

# DUNGEON CRAWL CLASSICS

## LAIRS OF LOST AERHARTA



#91.2: CREATURES AND LAIRS AT THE CENTER OF AERETH

BY STEVEN BEAN, DANIEL J. BISHOP,  
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AND TERRY OLSON WITH HARLEY STROH

# LAIRS OF LOST AGHARTA

CREATURES AND LAIRS IN THE CENTER OF AERETH

By Steven Bean, Daniel J. Bishop, Tim Callahan, Stephen Newton,  
and Terry Olson with Harley Stroh • Cover artist: Doug Kovacs  
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ages will aver that the denizens of the underworld are, by necessity, alien to surface dwellers such as ourselves. Few will ever stand on the ink-black shores of the Lost Agharta, and even fewer will return to tell the tale. Those that do report creatures transmuted by their deadly environs and the weird gloom. These creatures of legend owe no allegiance or kinship to the beasts of our lit-realms, and woe to the adventurer who mistakes them for familiar foes.

Collected herein are thirteen of the stranger beings explorers may encounter upon their arrival at the very center of our hollow globe. This is certainly not an exhaustive list, if such a thing could even exist – for the underworld is vast, and our knowledge is slight.

## FOR JUDGES



his collection is intended to serve as a stand alone product, or as a supplement to a Center of Áereth campaign. If the former, no adjustment is necessary.

If the latter, and the judge is referencing the random encounter and exploration tables from *Journey to the Center of Áereth*, use the following tables any time a random encounter roll in DCC 91 results in “no encounter.”

And of course, the judge should always regard the tables as mere suggestions. Entries can be altered, marked out, or built upon as it serves your setting. You are the first and final arbiter of your game.

## RANDOM ENCOUNTERS



oll for random encounters once each day and night, modified by the sum of the PCs’ single best and worst Luck modifiers. (So a party comprised of a warrior with a +3 Luck modifier, and a thief with a -2 Luck modifier, would add +1 to their encounter rolls.)

In general, higher rolls result in distant encounters, allowing the PCs to determine the rules of engagement (or avoid the encounter altogether). Lower rolls tend to offer less opportunity for a safe withdraw or can even result in a surprise attack by a monster – possibly resulting in more burned Luck, and worse modifiers on future encounter rolls, as the denizens of the underworld sense the weakness of the PCs and circle in for the kill.

Encounters are listed alphabetically below, followed by the collected monster entries and lairs.

Four of the results are the unique “marooned mortals,” characters like the PCs who have found themselves trapped in Lost Agharta. After an encounter with a marooned mortal, the judge is encouraged to roll up another character to take the NPC’s place on the random encounter tables. See Appendix A for tables and a information on creating more stranded NPCs.

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GMG50922**

ISBN 9781946231109



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