

The



SNARFQUEST™
RPG World Book
BY ELMORE

**A Comic Quest for Wealth, Power,
and all that Other Good Stuff...**

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www.larryelmore.com

The Snarfquest Graphic Novel

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Dedication:

SnarfQuest is about a journey with friends, full of humor and adventure. For that reason, I'd like to dedicate this to my friends Ken Whitman, Tony Lee, and Don Perrin for being part of my own quest since the beginning. It's been a blast!

—*Jamie Chambers*

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The (MIS)Adventure Begins...

And so, with the passing of Zingart the Sneak, king of the valley (which occurred in a most embarrassing way), the tribe again entered in the dangerous year of succession. For one year, the council of elders ruled the valley while the bravest warriors ventured into the greater world. For those who remained in the valley, there would be uncertainty. For those who quested for the throne, there would be dangers and wonders.

Over a half-dozen zeetvahs left the valley in search of treasure and fame. Two came home within a week (one crying). One candidate was reportedly chased off the Cliffs of Evritt by a lasher-beast. Three wandered far off to the west, where rumors say one settled down with an attractive elf-maiden of dubious reputation. The remaining two warriors returned with legitimate claims to the throne.

The first warrior to return home was Newfert ben'Dares (the bold). The final young warrior to return was the most unlikely of them all, yet he was destined to be our people's greatest king. His name was Snarfenja de'Gottago—known by one and all simply as "Snarf."

—*The Chronicles of Nolmer the Scribe,*
History of the Throne, Eighth Month, Year of the Frog





INTRODUCTION

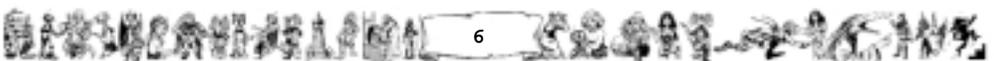
Welcome to the world of Snarfquest! Here you may encounter adventuring zeetvahs, cross paths with time-traveling mages, assist stranded robots, and meet dozens of beautiful women. Journey in a land where Lady Luck changes the fortunes of the foolish and the brave. Recover treasure from a dragon's lair or a warlock's keep. Grab your bedroll and wineskin, strap on your backpack and boots, sharpen your sword and shine your helmet. The road calls, and adventure awaits.

HISTORY OF SNARFQUEST

Snarfquest began in 1983 as a black-and-white comic strip drawn by Larry Elmore, the fantasy artist largely responsible for re-defining the "look" of fantasy role-playing games in the early 80's. Dragon Magazine was the home of three pages of Snarfquest until 1989, when Elmore retired the strip to concentrate on freelance work. Always one of the most popular parts of the magazine, fans wrote in for years hoping for more Snarf.

With the launch of Games Unplugged magazine, fans got their wish. Now Snarfquest is back every other month—this time in full color! Now the world of Snarfquest is opened up for gamers everywhere using the d20 System, fully compatible with the Third Edition of the most popular role-playing game in the world.

I see the earth during the time of Snarf as a very ancient time, long before recorded history. Perhaps in an antediluvian world. There are plenty of ancient races during this time. Snarf is a Zeetvah, which is one of those races. These ancients, to me, are Mother Nature's attempts to evolve intelligent mammals and, for some reason or another, they didn't make it and eventually became extinct. In my mind, these races were old by the time dwarves and elves were established in fantasy lore. In this period, humans are the most recent race on earth and are quickly populating more and more territories. This is a time that any type of race could exist and one race would not be surprised by the looks or quirks of another. This gives me total freedom to draw any kind of intelligent or semi-intelligent critter that pops into my head. With this creative freedom, Snarf could go over a hill or beyond a mountain and run into anything you would like to dream up.



THE D20 SYSTEM

This product uses the d20 System and requires the use of the Dungeons & Dragons Player's Handbook, Third Edition, published by Wizards of the Coast. The game material presented in this book does not stand alone, and assumes ownership of core d20 System products.

The Snarfquest campaign setting has unique features, which differ from core d20 System products. These features are designed to bring to life the fantasy world of Larry Elmore's Snarfquest. Whenever material in this book contradicts something from another product (including races, classes, skills, feats, and magic), your game will be enhanced if this book takes precedence.

Or, as Snarf would say: "Dees rules will make da game more fun!"

OVERVIEW OF SNARF'S WORLD

Snarf begins his quest knowing next to nothing about the outside world, and even in his extensive travels only covers a small part of a large continent. Full knowledge of the world (or even a complete map!) are still many centuries away.

This is a young world, largely uncivilized. Vast tracts of untamed wilderness lie between isolated communities and small city-states. Humans are only one race among dozens, and hold no greater power than elves, zeetvahs, or almeers. Powerful wizards pursue magical research in remote towers while druids gain power in hidden stone circles. Wild animals and savage monsters own the wilderness, which is crossed only in large groups or by brave (and not-so-brave) adventurers.

ADVENTURING, SNARFQUEST STYLE

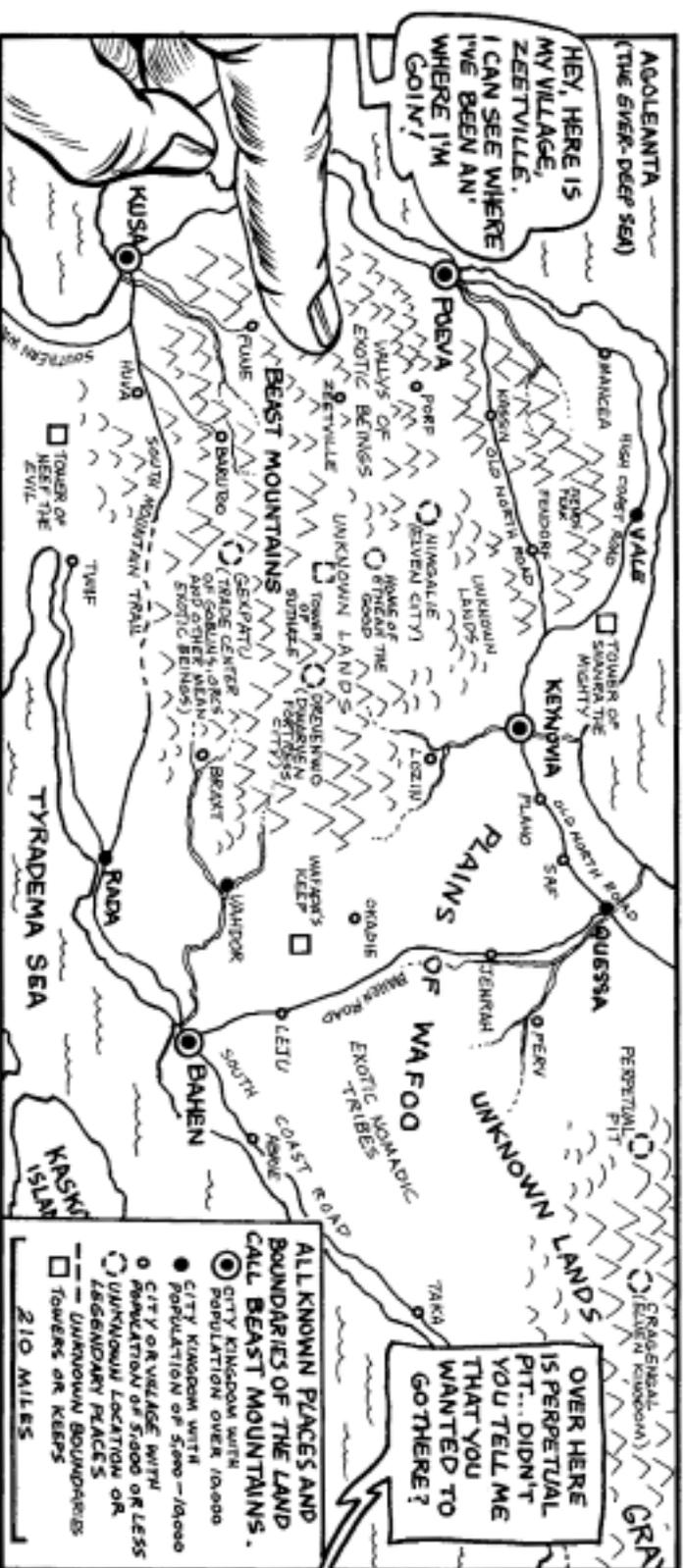
The basic elements of a Snarfquest campaign are much like typical fantasy adventures. It is, after all, the pursuit of wealth, power, and all that other good stuff! With just a few additions and a slight change in tone, any game can have the right attitude to reflect the exploits of Larry Elmore's zany zeetvah.

Snarf's world is one where there are just as many "critter" races of anthropomorphic humanoids as there are humans, elves, and the like. It's a place in which wizards time-travel to gain knowledge of advanced technology (or occasionally motorcycles and light beer). It's a place where every lady is beautiful, every quest takes strange turns, and heroes come in all sizes.

Even without the specifics of Snarf's world, this book can be used as a way to introduce more humor into a fantasy d20 System campaign. A light-hearted adventure or silly quest provides a nice break from the usual gritty storylines, and make serious, epic plots seem more important by breaking the dramatic tension with the occasional comedy episode.

So grab your dice, your buddies, and a gaming table. There are good times ahead!

Ye Old Young Lands



Chapter 1: The Quest for the Throne

The chronicles of Snarf's quest for the throne of the valley is required reading for young zeetvahs. Written by Nolmer, royal scribe, they tell the triumphs, tragedies, fortunes, and follies that led to Snarf becoming the king of all zeetvahs. Snarf's story (as seen in the Snarfquest comic strip) is also chock full of great ideas that can be used for adventures in Snarf's world or humorous gaming in general.

The whole concept of the SnarfQuest adventure was just like a role playing game. I had a very simple quest, and that was it. Once the quest for king was established, I had no preconceived details of the story. I just wanted it to be a great adventure. When I started writing each episode, I never knew what would happen next. Usually I never thought about the story until I started doing the next episode. It was all totally spontaneous. It constantly got easier as the characters developed; eventually the characters seem to write their own story.



EPISODE #1: "A QUEST LAUNCHED" (or "A Lesson in Hospitality")

The story of Snarf begins with the senile zeetvah elder reminding everyone of the recent death of the king (who died in a most embarrassing way). Zeetvahs have ruled the valley because of their great leadership, which in turn is a measure of how they choose their leaders. A one-year quest is set for all zeetvah warriors: "Ze warrior zat has acquired ze most riches or performed ze most heroic deeds" will be the next king. Snarf, a young zeetvah of humble origins, decides he can exchange one year of hard work for a lifetime of "easy street" as king. With only his sword and raw courage, he sets out to prove himself. For weeks, he walked, ate, and slept without a single hint of danger or adventure.

Roasting a strange bird on his fire, Snarf ponders his terrible fortune when a burly orc wanders into his camp. "Would ya share yer fire and a bite to eat?" asks





the lonely orc. Snarf agrees, first startled by the orc's sudden appearance, and then intrigued by the large jewel in the orc's horned helm. His first plan is to knock the orc unconscious, but when that idea fails Snarf resorts to prying the jewel out with his sword while the orc sleeps. The orc wakes with the zeetvah's blade-tip in his face and stumbles backwards, tripping and losing his helmet in the process. Snarf takes advantage of the situation and chases after the orc, hollering that he is a "mad, crazed, buzzerker." Once the orc is several leagues away, Snarf takes the jewel and continues his quest, happy to accumulate his first piece of treasure.



I first created the premise to launch the SnarfQuest adventure, which was a little silly, but as I started writing and illustrating the story, I had a problem as soon as Snarf left his village. I had to introduce some element that was funny and get Snarf off to a good start. I thought of an orc coming into Snarf's camp and at first I had the orc attacking Snarf. That would be the normal thing everyone would think of. So I reversed it. I had a nice ol' orc and Snarf ends up attacking him. I found that if I took a normal event and gave it a twist it would add constant flavor to the story. Never a dull moment!

Adventure Notes

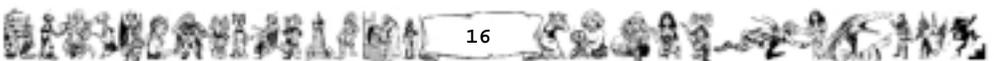
Story Arcs: Individual adventures are great, but episodic stories (such as television, comic books, and role-playing games) are often more exciting with longer, continuous story arcs. Although Snarf will have many independent adventures ahead, they are all part of his own quest to become king.

Let the Players Take Initiative: Most adventure games have the referee take the lead in moving the plot along. But in humor games, it's better to introduce a simple, non-threatening premise and let the players decide what to do with it. The orc presented no danger to Snarf, merely wanting his company and a bite to eat, but the sight of the gem enticed our hero's greed.

Run With Strange Ideas: If this episode had been a gaming session, the orc might have been included for a completely different reason. Perhaps he had a clue to Snarf's next adventure, or was a possible addition to the party. But when Snarf-as-player-character decided to rob the orc and start chasing him off, it served the story to go with the flow rather than fighting it. Humorous gaming is about spontaneity and letting the players shape each encounter, with a fast-thinking referee to improvise.

EPISODE #2: PRINCE RAT...ER, RAFFENDORF

Snarf continues along the forest trail when he sees a strange sight, a man-sized giant rat with huge round ears, a sword, armor, and an eyepatch. The overgrown rodent just stands there with his foot stuck in the ground. The "rat" claims to be a human prince named Raffendorf, cursed to wear the form of a rat until he can find someone to restore his true



body. Raffendorf also says that a nasty little beast had grabbed and trapped his foot in its den.

Snarf attempts to stab the critter with Raffendorf's directions, but it only gets angrier—taking the rat-man's boot off and biting down on his toes. Snarf, swinging his sword in reverse like a club, knocks the creature over the center-field bleachers.

Raffendorf is quite grateful for Snarf's aid, but when Snarf demands money the prince claims to be "a little low on cash at the moment," but insists that he knows of a place in which great wealth can be found. Snarf is skeptical, but still opts to travel with Raffendorf.



Adventure Notes

Introduce New Characters: Most role-playing campaigns just have everyone starting out at the same time. While you don't want to bore the other players, it's more interesting to introduce characters one at a time. This lets everyone be "in the spotlight" when they debut, and gives the whole group a better idea of who they are.

Monsters Don't Always Attack: Mix things up for encounters with monsters, like biting and dragging a character's foot down a hole. Some problems can't be solved with mindless violence. They require strategy, clever thinking, or even luck.



I would hardly ever introduce new characters in a normal way, like shaking hands and introducing yourself. I would always try to create an event, and the event was usually funny. This would move the story and add to the whole comedic effect. The first character that would travel with Snarf was Raffendorf, and he had troubles and issues of his own. Raffendorf's problems led them on their first quest. The SnarfQuest comic strip was never planned very much, especially at first. It was very spontaneous, just like a role-playing game. I had no clue, when I started writing each episode, what would happen next. If something was interesting or funny, I just went with it.



EPISODE #3: THE EVIL RIDER

Snarf and Raffendorf prepared to make camp in a clearing, with Snarf making the fire and Raf out finding a meal. Suddenly a bearded evil rider charged in on a white horse, testing his axemanship on poor Snarf. The zeetvah bravely fled for his life. Finding a knee-deep pond, he ducked underwater, using a hollow reed to breathe.

Meanwhile, a bombardier bee (unique to Snarfquest, of course) flew his way across the pond. Its wings were tired, and the bug decided to rest right on the very reed Snarf was using to breathe! Snarf blew the bee clear up into the air with one big breathe. The bug was convinced it had been killed by a "bug-eatin' weed" and was on its way to Bug Heaven. When it began to fall, it was sure it was doomed to Bug Hell, and that the dark rider was a demon! With a kamikaze scream, the bug dove for the dark rider's helmet...



Adventure Notes

Never An Ordinary Day: Things never stay normal in the world of Snarfquest. Even something as mundane as building a campfire soon became a dangerous battle! If things begin to calm down for too long during a game, throw in a random, bizarre peril and make the players think fast.

Strange Turns of Luck: The good fortune of heroes sometimes has no direct correlation to them or their actions! It can manifest itself in strange ways, with the most comical results. Snarf never knew the role the bee played in saving his life, though the rest of us certainly do. Use these asides in the game as well.

EPISODE #4: HOWLS IN THE NIGHT (or Much Ado About Nothing)

The bombardier bee shot into the black rider's helmet—determined to "sting his face off." Snarf heard the rider's screams even from underwater. He looked up to see the poor evil warrior running around, trying to pry off his helm. Snarf took immediate advantage of the situation, clonking the warrior on the head with his trusty sword. The dark rider collapsed like a sack of flour, with the bee staggering away, glad that it had been "weinca'nated."

Raffendorf returned, having heard the dark rider's screams, and found Snarf calmly looting the unconscious knight. Raffendorf found it hard to believe that Snarf had fought the warrior alone, but was impressed nonetheless.

Chapter 2: Adding Humor to Your Game

New races? Check. Classes? Check. Monsters? Check. How to run funny d20 System games? Well, not only is it a check, you can take this chapter to the bank. Proceed for Snarfquest gaming secrets worth their value in gold that no self-respecting zeetvah would pass up!

SERIOUS WORLD VS. COMEDY

Snarfquest is actually grounded in the conventions of traditional fantasy. The young farm-boy going off to seek fame and fortune through adventure, evil wizards commanding monstrous henchmen, and beautiful maidens waiting to be rescued are all staples of the genre.

What makes things different in Snarfquest is the bizarre situations and twists on the convention. The young farm-boy is a long-snouted anthropomorphic "hero" with greed as his primary motivation. The evil wizard rides a motorcycle, and the fair maiden turns out to be a nut-job fashion slave. While most of the trappings are the same as conventional fantasy, the plots veer off in strange directions, with the heroes doing most unheroic things—all in the name of funny storytelling.





LOW FANTASY VS. HIGH FANTASY

High fantasy is epic, save-the-world stuff, in which rings are pitched into volcanoes and lances are used to slay mighty dragons. Low fantasy heroes have much more down-to-earth goals, like getting rich, getting the girl, and not getting arrested. Low fantasy heroes are generally more pragmatic in their world-outlook, willing to compromise traditional ethics to get the job done.

Snarfquest is a world of low fantasy. Snarf is a hero, of that there is no doubt—but he's clearly out for his own interests, and is not above lying, cheating, or fighting dirty to get what he wants. Even his mightiest moment (the slaying of the dragon) was more about clever planning than any ridiculous notions of "honorable combat." He's a working class hero, one who is much easier to identify with and find highly amusing.



Although I didn't illustrate this in the strip, I feel that Snarf was just an average guy, or Zeetvah. I imagine him being around 25 years old, living with his family, and doing odd jobs to make himself some spending money. He had no exceptional skills, and he wasn't even a warrior, he was just average! He dreamed of being rich and changing his life from boring to exciting. He had no debts, no wife and kids, no responsibilities. So when the opportunity of becoming king came along, he jumped on it.

When Snarf is in any tight situation he does what any average guy would do to save his hide. He would scheme, lie, cheat, and fight, only when he has to or has the advantage. When all else fails, he runs away as fast as he can. I feel that all my characters in the comic strip acted as normal people would in most of the situations that occurred. I didn't really create any larger than life characters, no superheroes or anyone too powerful. It is more fun that way.

HUMOROUS GAMING

A humorless Snarfquest DM is as useful as a claustrophobic astronaut. But since you made it this far, it's safe to assume nobody has to put a goofy mask on you to pretend you're amusing. We'll just point out a few things that separate Snarfquest from low-brow slapstick here. Pay attention, young zeetvahs, if you hope to emulate King Snarf's escapades. There may be a test later. Lowest score gets sixteen flips on da back of dat ol' 'zoomer, on a hundred yards of limestone road.



SNARFQUEST MAXIM #1:

THE SILLIEST POSSIBLE THING THAT CAN HAPPEN, WILL!

In an ordinary game, when you dive into a pond to escape a formidable foe and score a critical success for the skill check, the DM just rules that you hide too well to be spotted. In any normal campaign, if you roll a 1 while attacking, the DM simply dismisses it as a bad miss.

Not so in a Snarfquest adventure, where an accidental bug-in-the-faceplate can ruin a pursuer's day, and a stray bullet can detonate a whole castle. Even a seemingly trivial action can lead to spectacular consequences. It is that unpredictable whim, akin to stomping someone's toe when he's fully expecting a roundhouse, that lends the comic's humor.

But most—and we dare say all—of the hijinks are impossible to preplan for a game, since the best comedy comes from spontaneity. As the DM, you can prepare "goofy" encounters from now till Dorque Da Wanderer earns a Ph.D. in nuclear physics, and still see them drop deader than fat cows at a gaggaleech convention. However, you can inspire the players to chip in. After all, they know what tickles their funnybones. It's the difference between trying to force a pie in their face, and them willingly taking one for laughs.

SNARFQUEST MAXIM #1.5:

AFTER THE SILLIEST POSSIBLE THING HAPPENS, ANOTHER WILL FOLLOW.

King Snarf's incredulous, anything-goes saga is filled with one crazy turn after another. It means Murphy's Law is always in motion. As the comic's creator Larry Elmore explained, "I just try to think of a logical flow of events, then find a stupid way to arrive at the same conclusions."

Chapter 3: Characters, Races, Kings and Things

CHARACTER RACES IN SNARFQUEST

The races of the world revealed in Snarfquest combines standard fantasy fare with the truly bizarre. Ordinary humans meet up with their anthropomorphic counterparts on a regular basis. In fact, in this young world, mankind has not yet gained dominance but is just another race struggling to survive and thrive.

Many of the races in the world of Snarfquest are those found in the D&D Core Rulebook I. For those races, only information relevant to the setting is included here. The new races presented in this book (and revealed in the pages of the comic) are just a small sampling of what might be out there. So little of the world is explored, and so many races are largely unknown, nearly any beast might have evolved rudimentary intelligence and culture. Many of these live in isolated areas, cut off from other lands until explorers and adventurers come their way. Who knows what sort of furry, feathered, or scaly people could be waiting beyond the next mountain range?



I love to create little critters, new creatures that you have never seen before. I think they are more interesting. Of course, when I am illustrating the creature then you can see them immediately and understand some of their personality. When running a game that is not so easy, unless you are an artist and can simply draw some new ones. Sometimes I would use an existing animal and give it character.

Raffendorf was a giant rat, but in reality, he was a human. B.B. Bird looked like a bird but wasn't. I did a special issue of SnarfQuest once, in Dragon Magazine, that was full of all types of birds and bats that were under a spell by an old wizard. The birds were around 3 feet tall, walked upright and talked. They also had human type characteristics like Snarf.

So the sky is the limit! If you want to use a normal animal as a character, give it some personality, possibly some clothes, and make a real character out of him. At the moment in the new SnarfQuest strip I am doing, I am using my own dog, Max, as a character. He walks upright and talks, but he still has a dog's mentality.

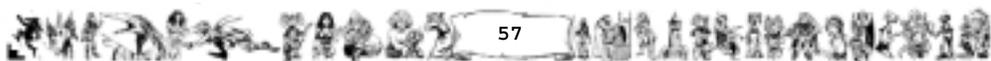




Table 1.1: New Racial Ability Adjustments

<i>Race</i>	<i>Ability Adjustments</i>	<i>Favored Class</i>
<i>Almeer, Mean</i>	+2 Strength, -2 Intelligence, -2 Charisma	Barbarian
<i>Almeer, Nice</i>	-2 Strength, +2 Charisma	Sorcerer
<i>Pelfric</i>	+2 Constitution, -2 Strength	Bard
<i>Trummel</i>	+2 Dexterity, -2 Constitution, -2 Strength	Rogue
<i>Zeetvah</i>	+2 Dexterity, -2 Strength	Fighter

ALMEER

Almeers are one of the eldest races in the world, originally fierce tribes of angry brutes—competing with orcs for territory and matching their savagery. When a tribe grew too large, it would split into smaller tribes with different factions following a new leader. The in-fighting of the almeer prevented them from conquering other races, though their tendency to form new tribe has spread members across the continent. In the last few hundred years, however, new kinds of almeer have emerged. Smaller, weaker, and more intelligent, the "nice" almeers have split off and formed several new tribes, but their numbers are far less than the "mean" variety.

Personality: Mean almeers are angry savages. On a good day, they seem like schoolyard bullies looking for lunch money. On a bad day, they break into berserking fits before they roll out of the bed. Nice almeers are far more passive and characterized by their curiosity.

Chapter 4: Magic and Tech

During Snarf's many adventures, magic and technology constantly affected his life. The first friend he met was a magically altered human prince, then he ran afoul of an evil wizard, a spellstruck dragon, and liberated a bag full of magic wands. Time travel brought technology to a world unready for it—both by the time-jumping wizard Suthaze and accidentally by the robot Aveeare. By the end of his adventures, Snarf has acquired several pieces of magic and technology for himself, including a magical backpack and a 20th century revolver! Snarf eventually returns home to Zeetville in a flying spaceship capable of time-travel and faster-than-light speed.

ARCANE MAGIC

The magic of wizards and sorcerers is rare enough in the old young lands that most towns do not have an arcane spellcaster in residence. If someone has talent or desire to learn magic, they either have pursue magical research on their own (a dangerous choice, and one that takes a great deal of time), or they must leave and find an experienced teacher.

There are occasional "hedge-wizards" who set up shop here and there, but the truly powerful arcane spellcasters seem to live in more remote locations: towers, keeps, or remote sites in the wilderness. Some live in total isolation, pursuing magical research or enchanting magical objects, while others build a stronghold complete with minions, guards, and magically dominated creatures.

Magical power seems to augment the more obsessive traits in many arcane spellcasters. Gathgor became consumed with accumulating riches, Suthaze with time-travel, and Etheah with "fighting evil." Such people quickly become out of touch with the outside world (and common sense). When their magical toys are taken away from them, they react badly. (Etheah wandered off into the woods, crying, after her wand was taken. Suthaze flew into a berserk rage when Geezel broke the hourglass of time-jumping.)

While the "rules" of arcane magic are the same in Snarfquest as presented in the d20 System, both players and the DM should understand the tone and role-play characters appropriately.





DIVINE MAGIC

The old young lands are a place in which the gods have not exactly sorted themselves out into an identifiable pantheon. Some men will tell you there are no gods, and that clerics are simply a different type of wizard—using talk of "divine beings" and "faith" to dupe the gullible into filling the cleric's coffers with gold. Other people follow a highly organized religion, complete with religious rituals, holidays, rites, and ceremonies—convinced that their religion is correct and the truly faithful will be rewarded in the next life. The average person takes the middle ground: there are probably gods, but they are distant and hard to understand. So why try?

Clerics and druids, of course, believe that their powers come from truly divine sources, the gods or Mother Earth herself. Whether they are correct is the subject for scholarly debate. Regardless, such faith is rewarded by someone or something in the form of divine magic. The belief system is self-fulfilling. If a mushroom cleric believes he can only replenish his spells by consuming hallucinogenic mushrooms, it becomes true. If another faith demands that the priest pray for his magic while dunking his head in a bucket of water, this is true for him.

Such men and women easily become zealous. They are granted divine power, after all, so they feel it is their moral duty to push their beliefs on others. The mushroom cleric might slip toadstools into his comrades' food, in order for them to also experience the glory of the Shroom God. They are often patient and gracious with a potential "flock," trying to win them over with kindness and not-so-gentle nudging. They reserve contempt and hatred for the clerics of other faiths. When you have two people of different faiths, each granted power, they will butt heads and constantly argue. Even if the situation demands they cooperate, they cannot resist the chance to make subtle digs at each other's religion.

The rules for divine magic are the same as the core d20 System, except that the gods found in Core Rulebook I are not part of the young lands. The DM should work with the player in creating a clerical faith. A cleric may be a lone maverick attempting to build a new church, or a young priest following a long-established religion. Such faiths should have restrictions on the manner and time a cleric may renew spells—much in the same way druids have increased restrictions (see Chapter One).

PSIONICS IN SNARFQUEST

The power of the mind has not been specifically shown in the world of Snarfquest, but that certainly does not mean it is absent! Such power would be extremely rare—far rarer than arcane and divine magic.

In Snarfquest, people with supernatural powers are not normal. (And whether many people in this world are "normal" is arguable, anyway.) Anyone who has tapped into the inner potential of his mind has bound to have fried a few brain cells along the way. A psionic character might become occasionally crossed-eyed, develop a nervous tick, or start

Chapter 5: Monsters, Critters, and Creatures

The Snarfquest lands are home to mundane animals, exotic creatures, and every variation in-between. Snarf and his companions encountered many creatures common to fantasy literature and gaming, but many were unique to the world.

D20 SYSTEM CREATURES IN SNARFQUEST

Just about any creature from Core Rulebook III can be included in a Snarfquest campaign, usually with a small twist or hook to make them appropriate to the style and tone of the world. Here are some of the monsters that Snarf met during the "Quest for the Throne" storyline:

- Snarf was a terrible host to the first orc he met, who he frightened and then robbed at the beginning of his quest.
- While certainly not an ordinary red dragon, Willie was the guard of Suthaze's treasury. When Snarf broke the identity crisis spell, the dragon's original personality of Kizarvexius was briefly restored. Forever brain-damaged by the destruction of Suthaze's tower, Willie is now convinced he is a duck.
- Suthaze followed the tradition of many evil fantasy wizards before him and had a cadre of orcs as henchmen and guards. Unfortunately, the majority of them were in Suthaze's tower during Willie/Kizarvexius's rampage. Any survivors were surely killed when the tower exploded.
- Snarf thought he saw a silver dragon falling from the sky. It turned out to be Aveeare's spaceship making a crash landing.
- Telerie easily outmatched the gnomish sentry at the gates of Gathgor's keep, defeating it under three rounds of combat!
- Gathgor's keep held even more surprises for Snarf, Aveeare, and Telerie—including a yowling wraith waiting behind a door.
- In the "lost" episode set sometime in the future, we see a baron who turns himself into a werewolf and goes on a bloody prowl until defeated by Snarf and Telerie.

I think the main reason I mixed some of the D&D creatures in Snarf's world is because when I was doing the Snarf strip, I was involved in a big D&D game with my fellow artists at TSR. I could have used more D&D creatures but I didn't want to get involved in a copyright dispute with TSR. I didn't know what monsters were public domain, or which ones TSR owned all the rights to, so I tried to keep most of the monsters generic. I always wanted to do a Beholder in the strip. I am sure I could have had some great laughs with that.



NEW CREATURES

In addition to the more familiar creatures seen in the monthly adventures of Snarf, there were a host of creatures new and strange. Foot-eating gophers, deadly leeches, and garbage-disposal lizards are all a part of the young lands.

CAVEBITER

Medium Beast

Hit Dice: 3d10+6 (22 hp)

Initiative: +0

Speed: 30 ft.

AC: 14 (+4 natural)

Attacks: Bite +6 melee

Damage: Bite 2d6+5

Face/Reach: 5 ft./5 ft.

Special Attacks: Head butt

Special Qualities: Scent

Saves: Fort +5, Ref +3, Will +1

Abilities: Str 16, Dex 10, Con 14, Int 2, Wis 10, Cha 14

Skills: Climb +4, Listen +5, Spot +5

Feats: Weapon focus (bite)

Climate/Terrain: Any subterranean

Organization: Solitary, pair, family (2-5), or pack (5-20)

Challenge Rating: 1

Treasure: None

Alignment: Always neutral

Advancement: 4 to 5 HD (Medium); 6 to 10 HD (Large)

Cavebiters are hideous underground reptiles with the intelligence and personalities of dogs. A cavebiter is a strange-looking creature, obviously a reptile, but possessing a comical doglike appearance as well—including a panting tongue and dog-shaped nose. It walks on all fours but sits in an upright position. Its head is hideously large when compared to its body, making it move awkwardly but also granting the bite of a much larger creature. The 'biter has flared ears and bony spikes on the top of its well-armored head.

Cavebiters live in caves and underground tunnels, often living the whole of their lives without ever seeing the light of day. Some took advantage of the creature's dog-like personality and trained them to be guard animals.



Chapter 6: Cast of Characters

Snarf started his quest alone, but quickly made friends and enemies—a list including several beautiful women, two evil wizards, a prince, a princess, two robots, and a confused dragon, just to name a few! In addition to the stats and descriptions of the heroes and villains of Snarfquest, this chapter provides examples of the people one might meet in an ongoing campaign set in Snarf's world.

AVEEARE (VR-X9-4-M2 Galactic Probe)

Robot

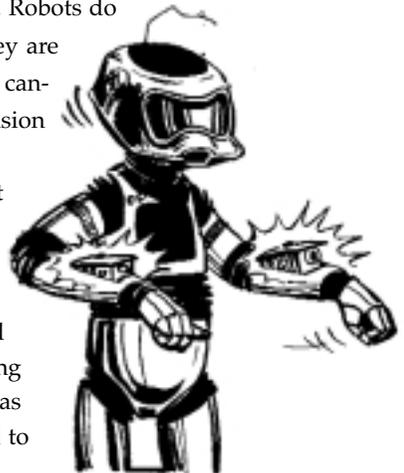
CR 4; Medium-size Construct; HD 8d10; hp 60; Init +6 (Dex, Improved Initiative); Spd 20 ft.; AC 20 (+1 size, +3 Dex, +6 dermal plating); Ranged +9/+9 Laser (2d10/crit x2/Rng 100 ft.) or +9/+9 Electroblaster (2d10 subdual/crit x2/Rng 50 ft.); AL: LG; SQ Robot; SV Fort -, Ref +6, Will +4; Str 16, Dex 16, Con -, Int 20, Wis 14, Cha 14.

Skills and Feats: Astrogation (Space) +11, Climb +9, Diplomacy +8, Knowledge (Starship Operations) +11, Knowledge (Galactic History) +11, Listen +9, Navigation (Time) +11, Pilot +9, Search +11, Spot +9; Ambidexterity, Combat Reflexes, Improved Initiative, Point Blank Shot, Rapid Shot.

Possessions: Electroblasters (2), Lasers (2), Visual Sensors (Standard, Low-Light, Infrared)

Notes: Aweeare is immune to mind-influencing effects (charms, compulsions, phantasms, patterns, and morale effects) and to poison, sleep, paralysis, stunning, disease, death and necromantic effects. Robots are not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain. They are immune to anything requiring a Fortitude save (unless the effect also works on objects). Robots do not "die," but when reduced to 0 hit points or less, they are immediately destroyed. Since it was never alive, a robot cannot be raised or resurrected. Aweeare has low-light vision and darkvision with a range of 60 feet.

History: A VR-X94M2 Galactic Probe (Government Issue Robot) was originally part of an unmanned historical survey mission from the far future. When its ship malfunctioned, the robot was stranded in the old young lands and encountered Snarf. The zeetvah could not understand the VR-X9 designation, so took to calling the robot "Aweeare." Snarf convinced Aweeare that he was a person destined for importance, so the robot decided to



follow Snarf to record how he would shape the future of the world. While Snarf believed Aveeare is a half-crazy, armored wizard, he also has come to trust and value the robot as both ally and friend. Aveeare accompanied Snarf through Keynovia, helped liberate the city of Quessa, risked the dangers of the Perpetual Pit, assisted in the defeat of the wizard Gathgor, and was crucial to Snarf's ascension to the throne. Aveeare has now acquired a new ship capable of both space- and time-travel, as well as a robot companion—a maintenance 'bot nicknamed "Effim."

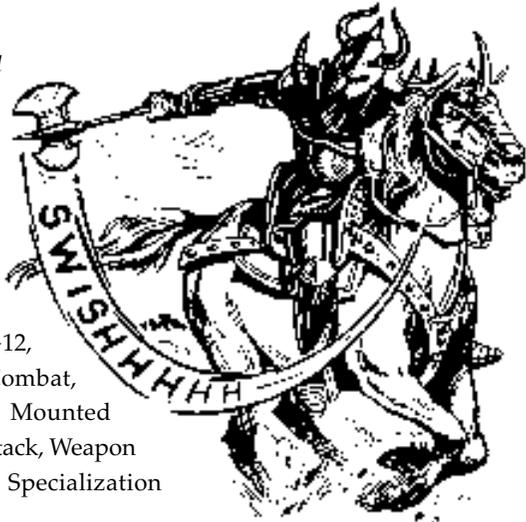
Personality: Unlike early model robots, Aveeare has a distinct personality and is capable of understanding humor. Aveeare is programmed to record history, though damage from the crash and exposure to a primitive culture has veered it from that path (just a bit). It is loyal and helpful, ready to follow Snarf's lead even though it understands it is far more intelligent than the zeetvah. It only uses its weapons in self-defense or in defense of others. Aveeare is intensely curious about this primitive world, and has discovered things unknown to history (such as magic).

THE DARK RIDER

Adult Male Human

Ftr 5; *CR* 5; *Medium-size Humanoid (human)*; *HD* 5d10+15; *hp* 45; *Init* +2 (*Dex*); *Spd* 20 ft.; *AC* 17 (+7 half-plate); *Melee* +9 *Battleaxe* (1d8+5/crit x3); *AL*: NE; *SV Fort* +7, *Ref* +3, *Will* +2; *Str* 16, *Dex* 14, *Con* 16, *Int* 10, *Wis* 12, *Cha* 9.

Skills and Feats: Handle Animal +7, Intimidate +2, Ride +12, Spot +2; Improved Mounted Combat, Martial Weapon Proficiency, Mounted Combat, Power Attack, Ride-By Attack, Weapon Focus (Battleaxe), Weapon Specialization (Battleaxe).



Possessions: Half-Plate, Battleaxe, Dagger, Warhorse (Light), Barding (Half-Plate).

History: Once a knight in the service of the king of Quessa, the now-exiled dark rider (whose name is known by a rare few) has used his martial skills to kill, rob, and terrorize others. It was just another ordinary day in the Beast Mountain lowlands when he spotted a lone zeetvah—an easy target. Luck was on the zeetvah's side, and the dark rider was defeated. Unable to accept the humiliation, the rider has been tracking Snarf for almost a year, hearing more about his exploits. Eventually he might get his revenge. Until then, there are many ways to earn gold.

Personality: Arrogant and rude, the dark rider is not polite dinner company. He is a highly effective warrior, however—especially on his white charger. His goals are simple: acquire wealth and power. But he cannot let his defeat at the hands of Snarf rest. He will seek the zeetvah out and finish what he started.