

# A Bakers Denizen

## Interlude in Elbion

A City Adventure for 4-6 Characters Lvl. 3-5

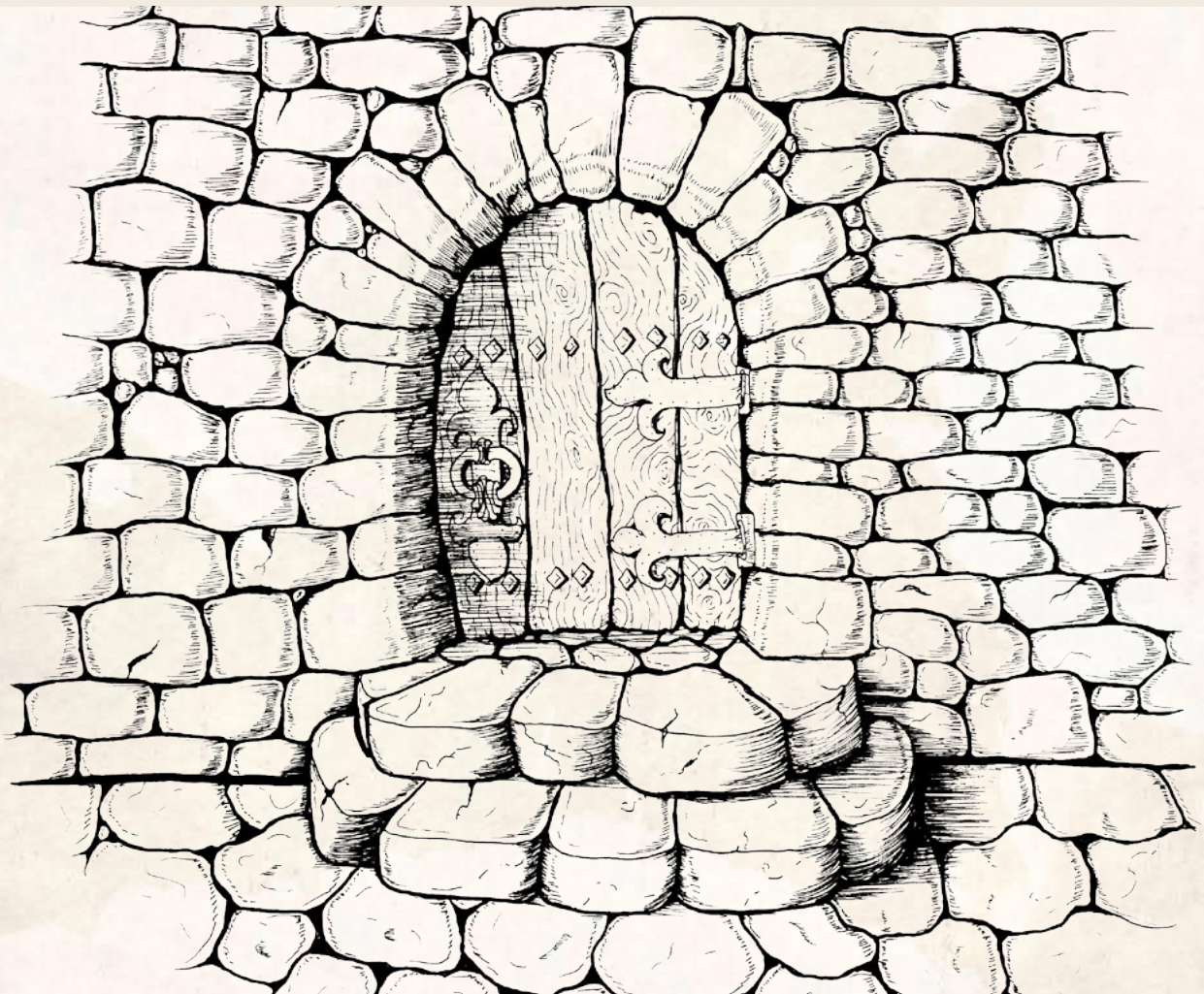
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**Labyrinth Lord**  
Compatible Product



This module is an interlude, a moment of action that can be dropped easily into any campaign. While I've written the adventure to take place in Elbion, home to the Library of Antiquity, you (the GM) can drop this into any town or city of moderate to large size. Feel free to customize it to fit your campaign and play style.

While A Baker's Denizen is written for use with the Labyrinth Lord ruleset, it can easily be used as is, or converted easily, to fit almost any OSR ruleset.

I'd like to thank everyone who helped or donated their time or work to help me create this Adventure Module.

Deron, your hard work is always both needed and appreciated.

Russ, thank you for allowing me to use your work in my module. I really appreciate it!

Deven, thanks for letting me use your water colored version of the map i'm using...

and thanks to Devin Night for that last hurdle....





## THERE'S TROUBLE IN ELBION, BUT THAT'S NOTHING NEW...

...This time the problem is pastry. Sure, cakes, cookies, scones and strudels all seem harmless enough (except to the waistline), but there's a new baker in town and she's spreading more than jam and joy to the folks of this mountain city. Her yummy treats all come with a touch of something magical, a flavor both delicious and evil. Deliciously evil!

Ystala Tremaine is new to Elbion, and in a city this large she might go unnoticed but for the close eye and thinning purse of her nearest competitor, the baker Horthron Delb. He's tired of losing customers to her rich chocolate pastry, eggy-sweet brioche, and vivacious smile paired with that exuberant laugh.

An experienced baker like Delb knows when the Rugelach smells rotten, and Ystala's bakery reeks. He's seen his customers not only visit her shop in the morning for a quick pastry and cup of piping hot kothi, but then return at lunch for a loaf, and after dinner for a dabby-dough...and what sort of bakery is even open that late?!?! It's just not natural, and Delb is out to prove that Ystala and her baked goods are just as bad for Elbion as they are for his business.

Can your players unravel this puff-pastry of a mystery and reveal the truth about Ystala, or is she simply a better baker than Delb?

No...I think you and I know that fat ol' Delb is on to something...

## WELCOME TO ELBION

Welcome to the mountain city of Elbion, home to the Library of Antiquity. Hidden deep within the mountains and set atop a miles-wide plateau, the ancient city of Elbion is home to strange and reclusive folks. Some run towards the library, seeking knowledge only the monks of the mountain can reveal. Others come seeking refuge,

hiding from someone or something, and doing so in the gray and brown stone structures of this sage city full of unusual characters.

**Setup:** Your players arrive here seeking something. Perhaps the rumor of a powerful object crafted by the artisans of the guildhouse that brought them to Elbion, or possibly they seek wisdom from the monks themselves. Maybe they simply find themselves walking the long and winding road from the base of the mountain to the city gates after hearing tales of the hidden city and its wondrous riches, or they are fleeing from danger and have ended up in this strange acropolis with its blue tower, massive citadel, and diverse populous. (alternatively you can drop this scenario, and all of the danger and craziness it represents, in any large town or city, and the players can 'run into' Delb and his problem at your convenience)

Whatever brings them here, they will need lodging and food...here are some options.

- The Threaded Needle Inn located in the Merchants Quarter
- Tallie's Room & Board located in Craft Alley
- Vutha's Place located near the Enclave

Wherever the player's decide to make their home while visiting Elbion, there will be rumors. Where there are people, there is talk, and Elbion is no exception.

### RUMORS

1	Signacious Resticulus, the Archmage of the Enclave is actually a thousand year old skin-walker
2	For a Price, Urvis Raga of the Threaded Needle can provide an evening's company... of any kind!
3	Horthron Delb, the baker, made advances on Ystala Tremaine but was rebuffed...
4	Oren, the gnomish vintner on Craft Alley has many rare and unusual blends, some of which may be magical.



## DELB'S DILEMMA

**Players Start Here:** Horthron Delb will notice the party's arrival while making a bread delivery to whatever inn they chose to reside in during their stay in Elbion. Having finished with the delivery, he will make his way over to the party to plead his case.

"That Ystala is up to no good. There's something wicked going on in her bakery...of course, I have no proof, which is why I can't go to the city guard. I'm willing to pay, not to mention you can have the pick of my best anytime you're in town. I'm not asking you to kill her or anything mind you, I just need some evidence that she's up to no good so I can take it to the watch captain and have her shut down."

Delb will offer 500 gp for proof positive that Ystala Tremaine is up to something beyond baking delicious bread and pastries.

## THE BAKERY OF YSTALA TREMAINE

Ystala Tremaine is a woman of few years and of great beauty. Her bakery, located just to the south of the Market Square in Elbion, is a locally famous baked goods establishment. A recent addition to the community, she has taken the lion's share of the bread and pastry business from Horthron Delb, Elbion's baker for almost 20 years.

Ystala's bakery sits just south of the Market Graveyard, the final resting place for those from the Merchant's Quarter whose families had enough gold for a proper burial. Elbion sits on top of a large rock, ostensibly, and skilled craftsmen are required to excavate a plot. Most residents who pass away within the city are cremated, since burial is such an expensive option. There are several family crypts located in the Market Graveyard as well, but again, these are private and expensive to construct.

While the location of the bakery is somewhat

off putting, her business thrives. Her skill as a baker and as a patissier are nothing short of astounding, and she need not brag. Her shop is small and warm, cozy with dark wood shelves lining the walls and glass counters on the left and right, a testament to her prosperity amongst otherwise meager surroundings. Trays of pastries line the left side, a veritable feast for the eyes full of all the colors of the rainbow. On the right sit cakes, some humble and others fantastic creations of color and shape.

**GM Details:** Ystala Tremaine is a Hedge Witch, and not a helpful one. She is slowly poisoning the city dwellers with her magic as they consume more and more of her sweet cakes and bread. Ystala has made a pact with a lesser demonic power, and in exchange for poisoning the souls of her customers she becomes powerful with magic herself...

She appears as a woman in her late 20's but is, in actuality, nearing her 78th season. As she bakes, she adds her 'secret ingredient', a magical powder that makes each pastry and loaf delicious, but steals a small piece of the soul of any who consume it. These people are more likely to become angered in otherwise normal circumstance, as well as act impetuously and without thought. The sweets are also somewhat addictive, as after consumption people often feel both sated and somewhat euphoric.

Witch magic is an amalgamation of wizard and cleric, some spells learned and others granted by the patron demon.

Ystala Tremaine: LVL 6, Witch, HD 4, HP 35, AC 6 (14); Atk 1; Dam 1d6 (dagger) or Spells (Light, Sleep, Cause Light Wounds, Hold Person, Blindness) [Cloak of Witchery(PG.9), Ring of protection +2, Amulet of Protection from Good (reverse of Protection from Evil Cleric Spell), Wand of Magic Missile {lvl 5, 10 charges}, Circlet of Skeleton Warrior Control]

Any player casting detect good/evil or detect magic within Ystala's Bakery will note that every pastry in the shop will glow red with the taint of evil, or dark blue in the case of detect magic.



Ystala herself will glow in either case, as she wears several magical protections and is chaotic evil. She will note any castings and immediately retreat to her lair below the shop if she believes she has been discovered...aaaaand ACTION!

[If your players take no action, the shop will continue to run as normal, and Ystala will be on-site and available to interact. She might even offer up a cookie to those interested in her goods]

[Players eating any of Ystala's baked goods must save vs. Poison AND Magic (2 saves required) in order to not be affected by the tainted tastycakes. Roll 1d3 (d6/2) to determine number of effects to apply from the table below, then roll below or pick)]

1. Very mild euphoria, wears off in 1 hour (-1 to all checks/hit)
2. Need something savory to balance the sweet, maybe a ham kolache!
3. Amped up (Sugar High), wears off in 1 hour (+1 to all checks/hit)
4. More hungry than before you ate it, turn around and grab another
5. Feeling lackadaisical, wears off in 2 hours (-1 to all checks/hit)
6. 'I need some for later' (spend 2d6 silver on a Joey (Bagful of Donuts))

*[Players who take any action that Ystala might interpret as threatening or if they cast a spell to reveal the true nature of the goods or Ystala, she will immediately flee to the rear of the shop and head down the stairwell to her lair.]*

## BENEATH THE BREAD

A search of the back part of the shop reveals the following:

3 Stone & Clay Ovens, fired but empty (unless the party arrives between 2am-6am when she bakes)

2 large workbenches covered in flour and other bakery ingredients, bench scrapers, etc.

1 Stool in moderate condition

2 Aprons

Various wood, stone and metal bowls

More interesting than the baked goods and bakery equipment is the strange purple glow emanating from the stairwell in the northeastern corner of the bakery's prep area. It seems to hum and pulse in no particular pattern...

Before the players can investigate, or have time to leave the shop, several creatures emerge from the glowing stairwell and attack, **casting Darkness immediately!**

**DARK STALKER**(1) AL N; MV 12 ; AC 1 (18); HD 2; hp 16; #AT 1(Short Sword - Poisoned); Dmg 1d6 (save vs. Paralysis); SV F5; ML 11; XP 500 x2 **Special: Darkness, fog cloud, death throes, light blindness, surprise on 1-2 on 1d6**

**DARK CREEPERS** (5) AL N; MV 12 ; AC 3 (16); HD 1; hp 8; #AT 21(Dagger); Dmg 1d4; SV F5; ML 11; XP 500 x2 **Special: Darkness, death throes, light blindness, surprise on 1-2 on 1d6**

[full descriptions appear on pg.9 in the MONSTER section]

## THE ENTRANCE BELOW

A broken iron gate leans to the left of the opening at the bottom of the stairwell where the strange purple glow emanates, the lock now melted black slag clinging to the bars around it. The light illuminates a short flight of stairs that leads to a landing below, and what appears to be a door off to the right of the landing.

**1.** The door is not locked and opens inward. This room contains an old work-table that sits



against the southeast wall and three sets of shelves on the other two walls in various states of disrepair. Jars and boxes line the shelves, each filled with herbs and other dried, powdered or gelatinous ingredients (list below). 3 cages hang from hooks in the ceiling to the left and right of the table, each with some strange, small leathery and vaguely humanoid creature with wings like a bat (Quasits). They screech and caw when the players enter the room. There are various ingredients in this room, many of which are not important or are simple seasonings or additives. The list below is for the ingredients that may be used/sold by the characters. seasonings or additives. The list below is for the ingredients that may be used/sold by the characters. The ingredients that may be used/sold by the characters. seasonings or additives.

**Powdered Demon Scale** (5 drams) - used to weaken magical resistance in the target 150gp  
**Zyrellan Sweet Leaf** (25 drams) - Hallucinogenic, Euphoric, very mild 10gp  
**Unicorn Tail Hair** (1 bundle) - can be used to transfer magical energy from one target to one subject 300gp  
**Goblin Sugar** (10 drams) - a sweetener with extreme potency, also very addictive 50gp

**Quasit** [3] AL CE; MV 50' or Fly 150'; AC 2 (18); HD 3; hp 13; #AT 3 (claw/claw/bite); Dmg 1d2/1d2/1d4 + special; SA poison; SV F3; ML 10; XP 95 *cannot cast spells within the magical cages* [full description appear on pg.10 in the MONSTER section]

**2.** The door is not locked and opens inward. This appears to be the personal chamber of Ystala. Small and cozy in a 'witchy' sort of way, the room contains a small bed, a dresser with 4 drawers, an iron box, and a plush chair. Candles in various states of 'burn' are littered about the room.

Dresser: the drawers contain clothes, clean sheets, a small glass box with a white powder, and 2 blankets. If the clothes drawer is examined a 7" phallic device will be found. Very realistic, it is constructed of a very hard, dark and smooth wood. (i'm keeping it simple, but obviously this could be more fun)

The powder in the glass box is Poopa Powder (25 drams) [Stimulant, mild] {inhaled via sniffing} 200gp total value

Iron Box: Protected by a Glyph of Warding - If not deactivated or dispelled, the activated glyph will explode outward for 10 hp of damage to the individual attempting to open or move the box. The contents include: 1 bag with 250gp, 1 small bag with 5 rubies (10gp, 50gp x2, 250gp, 500gp), 1 potion of Cure Light Wounds, 1 Cloak of Witchery

**3.** The door is not locked and opens inward. A pillar stretches from the floor to the ceiling, and on the left and right standing flush with their backs against it are two stone statues, each 7' tall with thick, muscled arms crossed in front of their chests. Behind the pillar is a large iron box, atop which lays an orange cat.

If the players cross the threshold of the doorway, the statues will begin to animate and attack. (See Animate Statues below)

Cat (Witch's familiar) : Greymalkin is far more than a cat, though she rarely sheds her favorite earthly form. This 'Demon in Feline guise' is actually a Marilith, one of the standard order of demons. Posing initially as the powerful demon lord Urgoth, who Ystala believed she had summoned, the 'demon lord' made a pact with Ystala and secured her stay on this plane of existence. Soon after, the 'cat' presented itself to Ystala as her humble familiar servant, but was actually the Marilith that Ystala had summoned, in disguise.

Knowing that the plan to steal the souls of the hungry folks of Elbion could not last long without suspicion, Greymalkin bides her time and noshes on the tiny fragments of souls that float down to the crypt as the bakery's clientele casually eat tainted crullers and sip their kothi.

If the crypt is under assault by the Characters (or Elbion's Authorities), Greymalkin will not



act to protect Ystala. Her death will free the Marilith on the Prime Material Plane to wreak chaos without restraint. (in fact, Greymalkin may be predisposed to help the Characters achieve their goals, if it seems to fit her overall plan. She can speak and will communicate, but the truth is not something this demon is likely to divulge)

**Animated Statues : Stone** (2) AL N; MV 60' (20') ; AC 4 (16); HD 5; hp 35; #AT 2 (fist); Dmg 2d6/2d6; SV F5; ML 11; XP 500 x2

**Special: immune to Sleep/Charm spells**

**4.** The witch Ystala stands to the southwest and a Skeleton Warrior stands beside her poised to attack. As the players come up the stairwell, she will cast Sleep on them if she has surprise. Otherwise, or after the surprise round, she will use her wand of Magic Missiles as her minions attack.

**Ystala Tremaine:** LVL 6, Witch, HD 4, HP 35, AC 6 (14); Atk 1; Dam 1d6 (dagger) or Spells (Light, Sleep, Cause Light Wounds, Hold Person, Blindness) [Cloak of Witchery(PG.10),Ring of protection +2, Amulet of Protection from Good (reverse of Protection from Evil Cleric Spell), Wand of Magic Missile {lvl 5, 10 charges}, Circlet of Skeleton Warrior Control]

**Skeleton Warrior** (1) AL NE; MV 30' ; AC 2 (18); HD 7+2; hp 58; #AT 2 (fist); Dmg By Weapon Type or (1d8+2); SV F7; ML 11; XP 500 x2 **Special: immune to Sleep/Charm spells, +3 to hit with weapon, Immune to non-magical weapon attack, 75% Magic Resistant** (Description: skeletal creature clad in the rich, but faded and rotting trappings of a powerful fighter)

Control of the Skeleton Warrior is lost if the distance between it and the controller is greater than 240', or if the circlet is removed from the controller's head

If Ystala is killed in battle, the magic of the baked goods will dissolve and they will lose both their magical potency as well as their appeal.

**4a.** This stone sarcophagus has been defiled, its lid is smashed and the pieces and lay on the floor on all sides. The material inside still holds the impression of whatever had lain in repose.

**4b.** This stone sarcophagus appears tampered with. The lid is pushed slightly to one side, but is still intact. Characters may notice a sweet, somewhat floral smell, issuing from the stone casket. Inside lies a rather well-dressed corpse wearing a blue-silk dress, her arms crossed upon her chest grasping a golden amulet with a large blue sapphire set in the center.

If examined closely, players will note that the corpse seems to be covered in a thin, translucent gel. This is **Coffin Crop**, a fungus that both preserves and lives off of the deceased host. If touched by bare hands it will be absorbed by the skin in 4d6 rounds unless dissolved/washed in alcohol, lye soap, or some other antibacterial substance.

Once absorbed it requires a cure disease cast at level 5+ to kill/cure.

Coffin Crop will reduce a character's hp permanently by 1/week until the infected character is cured or deceased. Infected character(s) will begin to emit a very sweet, floral aroma almost immediately upon absorption, issued from the oral cavity. This is how the fungus aspirates.

**4c.** The lid of this sarcophagus has been defiled, the holy symbols on the lid are clawed and scratched into a near-unrecognizable condition (a cleric or wizard will have a 50% chance to figure out that the symbols represent the goddess Thyrisa, a lesser power whose domain is Home & Hearth, and the patron of many Bakers).

If the lid is removed, the players will immediately notice the smell of fresh baked bread. Lying in repose is the corpse of a robed figure wearing a long beige tunic. A well used apron is folded over his groin and his arms are crossed on his chest. The left hand holds a wooden spoon and the right, a whisk. The corpse is amazingly well-preserved



and the facial features are still clearly recognizable even though the crypts are certainly well over 100 years old.

There are two wax-sealed jars sitting on the left and right of the pillow by the head of the corpse. The jar on the left is gray and contains sourdough starter. The jar itself is magical, and any perishable item placed inside will remain fresh indefinitely. The starter, while not magical, is the ingredient for an ancient elven bread that has healing properties. A standard slice/serving will heal 1d3 HP of damage and can nourish the eater for an entire day.

The second jar looks similar, and has the same magical preservation properties. It contains a berry jam that will cure any disease, regardless of the origin, nature or term of the disease. There are 4 doses of the jam available, and as long as it remains in the magical jar it will not spoil.

# NPCs

## Ystala Tremaine, Witch

It was no accident that Ystala came to witchery, no mere coincidence that the years of wretched service to the Broken Wizard Geth had given her the motivation and tools to summon a demon and end both her servitude and the abuse she suffered at the hands of her master. She had come to Elbion in a wagon, the fifth child of a drover and his third daughter, a liability on all counts. Sold into slavery by her father to the Broken Wizard in exchange for some coins and a contract, the next forty years would be long ones as she tended to the wizard's house during the day, and assuaged his twisted desires each hellish night.

Ystala had, in secret and over many years, learned to read the many books of the Broken Wizard. It was his homunculus, that hideous lump of grey and blue flesh given life and speech with whom she had found some kinship. He had become her tutor in such things. They shared the daily pain that the Broken Wizard had inflicted upon them, a terrible commonality. It was the homunculus who helped Ystala gather the sleeping herbs and send the Broken Wizard into a

slumber from which he would never awaken, and together they summoned the demon who would both free the unlikely friends, and enslave them to a new master.

The demon enjoyed each and every piece of the Broken Wizard Geth, and when the last bit of his magic and body were consumed the Homunculus fell lifeless to the floor, a crooked rictus grin across his pale blue lips.

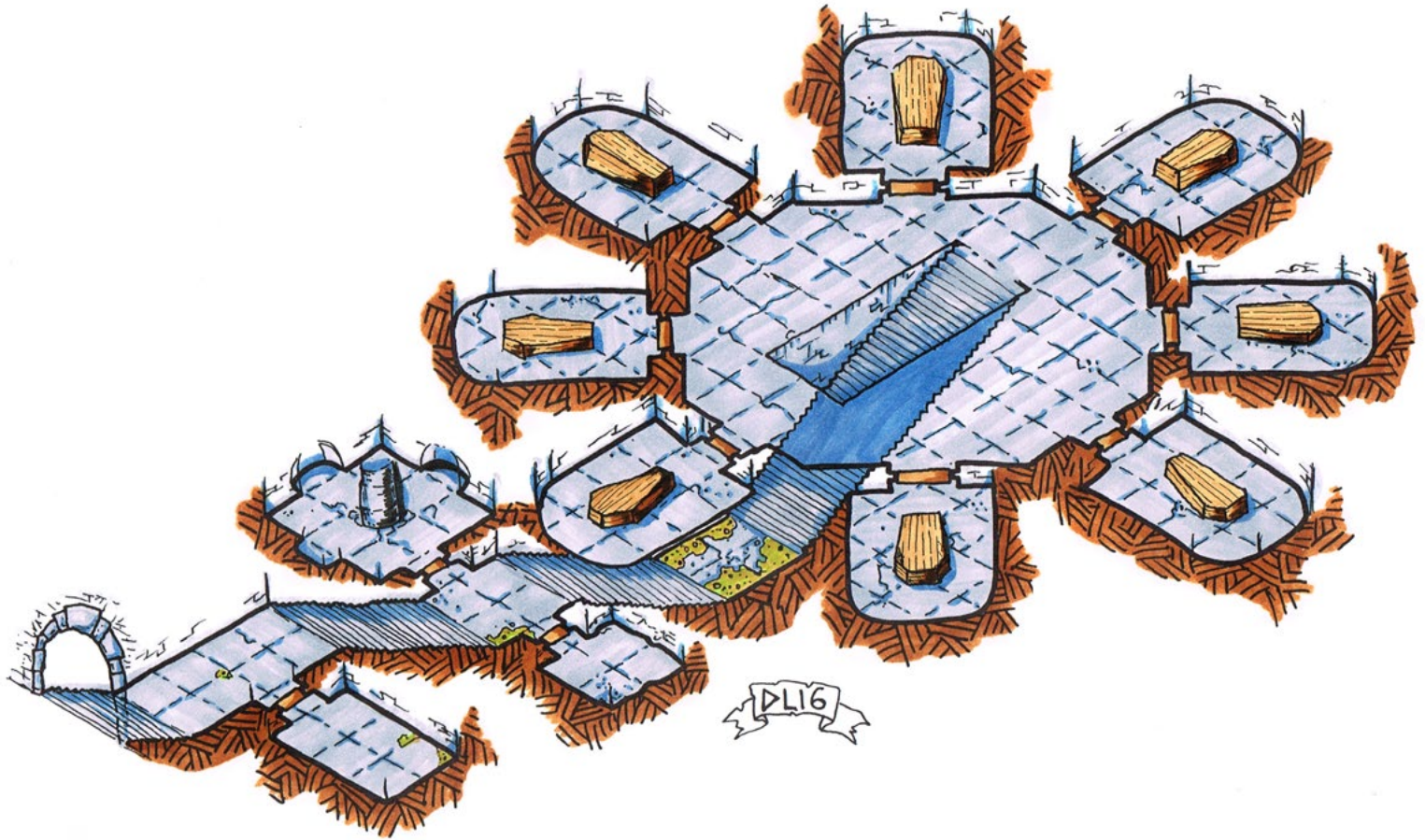
Her plans now firmly in place, the bakery secured and operating, and the demon hidden beneath the ovens and workbenches, Ystala's vengeance would not be denied...

## Horthron Delb

The son of a baker who was also the son of a baker, Elbion has been home to Delb's Bakery since the Crooked Tower sat below the Citadel surrounding the Library of Antiquity...a long time indeed. The bread baked in his ancient hearths blesses the Enclave and the Librarians, who some say pass the freshly baked loaves on to the Brothers of Implacable Thirst...a high honor for the Delb family indeed.

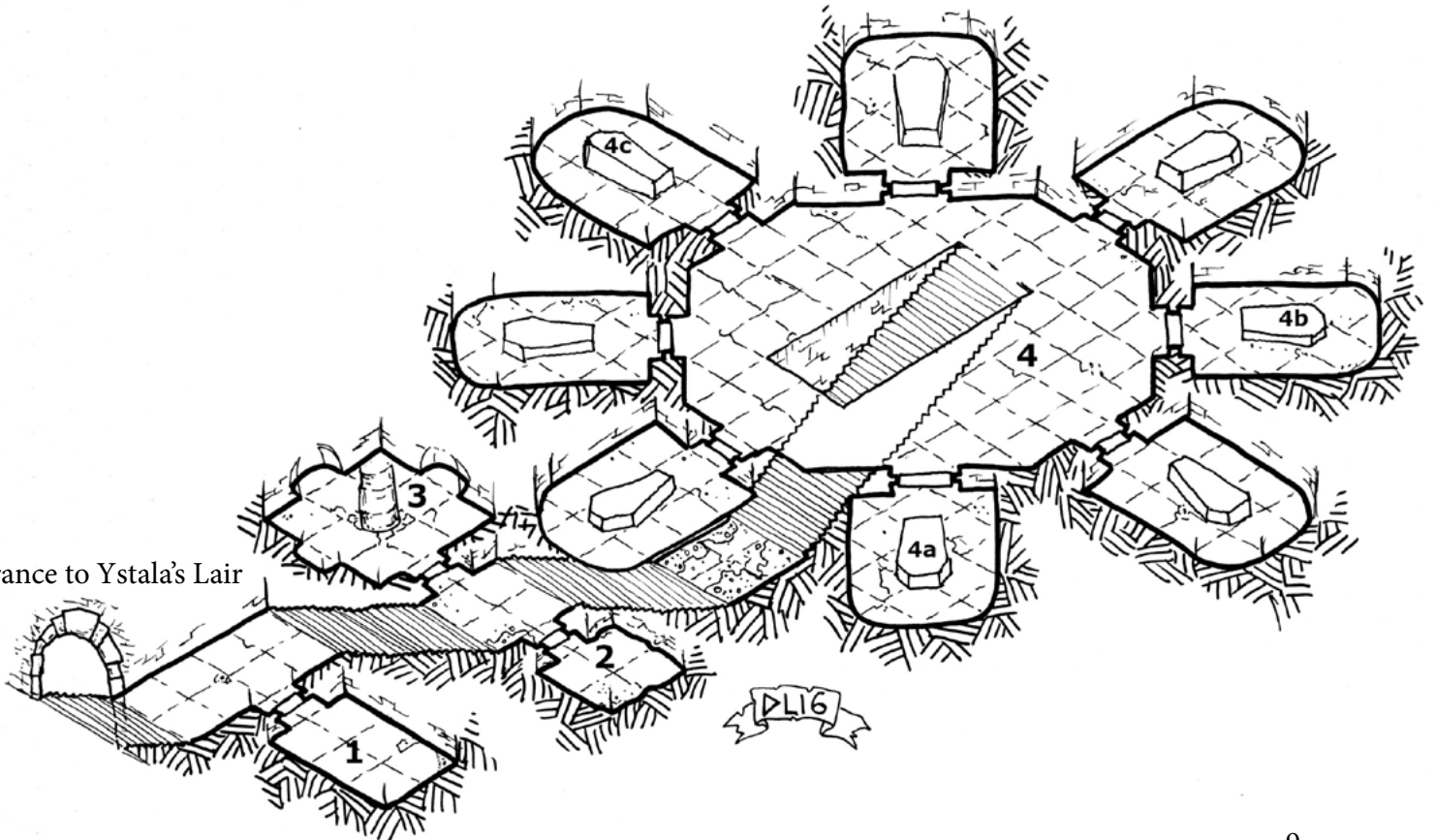
Freshly baked bread flows from the hearths of Delb like a river, each morning flooding the streets of Elbion with its scent. No breakfast in Elbion is complete without a Delb breakfast roll, slathered with butter and jam or stuffed with salty ham and creamy cheese. There are other bakers in Elbion and none (but those under the spell of Ystala) would argue that his crusty long rolls and soft breakfast breads aren't the finest in the city. It's not easy to bake consistently at such a high altitude, but the original Delb consulted with Thyrisa, the goddess whose domain includes the bakers. After long hours of prayer and the ingestion of a yeasty potion known to induce a trance-like state, the secrets were revealed in a vision...the temperature of the hearth was subsequently lowered and the liquid content of the bread reduced and Delb's Bakery produced the crispiest crusts and softest rolls in Elbion, an empire not easily toppled. It's no wonder that Ystala's bakery, so busy and profitable, has Horthron Delb twisted in pretzel-like knots!





DL16

Entrance to Ystala's Lair



DL16



# Magic Items

## Cloak of Witchery

The Cloak appears as a tattered and well-worn cloak made from a thin gray fabric. The edges will always appear frayed, and the hood (when worn) will cause the wearers eyes to take on a dim, red glow. The item is not inherently evil, spun from the thread of the indigo worms that live in the in-between trees...the tall, sparse, ash-en arboreal watchmen who dwell in that space between the planes.

The Cloak of Witchery is primarily a ritual item worn during the ceremonies which fall on the days or nights that place the Prime Material plane closest to the Abyss, the realm of Demons. On these occasions, the witch will don the cloak, and in doing so will shift his/her physical essence even closer to the Abyss as it places the wearer nearer to the veil between planes. Such a shift has several effects as below:

Wearer may only be hit by Silver or Magical weapon while wearing the cloak.

Wearer can see all invisible items/monsters/characters.

The primary use of the Cloak of Witchery is for summoning. Any summoning spell cast or ritual engaged in while wearing the Cloak of Witchery has a +50% chance of success, and will result in the best possible outcome (ex. Summon Monster 1 will yield the max. # of monsters summoned of the highest HD possible for the max number of rounds, and they will arrive in the shortest time possible)

## Jar of Preservation

These jars are used by Wizards and Alchemists alike, meant to hold ingredients that would rot and become useless long before they were utilized. The cap must be complete (base and lid)

for the magic to function properly. Vessels of this type may be cleaned and reused multiple times, as the enchantment placed upon them is permanent. The opposite of such items do exist, the **Vessels of Spoilage**.



# Monsters

## Dark Creeper



Hit Dice: 1  
Armor Class: 3 [16]  
Attack: Dagger (1d4)  
Saving Throw: 17  
Special: Darkness, death throes, light blindness, surprise on 1-2 on 1d6  
Move: 12  
Alignment: Neutrality (with chaotic inclinations)  
Challenge Level/XP: 2/30

Dark creepers make their homes in the twisting passages and caverns of the subterranean world. They are small, thin humanoids with gray skin and solid, gray eyes. Dark Creepers dress in dark, filthy robes and smell of dung and rotted meat. When dark creepers' clothing begins to rot with age and fall from their bodies, they simply add another layer, rather than remove the tattered rags. Dark Creepers speak their own babbling language (known as Darkling) understandable only by other Dark Creepers and Dark Stalkers



(see that entry). Three times per day, a dark creeper can create an effect identical to the darkness spell. Dark creepers can see in all forms of darkness, including magical darkness. They also continuously detect magic. Abrupt exposure to bright light blinds dark creepers for 1d3 rounds. When killed, a dark creeper spontaneously explodes in a flash of white-hot light. All creatures within a 10-foot radius must succeed on a saving throw or be blinded for 1d6 x 10 minutes.

## Dark Stalker

Hit Dice: 2

Armor Class: 1 [18]

Attack: Short sword (1d6)

Saving Throw: 16

Special: Darkness, fog cloud, death throes, light blindness,

surprise on 1-2 on 1d6

Move: 12

Alignment: Neutrality (with a proclivity for chaos)

Challenge Level/XP: 4/120

If the Dark Creeper is rarely seen, the Dark Stalker is even rarer. They are the leaders and commanders of the dark creepers and rule the subterranean cities through might and fear. Dark stalkers are man-sized and have pallid skin. They wear the same type of filthy dark robes and clothes as the dark creepers. Dark stalkers speak their own babbling language understandable only to other dark stalkers and dark creepers. Some of the more intelligent dark stalkers speak Common. Dark stalkers generally try to avoid combat, using their powers to cover their escape. If forced into combat, they attack using their short swords, which they prefer to poison. If defeat is imminent, a dark stalker seeks the quickest means of escape possible. Three times per day, a dark stalker can create an effect identical to the Darkness spell. Twice per day, a dark stalker can create a fog cloud (as obscuring mist). A dark stalker can continuously detect magic as the spell. Dark stalkers can see perfectly in darkness of any kind, including magical darkness. Abrupt exposure to bright light blinds dark stalkers for 1d3 rounds. When killed, a dark stalker

spontaneously explodes in a flash of white-hot flame equal to a three dice fireball spell (save for half damage). Dark creepers within 60 feet that witness a dark stalker's death throes must succeed on a saving throw or flee in terror for 1d6 rounds.

## Quasit

In its natural form, a quasit is a small demonic creature that stands about 1 ½' tall. They often serve more powerful demons, but are most commonly encountered as familiars to chaotic magic-users. Quasits take no damage from non-magical weapons, except those of iron. In addition, they do not suffer damage from fire, cold, or electrical-based attacks. They regenerate 1 hp per round. Quasits save versus magical effects as an F7. They attack with claws and a bite. Victims of the claw attacks must save versus poison or lose 1 point of DEX for 2d6 rounds, for each successful attack. Quasits have the following spell-like abilities: Detect Good, Detect Magic, Invisibility, and Polymorph Self (limited to the form of a bat, giant centipede, toad, or wolf). In addition, 1 time per day a quasit may Induce Fear (as the spell, except that its area is a 30' radius).



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