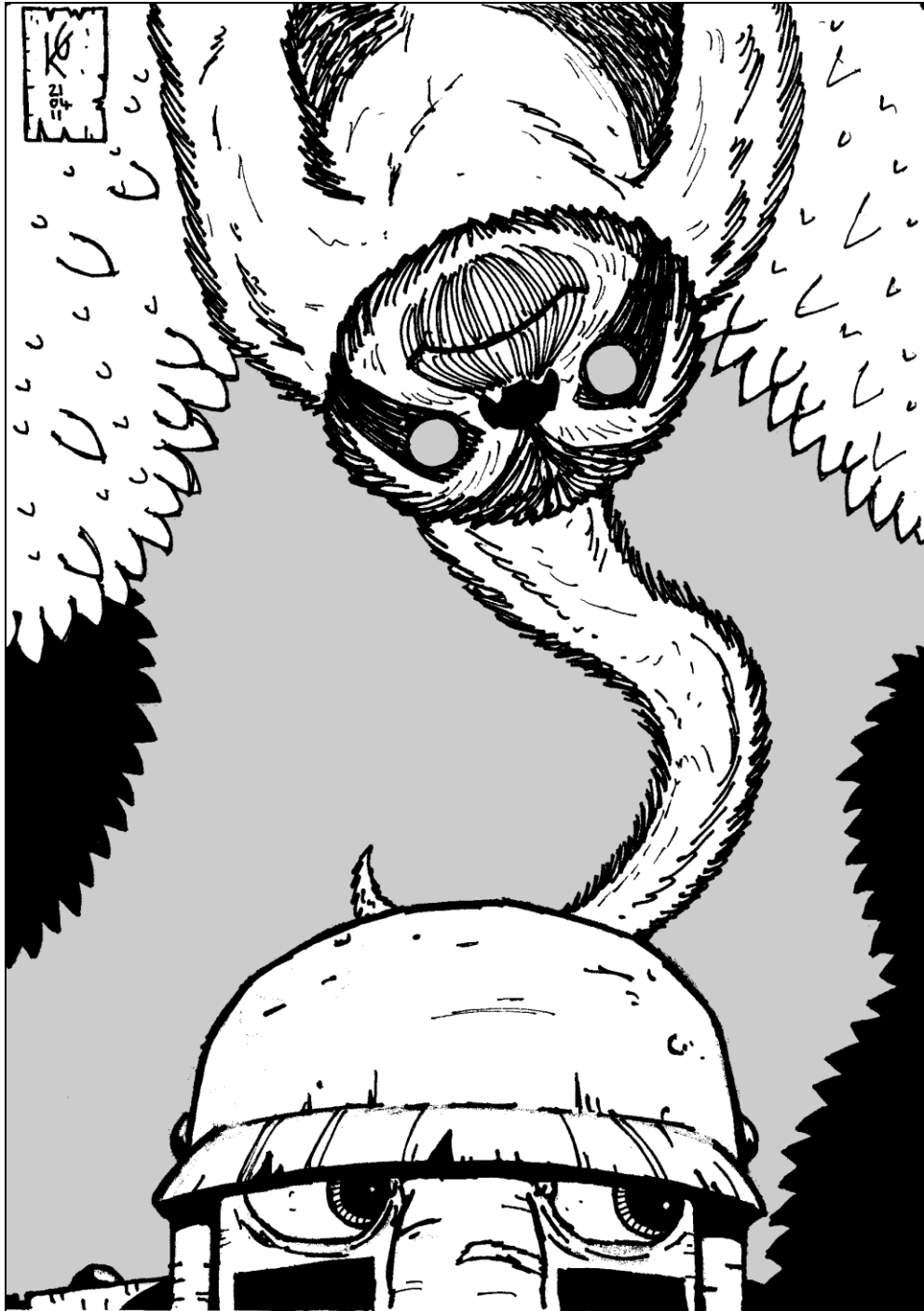
The dreaded tree- and cliff-dwelling Flying Dimetrodon "flies" in the same sense that a flying squirrel does: it has a membranous webbing along its sides that allows it to glide through the air. A Flying Dimetrodon may only fly for short distances; its favorite tactic is to glide down upon unsuspecting victims. It is 8-9' long, just a wee bit smaller than a standard, ground-dwelling Dimetrodon.





TREE WILDEN (SLOTH OF DEATH)

The notorious "Sloth of Death" was a favorite monster of my 1990s gaming group. Actually, I don't recall that the group encountered many Tree Wildens in the course of their adventures, but they sure as hell talked about them a lot. Thus the "Sloth of Death" became a legendary creature in the Lands of Ara, at least by player word of mouth.



Tree Wilden (Sloth of Death)

Encountered: 1d4 (1d8)

Alignment: Neutral

Move: 90' (30'), Brachiate: 120' (40')

AC: 3

HD: 5

Attacks: 2 or 1 (2 claws or
strangulate with tail)

Damage: 2d4/2d4/special (see
below)

Save: F5

Morale: 7

Hoard Class: none

XP: 350

The Tree Wilden, popularly known as the "Sloth of Death," is a 3 foot tall tree-dwelling primate with an incredibly strong, 3-4 foot long prehensile tail. The Wilden's greenish skin and brownish fur make it very difficult to spot; it waits silently in trees for unsuspecting prey to pass by below. Once a victim is in range, the Wilden lowers its powerful tail and attempts to strangulate.

A successful tail strangulation attack does 1d3 initial damage and indicates that the victim is now held fast; s/he takes 1d3 strangulation damage per round until s/he breaks free. For each round of strangulation after the first, there is a cumulative 1 in 6 chance that the victim passes out.

Breaking free from the Tree Wilden's stranglehold requires a successful force doors roll - STR bonuses apply. Any round in which the strangling sloth itself takes combat damage (or is affected by a spell) grants the victim an additional +1 to his/her force doors escape roll.



EYEPECKER

Encountered: 3d12 (1d00)
Alignment: Chaotic
Move: 90' (30'), Fly: 120' (40')
AC: 5
HD: 2 hp
Attacks: 1 (beak)
Damage: 1d3 plus blindness
Save: F1
Morale: 8
Hoard Class: None
XP: 6

This hostile, birdlike creature (with a 16" average wingspan) earned its name by showing a marked taste for the eyes of its prey. Attacking in small swarms, it will typically attack weak or unarmed beings, but has been known to go after armed adventurers as well. On each successful attack, the eyepecker does 1d3 damage AND has a 1 in 6 chance of putting out one of its victim's eyes.

Some Arandish folklorists believe that the eyepecker, which looks like a furry bird with a particularly long beak and batlike wings, is in actuality a minor demon and not really a "bird" at all.



SWAMP TIGER

Encountered: 0 (1d3)
Alignment: Neutral
Move: 150' (50'), Swim: 90' (30')
AC: 6
HD: 6
Attacks: 3 (2 claws, 1 bite)

Damage: 1d6/1d6/2d6
Save: F3
Morale: 9
Hoard Class: VI
XP: 320

Swamp Tigers are very similar to typical tigers, except that, perhaps uniquely among the big cats, they do not mind water. Swamp Tigers prefer land, and are excellent tree climbers, but will swim short distances to reach prey or escape death. All swamp tigers have a taste for human blood and prefer to hunt humans over any other prey.

UNDEAD STIRGE

Encountered: 1d10 (3d12)

Alignment: Chaotic

Move: 60' (20')

AC: 8

HD: 2

Attacks: 1 (blood sucking)

Damage: 1d3

Save: F2

Morale: 12

Hoard Class: none

XP: 29

An undead stirge cannot fly, but instead hops from place to place like a grotesque cricket. It does NOT get the +2 to hit granted to living stirges. Undead stirges have all the usual undead immunities. A successful attack by an undead stirge deals 1d3 damage, and the stirge is then considered attached to its opponent, draining blood for 1d3 damage per round until the victim dies or the undead stirge is destroyed.



UNDEAD YETI

Encountered: 1d6 (2d4)

Alignment: Chaotic

Move: 90' (30')

AC: 6

HD: 6

Attacks: 2 (claws)

Damage: 1d6/1d6 plus
paralysis

Save: F6

Morale: 10

Hoard Class: XXI

XP: 82

Undead Yeti are one of the most feared creatures of the southern Minochian mountains. An Undead Yeti attacks with both claws; any successful attack causes *paralysis* for 2d4 turns unless a save vs. paralyze is made. This Undead Yeti paralysis affects all creatures up to the Yeti's own size; only elves are immune to this *paralysis* effect. Undead Yeti crave living flesh so ravenously that they will follow the trail of the wounded to obtain more. Some Undead Yeti have even ventured (carefully) into civilized areas to hunt.



TRAPS & ITEMS

OGRE ACID POOL

A trapdoor or pit trap drops the victim(s) into a pool of acid, which inflicts 1d6 damage per round of exposure. Furthermore, two powerful (max. hp) ogres armed with spiked clubs (treat as flails) tend the pool, guarding its perimeter and clubbing anyone who tries to climb out, forcing them back into the acid. Each ogre wears a magical amulet that makes the wearer immune to acid damage, so the ogres can (and will) wade into the pool itself to continue beating on their victims.

TRIPLE FIRE TRAP ROOM

This is a 20' x 20' room, apparently empty. It has nondescript stone walls and a 10' ceiling. The floor is completely coated in a quarter-inch thick layer of dark, viscous oil.

The actual physical dimensions of the room (i.e., as it is hewn out of the stone of the dungeon) are 20' x 20' and 30' deep. The PCs will not know this, though, because the entire top third of the room is enclosed within an invisible 20 x 20' x 10' rectangular cuboid of force which cannot be detected nor dispelled via any means. This cuboid of force creates the appearance of the empty 10'-ceilinged room described above, and the oily substance coating its "floor" obscures its true nature and also hides from view the inhabitant of the 20' pit below. Any PCs who attempt to scrape or swab the oil off the surface of the floor will not be able to clear it sufficiently to see into the pit below, but they will note the floor's perfect smoothness, unusual for any but the most finely crafted stone. Further, any dwarf entering the cuboid of force room has a 1 in 6 chance of automatically noticing that the floor does not feel like solid stone.

The force cuboid (and thus the room) can only be permeated at two points: (1) a one-way entrance (the door where the PCs come in) and (2) a secret door in the opposite wall. Once any PC enters this room, s/he cannot leave via the same door by which s/he entered; the properties of the magical force cuboid prevent it. The only escape for anyone trapped inside the room is to find the secret door. Finding and opening the secret door does not halt the operation of the trap; it merely makes escape possible.

The oily substance coating the floor of the force cuboid is in most respects identical to typical lamp oil, but it cannot be ignited by any means except the triple fire trap's magical trigger: torches, candles, flaming oil, and magical flame have no effect on this particular oily substance. 1d4 turns after the first PC enters the "room" created by the force cuboid (thereby trapping him- or herself within unless s/he can find the secret door), the oil on the floor self-ignites, burning for three rounds and inflicting 1d8 damage per round to anyone standing in the room. PCs who can fly, levitate, or spider-climb above the flaming oil take half damage. Note that anyone who chances to look down after the oil layer burns off will see that the floor is invisible and transparent, and will see an enraged fire elemental waiting 20' below!

One round after the oil stops burning, a magical flame blast equivalent to a 4d6 fireball spell detonates throughout the force cuboid "room" – everyone within takes 4d6 flame damage, with no saving throw. The round immediately following the blast, the floor section of the force cuboid disappears, plunging everyone still standing on it 20' down (2d6 falling damage) into a 20' x 20' pit inhabited by a fire elemental (HD 12), who instantly attacks.

It is presumed that anyone who survives the burning oil, the flame blast, and the fire elemental in the pit will eventually find the secret door and get out. The triple fire trap room resets itself completely (including summoning a new elemental if needed) after each PC group escapes and/or gets killed off.

Note: The triple fire trap room is compatible with *Labyrinth Lord*, though I waive the “check only once in a given area for secret doors” rule, permitting multiple checks that take 1 full turn each.

HOLY WATER BOLAS

Holy water bolas were developed by Innominus the Follower of Endra in the Lands of Ara. Each set comprises 2 half-vials of holy water in specially blown containers on the end of two leads, and a third lead with an iron weight. When thrown against undead they can cause 1d8 damage as holy water, but will also entangle the abomination and reduce its movement. They are so bad-ass that when used against intelligent undead for the first time, they will be startled and say “Holy (or Unholy) Shit!”. If the attack is successful, after the searing pain of righteous burning subsides, the undead will nod appreciatively and acknowledge the cleric's bad-assness by saying “Good one.”

GUNGER BEYKR'S CHIME OF INFALLIBLE WAYFARING

The chime was created by the mad wizard Gunger Beykr during his aeons-long campaign to destroy his eternal enemy, the foul and corrupt Lich Litchell. At one point, the lich managed to cast a spell that disoriented Beykr so badly that he wandered the countryside for 6 years trying to find his way back to his castle, while never being more than 2 miles from it. On numerous occasions he walked right up to his castle, but didn't recognize it, and stumbled back out into the woods to wander more. Eventually his familiar, a sarcastic tabby that had been watching his master's vagrancy with some mirth, got bored with it and managed to bring him back to the castle and dispelled the curse. Beykr created the Chime of Infallible Wayfaring shortly afterward.

The chime looks like a fairly crappy 6” brass cymbal with several cracks in it. When struck it produces a flat rapidly decaying crash, and shows a lost PC the route back to a specific place known to the PC that is considered non-threatening. This might not be a “safe” place per se, like



the area outside of a dungeon entrance that is guarded by hidden goblin snipers, but it's out of the mess they are in. PCs under spells that cause confusion, blindness, hallucinations, insanity, aimless quests, etc. can use the chime to get them back home or elsewhere, though the effects of spells generally remain in force. The PC must be able to recognize the need to use the chime - if they don't know they are lost or impaired, they wouldn't use it. The chime may be used only once per month.

ALAXXX'S PENNY OF RETRIEVAL

The Penny of Retrieval is a very rare item thought to have been created by insane wizard Alaxxx Leprongo Kulikkx. This unassuming-looking copper coin (worth 1 cp if not recognized as magical) automatically returns one teleported or gated being to its point of origin. All the being must do is look at the coin, and s/he or it is instantaneously transported back to the place from which s/he or it was first gated or teleported. The coin works equally well within one dimension or inter-dimensionally, and functions whether or not the user is aware of its presence or function. In fact, the Penny of Retrieval is often slipped into a dimensional traveler's pockets without his/her/its prior knowledge.

+1 CROWBAR

The +1 *crowbar* is a handy magical item devised by Yor the Dwarf and commissioned by him from an Enchanter in the Minochian town of Fortinbras. The +1 *Crowbar* functions as a +1 *club* in melee combat plus grants its +1 bonus to tasks such as opening doors, forcing locks, and generally prying things open.

For a custom enchantment of this kind an Arandish Enchanter typically charges the cost of the implement (2gp) plus 500gp for the enchantment process. Obtaining a custom-enchanted item like this also entails a (minimum) 2- to 3-day wait.

Since obtaining the +1 *crowbar*, Yor & Co. have used it to pry open the huge iron door to Morag's Gate Chamber in Session 42, to force the door to the mysterious triangular chamber in Session 43, and to dig out a corpse from a collapsed tunnel in Session 29. As Dak's player Carl has stated, "That thing has come in handy a million times ever since Yor had it commissioned."

As Spawn of Endra puts it, "For me, the most awesome thing about the +1 *crowbar* is that it came from Yor's player early on in his gaming with us, and just sums up what a great and fun player he is. Like Innominus' *Holy Water Bolas*, Yor's +1 *crowbar* highlights the game's ability to accommodate the *can I do this?* aspect of play."

ARANDISH NPCS

BEASTARR THE BOBCAT



Innominus the Follower of Endra recently cast one of Mr. Bat's great spells from his Ancient Vaults and Eldritch Secrets blog, *Conjure Familiar*, while up on Greystone Mountain and thus Beastarr the Bobcat (whose name derives from the ever-charming *I Hit it With My Axe* alumna Bobbi Starr) joined the adventuring party as Innominus' familiar. It goes without saying that Beastarr is pretty cool, since he's a cat. But thanks to Bat's spell, Innominus can telepathically communicate with Beastarr, and see through his eyes for 100'. Carter has determined that even though a bobcat has

better than human eyesight, he doesn't possess infravision *per se*. However, Beastarr has awesome sense of smell and can track over short distances if appropriate smell samples are provided (e.g., the hobgoblin general writes a note in his own feces saying "Fuck you, surface dwellers").

The other piece of awesomeness is that Innominus can cast *Animal Growth* on Beastarr, and he takes on *Mountain Lion proportions for 2 hours (12 turns)! AAAAAGHHHH!!!! So COOooooo!!!!!!1!1!1!!!! CLAW/CLAW/BITE Fools! It hurts!!*

BEASTARR THE BOBCAT

AC: 5

HD: 1+2

AT: Claw/claw/bite: 1d2 x3

HP: 7

SAV: F2

GIANT BOBCAT FORM (AS MTN. LION)

AC: 6

HD: 3+2

AT: Claw/claw/bite: 1d3/1d3/1d6

HP: 17

SAV: F2.

It has been ruled that Beastarr can't die from reverting back to the bobcat form, so that the loss of the 10 HP from enlarged to normal at worst reduces him to 1 HP.

ROGATH THE SWAMP-RANGER

Ranger Level 3

Sex: Male

Alignment: Neutral

STR 14, DEX 11, CON 16, INT 12, WIS 13, CHA 9

HP: 16

AC: 5

Weapons: Long Sword, Short bow

Armor: Chain Mail (base AC 5)

Rogath originally hails from Noffel, which is probably why he favors the long sword as a primary weapon. Rogath's current "home" is actually Tradefair, the largest city of The Western Lands, but he is not there very much; he prefers to wander the Swamp. Rogath's goblinoid- and giant-fighting abilities extend to Swamp Trolls, giving him a +3 (+1 per level, see *AEC* p. 19) to damage against those fearsome creatures.

RABBIT-HEAD, AN ERRATIC YET SURPRISINGLY EFFECTIVE SWAMP GUIDE

Ranger Level 4

Sex: Male

Alignment: Chaotic

STR 12, DEX 16, CON 15, INT 12, WIS 14, CHA 8

HP: 13

AC: 5

Weapons: Skinning Knife (treat as Dagger)

Armor: Leather (base AC 7)

Rabbit-Head is a relatively young, severely mentally unbalanced, yet exceptionally talented swamp guide who mainly operates out of Marsh Town (Sluggerton). Rabbit-Head is not much interested in money, and prefers to barter for his services, demanding unique trinkets, treasures and services as payment for his Swamp guide work. Due to his unstable personality, Rabbit-Head has on occasion abandoned clients in the middle of the Swamp, and has even once or twice sold them out to brigands, but he is not so much conniving as whimsical, and more often than not he can be trusted to complete the guiding and scouting jobs he contracts for. Rabbit-Head's greatest weakness as a hireling may be his *penchant* for pickpocketing his clients while they sleep, something he does more for fun than strictly for gain. Rabbit-Head is a physical coward and will typically try to avoid confrontation or combat at all costs, but, as a result of his cowardice, he is very good at evading indigenous Swamp aggressors, a benefit he passes on to parties he travels with. All in all, Rabbit-Head is considered one of the best Swamp guides to be found in Sluggerton, and he therefore maintains a busy schedule.

ELZAR THE HORRID

Human Magic-User Level 6

Sex: Male

Alignment: Neutral

STR 6, DEX 13, CON 14, INT 17, WIS 10, CHA 5

HP: 13

AC: 7

Weapons: Dagger (1d4 dam.)

Armor: unarmored (base AC 9)

Spells (1st): Scumbrella, Gobsmailed*

Spells (2nd): Mutinous Limb!*, Summon Peasant*

Spells (3rd): Troglodyte Stench Burst, Vexation of Food and Drink**

Elzar the Horrid is thought to dwell southwest of Wilkiss, somewhere along the northern edge of the Great Western Swamp, in a particularly nasty smelling hovel guarded by a loyal giant toad. He spends most of his time working to develop new horrid spell scrolls and potions, which he sells (through an agent) in the popular public market in Tradefair. Elzar is widely held to be the creator of the *Troglodyte Stench Burst* spell, but he has never publicly verified this fact. Elzar likes to be left alone and will use his array of horrid spells, including the distinctly antisocial *Mutinous Limb!*, to deter visitors to his hidden swamp cave. He wears a *ring of protection +1*, which, along with his high DEX, accounts for his lowered AC. Elzar is a Council Adept in good standing (i.e., he pays his Council dues) but he never attends meetings or Council functions in person.

* From Ancient Vaults and Eldritch Secrets

** From Ancient Vaults and Eldritch Secrets; listed as a Level 2 Druid Spell, but Elzar has adapted this spell for arcane use as a Level 3 spell.

HOKKA AND HIS CREW

Hokka [pronounced HAWK-uh] is the famous Noffellian captain of the vessel Sea Scorpion, a man and ship whose exploits are already legendary in Ara.

My most definitive memory of Hokka took place during the “Hotel Kaladarian” campaign refereed by Scott Peoples, Hokka’s creator. The party was in a Noffellian seaport, seeking to book passage to hunt down a huge sea serpent that was terrorizing the Bay of Noffel. Hokka agreed to take us out to the serpent’s known feeding area, and when the serpent attacked the ship, Hokka eagerly joined in and raised his cutlass against the huge monster. During the height of the fray, Hokka was seen dangling from a rope high on his own ship’s mast, swinging his cutlass at the attacking sea serpent while simultaneously shouting curses and, using his off-hand to hold himself, taking a piss on the giant creature as well. That moment veritably defines Hokka: fearless, hard-drinking, adventure-seeking, and seemingly impervious to death.

Equally proficient with the Noffellian longsword and the Suhlian cutlass, Hokka makes a deadly opponent in melee combat. He is seemingly fearless, and is well-known for yelling insults and jibes at his foes while fighting. His courage and apparent indestructibility help him confer a morale bonus of +2 upon anyone fighting alongside him.

Hokka can be wounded, even swept out to sea from time to time, but should never be outright killed, unless his death is used as part of an incredibly world-changing, cathartic, climactic battle in a large-scale campaign. Hokka is a more or less permanent fixture of Ara, the ultimate ally to befriend and share seagoing adventures with. Hokka and his crew, being fearless adventure-seekers, are almost always willing to transport adventure parties for a cash fee or fair trade.

Hokka's ship, the *Sea Scorpion*, is a small galley with the following stats: 90-person crew complement, Cargo Capacity 2,000 lbs., AC 8, Structural HP 100 (see *LL* p. 57). Since Captain Hokka prefers to keep his ship at sea (and earning money) as much as possible, and due to the often illegal nature of the work Hokka accepts, I am not certain if Hokka and the *Sea Scorpion* have a stable "home port," but if they do, it is Jakama. (In fact, I believe Jakama is where my party first met Hokka during Scott Peoples' "Hotel Kaladarian" campaign.) While Hokka can be found and hired out of any port on the Bay of Noffel or the Arandish West Coast, he is far more likely to be found in the Noffellian seaside city of Jakama than anywhere else.

Due to his thirst for dangerous adventure, Hokka has a tendency to lose ships from time to time; the last time I used Hokka in a campaign he claimed to be on his seventh ship, having survived the sinking of six previous *Sea Scorpions*. In any case, Hokka is legendary for surviving the destruction of his vessels and any new ship he acquires is immediately renamed the *Sea Scorpion*.

Hokka is a legend amongst most Noffellians and seafaring folk, and since almost everybody loves and/or fears him, he has few direct enemies. Some tight-assed coastal mayors or governors may have it out for Hokka for his black marketeering, but Hokka usually (barely) eludes legal trouble to sail again for the unknown!

Hokka is an ocean-going sailor, NOT a swamp-barge or riverboat captain. He is proud of his Noffellian heritage and mostly sails the Bay of Noffel and the Arandish West Coast, including Suhl as well as the riverway up to the Free City of Kaladar. He could be persuaded to sail across the Algar Sea to the Duchy of Galen but has only rarely done so before, and possesses little knowledge of the Duchy or its denizens.

HOKKA, SEAFARER CAPTAIN (SEE *LABYRINTH LORD* P. 48)

Human Fighter Level 12

Sex: Male

Alignment: Neutral

STR 15, DEX 14, CON 17, INT 10, WIS 13, CHA 16

HP: 66

AC: 5

Weapons: Cutlass (treat as Scimitar), Dagger

Armor: Studded Leather (base AC 6)

Captain Hokka sails at all times with one of the best crews to be found in the south Arandish seas. Over half of his crew is made up of Suhlian rodians, joined also by a goodly number of Noffellian humans. Here I provide detailed profiles for only a few possible / representative crew members. Hokka's crew members, while overall quite loyal to their legendary captain,

also evince a fairly high killed-in-action rate due to the extremely dangerous missions Hokka routinely accepts. Therefore, referees using Hokka should feel free to flesh out their own *Sea Scorpion* crews, even changing the crews (in minor ways or substantively) from appearance to appearance of Hokka.

FELDA BARRIS

Human Fighter Level 9

Sex: Female

Alignment: Lawful

STR 16, DEX 16, CON 16, INT 14, WIS 12, CHA 13

HP: 54

AC: 3

Weapons: Long Sword, Dagger, Short bow, Mace

Armor: chain mail (base AC 5)

Felda Barris, Noffellian warrior, is Hokka's First Mate, acting as chief of security and crew drill instructor onboard the *Sea Scorpion*. Prior to joining Hokka's crew, Barris was a soldier in the Noffellian High Guard for many years; it is rumored that she was dismissed from the High Guard for insubordination, but no one in Hokka's crew would ever mention this in her presence, since she would beat the crap out of them for saying it. Chief Barris, as the crew calls her, is fiercely loyal to Hokka and is one of his main personal and professional confidantes, but she does not fraternize much with the rest of the crew and is rarely friendly toward ship's passengers. In other words, excepting her friendship with Hokka, she is primarily a disciplined loner. Hokka usually leaves Barris in charge anytime he is off the *Sea Scorpion*.

ZIGG AND HIGBAR KARIBEKIAN, RODIAN BROTHERS:

Besides Hokka himself, the most consistent elements of my *Sea Scorpion* crew have been Zigg and Higbar Karibekian (of the famous generations-old seafaring family, pronounced CARE-uh-BEEK-ee-an), two rodian brothers who constantly bicker and compete as a way of demonstrating their love for each other. Zigg and Higbar are always debating who is better with the cutlass, or at any other endeavor for that matter. Neither brother will admit of any fault or wrongdoing to the other, and each works very hard to one-up his brother whenever possible. The Karibekian brothers are, if you'll forgive the reference, the Legolas and Gimli of the *Sea Scorpion*.

In actual fact, the elder Karibekian brother, Zigg, is stronger and a more skilled fighter than his brother; and Higbar, faster and nimbler, is a more natural sailor and crossbowman. But both brothers are formidable melee combatants and often serve Hokka as key boarding party members. (Of course, never one to miss an opportunity for combat, Hokka leads all his own boarding parties.)

ZIGG

Rodian Duellist Level 6

Sex: Male

Alignment: Neutral

STR 14, DEX 15, CON 14

INT 9, WIS 12, CHA 11

HP: 24

AC: 5

Weapons: Cutlass (treat as Scimitar),
Dagger, Light Crossbow

Armor: Studded Leather (base AC 6)

HIGBAR

Rodian Duellist Level 5
Sex: Male
Alignment: Neutral
STR 11, DEX 16, CON 12
INT 10, WIS 13, CHA 12

HP: 18
AC: 4
Weapons: Dueling Rapier (treat as Short
Sword), Dagger, Light Crossbow
Armor: Studded Leather (base AC 6)

BARNACLE-HEAD

Human Fighter Level 7
Sex: Male
Alignment: Neutral
STR 18, DEX 15, CON 16, INT 7, WIS 10, CHA 8
HP: 50
AC: 5
Weapons: Bastard Sword, Dagger
Armor: Studded Leather (base AC 6)

By contrast with the Karibekian brothers, Barnacle-Head is a relatively new member of Hokka's crew. A large and muscular Noffellian human, Barnacle-Head is retained largely for his fighting abilities and raw stamina. Barnacle-Head may not be the intellectually sharpest member of the *Sea Scorpion* crew, but he knows sailing, he is incredibly effective under pressure, and he obeys Hokka unflinchingly. Barnacle-Head acts as Rowing Master when the *Sea Scorpion* is under oar. In combat, he is almost always seen near Hokka or directly at his captain's side; Barnacle-Head would probably be considered Hokka's bodyguard, if the idea of Hokka needing a bodyguard weren't so inherently ridiculous.

SALADARI XAELAR

Rodian Illusionist Level 6
Sex: Female
Alignment: Neutral
STR 8, DEX 16, CON 10, INT 16, WIS 11, CHA 9
HP: 15
AC: 7
Weapons: Dagger
Armor: none (base AC 9)
Spells (1st): Color Spray, Hypnotism, Wall of Fog, Detect Invisibility
Spells (2nd): Fog Cloud, Invisibility, Magic Mouth
Spells (3rd): Fear

Saladari Xaelar [pronounced ZAY-lar] is the latest in a long line of rodian Illusionists to emerge from her family, and is believed to have connections very high up in the hierarchy of the Black Cloister. Xaelar serves as the Navigator of the *Sea Scorpion*. Secretive and introverted, she has nevertheless become one of the boisterous Captain Hokka's closest confidantes – for while in matters of crew conduct and discipline Hokka clearly relies primarily upon Felda Barris, when it comes to ship navigation, overall operational strategies, cargo profit margins, and general

“life coaching,” it is Saladari Xaelar to whom he turns. It is probably largely due to Xaelar and her (highly secretive) obligations to the Black Cloister that Hokka ensures the *Sea Scorpion* makes port in Suhl at least once every few months. (Though the Karibekian brothers, Zigg and Higbar, have many relatives there as well, including a great-uncle who owns a tavern.)

ERSTWHILE PETTY GODS

Spawn says: I had a couple of *Petty Gods* candidates I couldn't get together for the deadline, but I figured there's no point in letting them languish.

St. Ainless of Inocks, Patron Saint of Metal Accoutrements

From his first day at the Jadist seminary in Brothback, the acolyte cleric Ainless was recognized as a savant of scriptures and an exemplary holy warrior. Everyone from neophytes to hierophants praised his precocious divine abilities. It was often joked that he could turn the undead faster than a Hedarish prostitute could turn a trick, but unlike her clients, Ainless's would never be repeat customers! Rollicking laughter inevitably followed each telling of that hoary old chestnut, to be sure.

Having excelled in weapon- and book-learning, upon ordination Ainless was entrusted with the mighty *Mace of Jado's Convincing Wrath*, a +3 mace of disruption that when used with subdual damage would convert any sentient vanquished opponent to the Way of Jado regardless of race or alignment. No candidate had proven worthy of bearing it for several centuries, and Ainless's ascendance seemed to harbinger a renaissance for the Jadist sect. Righteously armed with Jado's mace and a full suit of plate mail, he set forth for a dungeon whose name is now lost in the annals of infamy.

After a few encounters with zombies and giant rats that were a scanty match for Ainless, he happened upon a nest of 3 rust monsters, a creature unknown to the Jadists who had been relative home-bodies for quite some time. Viewing the trio as simply another opportunity to demonstrate the divine power of Jado to an unbelieving world, Ainless barreled into melee, beating away mercilessly. Within moments, Ainless was mortified to discover that with each strike, the mace seemed to weaken, and before he knew it he was standing in his underwear swinging a bereft mace-handle in vain at the rust monsters. Jado's exalted mace was no more, and the half-naked Ainless fled the dungeon in disgrace. Some say he was so thoroughly beaten that even his iron rations rusted.

Upon his return to the Jadist seminary he was defrocked and thoroughly rebuked for having lost Jado's mace, and for debasing the entire order by running across the countryside in his skivvies like a run-of-the-mill village idiot. At that time he came to be called “Brainless”, “Ainless”, or “Anus”. Thusly castigated he fled to the forests of Inocks, where despairing of a clerical career, he rejected all metal accoutrements and devoted himself to Druidic practice. Vengeful lust still drove him though, and he spent his days crafting the most lethal blackthorn shillelaghs ever known. With these in hand, he journeyed far and wide offering to exterminate rust monsters in any dungeon, anywhere, controlled by anyone, taking only donations for his services (along a suggested sliding scale). What he managed to do to rust monsters without the aid of metal weapons has run the descriptive gamut from “primitively inventive” to “coarsely perverse”.

He started on the road to sainthood when a sad little band of adventurers sought him out and begged for their array of +1 weapons to be restored after unfortunate rust monster encounters. Ainless became so vexed at rust monsters that he grabbed the weapons and struck back at the oxidizers in spirit, and drew back the usurped magical properties from their carcasses. This miracle built Ainless's renown and attracted enough followers that he built a stronghold in Inocks, where even after his death he is revered as the saint of metal accoutrements, the restorer of all metal things that have been degraded in the pursuit of a divine (or mundane) quest.

For every two rust monster carcasses PCs bring the Shrine of St. Ainless, the priests of Inocks will restore +1 to magic weapons or armor ruined by rust monster attacks.

DOZENTIT, GODDESS OF PERFUNCTORY INQUIRY

In former times, Dozentit was a goddess of fecundity and abundance revered by the hill pastoralists of Oblendis, before they were overrun and brutally disenfranchised by the Horkandian poppy lords during the Great Upset. In fragmentary sculptures that survive, Dozentit is depicted as a nubile, healthy young adult female with a slightly stern aspect, bearing a milk pail in each outstretched arm, and 6 pairs of burgeoning breasts distributed in all directions around her torso. The Oblendian herdsmen offered regular sacrifices and wailing prayers to secure the blessings of Dozentit, who would assure the prodigious flow of milk in all manner of dairy cattle, as well as in new Oblendian mothers and nursemaids.

Dozentit languished unworshipped for centuries during the Horkandian period, but was inadvertently recalled from her gradual dissipation beneath the Oblendis hills when the area was annexed by the Kiryen Empire. The urbane new colonists, noted for their highly refined social graces and fear of impolite interactions, unknowingly invoked the holy name of Dozentit hundreds of times a day in the course of incidental banter:

"Philadora's hat looks delightful, *dozentit*?"

"This Nydirian wine tastes a bit off, *dozentit*?"

"Making an issue of Ylliria's flatulence seems a tad indelicate, *dozentit*?"

Harkening to these myriad calls, Dozentit occasionally materializes at dinner parties, coffee dates, and nail salons where her unknowing beckoners uncomfortably attempt to act as if she isn't there, and continue their conversation as if nothing were out of the ordinary. This causes the goddess a consternation she has yet to resolve, but she prefers it to endless slumber.

When invoked, she can answer questions as for *Commune* at will, but only for questions the PC already knows the answer to.

SPELLS

STICKYFOOT

Level: 2 (MU)

Range: 100'

Stickyfoot creates a small (3' x 3') patch of a transparent, sticky substance which instantly bonds one person or human-sized being's feet to the floor. This patch may be cast anywhere within sight of the magic-user up to 100', and it sets instantly, so it must be cast directly under someone in order to be effective. Once it adheres to its target's feet and sets, the *Stickyfoot* substance immobilizes the target for 1d4 rounds, then vaporizes, freeing the target. While immobilized, the target attacks at -1, and any DEX-related AC bonuses are negated. *Stickyfoot* can only be used against one human-sized target at a time (exceptionally large targets are not affected), and will only work in areas with solid floors (for instance, the *Stickyfoot* substance would not adhere to the side of a sand dune or to a patch of slimy swamp muck).

TROGLODYTE STENCH BURST

Level: 3 (MU)

Range: 100'

Creates a 10' radius spherical cloud of Troglodyte Stench, enfeeblingly repulsive to humans and demi-humans, which appears within 100' of the caster and lasts for 1d6 rounds. Those humans or demi-humans trapped within the transparent cloud must save vs. poison or suffer a -2 to all attack rolls while still in the cloud. Even those who escape the radius of the cloud find that the stench, and the -2 attack penalty if not saved against, will cling to the target for 10 additional rounds.

CANNIBAL CURSE

Level: 4 (MU)

Range: 20'

Cannibal Curse turns one target within 20 feet into an uncontrollably ravenous cannibal for 1d6 rounds. The cursed individual will viciously attack the nearest member(s) of its own species, biting at his/her/its/their flesh and attempting to eat him/her/it/them. The cursed individual cannot be reasoned with while the curse is in effect. [Note: *Cannibal Curse* could be made available to evil clerics, in which case it would be a Level 5 evil cleric spell.]

VOMITUS DELUGE

Level: 5 (MU)

Range: 500'

On command, a magical stream of viscous, pungent acid spews forth from the caster and bursts onto its target(s). The effect has a range of 500' and creates a vomitus burst 20' in radius. The burst deals 2d4 points of initial acid damage. Unless somehow neutralized, the acid lasts another 1d6 rounds, dealing another 2d4 points of damage per round. All beings caught within the burst of the *Vomitus Deluge* are allowed a save versus spells; a successful save reduces all damage by half.

SCUMBRELLA

Level: 1 (MU)

Range: touch

Scumbrella is a 1st-Level magic-user spell that is cast upon a single mundane umbrella. The next time that umbrella is opened, it dumps sewage and filth all over the person(s) underneath it. *Scumbrella* is mainly a “practical joke” spell with very little direct combat application, though the target scummed by a *Scumbrella* is considered surprised for one round. Further, if someone with open sores or wounds opens the *Scumbrella*, a save vs. poison is required to avoid catching some nasty disease.

ALAXXX’S ZIB FLOBBLE

Level: 3 (MU)

Range: Line of sight

Duration: instantaneous

Invented by the mad Achelonian wizard Alaxxx Leprongo Kulikkx, the *Zib Flobble* spell allows any character or NPC creature the caster chooses (except himself) to roll the referee’s d30 in lieu of whatever die or dice the situation normally calls for. The choice to roll the d30 must be made before any actual rolling has occurred. The d30 cannot be rolled for generating character statistics or hit points, nor can the *Zib Flobble* affect the outcome of secret rolls by the referee. d30 roll substitutions granted by the *Zib Flobble* spell do NOT count against the d30 roll allotted each player once per session (see Arandish Campaign House Rules). Unless the target possesses some special means for detecting magical curses, he/she/it will have no way of knowing that *Alaxxx’s Zib Flobble* has been cast upon him/her/it.

ALAXXX’S ZIB FLOOGLE

Level: 3 (MU)

Range: Line of sight

Duration: instantaneous

Another of Alaxxx Leprongo Kulikkx’s odd fate-changing spells, the *Zib Floogle* spell allows the caster to roll 1d30 and subtract the result from any other character’s or NPC’s (but not his own) just-completed roll. This spell’s effect does NOT extend to any secret rolls made by the referee, and the *Zib Floogle* spell cannot be used against someone rolling for generation of character statistics or hit points. Unless the target possesses some special means for detecting magical curses, he/she/it will have no way of knowing that *Alaxxx’s Zib Floogle* has been cast upon him/her/it.

DUNCE-FACE

Level: 1 (MU)

Range: Line of touch

Duration: caster level in hours

This spell forces a single target's face to be frozen into a particularly stupid expression: bewildered-looking, cross-eyed, and/or with tongue lolling out of the target's mouth. This effectively lowers the victim's CHA by -3 for the spell's duration. The target can still talk and his or her INT is unaffected, but s/he will slur speech, stutter, and cannot use any big or complicated words while the spell is in effect. This spell does not prevent spellcasters from casting spells, but does increase the chance that they will misspeak and therefore provoke unexpected results.

SYMBOL OF PORN

Level: 7 (CL)

Range: Line of sight

Duration: Permanent

This terrible spell allows the caster to scribe a potent rune of power upon a surface, in the air, or on the internet. The symbol glows, lasting until dismissed. Unlike other *Symbols*, a character may not save versus spells to negate the effects of a *Symbol of Porn*, but is granted a save vs CON with a -5 penalty. WIS modifiers do not apply, no matter how wise the PC may be - such is the nature of the porn.

Symbol of Porn: PCs suffer wracking pains of shame, guilt and/or arousal that impose a -4 penalty on attack rolls, and a -2 penalty to DEX. These effects last for 2d10 turns. Each affected PC must roll 1d6. On a roll of 1-4 the PC suffers irreparable damage to the psyche and will give up adventuring after vacillating about the decision for 1d4 turns, during which they conduct a disconnected incoherent rant, apparently in response to a chorus of unheard recriminations. Unaffected PCs in the area must save vs spells or be *confused* or *dismayed* (DMs choice) for the duration of the rant as for a *Symbol of Despair*. Confused PCs will vainly appeal to the ranter to explain what they are ranting about, and dismayed PCs will lurk on the sidelines quietly questioning the point of the whole adventure. Neither can take any other actions during the rant. After vacillating, a roll of 1 on 1d4 indicates that the ranting PC not only quits adventuring but destroys all equipment, treasure, magic items, spell books, lore, maps, familiars, retainers, strongholds, livestock, and poultry they have accrued. These items are lost to all other PCs, no matter how useful they may be for those continuing to adventure or how much novice adventurers would have learned from them.

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