

SONG OF THE Shriekfrapp

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EPIC LEVELS

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Overview: The water is draining away at the secret golden oasis because of all the infighting between the adorable, ear-like loboids. Can you help the tiptoeers, bouncers and striders to stop bickering and unite with their magic dance to save their home from being destroyed by the slumbering Shriekfrapp? I hear that it's good luck to flip a gold coin into the water when you arrive.

Loboids: These six-foot tall human ears with tattoos and piercing on sturdy yet spindly legs wear sun-protecting wizard hats. They communicate and manipulate objects with their long ear hair that also denotes their age. They eat sound as we would food, and expectorate earwax when they're angry.

They were created generations ago by a long-dead sand wizard to protect its sonic familiar, the shriekfrapp. The three mobilities are necessary to carry out the dance whose magic keeps the monster immobile and at the bottom of the oasis pool. Their newly perceived superiority of mobilities between the factions is causing the dance to falter and the water to recede.

Tiptoeers: Wear ballet shoes. Symbol: foot pointed straight down. Loboids have hearing magic that makes it hard to sneak up on them unless the tiptoeers teach you their sneak technique.

Bouncers: Wear pogo shoes. Symbol: Circle with a concentric circle inside, like a trampoline. Bouncers can jump up to 15-feet high.

Striders: Wear sand skis. Symbol: exaggerated leg with foot on the ground. Striders can move three times as fast as a human across sand while wearing their skis.

Earo the Hero (they/theym): This loboid elder ambassador is covered in clumpy balls of wax and has long, gray ear hair that can manipulate things like tendrils and can form shapes and words. They recommend subduing the beast with the ritual dance by uniting the factions to bring things back to the good ole days when everyone worked together. He has a golden hearing aid (see treasure room) and a golden prosthetic leg that doesn't allow them to be a part of any faction. They will lead you to the underground to show you what the potential horror is. The rest of the loboids think Earo is a raving old quack.

The Earoasis: This oasis is surrounded by a golden sand desert. Giant golden rock formations surround the water. Golden coconuts grow from trees. There's a misty area to cool down. Loboids are super cute, diving off of the cliffs, floating on the surface of the water, and baby loboids will put on a play for you.

The Village: Built into the golden cliffs are the three separate faction's cave entrances with their symbol etched above for their cobbler, spa and saloon. All they care about is they're lounging way of life. Their selfishness is tearing them apart. They need this common enemy to bring them together.

Communal Hut: This relaxing spa area on the shore of the lake is covered by a massive hut made of palm fronds that can fit the entire loboid population inside. You can sit in the shade and the water will lap against your feet. This is the communal meeting area where the loboids do their sacred dance. There's a stage set up that gives you a view of the entire lake, where you can see the mysterious outline of the shriekfrapp through the crystal clear water. On the stage are three podiums, one for each faction representative.

Underground: Hidden in the base of the golden cliffs is an entrance to below the oasis, where they send the barefoot, feral loboid creeps that have been corrupted by a transferable fungal ear infection. They shun the light and water. Their long, waxy ear hair can grapple and strangle you. If touched, make a CON save or get the ear fungus infection 1d6 hours later. Symptoms are mushrooms growing all over your body, itching, a pungent odor and deafness until you find a cure.

Viewing Chamber: A translucent crystal makes up the primary wall of this massive chamber. You can see the blurry image of the shriekfrapp through the water. You may tap the crystal, using its resonance, to communicate with the shriekfrapp, who begs and bargains its gold horde to kill all the loboids and be released. Stairs go down to the fungal forest.

Fungal Forest: In this cavern of cyclopean mushrooms are a series of cave paintings of the history of the oasis and the horror that the shriekfrapp can inflict. Ancient hieroglyphs, schematics and diagrams show how the loboids' dance keeps the shriekfrapp passively making magic gold and filling the now-dead wizard's underwater horde. This has all been lost to history.

Treasure Room: At the center of the bottom of the lake is a hatch that the shriekfrapp is covering and only opens to excrete its golden waste. The opening is revealed when the water is sucked into the shriekfrapp. Inside this dry horde of enchanted gold are the following golden magic items: *Hearing Device:* can hear up to a mile away and focus on a sound to pinpoint. *Boombox:* plays soothing music. *Microphone:* allows you to amplify your voice, and gives you a bonus to sway people. *Sand Sled:* light-weight, has a sail, self propelled while on the sand. *Earmuffs:* when placed on your ears you only hear what you want to hear. *Compass:* summons a golden polar bear once a day.

Shriekfrapp: Underneath the water of the oasis is a dormant water spirit with a serpentine body covered in humps to store food (gold/water), four knobby kneed legs and multiple mouths that while underwater create a serene hum with an effervescence, spa-like quality, and jacuzzi bubbles... but as the water gets lower it becomes bad.

The shriekfrapp emits water with the magic dance, but without the proper dance, the water is sucked into its humps, making it bigger and bigger. The more the shriekfrapp is revealed by pulling the water into itself, the more the hum turns from gentle to painful. When fully revealed, the sonic damage is constant and loboids just start exploding. Loboids must make a CON save or die when they hear the shriek. PCs must save or be stunned. Verbal components of spells are impossible, and you can't hear farther than one foot. It wants to be dry. It's always in pain.

Doing the loboid's ritual dance will trap the sheikfrapp again and keep the ecosystem intact. Freeing the shriekfrapp will destroy the oasis and loboids. It eats gold, digests it, and excretes a more valuable magic gold from its cloaca into the treasure room below the oasis.

