

THE BRONZE FLUTE.

This Adventure I made when I was 14 and I am converting it 3.5, yet preserving it with the zaniness of the ideas I had back then...

It is written in the twisted yet simplistic style of the mind of a 14 year old Dungeon Master who ran a group of four players in a small town in rural New Zealand in the year 1991, but it has been edited for comprehensibility.

Dedicated to Stoooge for Holding the banner of Creativity High.

Important Note:

In reading this Adventure, be very certain you don't go past a word you don't fully understand.

The only reason a person gives up a study or becomes confused or unable to learn is because he or she has gone past a word that was not understood.

The confusion or inability to grasp or learn comes AFTER a word that the person did not have defined and understood.

A good resource for definitions is www.dictionary.com

May your vocabulary and understanding be only equaled by your wisdom.

I would Love to hear from you on how my adventure played out.

Any questions / comments can be directed to me- Weston Latimer
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The Bronze Flute.

Little did the hapless adventures know that the flute gave him powers... strange powers... strange... spell like powers.

An Adventure for 3-6 characters level 6-9- Although that's probably wrong. You as the DM should read the adventure carefully before sending your players into this shakily designed deathtrap.

Most of the monsters in this adventure can be found at the end of the module.

DM BACKGROUND.

It washed up on the stream. A bronze flute about four feet long. It found its way into the hands of a young boy and as he played the instrument in secret, it slowly changed his mind. The Flute to the village folk is a Symbol of Evil, sent to wreak havoc. From where no-one really knows... though Feral the Elder Druid has his wise eye on the Unopenable Doors of the mountain slope overlooking the settlement

Grovel Village is where you want it to be but it is near mountains. It has a population of 300 and is ruled by Feral the Elder Druid. The village lived a life of solitude practicing the faith of not upsetting the balance. Few troubles ever plagued Grovel until the flute came along. The boy- Bisno, metamorphosised into a crazed beast before his parents eyes and ran to hide where no-one could find him. The flute charmed the boy and gave him powers, strange powers... strange... spell like powers. He could summon beasts and they would serve and protect him.

The family longs for their son and the Village gets edgy at the sound of screaming from the mountains.

The noises come from the boy in the caves where he hides as he plays the flute and basks in its Power. The flute tells him of a task he must undergo. To journey to the Unopenable Doors and open them. He must journey to unlock a curse binding an ancient Fiend to an Ancient throne... For eternity.

ENTER THE PLAYERS.

It is near the Autumn harvest festival and much traveling is done now before the rains come and bring mud.

The PCs may be passing through the village when they hear of its troubles or they may have been called from another location, or it may be their home town or some other such hook.

Players can stay at the towns one inn "The Elder Druid" for one silver a night. At four to a room. Porridge Rye bread and vegetable foods only. Fighter type PCs may complain to get meat - this will be met with scorn as the entire village is vegetarian.

THAT NIGHT.

That night any PC who makes a DC 5 listen check will wake to the sound of bestial screaming from the mountains. Then silence for a few moments followed by bestial screaming from a nearby field. There is moonlight and lots of stars out. The screaming is coming from the location of a small flock of massacred goats. Its source being two lightning fast yellow eyed dark panther like beasts. Combat will be difficult for PCs without light or low light vision, as the beasts are coal black.

As the characters approach, a young peasant man who bleeds from the ears will be found speeding away from the scene.

Tearing through the carcasses are two Caterwauls who don't take

kindly to disturbance. They will screech as the party approaches.

If the PCs do nothing, the encounter will end after 10 minutes with all the goats killed and a few of them eaten. The villagers will wonder why the PCs did nothing. They are very suspicious and an old lady will greet them over breakfast. She says she has been looking at the stars and thinks bad things are foretold for the town but she asks the expert opinion of any wizard or priest in the group. The old woman is Bessie the twisted, a trouble making, roumer - mongering half skilled herbalist of no real account.

THE MORNING .

As the PCs gag down their gruel they will be met by the concerned peasant parents of Bisno, who will dribble a long tale of woe and personal misery. The PCs can grill the parents for information. Roleplaying is needed here.

If the players do not choose to help, the villagers bring the powerful old Druid over to threaten them with a terrible Pox.

If that wont convince them to go on the mission, the adventure is over.

Vegetarian provisions (which need to be cooked for at least 5 hours to be remotely edible) are packed into large scratchy sacks for the party. The sacks weigh 30 lbs each and hold 5 days food one man. Any other basic equipment that the village could supply can be provided on loan (Farming supplies etc...).The Elder Feral provides a Druidic blessing (That does absolutely nothing).

The Druid will ask any party Wizard or Priest what the have seen in the stars and in the omens from the gods and he will ask any Ranger what he has seen in the wilderness in his travels.

SETTING OFF.

Setting off through the secluded glades, orchids and fields a

wilderness attuned PC may notice something uneasy. No animals are around and at one point the party come to a skeletal tree with a giant raven corpse rotting in its branches.

No amount of investigation can discover its cause of death.

It is 11 miles to the base of the rocky but sheer cliffs of the northern mountains.

THE CLIFFS & THE UNOPENABLE DOORS.

The cliff face has three crumbling stone steps leading up to a set of twelve foot high handleless black granite double doors. Each step is six feet wide. The doors glow with medium strength magic of the abjuration type. The Runes are carved in the Arcane Wizard Script and read:

"HE WHO IS THE CHOSEN ONE SHALL TREAD UPON THE ANCIENT PATH AND BATTLE THERE TO OVERCOME THE FORCES OF THE DARK".

The doors are utterly unopenable to the PCs.

THE HUT.

A ramshackle hut protrudes 30 yards up the cliff face. A tiny winding path leads to a ledge. The hut juts from the cliff side 20 feet above this ledge and a rope ladder hangs from the bottom of the hut, down to the ledge.

A middle aged man is coming down the rope ladder towards the party, he is unkempt but clean and well dressed in embroidered court finery detailing wizards, knights and dragons. He wears a blue enameled scabbard with a silvery broadsword hilt protruding from it. His graying hair is tied back in a ponytail and the party notices that he has shaved himself in the last few hours cutting his chin in spots.

He will look at each party member in turn, saying "No, You are not the chosen one." to each. Before heading back to his hut. He will not answer questions. If attacked he will be killed. If prevented from going

back to his hut he will collapse. If tripped he will fall over.

His hut is but a wooden platform in reality.

The path and rope ladder leading to it are real.

The hut and the man are cunningly programmed illusions of the highest quality able to act and react to the environment as if alive or real.

The illusions strangeness is only equaled by its mystery.

THE ENTRANCE.

Large gouges rake up the cliff face in a line to a cave 30 yards up. The gouges are from the Caterwauls.

A DC 19 climb check will allow players to climb up to the cave at one quarter speed. Five checks are needed. A failure of 4 or less means no progress, a failure of 5 or more means a fall- with possible chance for grabbing.

When someone is half way up they will wake the Caterwaul sleeping at the top (Unless they are incredibly silent).

It will be angry and dangerous and must be somehow discouraged from eating the players.

Before the cave entrance is a large ledge of smooth rock, covered with piles and piles of heaped up bones. Skeletons of Orcs, Goblins, sheep, cattle and many mountain goats. Some of the humanoids still have tattered armor still attached. There is nothing of use.

THE CAVE COMPLEX : Notes on.

The first six locations are natural cave type areas with added features. Beyond the door on the other side of the lake the complex was carved out of the rock. The passages are 12 feet wide and 14 feet high. The doors are stone unless mentioned otherwise and are 10 feet high and 6 foot wide. The hinges are made of bronze A dwarf or other trained PC can make a stone cunning check to get information based on

the success of his result.

DC - 10. The first part of the complex are natural caves. But after the lake the complex has been constructed.

DC - 15 It was not Dwarves, Elves or Men who created these halls.

DC- 20 The place was carved out of the rock somehow around 1800 years ago

DC -30 The complex was created by Stone giants with the aid of Deep Gnome excavation equipment.

DC- 35 The giants and the Gnomes lived together, sharing the complex for many years until one day they disappeared.

ENTRANCE.

1. The entrance is extremely dark, foul and bitter smelling. The walls are rotted and crumbling and far off cascading of water can be heard. Slimy water trickles down the walls.

There is a small ledge on the left side of the tunnel. An old boot with a skeletal leg protrudes from a low cave that opens above the ledge. As soon as the first player approaches this a long and slimy stone colored worm will burst out of the wall under the little ledge and attack. A spot check DC 18 is needed to not be surprised by this. 1-6 rounds into the combat 2 more will burst out of similar holes in the wall as maddening flute music drifts down the tunnel...

Grey Stone Worm

This looks like a slimy 12 ft long mottled grey worm with a ring shaped mouth as full of sharp hooky teeth. The worm has a diameter of 9 inches.

On the ledge are old cracked woodsmans boots - the skeletal owner still occupies them but his body cannot be seen as he lies within the 10 inch high cave at the back of the little ledge.

If the body is pulled something will pull it back resulting in a tug of war which will tear the skull off. A squealing can be heard and glowing red eyes can be seen within the tiny cave.

The skeleton is the skeleton of an Orc with a rusty iron longsword and half a broken wooden shield. A smooth piece of red glass on a cord hangs round his skeletal wrist. In the left boot is a small bamboo scroll case containing a parchment. On this is a map of to a valley located one week to the east. Whether death or riches await in the valley is up to the DM.

A silver coin of Hillsfar mint will roll out of the dark hollow.

If anyone disturbs the hole or crawls in they will be attacked by a whole warren of savage black rabbits

Black Carnivorous Rabbits.

The Rabbits are lairing on a bundle of eight silver wolf pelts from the icy north They are well cured and have dry rabbit pellets all over them. Cleaned and sold they are worth 110 gp each.

Eight silver coins of Hillsfar mint lie in the hole also.

2. THE CAVE.

This is a giant slimy floored cave. Large patches of slimy looking molds and large toadstools litter the place. A laughter like SQUARK is heard from the back of the cave (Unless the PCs are totally silent or invisible.) Then the Dire Raven flutters out of the middle cave at the back at circles the roof of the cave squawking about as maddening flute music drifts down the tunnel...

The ravens Squawking will alert the inhabitants of cave # 3. Who will ready themselves for battle and move to the cave mouth.

A good spot check will see six shaggy bear like bipeds looking at the party from the left tunnel mouth

The floor of the cave is covered with a chocolate colored mold, speckled with one foot tall greenish brown toadstools.

The Mold is a strange and rare variety that causes numbness and paralysis on creatures who get in the way of its spores.

When a warm blooded creature comes within 3 feet it will eject a cloud of smoky smelling spores.

A spot check DC 22 will allow a player a reflex save DC 18 to leap away.

If a player is caught in the cloud he must make a Fort save DC 16 (adjusted for characters with thick skin or thick coverings) for each round he is within the cloud. A Failure of a 1 causes the PC to become paralyzed. Otherwise failure causes the PC to be affected as a *Slow* spell. Both paralysis or Slow last for 1 hour + 10 - 40 minutes minus twice the characters Con.

As soon as the party looks tied up or affected by the mold, the Quaggoths will charge down from their cave and into the room to beat upon the players. The Quaggoths are immune to the spores of course.

The raven will squark around making it hard to concentrate and will opportunely attack any PCs who present an attack of opportunity.

3. QUAGGOTH ROOM.

This is the dirty Quaggoth room. A few crude knives lie under the piles of grasses, bones and sticks that adorn the floor of this room.

4. RAVEN AND BEAR ROOM.

An observant ranger or druid may notice scratches on the ramped wall leading up to the cave mouth which is 16 feet above the floor of the room. The scratches are bear tracks. The entrance will only allow one party member through at a time and as soon as the person gets through the squeeze at the end he will be swiped by the cave bear who lives there. Unless he is watching, spotting and being very careful.

In the corner of this cave is a broken bucket and a frayed old rope. The cave is very high and actually climbs right up quite a ways to exit out the side of the mountain over looking the world 200 yards below. Near this exit (climbing up the steep chimney like tunnel is major task for even a skilled climber) is the Raven nest Full of shiny Trinkets. The trinkets being 82 silver coins of Hillsfar mint and a cork bottle stopper on the top of which and fastened with ornate wire is a brilliant blue Topaz. The stopper is worth 520 Gp to an interested buyer. The nest is also filled with lots of bits of broken glass and twists of shiny metal.

5. PLAYROOM.

This room is large, with a 20 ft high ceiling and a very dirty and muddy floor. Foot prints of a small bare footed child track all over the floor giving all indications that he eventually jumped over the chasm to the other side.

THE COINS : Scattered about the room are 882 shiny gold coins from a land no one can determine. They have the design of a triangle on one side and a wheat plant on the other. The mint mark is in a language nothing can decipher(as it means nothing). If any of these strange coins touch a normal gold coin BOTH coins will silently disappear.

THE ARMBANDS : Lying on the floor of the room is a pair of heavy non rusted shiny steel decorative looking armbands. They will radiate medium enchantment magic if detected for. Within 1-6 minutes of putting them on they will slam together with enough force to nearly pull the arms out the sockets of the wearer. (Fort save DC 12 or take 1-10 damage) They will then magnetically lock together. A DC 15 strength check is needed to hold them apart for even one round. They can only be removed by a remove curse. A dispel magic vrs 15th level magic will render them inoperative for 1-4 rounds, allowing them to be removed.

THE KNIFE.

Lying on the floor is an extremely well balanced and superbly crafted throwing knife of silvery orange metal. It is fully +5 in power. Yet the third time it is thrown at a target it will boomerang back and hit (at + 20 base attack) some one near the thrower. If there are no targets then it will hit the thrower himself. It is also keen and thus criticals on 16- 20.

ALSO : In the room is a 9 inch wooden soldier and an old ball made out of a stitched boars bladder. These are harmless unless swallowed.

THE IDOL

On the right side of the cave is a stone idol of some bestial beholder god. All of its 11 eyes are represented with huge red rubies. It is sitting on a finely woven straw mat.

It is all an illusion concealing a 12 foot deep pit full of sharpened three foot long wooden spikes.

Make some sort of check for the player based on size and agility to determine how many spikes may impale him if he goes in. Spikes: + 8-14 to hit depending on characters weight. Damage 1- 10 each crit on 20 for X 3.

6. UNDERGROUND LAKE.

This large underground lake is 10 yards deep and it is 10 yards to the waters surface from the cavern edge and 10 yards to the other side.

THE BRIDGE. The rickety bridge to the left will support a weight of 150 lbs at a time. Though the boards are so rotten they will only support 20 lbs . Travel could be possible by balancing on or hanging from the two supporting ropes.

THE LOG. The log is sturdy and stable. Supported by a long pole that rises out of the water.

Unless a special tiny hidden (Search DC 22) button that is located under its south end is pressed, the second half of it will pivot downward when weight is applied to it and secret hidden blades will pop

out of it.

These blades are rusty but sharp.

Trap: Log flipping down and blades popping out to slice player as he falls past. Spot DC 14 to see the blades as they pop out. Reflex save DC 18 to leap ahead of the blades and into the water.

Blade group strikes at + 16 for 4d6 slicing damage. Crit 19-20 x2.

Adjust hit roll for smaller characters..

Search: DC 24 to see the hair line crack that will flip the log down.

DC 30 to see the carefully hidden holes that the blades come out of.

Disable: DC 25 to use tools and such to wedge the mechanisms so it wont trigger. Or just find the tiny button...

THE WATER.

In the water are 10 ravenously hungry Tadhemoths.

If any one bleeding or with blood on them falls in, the school will converge on them in 1 round. Otherwise it will take 2 + 1d6 rounds for them to arrive.

There are 9 stage one tadhemoths and one stage 2. The stage two has started eating the little ones. All 9 little ones can converge on a PC in the water. I don't hold out much hope for any one falling in and you should not either.

TREASURES OF THE LAKE.

A very sturdy yet soggy closed backpack floats in the water. And is quite hard too see from above yet easy from water level. The backpack looks non magical but is in actual fact is a BACK PACK OF BUOYANCY. Nothing short of powerful magic or the weight of one TON attached to it can cause it become half submerged below the water. It is not waterproof however. It contains two glass vials in a side pocket. One an orange colored and orange tasting potion of Speed, the other a purple grape flavored potion of Giant strength (+10 to Str). The duration of each is 40 minutes + 10-40 minutes. There is a broken platinum nonmagical chime (320 gp), a wooden bowl, and a glazed hollow pottery pirate. Something sounding like a small block of

wood can be discerned inside the fully sealed pottery pirate. And the finest twinklings of magic can be detected through the pottery (If detected for). Inside the pottery pirate and wholly dry is a fat black wax sealed envelope.

Inside the fat envelope is a Deck of many things or a Tarot Deck of Many Things if you have the details on that one. It disappears once all the players have had their turn.

From my experience the adventure will probably end right here if the players start dealing that little game wrecker about.

On the far side three long wooden ladders lie. These fit across the chasm and will support 160 lbs each.

7. THE DOOR

The door set into the other side is trapped.

It is wooden with a huge brass pull ring set into the side.

Trap: The door is hollow and when the pull ring is pulled it comes out releasing a high powered jet of horrid smelling brown gas into a cloud blasting anyone within 14 feet. Any one with fully exposed skin (wearing a loincloth) take 4d8 corrosive damage.

Well covered characters take 2d8.

If someone is fully covered by some sort of magic skin they take none. Characters with natural armour take 0d8-3d8 depending how good it is. Unless the players caught in the blast are wearing goggles their eyes will be burned - blinding them for 30 minus constitution in minutes.

Normal water cools of all the burning /blinding instantly.

A reflex save DC 17 as the gas is coming out will half the damage (or negate for characters with evasion)

Search: DC 15 shows the door is hollow and has a bitter smell.

DC 24 reveals that the pull ring will come out.

Disable: DC 15 gets the door open with a dagger or a tool without touching the pull ring.

8. Maddening flute music drifts down the tunnel, and then an Ascomoid rolls down the passage and tries to kill everyone.

9. Six large clay balls with protruding metal spikes made from old rusty sword and dagger blades hover in the center of this chamber.

As the players see this Maddening flute music drifts down the tunnel and the balls start whirling around to the music in a dangerous fashion. They are being held suspended and whirling by some kind of ancient magic.

Suddenly two perfectly camouflaged Rock Trolls burst from the perfectly hidden alcoves to the sides of the entry way and attempt to throw the players into the room.

The spinning balls.

A tumble check DC 15 or reflex save DC 15 is needed each round the players stay in this room to avoid being hit by the beach ball sized balls. They hit with piercing and slashing damage at + 12 for 1d8 crit 20 X 2.

At the other side of the room are four bugbears armed with spears and normal gear as detailed in the monster book. They are ready to receive the players as they try to get out of the spinning ball trap. There is a SUPER secret sliding door which opens into a crawl way that leads up to the bugbear room- 11.

The door leading to room 10 is unlocked and opens easily.

10. This room is cloaked in a powerful continual darkness spell that has been cast at 24th level of power.

Lurking inside are 12 Doppelgangers ready to change into the PCs and rush them- tripping them, confusing them, grabbing their items and yelling out "Its me (Name of character) Im over here !" It would be best if you separated the players for this combat - the Doppelgangers

will use their Detect thoughts ability to Say "You know its me because only I know this ... (something only that character could know - but plucked from his mind) .

One of the Doppelgangers uses a Heavy Wooden Rod carved with scenes of a storm darkened landscape. It is a 30 Charge staff of Thunder and Lightning and he will fire it off at random.

Staff of Thunder and Lightning.

Constructed of Bronzewood and bound with Iron set with silver rivets, it has the properties of a + 2 magical weapon at all times. Its other properties are as follows.

Thunder: Once per day, the rod can strike as a +3 Quarterstaff , and the opponent struck is stunned from the noise of the rod's impact (Fortitude DC 16 negates). Activating this power counts as a free action, and it works if the wielder strikes an opponent within 1 round.

Lightning: Once per day, when the wielder desires, a short spark of electricity can leap forth when the rod strikes an opponent to deal the normal damage for a +2 quarterstaff (1d6+2) and an extra 2d6 points of electricity damage. Even when the rod might not score a normal hit in combat, if the roll was good enough to count as a successful melee touch attack hit, then the 2d6 points of electricity damage still applies. The wielder activates this power as a free action and it works if he strikes an opponent within 1 round.

Thunderclap: Once per day as a standard action , the wielder can cause the rod to give out a deafening noise, just as a shout spell (Fortitude DC 16 partial, 2d6 points of sonic damage, target deafened for 2d6 rounds).

Lightning Stroke: Once per day as a standard , the wielder can cause the rod to shoot out a 5-foot-wide lightning bolt(9d6 points of

electricity damage, Reflex DC 16 half) to a range of 200 feet.

Thunder and Lightning: Once per week as a standard action, the wielder of the rod can combine the thunderclap described above with a lightning bolt, as in the lightning stroke. The thunderclap affects all within 10 feet of the bolt. The lightning stroke deals 9d6 points of electricity damage (count rolls of 1 or 2 as rolls of 3, for a range of 27 to 54 points), and the thunderclap deals 2d6 points of sonic damage. A single DC 16 Reflex applies for both effects.

Moderate evocation; CL 9th

Trap: The door handle of the heavy stone door at the other end of the room is trapped with a super powerful glue. It will retract into the door as soon as it is pulled. Inside the door a powerful clamp will hold the hand in place for the heavy guillotine to do its evil hand severing work. Unless the hand is armored in heavy steel battle gauntlets it will be severed. Instantly putting the player on 3 hp and having him bleed to death in about a minute unless the stump is healed. Heavy steel battle gauntlets will stop the blade and the blade will only heavily bruise the hand doing a few points of damage and a small penalty to rolls with that hand.

The handcuff will not release and the door will have to be broken or the trap disabled somehow if a gauntleted character is stuck.

If a hand is severed the PC is freed from the trap easily

Search: DC 20 will reveal that the door is hollow and contains machinery.

Anyone checking the handle can tell that it has a thin clear stuff on it (But this will be harder/impossible in darkness)

Disable: DC 25 to use tool and wires to put it out of action.

Once the handle is inside the door, the door can be easily opened.

A . The Room of Floating Evil and Darkness.

The stone corridor that leads to this room ends in a wavy pitch black curtain of thick silk that radiates Evil and Darkness so strongly that it can be detected without magic.

The room is completely magically dark and has no Gravity, so one can just glide along in it. These are all Permanent effects cast at 24th level of power. Movement can be achieved by pushing off from walls. The walls are glass smooth and featureless.

The entire room is spherical, with the passages opening out half way up it. The room is 30 Yards in diameter. Another curtain hangs in the south west, covering the exit.

Any light spell cast will work in a 3 foot diameter one second flash that will cause all the occupants of the room to rush it.

Any thing or player entering the room through a curtain will appear at a random point in the globe.

Many sounds can be heard, and every round there is a chance to bang into an occupant, Causing a frenzied battle to ensue. All the while (during the battle) maddening flute music can be heard from all around.

The Monsters in the room and the noises they make are :

Random meeting		
Chance % Roll.	Monster.	Noise.
1-26	10 Normal Sheep.	"BAAAA"
27-38	4 Death Sheep.	Louder more evil " BAAAA"
39- 54	10 Rabbits.	Nothing
55-65	4 Were-hares	Nothing
65- 71	2 Shock bones.	"Clack, fizz"
72-75	1 First level Orc Mage with a wand of Wonder. The command Word for the wand is "Zark" . Will say (In orc) " Where are Ya"	

The orc has a dagger and wears dirty green and blue robes adorned

with symbols of death and despair.

76-78	1 Crab Man.	"Clack, Clack"
79-81	1 Xvart	"Gibber" - in Xvart
82-85	1 Crypt thing (Variant)	" Ziff"
86-93	4 Shadows	
94-97	1 Muckdweller	"Screep"
97-100	1 One Foot tall Tyrannosaurs Rex.	"Roar"

B. This square room is Unremarkable but for the wavy pitch black curtain of thick silk that radiates Evil and Darkness so strongly that it can be detected without magic, and the writing on the floor.

In Small Gnomish carved runes:

"GO PAST HERE AND YOU JOIN THEM"

In Orc written in red paint :

"PAST THIS POINT YOU BELONG"

11. Dark dingy slimy and damp Bugbear room.

Large piles of twiggy branches are stacked about the place and are used as beds.

The Bugbears have been brought here by the power of the flute and they never had enough time to pack anything besides what they were carrying.

12. Pudge the Hill Giant.

This room contains a heavily reinforced wooden bed with a chipped large round wooden shield leaning up against it.

Lying on the bed is a hugely obese and short Hill Giant. He is 8 foot tall and 6 foot wide. It takes him two rounds to get up off the bed. He can get out the door by squeezing. But he will back up in the small room where only one player can fight him at a time. And he can block the

entry of more people through the door with his bulk and his shield. Treat his stats as a Normal Hill giant but with a shield and a one handed great club. If he can he will fall on a character to crush and suffocate him.

He only has the barest minimum of stuff. As he arrived with only what he was carrying when the flute summoned him.

13. Gretchface the Hags room.

The Hag is in room 15 playing boring rock games with the ogres.

The Heavy thick stone door is locked with Gretchfaces magic Wizard Lock ring.

The room is covered with macarbely glistening scrapings on the walls and demonic symbols that show worship of Cegilune.

Cegilune- The deity of Larvae, Hags, and the Moon. She is the patron goddess of all hags and the Queen of the night hags.

She manifests as a hideous old woman stirring a cauldron which is also the moon. Cegilune makes her lair in the realm of Hagsend on the Grey Waste of Hades.

The room is also full of huge old lady clothes, bone hair pins, stuffed former pets (a mangy little dog and a rotten smelling snake) , girdles, sensible shoes and other frightening elderly woman paraphernalia to terrifying to list here.

14. Kitchen.

There is a meat cooking smell coming from this room. Painted on the door in green paint is a large T Bone Steak.

In the room are four female Hobgoblins stirring a huge Iron pot with a stick. In the pot is some kind of stew made of chopped up bodies and animals. The pot sits on a large log fire and the smoke escapes through an ancient vent in the ceiling. Hanging from the ceiling on hooks are the

carcasses of a bull, an ogre and a villager.

Not long after the players open the door, the Hobgoblin Women will attack with their kitchen utensils. A huge wooden spoon a hook a butcher knife and a cleaver.

15. Games/Sleeping room.

In this Games/Sleeping room there are six Ogres and an Annis (Hag). They are all in this room hanging out and playing a strange boring ogre rock rolling game. There are beds made of branches and mud and a few bones in this room.

The Hag will change into an Ogre if alerted to the party's presence. Then they will close the door and jam mud underneath it so they can keep playing their game instead of being forced to fight when the flute music comes drifting down the corridor- as they won't be able to hear it. Two Ogres will hold the door closed while the Hag creates a huge fog cloud out in the corridor.

If confronted in combat, the hag will use the Ogres as meat shields and change herself too look like skinny sick and dying female Ogre. She will ask to be taken prisoner as she knows Bisno well and can lead them through the traps.

This is a trick. She will limp along until the party are in a bad position and then attack. She is mostly immune to the flute music because of her magic resistance. She has a Magic Bronze Ring of Knock/Wizard Lock with 22 charges. She uses this to lock her door and other doors.

F . Food Store.

The carcasses in this room are of :

- A Large brown bear.
- A Giant Frog.
- A Wild Pig.
- 2 Gnolls.

- A Giant Porcupine.

Fluttering around inside the room are 12 Stinges which suck the blood of the corpses. This helps preserve the carcasses. When the door is opened they will flutter out and about the place making noise and being dangerous and annoying. They are hungry.

In the corner of the room is a large water filled wooden barrel. When the party enters the room the barrel will start shaking. Something is rocking it from the inside. It is an Electric Eel !

The barrel will rock over spilling out the eel and an immense amount of electrified water.

The water will flood the room and all characters will be subjected to the Eels zapping attack if they touch the water. The Eel will also wiggle at them and try to bite them.

16. The ancient charnel house.

The wet stone cave tunnel gives way to two muddy steps at the entrance of this weird cave. The area reeks of mud and decay.

High pitched screams can be heard as well as the gurgles of damned souls and the occasional scampering shadow in the darkness can be seen on the edge of any light brought in.

A rotted grey stone block with some hard to see shiny items on it sits in the center of this cave.

Rotted muddy bodies lie about the floor. Piled 5-6 high in some places.

They will do nothing but gurgle unless someone enters the cave - at which point they will rise up to surround the player and rip him to shreds in a evil undead frenzy.

The five wights and the 10 ghouls are hiding around the corners of the cave.

The evil assortment includes:

25 Zombies.

10 Ghouls.

5 Wights.

10 Walking dead.

10 Hungry dead.

On the stone block are a nice dagger +1, a black crystal flask (worth 300 gp) containing an elixir of life and an eye glass which is in fact a glass of microscopic vision.

Glass of microscopic vision:

This device looks like a tiny spyglass.

This glass magnifies thing so much that the user receives a + 8 to any task that requires manual dexterity to do tiny fiddly things- Forgery or engraving, finding certain traps etc...

It is cursed in a minor way though....

Every use shrinks the user 1 millimeter. This is noticeable after a few uses as clothes seem sloppy, helmets don't fit well etc.

Elixir Of Life:

This potent shimmering silken draught will restore life to any creature. The power of the elixir will function only if administered within five rounds of the occurrence of death. 10 minutes later the recipient will be unconscious and at one hit point. For each negative hit point neutralized in this fashion the recipient must rest for one day.

17. Guard Room.

The entry to this room is blocked by a strong portcullis.

The lever that operates it is in the room on the other side of the bars, out of reach of the players.

It this room are six, 6 and a half foot tall orcs. They are standing straight with good looking chain mail on. They look like highly disciplined warriors. They all have Morning stars and back up broadswords.

They are OROGS.

One will step forward and proclaim in common :

"Bisno will be taking us all on an ancient quest through the ancient sky across the ancient desert to unlock the ancient fiend from its ancient throne. FOR ETERNITY! We will then trouble this land no longer. You have till the count of six to leave or we will set Sonasug the diminutive onto you.

Sonasug the Diminutive is a Duergar who has been cursed to be permanency invisible and two feet tall.

The players can hear him clanging his Shield, rattling his platemail and growling in an insane fashion..

Name: Sonasug the Diminutive .

Size: S

Race/Sex: Male

Class/Level: Fighter 6

Alignment: LE

Hit Dice: 6d10 + 29 HP : 75

Initiative: +4 (Imp Ini)

Speed: 20

Armour Class: Duergar platemail and Medium shield . Touch : 12

Piercing 24 :Bludgeoning :24 Slashing :27 Flat footed -same.

Attacks: BAB + 6/ +1 Duergar battle axe Small sized + 9/ + 4 1d4 + 4

Vrs focused opponent + 3 to hit and + 1 ac.

Saves: Immune to Paralysis and illusion Magic deep or alchemical poisons (not normal ones) Spells +2

Fort +5 Ref 2 Will 2

Abilities: Str 16 +3 Dex :11 Con : 18 + 4 Int : 10 Wis 8 Chr 10

Skills : Listen +4 Move silently +7 (0) Spot +4 Search + 6

Feats :Toughness, Dodge, Improved Initiative

Combat Focus:

Paying little heed to distractions and other threats, Sonasug may focus his attacks on one opponent, leaving himself open to others.

Prerequisite: Dodge, Improved Initiative, Base attack bonus +5 or higher

Benefit: On your action, before making attack rolls for a round, you may choose to focus your efforts against one opponent. Against this opponent, you get a +3 bonus to attack and a +1 dodge bonus to Armor Class. You have a -2 penalty to Armor Class against all other opponents.

Detect Poison: Sonasug is a student of poisons and how they are used.

Benefit: He can use your Search skill to detect poison without casting the detect poison spell. This is an extraordinary ability that requires a full round action with a DC equal to the save DC of the poison and can only be done at a range of 5 feet.

Equipment: Holy Fungus spirits of Healing in silver flask (10 gp) Holy symbol of Abbathor (jeweled Cinqueda boot dagger 100 gp) .Small pouch of wizened yellow under dark fungi that causes Hallucination if consumed.

He also has a muddy, dirty, dull, belt of gold worth 400 gp.

All of his Items return to normal size when removed from him.

All Items shrink to half size when he holds them.

Hidden under clothes: A Rothe skin neck pouch containing 15 Duergar gold, 13 Deep gnome PP.

Languages: Duergar.

Description: A very small Midget Duergar who only tops 2 feet. He is invisible and 2ft tall permanently . And thus cannot use those Duergar abilities. How he came to work under Bisno is as mysterious as the mysterious curse that afflicts him.

Personality: A horrid little thing who methodically kills with extreme efficiency.

18. Well.

This is a stone sided well. The water comes to the top of the well and is very cold. It is pure and from a deep spring.

19. The Hot room.

This room contains a fire pit filled with glowing coals, Hot Lava and molten mud. The walls are carved with ornate scenes showing the bronze flute washing up on a stream shore. Changing a boy into a twisted demonic Satyr and leading him on a quest through the ancient sky across the ancient desert to unlock the ancient fiend from its ancient throne. The ancient fiend cannot be seen in the Mural.

The room is incredibly hot and will deal 1d3 points of damage per 3 rounds to each unprotected character if they stay at the edges. Being at the edge of the fire pit will deal 1d3 damage per round. The air is treated as Extreme heat (air temperature over 140° F, fire, boiling water, lava), which deals lethal damage. Breathing air in these temperatures deals 1d6 points of damage per minute (no save). In addition, a character must make a Fortitude save every 5 minutes (DC 15, +1 per previous check) or take 1d4 points of nonlethal damage. Those wearing heavy clothing or any sort of armor take a -4 penalty on their saves.

Hiding inside the coals, lava and mud is a Salamander. He will wait until someone comes near and then will burst forth and attempt to grab a player and drag him into the 6 ft deep pit of coals and mud.

The Fire Pit :

The Fire Pit of coals, mud and Lava deals 1d8 points of damage per

round of exposure, except in the case of total immersion which deals 8d6 points of damage per round.

Damage from the liquid "magma" continues for 1d3 rounds after exposure ceases, but this additional damage is only half of that dealt during actual contact.

An immunity or resistance to fire serves as an immunity to lava or magma. However, a creature immune to fire might still drown if completely immersed in lava. .

If the players are being really cautious, the salamander will burst out, Laugh evilly and flick burning coals all over the room and the players. Hitting them with burning lava and mud. A hit indicates a blob of super hot lava for 1d8 damage lasting 1- 3 rounds.

The salamander is equipped with a very nice + 3 silver flaming longspear that inflicts double damage Vrs cold Subtype.

The Double stone doors leading out of this room are majestic and seem like they lead into a throne room. Which They do.

20. The Throne Room.

This is a large throne room. Within it are a large gilded and gem studded giant sized Throne and many toys scattered about the floor the floor.

The toys were made by Bisno's monster helpers.

There is an immense crystal chandelier festooned with glowing light crystals hanging from the ceiling, thus the room is illuminated brilliantly.

TRAP :Lock everyone in and unleash the starving mice trap.

There is a Magical sensor that will activate when the last character enters the room

Search DC 30 to see there is a magical sensor of sorts, just beyond the doors on the floor of the throne room.

The Trap can be avoided by opening the doors with both hands facing downwards. There is no way besides a legend lore or bardic Knowledge check DC 35 (To recall a "Traps of the ancients" rouser.) to know this.

The sensor could be leapt with a DC 26 Jump check.

If the trap is set off the doors will slam shut and immense hidden steel bolts will slide through the doors sealing them wickedly.

Then 20 large mouse holes will open up along the walls and thousands of starving mice will erupt into the room. They will come up to one foot away from any players and eat anything put down that is even remotely edible. They will swarm and try to eat any player that tries to lie down, sit down or sleep.

Occasionally they may swarm a character who turns his back on them.

Treat the 4 mouse swarms as 100 hp rat swarms that deals 1d4 a round and doesn't inflict disease and is 90 % immune to weapon damage.

The walls of this room have been crafted so as to resist any magical altering and to prevent any dimensional entrance or escape. Powerful enchantments have been laid into the walls and doors prevent any sort of egress from the room besides digging which is itself nearly impossible. So the players are probably stuck here. There is a secret door behind the throne but that can only be opened by the old kings key ... which is long lost.

THE THRONE.

The ancient throne is indeed a treasure although it is heavily trapped.

It is made of grey marble and inlaid on the arms with six one foot long Moonbars worth 1000 gp each.

Moonbar is a pearly white, opaque gemstone, usually pale blue with green and gold mottling. Related in type to fire and black opals, but is only slightly more common.

There are eight black opals arranged around the head of the throne worth 3000 gp each.

Black Opal has a greenish hue with black mottling and gold flecks. Usually found in ancient hot springs, the gem is tumbled smooth and cut cabochon. The phrase in the north "Black as an opal" is used as a subtle form of praise for kind-hearted rogues and the like.

And studding the thrones sides are 20 Iols worth 200 gp each.

Iol is actually short for Iolite, although a common nickname is "violet stone" even though its overall hue is usually blue. Iols are usually cut into faceted gems to best display the stone's color change as it is viewed from different directions.

The players cannot just happily pry the gems out though. The throne is heavily trapped. Any attempt to influence the throne in any tricky way with magic or anything will cause the ancient throne to blast the players with magic Beams that from in the center of the throne before blasting out.

The only way to remove the gems - (which takes a disable device check of 28 to avoid damaging them) is to either brave the blasts, Dispel the blasts as they come out (18th level magic) , disjunct the throne (28th Level Magic), or press hard on the gems in the correct order.

The throne was made so the Giant King could give the gems as gifts or trade. The correct sequence was known to him only and has been lost. It could be gathered back with a legend Lore or Vision Spell.

A Rouges Search for traps skill at DC 35 could discover clues to the order - for each gem.

RANDOM BLASTS !

When the thrones gems are fiddled with or if the Throne is interfered with, the throne will blast out one of the following at random, To a maximum distance of 20 feet from the throne.

1. Searing Flame. Reflex 22. Damage 1d4 x2 damage.
2. Magic +3 Tiny Cold Iron needle shower. +16 attack. Damage 3d3+3.
3. Chlorine Gas. Fort save DC 18. Immediately or shortly after exposure the character may have chest pain, vomiting, coughing, difficulty breathing, or excess fluid in their lungs. Doing 1d4 str, 1d4 dex and 1d4 con damage. Failing the save on a 1 will cause death.
4. Ice blast. Reflex 19. Damage 3d6. Possibly freeze potions and liquids on player.
5. Electricity. Reflex 24. Damage 3d4. 20 % extra damage to PCs in heavy metal armor.
6. Magic missile. 1-4 missiles that automatically hit for 1d4 +1 damage each.
7. A Petrification ray. Touch attack at + 10 then fort save DC 15
8. Super heated steam blast in a boiling cloud 20 ft all around the Throne. Reflex DC 14 or 4d4 heat.

Toys.

There are toys scattered about the throne room.

These are

- A wheeled Dragons head made of gold with rubies for eyes. Value 2400 gp.
- A Beaten gold six sided dice with tiny black sapphires in the pips. Value 600 gp.
- A cup of the thinnest beaten gold set with a lip-ring of 12 tiny (500 gp value) emeralds, the whole item chased and embossed in rings of an abstract pattern (interlocked rings, vertical and horizontal bars interwoven with them) (6,250 gp total).

- A statuette in solid gold of a flowing-haired maiden riding a rearing unicorn (90 gp).

- A toy warrior made of bronze with a wire sword (broken off and missing).

The eyes of the warrior are tiny, faceted turquoises (5 gp value each). The shield of the warrior has a silver inlay. Very finely worked, with detailed features and armor (20 gp value total).

MAGIC MIST.

Once the players have been locked in the room for 20 minutes or so a sparkling silvery green magical mist will appear.

It will coalesce into a scrying portal of sorts, through which the players can see the young boy Bisno.

He looks like a long haired peasant boy but he is wearing a bejeweled platinum crown. His peasants clothes are covered by a form fitting suit of metallic blue Ringmail and the wicked looking four foot long bronze flute hangs at his side in a holster of sorts.

His eyes are glowing a demonic RED as he throws open the Unopenable Doors of the mountain slope overlooking the settlement.

He smiles evilly and knowingly.

There is a rumble that can be felt all the way to the throne room and then a soft blue light fills the scrying portal.

Bisno begins to play an insane tune on the flute and something HUGE lumbers past him bellowing loudly.

A deep brown colored creature (describe) has exited the cave and the middle aged man (who is unkempt but clean and well dressed in embroidered court finery detailing wizards, knights and dragons) stands defiantly in front of it He pulls a silvery broadsword from its blue enameled scabbard with a flourish and then goes grey and rigid. He has been turned to stone! The Dracolisk then breathes acid on the statue and in a trice it dissolves into a steaming grey foam.

The immense Dracolisk leaps into the air and flies over hill, dale and over secluded glades, orchids and fields to the unsuspecting village.

Its flight takes it just over an hour.

When it gets there it unleashes hell. Smashing and dissolving everything and turning innocent chickens and children to stone as well as rending the valiant vegetarian farmers to bits. The Wise old Druid Feral calls up many druid powers to help in the battle but in the end is utterly overwhelmed, turned to stone and thrown into the mill pond.

(Cunning players may be able to get his sunken statue out of the pond later and unstone him for extra xp.)

After the short battle the dracolisk eats quite a few people and has a little sleep. The few surviving villagers flee into the countryside.

Here is a link picture of it destroying the village. (Ignore the valiant adventurers at the bottom of the picture.)

<http://abi23.republika.pl/dracolisk.htm>

The boy Bisno can be heard laughing at the trapped players as he heads out of the dungeon to his griffon stable .

After sleeping for two hours the slightly bruised Dracolisk begins the flight back. This takes it about an hour and a half.

It reenters the Mountain and heads up to the doorway behind the throne as Bisno instructed it. It begins a terrifying series of battering and acid blasting attacks on the wall to the tune of fast and insane fluting.

The wall gives way after about a minute and the beast topples the throne and charges in to destroy and eat the players.

OUT.

Now the PCs are either stone or dissolved or victorious and laden with loot. They can leave two ways.

The tunnel out of the broken throne room wall leads out, sloping up and down. Down to the cage room where the Dracolisk was in hibernation or up past some traps to the top of the mountain to the griffon stables where Bisno has gone and flown away from.

21. CAGE ROOM. (Down)

This cold stone room has the Two "unopenable" doors in the south of it.

This is the room where the Dracolisk of immense size was stored for centuries until released by the power of The Bronze Flute.

The room holds a huge glowing yellow wrought Iron cage.

The Glow is slowly fading as the stasis magic in it has been released.

When the players arrive to the room they will interrupt 23 Jermlaine's fiddling around with the cage. When they see the PCs they will flee screaming into their tiny tunnel. Yet the fading yellow magic of the cage is enough to hold the five that are now trapped in stasis in the cage for the next six hours.

Any PC climbing into the cage must make a Will save DC 16 or be in stuck in stasis for 1-4 hours. Or until removed from the cage.

The Jermlaine trapped in stasis are all riding giant rats. One can speak orc and one can speak Dwarven.

The ones that fled into their tunnel set watch from the darkness and may sneak out etc. The tunnel leads into a gigantic series of burrows that contains an immense Jermlaine civilization.

The huge black doors are unopenable to all but the chosen one.

UP.

If the players travel up the passage that leads to the surface they will have to get past a few Traps that were created by the makers of the complex.

Trap 1 - the Endless fall.

The first is a hole in the floor the diameter of the corridor linked with an identical one in the ceiling above the floor one. Spot DC 30 to perceive this.

Both are covered with powerful illusions. As the PC falls through the floor hole he falls for a bit and then is teleported into the top hole at the same rate of travel.

He has one or two "Loops" to grab on to the sides somehow before he reaches terminal velocity. Hitting anything at this speed will do around 20 d6 damage. A feather fall or fly spell will save the PC but a dispel magic certainly wont.

Trap 2. The wall of Whacking.

The corridor is broken by a 6 ft wide square hole which is as wide as the corridor. The hole drops down 20 feet disappearing into a poisonous looking glowing green Mist.

The 6 ft hole could be easily jumped, landing the players on the other side. Herein lies the trap. There is a invisible wall of force on the other side of the hole. The wall is kept clean and free of dust and grime by a powerful magic. Anyone jumping the hole will slam into this and go flying down the hole.

There are carved hand holds on the PCs side that can be seen if the player leans over and has a look. The mist is harmless and is just an illusion. Once climbed through the tunnel leads up a slope to rejoin the corridor some way up. Falling down the hole does as many d6 damage as

needed to punish the character for his folly.

FULLY OUT.

The Tunnel finally opens out onto a large ledge hanging off a high cliff face which looks out into a vast expanse of mountains.

There is a trail at the side of the ledge that leads up to the top of this mountain. It is rocky and treacherous requiring a few balance and climb checks of DCs 14 through 18.

In the occasional mud patch, Large Stag tracks can be seen.

As the PCs get nearer the top sounds of ferocious growling and squawking combat can be heard.

THE MOUNTAIN TOP STABLES.

The mountaintop stables consists of a corral containing three wild mountain ponies and 18 goats, and a strongly made covered wooden stable. One of the goats is actually a baby dire goat. This can only be discerned by a ranger or druids Knowledge nature check of DC 16.

There are three griffons as well. Two are in the covered wooden stable and one is cruelly chained to a huge post by a metal shackle around the foot. The covered wooded stable holds all the riding equipment needed to fly on griffons. There is three sets of gear.

The griffons have been trained to take riders but they are in a state of extreme agitation and will nip out at heads and hands unless calmed. If the stable doors are opened without the griffons being calmed they will fly off.

If the griffons are calmed by a ranger or druid or some such they can be ridden about and will serve the rider if treated well.

The chained Griffon is locked in deadly combat with a Leucrotta.

The leucrotta will scream for help even though it is winning. It is getting just out of the range of the griffon and then delivering a brutal

double kick. All of the other animals are terrified of it and it will take a lot to calm them down.

The chained griffon will need extensive healing and calming before it will let itself be ridden. It is a super tough 10 HD Beast, yet it is on 26 hit points when the players arrive.

If suitably harmed the leucrotta will flee over the near vertical cliff and through treacherous areas. About 400 yards down it will be met by six wild hill tribesmen who will attack it viciously.

THE WILD HILL TRIBESMEN.

They are armed with spears, knives, battle axes, and all have long bows. They wear leather and hides and carry camping and hunting equipment. The tribes men are two Fighter 2 , three Ranger 3 and the leader is a Ranger 6.

They have a commune / village two hours away by foot.

After a while of talking with the players they will turn off the path and leave but before this they will mention that one of their number was taken by a harpy, further back on the trail, near another mountain. The taken tribesman had a copper pipe with him which was of great mystical value to the village and they would give gifts, treasures and arts and crafts for its return.

If the players want to take on this quest then the Wild Hill men give them directions to the Harpy nest and to the village.

The Harpy nest is way on top of a near inaccessible mountain peak and it and the treasures therein are for YOU the DM to detail.

SO WHAT NOW.

Well Bisno has flown off on his legendary griffon, on an ancient quest through the ancient sky across the ancient desert to unlock the ancient fiend from its ancient throne. FOR ETERNITY! There is nothing the

players can do unless YOU the DM choose to create THE BRONZE FLUTE II. Email me if you want to know more about who the ancient fiend is.

In case you do create The Bronze Flute II - here is THE BRONZE FLUTE.

The Bronze Flute is fully four feet long and made of heavy slightly grey untarnishable bronze. It is carved with demonic sylvan figures showing many powerful beasts being led and enslaved by the flutes magic. A gigantic flute playing demonic looking Satyr using the flutes various powers to subjugate and destroy appears many times on the flute.

History: In the time of the dawn of the Elves when men were still living in the caves and the Dwarves had not yet emerged from their holes, the flute was once the property of powerful and evil nature god called Pzxhingf.

Powers:

The flute is intelligent and wholly chaotic Evil. Its purpose is to spread chaos and death through the use of monsters and music and to unlock the ancient fiend from its ancient throne. FOR ETERNITY!

It can communicate through music and telepathy. It can communicate telepathically with the wielder and any creature that can speak a language and it when it telepathically speaks it does so in a wise old satyrs voice.

Skills - Listen +17 Sense Motive + 15 Bluff + 17 Diplomacy + 8
Knowledge nature + 20 Intimidate + 10 .

Int- 16 Wis-20 Cha- 20 . The flute has blind sense to 30 ft and Really good hearing beyond that. It also can perceive through anyone it has charmed or dominated.

The user of the flute gains these powers-

Polymorph into a crazed looking fiendish Satyr at will.

Perform Flute + 20

- Low light vision, DR 5 cold iron, + 2 natural AC, ability to speak sylvan, base speed 40, Alertness, Glowing red demonic eyes at will, 100' telepathic communion with any creature that speaks a language, woodland stride, Dimension door 3x a day, invisibility in natural environments at will and detect thoughts at will.

+ 4 to STR, INT, DEX, CON and CHR.

When the flute plays or is played, all creatures within a 60-foot spread must succeed on a DC 20 Will save or be affected by charm person, charm monster, charm animal, dominate person, dominate monster, dominate animal, sleep, fear or hypnotize (caster level 25th; the flute or player chooses the tune and its effect). Once this save is made the saver is immune to that particular flute effect for the next 24 hours, but once charmed the flute can be played again to reset the charm with a save at - 2 for the affected victim.

When dominated or charmed a telepathic link is established with the flute and the victim will obey ALL orders. Fighting to the death or destroying itself if so commanded. Usually to the sound of maddening flute music.

The flute can be played on top of a mountain or some such lofty point where its music will waft about for miles. Summoning beasts to serve and protect it. Yet only 10 Hit dice of monsters of monsters can be summoned per day this way.

The flute can be used as a bludgeoning weapon. Its stats are as of a + 4 *anarchic, thundering* stick of whacking.

EGO - 40

Badnesses.

- User has a strange pungent Goaty odor noticeable at 10' distance and

can easily be tracked by creatures with the scent ability. This odor stings the nostrils.

After voluntarily using the flutes powers of domination three times the user becomes chaotic evil and an insane puppet wholly bent to the flutes will.

If found by itself the flute will dominate and charm the first person to pick it up. A will save DC 40 will then be needed to resist the order to give into the flutes charms. Even if the save is made, the flute can never be truly controlled or silenced by characters who possess it. It may be powerless to force its demands but remains undaunted and continues to try establish control.

Overpowering Nature Evil Enchantment.; CL 25th; Price: 0 or priceless
. Weight 12 lb.

Here ends Part one.

ASCOMOID

Large Plant

Hit Dice: 6d8+18 (45 hp)

Initiative: +1 (Dex)

Speed: 30 ft

AC: 17 (-1 size, +1 Dex, +7 natural)

Attacks: Trample +5 melee (see text)

Damage: Trample 1d6+3

Face/Reach: 10 ft by 10 ft/0 ft (30 ft with spores)

Special Attacks: Spores, trample 1d6+3

Special Qualities: Plant, weapon immunities, resist fire and electricity, tremorsense

Saves: Fort +8, Ref +3, Will +2

Abilities: Str 14, Dex 13, Con 17, Int 1, Wis 11, Cha 1

Climate/Terrain: Any underground

Organization: Solitary

Alignment: Always neutral (evil tendencies)

Advancement: 7-13 HD (Large); 14-18 HD (Huge)

The ascomoid appears as a 10-foot wide puffball-like fungus with a brownish-green surface. The ascomoid is covered with small pocks that serve as sensory organs.

COMBAT

The ascomoid attacks by rolling over its opponents. It can fire a jet of spores from the pocks on its skin.

Spores (Ex): line, 30 feet; billows into 20-foot diameter cloud upon impacting a solid surface; Fortitude save (DC 12) or die in 1d4 rounds from spore infection. On a successful save foes are blinded and nauseated 1d4 rounds.

Trample (Ex): An ascomoid can trample Medium-size or smaller opponents for 1d6+3 points of damage. Opponents who do not make attacks of opportunity against the ascomoid can attempt a Reflex save (DC 16) to halve the damage.

Weapon Immunities (Ex): Ascomoids take no damage from blunt weapons and half damage from slashing weapons.

Resist Fire and Electricity (Ex): An ascomoid receives a +4 resistance bonus on all saves against fire and lightning.

Tremorsense (Ex): An ascomoid can automatically sense the location of anything within 60 feet that is in contact with the ground.

Plant: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and polymorphing. Not subject to critical hits.

Black Carnivorous Rabbits.

Small Animal

Hit Dice: 1d8+1 (4)

Initiative: +4 (Dex)

Speed: 40' ,

AC: 15 (+4 Dex, +1 size)

Attacks: 1 bite + 4 melee (or + 8 Swarmfighting.)

Damage: Bite 1-3

Face/Reach: 5' by 5' /5'

Special Attacks: Diseased bite. Filth Fever.

Filth fever Injury DC 12 1d3 days 1d3 Dex, 1d3 Con

Special Qualities: Low light vision , Scent.

Saves: Fort +3, Ref +6, Will +3

Abilities: Str 6 , Dex 18, Con 12, Int 4, Wis 14, Cha 8,

Skills: Listen +9, Spot +9, Swim +8, Move Silently +8, Hide +12,

Feats: Weapon Finesse (bite), Swarmfighting.

Climate/Terrain: Any forest- but usually evil forests.

Organization: Warren (3-18)

Alignment: Usually Neutral but slightly twisted to evil.

Combat: Black Carnivorous Rabbits will usually swarm one enemy using their Swarmfighting Feat. This allows up to four of them to occupy a single 5' square and to get a +1 morale bonus on the attack roll for each additional ally beyond the first attacking the target but only if the target is medium or larger. This bonus cannot exceed the dex bonus of the Swarmfighter. Thus one character will be attacked by all of the Rabbits at once.

CAVE BEAR

Large Animal

Hit Dice: 8d8+32 (68 hp)

Initiative: +1

Speed: 40 ft. (8 squares)

Armor Class: 15 (-1 size, +1 Dex, +5 natural), touch 10, flat-footed 14

Base Attack/Grapple: +6/+18

Attack: Claw +13 (1d8+8)

Full Attack: 2 claws +13 melee (1d8+8) and bite +8 melee (2d6+4)

Space/Reach: 10 ft./5 ft.

Special Attacks: Improved grab

Special Qualities: Low-light vision, scent

Saves: Fort +10, Ref +7, Will +3

Abilities: Str 27, Dex 13, Con 19, Int 2, Wis 12, Cha 6

Skills: Hide -2*, Listen +5, Spot +7, Swim +8

Feats: Endurance, Run, Track

Environment: Caves and Wilderness

Organization: Solitary or pair

These long, lean carnivores are slightly taller than brown bears.

Combat

Cave bears are quite aggressive, willing to attack well-armed parties without provocation. Cave bears will continue to fight for 1-4 melee rounds after reaching 0 to -9 hit points. At -10 or fewer hit points, they are killed immediately.

Improved Grab (Ex): To use this ability, a Cave bear must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Caterwaul

Medium-Size Magical Beast

Hit Dice: 4d10+8 (30 hp)

Initiative: +6 (Dex)

Speed: 50 ft (on two legs) or 80 ft (on four legs), climb 20 ft

AC: 18 (+6 Dex, +2 natural)

Attacks: 2 claws +6 melee, bite +4 melee

Damage: Claw 1d4+2, bite 1d6+1

Face/Reach: 5 ft by 5 ft/5 ft

Special Attacks: Screech, pounce, improved grab, rake

Special Qualities: Scent, increased speed, darkvision 60 ft, low-light vision

Saves: Fort +6, Ref +8, Will +2

Abilities: Str 14, Dex 22, Con 15, Int 7, Wis 12, Cha 6

Skills: Balance +12, Climb +14, Hide +10*, Jump +7, Listen +6, Move Silently +12, Spot+6 Feats: Multiattack

Climate/Terrain: Temperate forest and mountain

Organization: Solitary

Challenge Rating: 3

Treasure: No coins; double goods (gems only); no items

Alignment: Always chaotic evil

Advancement: 5-12 HD (Medium-size)

The caterwaul is a vicious feline-like, bipedal creature. It has short midnight blue fur, yellow eyes, and a long catlike tail. It makes its home in caves, and litters it with twigs and rushes.

COMBAT

The caterwaul begins combat by utilizing its screech attack. After

that, it uses its claws and bite attacks each round. A caterwaul will fight to the death.

Screech (Su): 3/day, 60-foot spread, the caterwaul can emit a high-pitched screech that deals 1d8 points of damage to anyone hearing it. A successful Fortitude save (DC 14) negates the damage.

Pounce (Ex): If a caterwaul leaps upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action.

Improved Grab (Ex): To use this ability, the caterwaul must hit with its bite attack. If it gets a hold, it can rake with its claws.

Rake (Ex): A caterwaul that gets a hold can make two rake attacks (+6 melee) with its claws for 1d4+2 damage each.

Increased Speed (Ex): The caterwaul can increase its base rate of speed by dropping to all fours. It can maintain this increased speed for a number of rounds equal to its Constitution score. After that it must succeed at a Constitution check (DC 10) each round to maintain its pace. The DC increases by 1 for each check made. When the check fails, the caterwaul cannot use this ability for 10 rounds, and cannot move any faster than its base rate of speed (60 ft.).

It may run in either mode using the normal rules for running

Skills: The caterwaul receives a +4 racial bonus to Balance, Hide, Listen, Move Silently, and Spot checks. *In areas of tall grass or heavy undergrowth, the Hide bonus improves to + 12

CRABMAN

Large Monstrous Humanoid (Aquatic)

Hit Dice: 3d8+6 (19 hp)

Initiative: +0

Speed: 30 ft, swim 20 ft

AC: 16 (-1 size, +7 natural)

Attacks: 2 claws +5 melee

Damage: Claw 1d6+3

Face/Reach: 5 ft by 5 ft/10 ft

Special Attacks: Improved grab, squeeze

Special Qualities: Amphibious, darkvision 60 ft

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

Abilities: Str 16, Dex 11, Con 15, Int 10, Wis 10, Cha 8

Skills: Craft (any two) +6, Listen +4, Search +3, Spot +4, Swim +13

Feats: Power Attack

Climate/Terrain: Temperate and warm forest, marsh, and underground

Organization: Gang (2-12)

Challenge Rating: 2

Treasure: Standard

Alignment: Always neutral

Advancement: By character class

Crabmen appear as crab-like humanoids standing about 8 feet tall. Its two large arms end in large pincers, while two smaller arms, just below those, end in small pincers. The smaller arms are used for manipulation and holding things. Two slender eye stalks protrude just about its beak-like mandibles. Crabmen color ranges from reddish-brown to greenish-black.

Crabmen speak their own language consisting of hisses and clicks.

COMBAT

Though generally a peaceful race, crabmen will not shy away from combat if provoked. A crabman attacks using its claws. They do not wield weapons.

Improved Grab (Ex): To use this ability, the crabman must hit with a claw attack. If it gets a hold it can squeeze.

Squeeze (Ex): A crabman that gets a hold automatically deals claw damage, with an additional 1d6 points of bludgeoning damage from the crushing force, each round the hold is maintained.

Amphibious (Ex): Crabmen can survive on land and underwater.

Crabman Society

Crabmen live as simple hunter-gatherers, subsisting primarily on carrion and algae. Much of each crabman's day is spent hunting, filtering algae, or scavenging along the shore. Crabmen often gather large amounts of sand into their mouths, suck out all the organic material, and spit out fist-sized pellets of sand and dirt. These hardened pellets betray the presence of a nearby crabman lair.

Crabmen generally live in coastal caves. Some tribes dig extensive burrows in seaside cliffs. Within a burrow complex, each crabman has an individual lair, situated near a large, central meeting area.

Males and females are found in approximately equal numbers in a tribe. They mate at irregular times throughout the year. The female produces about 100 eggs within two weeks. They are laid in the ocean, where they hatch into clear, soft-shelled, crablike larvae. In six months they molt, develop a stronger shell, and begin to dwell on land. The eggs and larvae are delicious, and predators greatly reduce their numbers before they reach adulthood. Larvae are almost defenseless.

Crabmen continue to grow and molt throughout their lives, and

specimens as tall as 10 feet have been reported. A crabman can live for up to 20 years.

A crabman tribe seldom has commerce with other tribes, and almost never with other intelligent races. They produce few artifacts, primarily seaweed weavings, driftwood carvings, and seashell constructions. Though these are often impermanent, some are quite beautiful. Though details of crabman religion are unknown, most artifacts are believed to be religious in nature, and are jealously guarded.

Each tribe appears to be led by a dominant, elder male or female. These leaders have maximum hit points, but are otherwise unremarkable.

CRYPT THING

Medium-Size Undead

Hit Dice: 6d12 (39 hp)

Initiative: +6 (+2 Dex, +4 Improved Initiative)

Speed: 30 ft

AC: 17 (+2 Dex, +5 natural)

Attacks: Claw +4 melee

Damage: Claw 1d6+1

Face/Reach: 5 ft by 5 ft/5 ft

Special Attacks: Teleport other

Special Qualities: Undead, darkvision 60 ft, damage reduction 10/+1, turn resistance +4

Saves: Fort +2, Ref +4, Will +7

Abilities: Str 12, Dex 14, Con -, Int 12, Wis 14, Cha 15

Skills: Bluff +8, Intimidate +7, Listen +12, Move Silently +8, Search +6, Sense Motive +9, Spot +13

Feats: Alertness, Improved Initiative

Climate/Terrain: Any underground

Organization: Solitary

Challenge Rating: 5

Treasure: Standard

Alignment: Always neutral

Advancement: 7-13 HD (Medium-size); 14-18 HD (Large)

Crypt things are undead creatures that are found guarding tombs, graves, corpses, and crypts.

A crypt thing appears as a skeleton wearing a brown or black hooded robe. Its eyes appear as small, red pinpoints of light. If left undisturbed the crypt thing will not attack.

A crypt thing, despite its undead status, can speak Common.

COMBAT

A crypt thing will avoid combat if possible by using its teleport other ability. If any creature succeeds at its Will save, the crypt thing will attack with its claws.

Teleport Other (Sp): All creatures within a 50-foot range that fail a Will save (DC 17) are teleported in a random direction (roll 1d4; 1-north, 2-south, 3-east, 4-west) and a random distance (1d10 x 100 feet) away from the crypt thing. Roll randomly for each creature that fails its save. A teleported creature never arrives in solid material and will arrive in the closest open space available, if the target spot is solid; however, victims need not arrive at floor level.

A creature that succeeds at its save is unaffected by that crypt thing's teleport other ability for one day.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage,

ability damage, energy drain, or death from massive damage. Crypt things have darkvision with a range of 60 feet.

Variant Crypt Thing

There exists, in some parts of the world (and maybe only truly in legend) a variant of the crypt thing. This variant has all the same abilities and powers as a normal crypt thing with the following changes.

The variant does not possess the Teleport Other ability. Instead it possesses an ability known as Cloak Other.

Cloak Other (Sp): All creatures within a 50-foot range that fail a Will save (DC 17) are simultaneously *paralyzed* and turned *invisible*. Those affected will remain so for 2d4 hours before the effects wear off.

A creature that succeeds at its save is unaffected by the crypt thing's cloak other ability for one day.

Create Crypt Thing

Necromancy [Evil]

Level: Clr 7, Death 8, Sor/Wiz 7

Components: V, S, M

Casting Time: 1 hour

Range: Close (25 ft. +5 ft./2 levels)

Target: One corpse

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You may create a crypt thing with this spell. This spell must be cast in the tomb, grave, or corpse that the crypt thing is assigned to protect.

A crypt thing can be created only from a mostly intact corpse or skeleton. The corpse must have bones (so no oozes, worms, or the like). If a crypt thing is made from a corpse, the flesh falls from the bones. The statistics for the crypt thing depend on its size; they do not depend on what abilities the creature may have had while alive. Only one crypt thing is created with this spell and it will remain in the tomb where it was created until destroyed.

Material Component (for Crypt Thing): A black pearl gem worth at least 300 gp. The gem is placed inside the mouth of the corpse. Once animated into a crypt thing, the gem is destroyed.

DRACOLISK

Large sized Dragon.

Hit Dice: 14d12 + 70

Initiative: -1 (Dex)

Speed: 30 ft, fly 60 ft (poor)

AC: 21 (-1 dex, -1 size, + 13 natural)

Attacks: Bite + 23 melee, 2 claws +12 melee

Damage: Bite 2d6+8, claw 1d6+ 4

Special Attacks: Breath weapon, petrifying gaze

Special Qualities: Acid Immunity, Darkvision 60 ft, low-light vision

Saves: Fort +17, Ref +3, Will +5

Abilities: Str 27, Dex 8, Con 21, Int 6, Wis 13, Cha 12

Skills: Hide + 5 Listen +11, Spot +12

Feats: Blind-Fight, Great fortitude, Alertness.

Climate/Terrain: Any marsh or underground

Organization: Solitary or Colony (3-6)

Alignment: Chaotic evil

The dracolisk is believed to be the offspring of a black dragon and basilisk. The dracolisk is a very territorial creature, attacking all who

come within its domain.

The sages say that the dracolisk is the offspring of a rogue black dragon and a basilisk of the largest size. The result is a deep brown, dragon-like monster that moves with relative quickness on six legs.

This horror can attack with its taloned forelegs and deliver vicious bites. In addition, it can spit a stream of acid 5 feet wide and up to 60 feet away. The dracolisk can spit up to three times per day.

The eyes of a dracolisk can petrify any opponent within 30 feet if the monster's gaze is met. Because its hooded eyes have protective blinking membranes, the monster is only 10% likely to be affected by its own gaze.

COMBAT

The dracolisk attacks first with its breath weapon and gaze attack. After this, it attacks with its bite and clawed forelegs.

Breath Weapon (Su): Line of acid 5 feet wide, 5 feet high, and 30 feet long, once every 1d6 rounds; damage 6d4, Reflex half DC 18

Petrifying Gaze (Su): Turn to stone permanently, 30 feet, Fortitude save (DC 16).

Electric Eel.

Large Beast.

Hit Dice: 5d10 (27 hp)

Initiative: +3 (Dex)

Speed: Swim 20 ft

AC: 16 (-1 size, +3 Dex, +4 natural)

Attacks: Bite +5 melee

Special Qualities: Immunities, amphibious, darkvision 60 ft, low-light vision.

Damage: Bite 1d8

Saves: Fort +4, Ref +7, Will +2

Abilities: Str 10, Dex 17, Con 11, Int 1, Wis 12, Cha 2

Skills: Listen +7, Spot +7

Climate/Terrain: Warm aquatic Barrels.

Organization: Solitary or school (4-8)

Challenge Rating: 4

Immunities (Ex): Electric eels are immune to all forms of fear and disease, magical or otherwise.

Amphibious (Ex): Giant moray eels can survive out of the water for 1 minute per point of Constitution

Alignment: Always neutral

COMBAT

An attacking eel discharges a jolt of electricity with a 15-foot-radius range. Creatures less than 5 feet from the eel suffer 3d8 points of damage, creatures 5 to 10 feet away receive 2d8 points, and all others in range suffer 1d8 points. An eel can deliver up to 40 shocks an hour. It is immune to electrical effects.

Hungry dead.

Grey Stone Worm

This looks like a slimy 12 ft long mottled grey worm with a ring shaped mouth as full of sharp hooky teeth. The worm has a diameter of 9 inches.

Med Aberration

Hit Dice: 3d8 +15 (27)

Initiative: 0

Speed: 20, Burrow 10

AC: 18 (+ 8 natural)

Attacks: Ring shaped Mouth + 5

Damage: 1-8 + 3

Special Attacks: Once it scores a hit on a natural 19 or 20 it will latch on with its ring shaped mouth and drain blood to the tune of 1-2 Con per round. While attached it is AC 15.

Special Qualities: When ever it is cut the blood will turn into a foul dark brown gas on exposure to air in a large cloud around the monster. This is a poison. Fort save DC 18. A Save must be made every round in the cloud. If a save is failed the gas will totally blind the character until rinsed out with liquid and a DC 14 heal check. It will also burn the lungs so badly that the player will have to make a Constitution check DC 12 every time he performs a strenuous activity (like fighting the worm)or be exhausted and take 1 point of damage. This effect lasts 30 min minus the characters Con modifier X 2.

Any wound on a 19 or 20 caused by the worm will not clot properly and will continue to bleed at 1 hp per minute until well attended too.

Unless the players properly bind the wounds they may not notice the continued bleeding as the bite becomes numbed by a special liquid in the creatures mouth.

Saves: Fort +6 Ref 0 Will +5

Abilities: Str 16 Dex 9 Con 20 Int 1 Wis 10 Cha 8

Skills: Listen +2 Spot +10 Hide +14

Feats: Blindsight. Improved grab.

Climate/Terrain: Underground.

Organization: Solitary , Squirm 2-20

Alignment: Neutral

Combat: The Grey Stone Worm bursts out of its little rocky tunnel and attaches itself to the closest passing warm creature it senses. It relies on its poison blood to protect it from being killed.

Hungry Dead.

Medium Undead

Hit Dice:2d12 (Hp 16)

Initiative: -1 (Dex)

Speed: 30.

AC: 11 or 15 (special)

Attacks: 1 slam + 1

Damage: 1d6 +1.

Special Qualities: Undead Immunities. Really hard to kill. DR 10 until the head is located as the only vulnerable spot.

Saves: Fort + 0, Ref -1, Will +3

Abilities: Str 13, Dex 8, Con 1-, Int -, Wis 10, Cha 1,

Feats: Toughness.

Alignment: Always neutral

The hungry dead are corpses who return from the grave to feed on the living. The animating force is always concentrated in the head. Except in that area the hungry dead are nearly immune to physical attack.

They have DR 10 until they player hits with a natural 19 or 20 indicating a head hit and showing forth the weakness. After that the player can aim for the head and hit on AC 15 - doing full damage.

Furthermore, such is the hunger of the hungry dead that once a victim falls they will stop to feed on the slain.

Hungry dead will not eat other hungry dead, only fresh slain corpses.

THE LEUCROTTA

The leucrotta is a creature of ugly appearance and temperament that

haunts deserted places in search of prey.

The leucrotta is hated by all, so it dwells far from civilization. Needing to favor both its hunger and appetite for causing pain and suffering, it goes to great lengths to kill whatever prey it can get in the ruined castles, craggy valeys and dreary caves in which it lives. The leucrotta hunts with its ability to imitate a variety of noises, the most common ones being a woman, child, or domestic animal in distress. Prey, presumably foolhardy heroes that hear the sounds come to investigate, and then the Leucrotta knocks out and devours them. Injurred leucrottas attack with a kick and flee. They are very sly. Sometimes leucrottas dwell in packs, pairs and family groups, but are not very social creatures, preferring gloomy solitude and sometimes extending their aggressive nature even to friends and family. Though leucrottas prefer live meat, they are not above eating carrion, and this enhances their already bad reputation.

Sometimes leucrottas are enslaved by chaotic evil mages to act as guardians, but the creatures rebel at the first opportunity. Some druids believe them to be merely a mutated and hapless aberration, and try to protect them, but these are rare and generally thought mad. Leucrottas are valued by leatherworkers to make boots that enhance running. Their saliva is also said to be useful in love potions.

The average leucrotta stands 7 feet tall at the shoulder and can reach a length of 9 feet in its mature form. The body of the leucrotta resembles that of a stag, with a leonine tufted tail and cloven hooves. Its head resembles that of a huge badger, but instead of teeth it has sharp, jagged bony ridges. Its body is tan, with the neck gradually darkening until it turns black at the head. The so-called teeth are sickly gray, and its eyes glow with a feral red light. The smell of animals, decomposing on a hot humid day follows the leucrotta, and its breath is especially bad.

Combat. This monster is very sly and can imitate a range of noises and voices, the most common ones being a man, a woman, a child, or domestic animals in pain. It uses these noises in order to trick its prey into approaching within attack distance. It hunts humans, demihumans, humanoids, and even other animal predators. Leucrotta are intelligent and can speak their own language as well as the common tongue.

Leucrotta attack by biting. It is rumored that their bony ridges and jaws are so powerful that they can even bite through metal. If a leucrotta scores a hit against someone with a shield or armor, the armor may be destroyed. Once an opponent is rendered helpless, a leucrotta will leave its prize and attack any other intruders if the melee is still going on. It will give chase to an enemy, but will never pursue beyond sight of any prey it has managed to already capture.

When a leucrotta retreats, it turns its back on its opponent and kicks with its hind legs.

Note to trackers: It is almost impossible to identify leucrotta tracks, since they look exactly like a stag's.

Habitat/Society: This ugly creature haunts deserted and desolate places because most other creatures cannot bear the sight of it. Its ugliness is legendary. Leucrotta lair in treacherous ravines and rocky spires, because they are as surefooted as a mountain goat. Caves, old abandoned towers, or a hollowed out deadfall are the preferred lairs for this disgusting beast.

For every four leucrotta found in a lair, there is a 10% chance that an extra one, an immature leucrotta of half strength, is also present.

Leucrotta are not a very family oriented species, as their nasty tempers extend sometimes to each other. The beasts range over a 20-mile area.

Since the leucrotta is not a very social creature, all strangers are nothing more than sources of food. Sometimes, a powerful chaotic evil person may entrap a leucrotta and force it to serve as a guardian, but such beasts rebel at the first opportunity.

Those brave enough to venture into a leucrotta lair must first roll a successful saving, due to the horrendous stench, or gag helplessly. Once inside, the money and possessions of past victims await.

Though the leucrotta prefer freshly killed meat, they are not above eating carrion. This serves to enhance their already bad reputation.

Ecology: Leucrotta distance themselves from the grand picture of nature, preferring to lurk on the fringes. They serve no practical use and one would be hard pressed to find a druid that would try to protect a member of this species. Some sages speculate that the leucrotta is an unnatural abnormality, an aberration spawned by some demented power or archmage.

Still, some mages prize the leucrotta hide for creating *boots of striding and springing*, hoping that the surefootedness of the beast passes down to the boots themselves. There are rumors that leucrotta saliva is an effective antidote to love philters, but so far there have been no volunteers to test this theory.

Muckdweller.

Tiny Reptilian Humanoid.

Hit Dice:1d6 (3)

Initiative: +2

Speed:15' Swim 30.

AC: 16 (+ 2 size + 2 dex + 2 natural)

Attacks:1 Bite +3

Damage:1-2

Special Attacks: Water Squirt + 4 Ranged attack blinds victim for one round unless a reflex save DC 12 is made.

Special Qualities: Amphibian.

Saves: Fort Ref Will

Abilities: Str 8 Dex 14 Con 10 Int 11 Wis 10 Cha 11

Skills: Listen +2 Spot +2

Climate/Terrain: Marshes

Organization: Tribal

Alignment: Lawful Evil.

Muckdwellers are a species of small intelligent bipedal amphibians that lurks in swamps, marshes, or still, mud-bottomed waters. They have been known to serve lizard men and kuo-toa.

Muckdwellers are only 1-foot tall and resemble upright gila monsters with large, partially webbed rear feet. Their forepaws are prehensile, but very small and weak. Their backs are colored a mottled gray and brown, and their underbellies are yellow. They have short tails that are used for swimming and keeping their balance on land. They speak their own hissing language and possibly (50% chance) the lizard man tongue.

Combat:

Muckdwellers use ambush techniques. Packs of muckdwellers wait for a victim; when one arrives, several squirt water (at up to a ten-yard range) into the victim's eyes, which temporarily blinds it. Furthermore, if the muckdwellers lure the victim into knee-deep muddy waters, where the victim will receive the associate penalties. These disadvantages do not apply to the amphibious muckdwellers. Usually, a Muckdweller fights only if it is cornered or if it is certain it can score an easy kill.

Habitat/Society: The lair of these creatures is underwater, but they always have a muddy, above-water area for resting, sunning themselves, and eating. There are 5d4 muckdwellers in each lair. They keep shiny-things (gold, gems, etc.) in hoards in their above ground lairs. If 16 or more monsters are encountered in this lair, they have double treasure. Muckdwellers are an intelligent species, but they have very little culture. They have a very primitive nature worship that emphasizes the supremacy of water over land. They like shiny things because they gleam like the sea. Due to the weakness of their hands, they do not use

or produce tools and use their back paws for burrowing and their teeth for cutting. They occasionally build tiny rafts of cut reeds and mud to float on the surface of the water, and propel themselves quickly with their hind legs (movement 50). They infrequently build crude shelters of reeds, twigs, and mud. These shelters are designed to protect them from predators, not to shelter them, as weather doesn't bother them very much.

Because of the size difference between muckdwellers and lizard men, muckdwellers consider lizard men to be a superior species and occasionally serve them. Muckdwellers believe in the "survival of the fittest" and have no room for love, mercy, or compassion. Scoring the deathbite on a much larger creature gives the individual elite status in the community, while being killed by a bigger creature is a mark of shame, for it demonstrates poor hunting ability.

Ecology: Omnivorous muckdwellers will eat plants, insects, and aquatic animals, but fresh, warm-blooded meat is their preferred diet.

Muckdwellers are amphibians that spend their larval stage in the water but their adult stage on land. Their average life span is 9 to 12 years. It takes three years to grow to full-size. Muckdwellers in temperate climates hibernate during the winter months. Their natural enemies are snakes and certain giant carnivorous fishes. A muckdweller community has a hunting range of about two miles' radius.

OROG

Medium-Size Humanoid (Orog)

Hit Dice: 3d8+6 (20 hp)

Initiative: +0

Speed: 20 ft (half plate armor); base 30 ft

AC: 15 (+5 chain armor)

Attacks: Broadsword +5 melee

Damage: Broadsword 2d4 + 4 or morning star.

Face/Reach: 5 ft by 5 ft/5 ft

Special Qualities: Darkvision 60 ft, orc/ogre blood

Saves: Fort +5, Ref +1, Will +0

Abilities: Str 16, Dex 10, Con 14, Int 10, Wis 8, Cha 8

Skills: Listen +4, Spot +5

Feats: Alertness

Climate/Terrain: Any land and underground

Organization: Solitary, pair, gang (2-4), squad (11-20 plus 2 3rd level sergeants and 1 leader of 3rd-6th level) or band (20-80 plus 100% noncombatants plus 1 3rd-level sergeant per 10 adults, 5 5th-level lieutenants, and 3 7th-level captains)

Challenge Rating: 1

Treasure: Standard

Alignment: Usually chaotic evil

Advancement: By character class

Orogs are the result of the union of a male orc and female ogre. They are highly disciplined warriors and it is easy to distinguish an orog from a common orc on the battlefield.

Orogs stand about 6 feet tall and resemble orcs. Orogs speak Orc and Common.

COMBAT

Orogs prefer weapons that deal massive amounts of damage. They prefer a direct fight to subterfuge, but will employ such tactics if the need arises.

Orc/Ogre Blood (Ex): For all special abilities and effects, an orog is

considered an orc or ogre. Orog, for example, can use special ogre (or orc) weapons or magic items with racially specific ogre (or orc) powers as if they were ogres (or orcs).

Quaggoth.

Large Humanoid

Hit Dice: 3 d8 + 15 Hp 30

Initiative: +2 (Dex)

Speed: 30.

AC: 14 (+2 Dex, +2 natural)

Attacks: 2 claws +5 melee or Weapon + 5 Stone axe 2d8 +6 crit 20 X2

Damage: 2 claws 1-4 +4

Special Attacks: Rage

Special Qualities: Poison Immunity. Cold resistance.

Saves: Fort + 8, Ref +4, Will +3

Abilities: Str 18, Dex 14, Con 20, Int 7, Wis 14, Cha 8,

Skills: Listen +6, Spot +9, Survival + 8

Feats: Survivalist , Track.

Climate/Terrain: Underground.

Alignment: Usually neutral

Quaggoths are humanoids with long, shaggy, white hair covering their entire bodies. They wear no clothing. Warlike and vicious, they roam the Underdark looking for prey. Drow sometimes enslave them as guards and spider handlers.

Quaggoths speak a halting form of Undercommon, and can grasp only simple concepts. More intelligent quaggoths may also speak a few words of Duergar, Drow, or Common.

These aggressive beasts have infravision with a range of 120'. They are immune to all poisons.

Quaggoths get +2 racial saving throw bonus against cold-based attacks and environments. A quaggoth can exist comfortably in conditions

between -20 degrees and 90 degrees F without having to make Fortitude saves. These abilities count as having the Cold Endurance feat for the purpose of fulfilling prerequisites.

Combat: Quaggoth tribes claim a certain territory as theirs and patrol it, hunting for food. Any detected animals or creatures (such as a party of adventurers) invite certain attack.

Most tribes (70%) of quaggoths do not carry weapons, and attack with their claws for 1-4 hit points of damage per hit. The remainder of quaggoth tribes carry stone clubs or axes. Those quaggoths which are or have been drow slaves carry superior weapons, such as steel battle axes or two-handed swords.

If a quaggoth is reduced to 25% or less of its original hit points, it enters a berserk fury and rages as a Barbarian gaining + 4 to St and Con and all the other rage bonuses. This rage lasts until the quaggoth dies or all enemies are dead or out of sight.

For every 12 quaggoths encountered, there will be a leader, or jald. The jald wears leather or skins. Jalds direct combat; if no jald is present, the quaggoths will fall upon their prey, whatever it is, in an unorganized manner. Any quaggoth tribe has a 20% chance of having one or two thonots. A thonot is the quaggoth equivalent of a shaman. Instead of magic, however, thonots use psionics. A thonot will use its abilities to aid the tribe in combat, escape, or healing.

If quaggoths win combat, they take all bodies, including those of dead quaggoths, to their lair and devour them.

Habitat/Society: Quaggoths are nomadic hunters. They change territories periodically. In each new territory, they claim a central cave as a lair, leaving treasure with a few guards. The rest of the tribe hunts, returning periodically to rest and change guards.

Females are equal to males in numbers and abilities in a quaggoth tribe. For every adult quaggoth, there will be one young. Half of these young

are unable to attack or defend; the other half have 1 HD and the same AC and attacks as adults.

Thonots control what passes for religious life among quaggoths. They oversee what few rituals there are; those rituals which are known include the daily preparation for hunting, coming of age, and death (a brief whistling to send the spirit away before the rest of the quaggoths eat the body).

Quaggoths can mate at any time of the year. They are not known to have any courtship or mating rituals. Young are born about 10 months after mating. Births are usually singular, but twins are not uncommon. The origin of quaggoths is unknown. Some sages claim that they were once a semi-civilized race which dominated much of the Underdark through conquest and ritual sacrifice, until the drow, duergar, and other races broke their power. Others speculate they had some sort of civilization on the surface and were driven underground; this theory is supported by the quaggoths' hatred for surface-dwelling dwarves and elves.

Ecology: Quaggoths produce a few artifacts, mostly crudely carved stone items. A few seem to be talented at making necklaces with wooden, bone, or stone beads

Quaggoths fear no creature. Though they are dangerous hunters, they are just as often prey for other predators of the Underdark.

Quaggoths can be trained as servants and guards if captured early.

Dire Raven

Medium Animal

Hit Dice: 4d8+4

Hp 40

Initiative: +4 (Dex)

Speed: 10', Fly 60' (average)

AC: 15 (+4 Dex, +1 natural)

Attacks: 2 claws +5 melee, 1 Peck + 8 melee

Damage: 2 claws 1-2 +1 Peck 1-6 + 1

Face/Reach: 5' by 5' /5'

Special Attacks: Blinding strike

Special Qualities: Disease resistance

Saves: Fort +5, Ref +7, Will +5

Abilities: Str 12, Dex 18, Con 16, Int 6, Wis 14, Cha 8,

Skills: Listen +6, Spot +9

Feats: Weapon Finesse (claw, peck)

Climate/Terrain: Any forest, hills, plains, and mountains

Organization: Solitary, unkindness (5-12) , Conspiracy (13 - 30)

Alignment: Usually neutral

Dire ravens resemble massive ravens with black feathers and reddish eyes.

Domesticated dire ravens often learn the language of their masters.

Combat:

Dire ravens fight much like their lesser kin, but are far more aggressive.

Usually gripping with sharp ripping talons and then going for a creatures eyes with vicious beak stabs.

Blinding Strike (Ex): A dire raven that scores a confirmed critical hit with its peak attack permanently blinds their opponents in one eye by either irreparably damaging an eye ball or ripping it out and eating it.

The effects for being blind in one eye may as well be - 5 on spot checks -2 on hit rolls and an additional - 6 on ranged hit rolls.

Wearing a closed face helmet automatically protects against this attack.

Disease Resistance (Ex): A dire raven gets a +4 racial bonus on saves against diseases.

Rock Troll.

Large Outsider (Earth, Chaotic, Evil)

Hit Dice: 9d8+54 (94 hp)

Initiative: +1 (Dex)

Speed: 20 ft AC: 18 (-1 size, +1 Dex, +8 natural)

Attacks: 2 claws +14 melee, bite +9 melee

Damage: Claw 1d8+7, bite 3d4+3

Face/Reach: 5 ft by 5 ft/10 ft

Special Attacks: Improved grab

Special Qualities: Regeneration 5, missile deflection, camouflage, scent
darkvision 50 ft, earth magic vulnerability

Saves: Fort +12, Ref +9, Will +7

Abilities: Str 24, Dex 13, Con 23, Int 6, Wis 9, Cha 8 Skills:

Climb +16, Hide +9, Jump +16, Listen +10, Search +8, Spot +10 Feats:
Alertness, Iron Will, Great Fortitude

Climate: Any mountains and underground

Organization: Solitary or gang (1-12)

Alignment: Always chaotic evil

Advancement: 10-18 HD (Large); 19-27 HD (Huge) Rock trolls are natives of the elemental plane of Earth that sometimes find their way to the Material plane. These trolls usually build their filthy lairs in dungeons, caves, and remote mountains. Rock trolls are similar in appearance to normal trolls, though slightly larger at 11 feet tall. Their skin is able to change in coloration to match with nearby rock types.

Rock trolls speak Giant and Terran.

COMBAT

Rock trolls are as ferocious as normal trolls and even more deadly, attacking with claws and trying to grab and bite. Rock trolls are

considered as giant-type monsters when attacked by dwarves, gnomes, and rangers.

Improved Grab (Ex): To use this ability, the rock troll must hit an opponent of Medium-size or smaller with both claw attacks. If it gets a hold, its bite attack automatically hits. In the second round of a hold, the victim may attempt to break free, but if he is unsuccessful the troll will bite him twice in that round. The troll will drop its victim if hit by an attack that deals 8 or more hit points of damage.

Regeneration 5(Ex): Fire and acid deal normal damage to a rock troll.

Missile Deflection (Ex): By using one of its claw attacks, a rock troll can deflect ranged attacks made against it. Small missiles such as arrows, crossbow bolts, sling bullets, darts and the like are considered AC 27 for this attack; thrown weapons such as javelins, spears, throwing axes, daggers, clubs, hammers, and shuriken are considered AC 30. Boulders thrown by giants or falling from above must be caught with both hands and are considered AC 32. Missiles hurled by large machines, such as catapults or ballistae, cannot be deflected, and will automatically hit a rock troll that tries to deflect one.

Camouflage (Ex): The skin of a rock troll can change its coloration to various shades of brown and gray, providing the troll with a +8 racial bonus to Hide checks in rocky terrain.

Earth Magic Vulnerability (Ex): Rock trolls are destroyed instantly by a transmute rock to mud or passwall spell if they are in the area of effect, if they fail a Fortitude save (DC 20).

SHEEP

Medium-Size Animal

Hit Dice: 1d8+2 (8 hp)

Initiative: +1 (Dex)

Speed: 30 ft

AC: 13 (+1 Dex, +2 natural)

Attacks: Butt +1 melee

Damage: Butt 1d4

Face/Reach: 5 ft by 5 ft/5 ft

Saves: Fort +4, Ref +1, Will +0

Abilities: Str 10, Dex 13, Con 12, Int 1, Wis 11, Cha 4

Skills: Listen +5, Spot +5

Climate/Terrain: Any land

Organization: Herd (10-100)

Challenge Rating: 1/6

Treasure: None

Alignment: Always neutral

Advancement: 3 HD (Medium-size)

The statistics here describe the common sheep.

COMBAT

Sheep generally flee from danger and avoid combat if possible.

DEATH SHEEP

Medium-Sized magical beast.

Hit Dice: 2d8+2 (11 hp)

Initiative: +1 (Dex)

Speed: 40 ft

AC: 13 (+1 Dex, +2 natural)

Attacks: Bite +4 melee

Damage: Bite 2d4+2

Special Attacks: Poisonous Bite.

Special Qualities: Immune to Fear, charm and hold spells.

Face/Reach: 5 ft by 5 ft/5 ft

Saves: Fort +4, Ref +1, Will +0

Abilities: Str 11, Dex 14, Con 12, Int 3, Wis 11, Cha 4

Skills: Listen +5, Spot +5

Climate/Terrain: Any land

Organization: Flock (2-20)

Challenge Rating: 3

Treasure: Wool (if you can get it) .

Alignment: Neutral Evil

Advancement: 4 HD (Medium-size)

From some unknown source theses deadly sheep roam the hillsides where they live ravaging everything in their paths.

From a distance they seem like nothing more than wild somewhat dirty sheep. Up close however, the sheep can be seen to have an evil nature. Their large mouths are filled with long, sharp black teeth that drip vile ichor.

Death sheep travel in flocks and eat birds reptiles and all other animals. It is speculated that death sheep are the product of some mad mages experiments.

Rumors hold that one particularly dangerous death sheep named Basil is their leader.

COMBAT.

These sheep attack any living thing they come across- fearing nothing and fighting to the end. Because of their ferociousness they get +2 to all hit and damage rolls.

The Disease : Any creature bitten by the sheep must make a fort save DC 16 or become as mad as the sheep are in 1-10 days. The victims teeth gradually turn black and became sharp and pointed. Finally the victim is totally consumed with insanity and bezerkly attacks any living thing it senses, using only its teeth.

Any creatures consumed by the disease cannot be tamed or controlled in any fashion. Such creatures can be captured and penned up, or perhaps tied up for release in the direction of enemies.

The only way to save an infected creature is to cast remove curse, cure disease and cure poison spells upon it before half of the 1-10 day cycle is complete. Any of the above spells cast singly only slows the progress of the disease by one day.

Shock Bones.

Medium Undead

Hit Dice:1d12 (Hp 7)

Initiative: +6 (Dex and imp ini.)

Speed: 30.

AC: 14 (+2 Dex, +2 natural)

Attacks: 2 claws +2 melee plus electricity.

Damage: 2 claws 1-4 + 1d8 electricity.

Special Attacks: Electricity.

Special Qualities: Undead Immunities.

Saves: Fort + 0, Ref +3, Will +2

Abilities: Str 10, Dex 14, Con 1-, Int -, Wis 10, Cha 11,

Feats: Improved imitative.

Climate/Terrain: Underground.

Alignment: Always neutral

Shock bones are skeletons animated by both magic and electricity. Their attacks do damage from electrical shock.

Anyone hitting a shock bones with a metallic weapon that conducts electricity automatically takes 1 d8 damage.

If a person fighting a Shock bones is wearing metallic armour they take the electricity damage if the attack roll exceeds their touch AC.

TADHEMOTH

A tadhemoth is a three-foot-long fishlike creature when it hatches, and grows one foot (and gains one Hit Die) per month for 6 months. Up until this point the tadhemoth is entirely aquatic, and has four fins in the pectoral area, and two rear fins. Its growth then slows somewhat, and it reaches the adult size of 18 feet in length after an additional year. During this second stage of its development, the tadhemoth's pectoral fins lengthen into tentacles, and in the last two months the rear fins lengthen into thick, bowed legs with webbed toes, eventually becoming a Froghemoth.

Tadhemoth (Stage One): ; Medium-size Aberration (Aquatic);

HD 2d8+4; hp 13; Init +2 (Dex);

Spd swim 30 ft.;

AC 15 (+2 Dex, +3 natural);

Atk +1 melee (2d4, bite);

Face 5 ft. by 5 ft.; Reach 5 ft. ft.;

SQ Electricity and fire resistance 10;

AL N; SV Fort +1, Ref +2, Will +1;

Str 11, Dex 15, Con 13, Int 1, Wis 6, Cha 2.

Skills: Hide +2*, Move Silently +2, Spot +1

* Tadhemoths gain a +4 bonus to Hide checks when submerged in a sizeable body of water or concealed by vegetation, due to their camouflaged hides.

Tadhemoth (Stage Two):; Large Aberration (Aquatic);

HD 8d8+24; hp 60;

Init +1 (Dex);
Spd swim 30 ft.;
AC 15 (-1 size, +1 Dex, +5 natural);
Atk 4 tentacles +10 melee (1d4+4), bite +5 melee (2d6+2);
Face 5 ft. by 5 ft.; Reach 10 ft. ft.; SA Improved grab;
SQ Electricity and fire resistance 10; AL N;
Saves- Fort +5, Ref +3, Will +6;
Str 18, Dex 13, Con 16, Int 1, Wis 10, Cha 4.

Skills: Hide +1*, Listen +2, Move Silently +5, Spot +8

* Tadhemoths gain a +8 bonus to Hide checks when submerged in a sizeable body of water or concealed by vegetation, due to their camouflaged hides.

Feats: Alertness

Improved Grab (Ex): To use this ability, the tadhemoth must hit with a tentacle attack.

One foot tall Tyrannosaurs Rex

Hit Dice: 1 d8 +7 (11)
Initiative:+ 2
Speed: 20
AC: 16 (+ 2 size + 2 dex + 2 natural)
Attacks: 1 bite + 4
Damage: 1d6 (crit 20 X 3)
Special Attacks:
Special Qualities: Low light vision, Scent.
Saves: Fort +4 Ref +2 Will +2
Abilities: Str 10 Dex14 Con 16 Int 2 Wis 14 Cha 10
Skills: Listen +5 Spot +5
Feats: Alertness, Run , Toughness, Track.
Climate/Terrain: Warm plains.
Organization: Solitary or pair

Alignment: Always Neutral
Combat: Charge in and bite.

This is a full sized Tyrannosaurs Rex gated in form a world where everything is much smaller.

Were-hare.

Hybrid form.

Small-Sized humanoid.

Hit Dice: 1d8+2 plus 1d8 +4 (15 hp)

Initiative: + 4 (Dex)

Speed: 50 ft

AC: 17 (+4 Dex, +3 natural)

Attacks: 2 Claws + 2 Bite +4 melee

Damage: 1-2 claws, 1-4 bite.

Special Attacks: Diseased bite (Lycanthropy)

Special Qualities: Low light vision, Scent, DR 10 silver, rabbit empathy.

Face/Reach: 5 ft by 5 ft/5 ft

Saves: Fort +4, Ref +1, Will +0

Abilities: Str 10, Dex 18, Con 14, Int 6, Wis 11, Cha 8

Skills: Listen +8, Spot +5

Climate/Terrain: Any land

Organization: Warren. 2-20

Challenge Rating: 3

Treasure: None.

Alignment: Chaotic Evil

Advancement: 4 HD (Medium-size)

This creature appears as a hare but if attacked it changes to its were form. The creature has a mean streak a mile wide and passes up no opportunity to prove how awful it can be, though it is not particularly

brave... so it rarely carries out its plans.

Alternate Form (Su): A Were-hare can assume a bipedal hybrid form or the form of a hare.

Curse of Lycanthropy (Su): Any humanoid or giant hit by a Were-hare's bite attack in animal or hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy.

Rabbit Empathy (Ex): Communicate with rabbits and dire rabbits, and +4 racial bonus on Charisma-based checks against rabbits and dire rabbits.

Walking Dead.

Medium Undead

Hit Dice: 6d12 (Hp 60)

Initiative: -1 (Dex)

Speed: 30.

AC: 11 (-1 Dex, +2 natural)

Attacks: 1 slam + 4

Damage: 1d6 + 3.

Special Qualities: Undead Immunities. Really hard to kill.

Saves: Fort + 0, Ref -1, Will +3

Abilities: Str 16, Dex 8, Con 1-, Int -, Wis 10, Cha 1,

Feats: Toughness.

Alignment: Always neutral

Walking dead are like normal Zombies in all respects but for the fact that they keep attacking until completely destroyed. Their 60 hit points represent their extreme tenacity. As the walking dead take damage they begin to lose power. For every 15 damage a walking dead takes they gain a -1 to hit and damage.

Walking dead are super zombies - both stronger and harder than

regular zombies.

XVART

Small Humanoid (Xvart)

Hit Dice: 1d8 (4 hp)

Initiative: +1 (Dex)

Speed: 30 ft.

AC: 13 (+1 size, +1 Dex, +1 natural)

Attacks: Short sword +0 melee

Damage: Short sword 1d6-1

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Qualities: Darkvision 60 ft.

Saves: Fort +0, Ref +3, Will +0

Abilities: Str 8, Dex 13, Con 11, Int 10, Wis 10, Cha 8

Skills: Hide +6, Listen +4, Move Silently +6, Spot +4

Feats: Alertness

Climate/Terrain: Temperate and cold land and underground

Organization: Gang (4-9), band (10-100 plus 100% noncombatants plus 1 2nd-level sergeant per 20 adults and 1 leader of 4th—6th level), warband (10-24), or tribe (40-400 plus 1 2nd-level sergeant per 20 adults, 1 or 2 lieutenants of 4th or 5th level, 1 leader of 6th-8th level, and 1-6 giant rats)

Challenge Rating: 1/4

Treasure: Standard

Alignment: Usually chaotic evil

Advancement: By character class

Xvarts are a cruel, cowardly race of humanoids that live in hilly, cavernous regions. They occupy a place in humanoid society somewhere between goblins and kobolds. Although weak individually, they are extremely prolific, and are almost always encountered in large groups.

The small, bald, blue-skinned creatures often act as intermediaries between kobolds and goblins, usually dominating the former.

Xvarts speak their own language; those with Intelligence scores of 12 or above speak Common or Goblin.

COMBAT

Xvarts will attack a party of humans only if they have a tremendous numerical advantage. Xvarts fear humans, but hate halflings, and will attack them even if the xvarts do not have a tremendous edge in numbers. Xvarts will also attempt to bully kobolds whenever possible.

Xvarts will almost always try to ambush and overwhelm their opponents, preferring not to fight fairly at any time. Xvarts like to fight sleeping or resting opponents, circling them and brutally attacking before their prey knows what has hit them.

Skills: Xvart gain a +4 racial bonus to Move Silently and Hide checks.

XVART SOCIETY.

Xvart society is crude by human standards, but effective in keeping the small creatures alive. Xvarts will lair in a complex of caves or in the deep forest. Xvarts are mostly resistant to the elements, wearing simple cloth doublets. They prefer blues and greens to dress in, and except for their orange eyes, they blend into their surroundings well.

Xvarts live for only 50 years, and it is a tough existence for them. Most creatures are larger and more powerful than they are. Xvarts mate twice a year, in the spring and in the fall. Each mating produces two children, which are cared for communally until age seven when they are

old enough to assume their tribal duties of hunting and caring for the camp.