

YIG SNAKE GRANDDADDY

Act 4: The Ancient Ages Again

CTHULHU · MYTHOS · SAGAS

2





PETERSEN GAMES

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ACT 4: THE ANCIENT AGES AGAIN

A Cthulhu Mythos Adventure for 4 to 5 Characters of Levels 11-14

ADVENTURE STRUCTURE

This final book of the adventure begins as the heroes are celebrating two major victories: they have destroyed the yithian mind-swap facility and slain the mighty nohestan, disrupting Gehir's plans to summon Yig and revert all Yilan to its prehistoric state. But soon the adventurers receive a vision from Gehir's inner sanctum: the serpentfolk's machinations have uncovered another chance to summon Yig, and the adventurers must act quickly to separate Gehir from his allies.

Chapter 1 details a raid on a yithian outpost to acquire some of their powerful alien technology, and Chapter 2 lays out an attack on an Elder Thing shoggoth factory. It is up to the players which threat they will deal with first. Once they have played through both scenarios Gehir will be isolated, but nothing is more dangerous than a cornered serpent. As Gehir accelerates his plans, the characters must take the fight to him, assaulting his sanctum at Serpent's Head in Chapter 3 only to find that he has fled south to Ventissa. The heroes' final showdown with Gehir, Chapter 4, takes place in the city where the adventure began. Gehir seeks to summon Yig and sacrifice the city's entire population for his eldritch ritual, and the PCs—with the help of the Temple of Bastet—are the only thing standing in their way.

LEVELING UP

At the end of each chapter of this book, the characters should be given enough XP to level up. Ideally, the party will reach 12th and 13th levels after completing Chapters 1 and 2 (not necessarily in that order), reach 14th level after completing Chapter 3, and reach 15th level after completing the finale in Chapter 4. The loose structure of this book means that a party might conceivably skip one or more acts; the GM should know (and make known to the players) that missing out on one section will make subsequent sections even harder.

USING THIS BOOK

Prior to running each adventure, you as the GM should familiarize yourself with the entire chapter. Sidebars, developer's notes, Sandy's Notes, and appendices at the end of the book all provide additional context, cues, and information to aid you in running *Yig Snake Granddaddy*.

This adventure makes extensive use of *Sandy Petersen's Cthulhu Mythos (SPCM)* for 5e, and having a copy of that book is essential to running this adven-

ture. Monster stat blocks, the Dread and Insanity mechanics, and the Yog-Sothothery skill from *SPCM* will all be referenced in this adventure.

Throughout this adventure, reference is made to various monsters, NPCs, spells, and magic items. Monster and NPC names may appear in **bold**, while spell and magic item names will appear in *italics*. In both cases, this is a prompt for you to look up the stat blocks in one of three places: the appendices in the back of this book, in *SPCM*, or in the Fifth Edition System Reference Document or the Fifth Edition core books. If the reference is followed by a parenthetical page number, the corresponding stat block can be found on that page in the appendices. If the reference is to *SPCM*, it is followed parenthetically by *SPCM* and the page number. The only place in this book where monsters from Acts 1-3 of *Yig Snake Granddaddy* can be found is in the appendix, and in those cases, an additional note is provided indicating the relevant installment. All other references to monsters, spells, or magic items without such an indication are available in the SRD.

NPCs IN THIS ADVENTURE


This adventure features a large cast of friendly NPC adventurers carried over from the previous book. Depending on how the adventures in the previous book played out, some of these NPCs may be alive and in the PCs' camp while others may be dead or in Gehir's custody. Regardless, updated statistics for all of them are provided in the Appendix.

USING NPCs

Having some NPCs survive will make things easier for the PCs and open up unique possibilities down the line. Their opinions and insights may be valuable to the PCs as they explore, research, and plan. The NPCs presented in this book have a wide variety of skills and abilities, allowing them to fill in the gaps of an under-strength adventuring party. They may pitch in during some of the more significant encounters, but the intent is not to have the NPCs tag along on all the PCs' adventures. The NPCs are less powerful than the PCs, and there are always tasks they can be fulfilling "off-screen". But should the players wish, one or two NPCs might come along with them on any given mission. For each NPC member of the party, add 1 to your rolls when checking for random encounters.

KILLING NPCs

None of these NPC adventurers individually are critical to the plot, so the GM should feel no pres-



sure to keep these characters alive. A canny GM can make use of the well-timed death of a beloved NPC to ratchet up the tension or raise the stakes of a particular scene. If an NPC is present at a critical moment in battle, they can also interpose themselves between a wounded PC and an enemy's killing blow, sacrificing their lives for the greater good.

WHAT IF A CHARACTER DIES?

As the majority of this adventure takes place in the wilderness, far from civilization, the death of a player character raises the problem: where does their replacement come from? If a PC ends up dying during this adventure, there are a few ways to proceed. The player can always roll up a new character, but they will need some reason to have been wandering around Yilan before running into the PCs. Perhaps they were a remnant of another doomed expedition, one of the native elves of Yilan, or reinforcements sent by the Cult of Bastet. Another option is for a player to take over the character of one of the surviving NPC adventurers, working with the GM to roll up a character of the same general class and abilities. This option is less ideal, as most players will prefer to make their own characters rather than inhabit a pre-existing NPC.

USING THE MAP

The map on page 3 shows the area of Yilan in which parts of this adventure takes place. It is roughly bound by the Karstlands to the south, the Stone Plateau to the north, the Yilani River to the West, and the mountains to the East. There are 5 terrain types expressed on the map: grasslands, forest, hills, swamp, and rocklands (representing plateaus, mesas, karstland, and mountain ranges).

Each hex on the map is 5 miles across. Characters traveling at a normal pace can traverse 4 hexes per day. Traveling at a fast pace increases this to 5 hexes at the cost of a -5 penalty to passive Perception checks, while traveling at a slow pace decreases it to 3 hexes per day while allowing the party to travel stealthily. Each hex of swamp or rocklands terrain counts as 2 hexes for the purposes of travel times.

The GM should feel free to use their preferred rule-set to cover activity while traveling including foraging, hunting, navigation, and downtime.

PROLOGUE

A dream:

You lurk in the shadows of some dimly lit cavern. From your cat's-eye perspective, you see Gehir in all his abominable glory—a living embodiment of Yig's will in the mortal realm. He stands at one end of a stone table. To his right stands a scarred, one-eyed serpentfolk in gleaming multicolored armor. To his left, a scout wrapped in leathers is

explaining the loss of the nohestan. "Its body was burnt. There is nothing to recover. I flew over it myself."

Gehir slams a scaly fist on the table, cracking the stone. "Without the nohestan, we cannot summon Yig. The yithians are becoming too powerful too quickly. We need the Mighty One to gain dominance in our alliance."

"We must simply increase our rituals until another nohestan appears," the one-eyed serpentfolk says, the words hissing.

"Obviously. But without the Yithians' mind-swap facility, sacrifices are hard to come by. Is the portal to Ventissa ready?"

A new voice from the doorway interrupts. "If I may, my lord..." A human in scholar's robes steps into the light, his close-shaven head and brass-rimmed glasses striking a chord of unplaceable familiarity. "There may be another option." At this, the man transforms, human features morphing into an ophidian visage. "In my position at the Hall of Curiosities in Ventissa, I have discovered that one of the other masters has in his possession a fossil of a snake embedded in ancient bronze. Might this be a young nohestan?"

Gehir nods. "Well spotted, Steenis. Again, you prove an invaluable asset. So the key to our plans lies in Ventissa. The city would make fine fodder for my first great sacrifice."

"The Elder Things are hard at work on their shoggoth factory," the scout reports.

"Excellent," Gehir replies. "Armed with more yithian technology and the Elder Things' shoggoths, we will sweep through the city with ease."

"Assuming the slugs don't stab us in the back," the one-eyed serpentfolk mutters.

"Never fear, General Tassala. I have a plan to keep the yithians in line. Round up the rest of our prisoners; we must pay our allies a visit."

"Very good, my lord."

"And General, have you yet located the Sphere of Nath?"

"That was to be my next announcement, my lord. I—" Tassala turns to grab something but stops as her eye catches yours. Swift as a striking adder, she grabs a spear and hurls it at you. You attempt to bound away, but the dream suddenly ends. You awake in the dim morning light, heart pounding and short of breath. You don't know if Dandelion made it out safely, but the dream she sent you makes it clear that Gehir is still a force to be reckoned with, and you must act quickly to stop him from achieving his goals.

INTELLIGENCE

There are several pieces of information from the dream that the PCs may decide to pursue.

Master Steenis. The serpentfolk spy is the curator of the nature gallery in the Hall of Curiosities in



STONY PLATEAU


YITHIAN
CITY

YITHIAN TERRITORY

ELDER THING TERRITORY

PORPHYRY
TOWER

SNAKE
TOTEM



Ventissa; characters who interacted with him there are able to recognize him in the clarity of the waking world.

Shoggoths. Characters who succeed on a DC 13 Wisdom (Yog-Sothothery) or DC 20 Intelligence (Arcana) check know that shoggoths are massive lumps of magically engineered protoplasm used as powerful weapons of war by the Elder Things and other ancient races. Characters exceeding the DC by 4 or more learn about the shoggoth's abilities, resistances, immunities, and vulnerabilities (*SPCM* 371). Characters can also investigate shoggoths in any of the Mythos texts they possess (see Book 2, Chapter 2).

Sphere of Nath. Characters who succeed on a DC 16 Wisdom (Yog-Sothothery) or DC 23 Intelligence (Arcana) check, or who succeed on a check to research the subject in one of their Mythos texts, know that a *sphere of Nath* (*SPCM* 129) is a potent magic item that lets a spellcaster draw on the inherent power of distant locations while casting spells. Characters who know this and who succeed on a DC 15 Intelligence (Arcana) check can figure out that possession of a sphere of Nath would let Gehir perform his prehistorification ritual anywhere, without needing to be at the junction of two ley lines.

DECISIONS

The PCs now have four options: attack the Elder Things' shoggoth factory, find some way to disrupt the yithians and keep them from helping Gehir, attack Gehir directly, or make a break for Ventissa. The latter two options should be less attractive, as attacking Gehir without first separating him from his allies might be prohibitively difficult and goes against all of Dandelion's prior advice, while escaping south to Ventissa not only requires bypassing the Elder Thing lands but would leave Gehir free to build up his forces at his leisure. The first two options both have the advantage of weakening Gehir's tenuous alliance. Attacking the yithians has the added benefit of providing an opportunity to seize some of their powerful weaponry, which would surely make any subsequent steps easier to accomplish.

The PCs may come to some or all of these conclusions on their own, and they should identify the following four courses of action. NPCs (if any are present) can point out anything they missed, and one or more NPCs might have a strong opinion about which course they should take; don't make the decision for the players, but make it clearly a tricky one.

ATTACK THE YITHIANS

If the PCs decide to attack the yithians, proceed to **Chapter 1: For Want of a Lightning Gun.**

ATTACK THE ELDER THINGS

If the PCs decide to attack the Elder Things, proceed to **Chapter 2: The Shoggoth Creeps.**

ATTACK GEHIR

If the PCs decide to attack Gehir directly, proceed to the **Serpent's Head** section of **Chapter 3: Cutting off the Serpent's Head.**

RUSH TO VENTISSA

If the PCs decide to make a run toward Ventissa, proceed to the **South from the Karstlands** section of **Chapter 3: Cutting off the Serpent's Head.**



CHAPTER 1: FOR WANT OF A LIGHTNING GUN

ADVENTURE SYNOPSIS

With the guidance of a cyborg pterodactyl sent by their tenuous ally Xuxuxlu, our heroes trek northwards into Yithian lands in hopes of obtaining some valuable technology.

When they arrive, they find that Gehir is already there, preparing to perform a sacrifice. With legions of serpentfolk and yithians present, the adventurers can only watch as Gehir slaughters numerous prisoners, restoring a great swath of the prehistoric yithian city. But Gehir's ritual has also restored a flying polyp tower, and the ancient enemies of the yithians pour forth from their black spire, wreaking havoc on the proceedings.

In the confusion, the heroes break into a yithian guard tower, battling members of the Great Race and their dinosaur slaves and seizing a veritable armory of yithian weapons and technology. Making their escape, the PCs must fight their way past the dreaded flying polyps, putting their new weapons to the test.

NORTH TO THE YITHIAN CITY

Depending on where in Yilan the PCs are, it may take several in-game days to reach the yithian lands in the north. As usual when adventuring in the wilderness, refer to the hexmap of Yilan on page 3 and determine random encounters as normal.

THE WINGED VOICEBOX

When the PCs decide to go north to the yithian city (or when the GM decides to nudge them in that direction), a strange creature appears and speaks to them.

Without warning, a small, leather-winged monstrosity alights on a nearby branch. It looks much like Gehir's familiar, Turu, but it has been physically altered, much like the yithians' dinosaurs. The top of its head has been replaced with a brass speaking horn, while a second appendage has been added to its shoulders, this one a tentacle tipped with a trio of black eyes. Across its torso, a fleshy seam like a second mouth opens to reveal a tiny hand which tosses something at

your feet. It is a golden badge set with a faceted orange topaz. "Greetings, bipeds!" says a tinny voice echoing from the creature's head-trumpet. "It is I, Xuxuxlu. I promised you weapons and I am here to deliver."

The creature is a cybernetically modified pterodactyl called a winged voicebox (use the **pterodactyl** stats on page 76) remotely controlled by Xuxuxlu. The rebel yithian can see, hear, and speak through the pterodactyl. Xuxuxlu has identified an opportunity for the PCs to seize some yithian technology with which to fight Gehir. He can speak on that and other subjects, using the following examples as a guide:

- ♦ **What's the plan?** "I have identified the structure within our city that will be the easiest for standard lifeforms such as yourselves to attack. It is a guard tower in the southeast of our city. It has formidable defenses, but it is far removed from other buildings so you will face less interference from others of the Great Race. Once inside, you should be able to equip yourself with as much of our technology as you can carry."
- ♦ **What of Gehir?** "There is one further factor that should make this raid possible for you: I have received word through my sources that Gehir is coming north soon. Thanks to your destruction of the mind swap facility, our ruling faction and Gehir agree that he must restore more of our city for the mutual benefit of our alliance. Restoring more of the city will likely cause another small civil war within the Great Race over whether to remain allied with the serpentfolk. During the confusion, your raid on the guard tower will go relatively unnoticed."
- ♦ **So... are you a pterodactyl now?** "When the guards attacked us in the facility, I escaped by mind-swapping into another body. This creature before you is merely a tool I can use to communicate with you remotely."
- ♦ **What kind of weapons will we get?** "The guard tower should be well equipped with weapons and technology, much of which will be familiar to you from your time in the mind swap facility. I do not know the exact inventory of the tower, but it will be well worth your trouble."
- ♦ **Will you be helping us attack the tower?** "I will be coordinating resistance efforts, executing plans to help my faction achieve power during the confusion that will immediately follow the restoration. But I will be able to keep track of you and offer

guidance with this winged voicebox."

- ♦ **A word of caution.** "You may believe yourselves to be invincible, but the Great Race is powerful beyond your comprehension. You should try to engage no more than two of our number at a time, or the combat will likely not go in your favor. For that reason, I also do not recommend that you loiter too long in the tower: even a minor counterattack from soldiers of the Great Race could mean your deaths."

Xuxuxlu, through his "winged voicebox" will accompany the PCs in their northward venture, providing guidance where he can, urging caution when appropriate, and periodically expressing his supercilious disdain for their "inferior" bodies.

THE SECOND RITUAL ON THE PLATEAU

When the PCs arrive in the hex that contains the yithian city, the settlement itself is concealed from view by a low, grassy ridge.

Xuxuxlu's pterodactyl flies up to scout the area and reports back to the characters within a few minutes. Xuxuxlu tells the characters that there are a serpentfolk and a yithian waiting in a valley on the other side of the ridge. Beyond the valley, Gehir and a force of serpentfolk have gathered in the center of a semicircular clearing just outside the city, where a crowd of yithians has come to watch the spectacle.

Far to the right of that clearing stands the guard tower that is the target of the characters' raid.



THE REARGUARD

The serpentfolk and yithian in the next valley can be avoided with a successful group DC 13 Dexterity (Stealth) check. At the GM's discretion, if the characters were being particularly loud or noticeable before or during Xuxuxlu's scouting flight, the enemies may already be aware of the PCs and preparing to attack. The ridge is 20 feet high and gently sloped enough as to not impede movement. The valley between this and the next ridge is 100 feet wide. The valley is both the easiest location from which to view the ritual and the safest way to approach the guard tower.

Creatures. There is one **past yithian** (SPCM 398) without a lightning gun, and a **serpentfolk warrior**

(page 84) mounted on a **chasmosaurus** (page 68). They are waiting in the valley as one of several sentries stationed around the ritual site.

Treasure. The serpentfolk carries a pouch containing 45 gp, a *potion of greater healing*, and 3 green spinels worth 100 gp each.

THE RITUAL

Xuxuxlu suggests that the characters may wish to spy on the ritual to gather valuable intelligence, but strongly advises them not to attack Gehir at this time. If the PCs dealt with the yithian and serpentfolk waiting in the valley, the ritual can be observed from the second ridge, which is about 500 feet away from Gehir. Otherwise, characters wishing to observe the ritual must find some other way of doing so. If the characters choose not to observe the ritual, Xuxuxlu will do so through his winged voicebox and report what he sees back to the characters.

Gehir's minions surround a half dozen prisoners, bound and gagged, in a tight ring. Gehir himself is intoning the ritual chant, a sibilant susurrus. Armed serpentfolk surround the ritual space, and a large contingent of yithians observe from a short distance away, clacking their claws in anticipation. As Gehir's hissing rises to a crescendo, he thrusts his staff into the air and a golden haze appears above the ritual site. The haze coalesces into a hideous figure, a towering serpentine monstrosity with two clawed hands and an eyestalk emerging from a mass of writhing snake heads. The yiggish cloud dissolves into a shower of acidic venom which falls steaming on the sacrificial victims. They scream out, their skin boiling and splitting under the venom rain, until one by one their voices die and their bodies cease their convulsions. At that moment, Gehir brings his staff down and raises a small glass sphere which twinkles with an inner light. A burst of sound and energy ripples out from him, washing over the stone plateau like a tide. The rock dissolves away, revealing more of the blocky ziggurats and monolithic towers of the yithian city.

Characters viewing the ritual must succeed on a DC 15 Wisdom saving throw or gain one level of dread that lasts until they complete a rest.

As Xuxuxlu predicted, both the ruling faction of yithians and Xuxuxlu's rebels quickly press their advantage. Bolts fly from lightning guns as the yithian city descends into a second civil war. Through his modified pterodactyl, Xuxuxlu expresses confusion: "Based on our previous observations of Gehir's ritual, this has restored far more of our city than we were expecting. Very odd." Characters succeeding on a DC 18 Intelligence (Arcana) check can confirm Xuxuxlu's observation. Characters who know about the *sphere of Nath* can determine with the same check that Gehir must have been drawing on the power of another

PLANNED OBSOLESCENCE

Unbeknownst to the PCs, all the lightning guns and yithian weaponry within the guard tower have been slightly modified by members of Xuxuxlu's resistance. Every time a character rolls a natural 1 on an attack with one of these weapons, the weapon backfires, permanently losing the number of charges expended in that attack. These charges cannot be regained in any way, and once a weapon has permanently lost all its charges it becomes a useless hunk of metal. Xuxuxlu ordered these modifications made to limit the spread of this technology, knowing that the adventurers and the yithians would likely face off once again in the future; he wants to have a potential advantage if he needs it. All yithian weaponry supplied to the serpentfolk—such as the 'lightning warriors' appearing in Chapter 3—has also been modified in this way.

location, possibly the Serpent's Head, to increase the effects of his ritual.


THE FLYING POLYP TOWER

On the edge of the newly restored area stands something quite unlike the architecture of the Great Race. A gigantic columnar tower, dark as night, rises far higher than any structure you have ever seen. Black shapes, writhing and bulbous, begin to emerge from the top of the structure, hovering unnaturally. One or two at first, then whole swarms of the things flood out of the tower like smoke from a chimney. "That rotten serpent!" Xuxuxlu exclaims. "Gehir has brought back the flying polyps!"

Characters who view the mass of flying polyps disgorging from their dark tower must succeed on a DC 15 Wisdom saving throw or gain one level of dread that lasts until they next complete a rest. Those who succeed on a DC 20 Intelligence (Arcana) or DC 15 Wisdom (Yog-Sothothery) check know that flying polyps are highly intelligent prehistoric predators with multi-dimensional minds split across multiple bodies.

At some point, perhaps as the PCs are taking shelter from the horrid creatures, Xuxuxlu explains:

"Flying polyps were the scourge of our civilization long ago, and ultimately led to the extinction of our contemporaneous physical forms. They are extremely dangerous and nigh-impossible to eradicate. If Gehir brought them back intentionally, he is either much stupider or far cleverer than I thought. The Great Race will naturally postpone our civil war to deal with the great threat of the polyps, leaving Gehir free to pursue his goals uninterrupted. Obviously, he believes he is close to summoning Yig or he would not risk disrupting



our tenuous alliance in this way. I must re-analyze what I thought I knew of Gehir and his plans. In the meantime, your mission has not changed: now more than ever you will need the weapons in that guard tower.”

ATTACKING GEHIR

If the characters, against all advice and common sense, insist on attacking Gehir, they will face a deadly encounter. Gehir’s cohort of serpentfolk, consisting of dozens of warriors and dinosaur riders, will protect him as he completes his ritual, while the onlooking yithians will aid their ally in repelling the foolish attackers. The PCs cannot realistically hope to defeat Gehir at this point, and if they go through with an attack here, their only hope is to survive long enough for Gehir to complete his ritual, at which point the yithian civil war and the appearance of the flying polyp tower should sow enough confusion among their enemies for the PCs to beat a hasty retreat and regroup to attack the guard tower.

YITHIAN GUARD TOWER

The yithian guard tower stands on the southeastern corner of the yithian settlement, well away from the other buildings. It is roughly mushroom shaped, 75 feet tall with a broad octagonal ‘cap’ 120 feet wide. Angular buttresses run like veins up the tower, narrowing toward the middle of the central column before flaring out to support the massive top floor of the tower. Halfway up the column, alcoves between the buttresses provide platforms for the yithian pterosentries (see Area E). Giant lightning guns protrude on turrets from the cardinal faces of the tower’s top floor.

It appears, from within and without, to be carved from solid stone. Its interior halls and rooms are polished to a glossy finish and covered with metallic panels and blinking crystals. Rooms and hallways all have 20-foot ceilings unless otherwise noted. Illumination is provided throughout the building by circular panels in the ceiling that emit a diffuse blue-green light. These light fixtures are made of the same stone as the walls themselves and are just as hard.

Doors. Standard doors in this facility are 17 feet tall and trapezoidal: 10 feet wide at the base, 6 feet wide at the top. The door is made of two solid sheets of metal which meet in the middle, set on tracks that let them slide into recesses in the wall. These doors have built-in sensors and are programmed to open when a creature gets within 5 feet.

Some doors are restricted to certain security clearances. These doors are marked with a stripe of the color corresponding to the level of security clearance, and they only open when they detect the appropriate security badge. On the map, these doors are marked with a letter corresponding to their security level: yellow (y) or black (b).

Each door is made of 5 inches of solid metal. They have an AC 19, 40 hit points, and damage threshold 10. They are resistant to fire and lightning damage and immune to cold, poison, and psychic damage. Prying open a door requires a successful DC 27 Strength check.

Grav Chutes. These large cylinders of armored glass run vertically through yithian buildings, allowing passage between floors. Gravity is altered within the tube so that any creature or object within it either ascends slowly or falls harmlessly to the next floor and is gently pushed out of the chute into an adjacent space. Entry into the chute is made through a glowing archway. A pair of buttons on the archway allows a creature to select upward or downward travel before entering; if no button is pressed, the chute defaults to downward travel, except on the bottom floor where the default direction is up. Pressing the same button multiple times allows the passenger to travel up or down multiple floors. Travel between floors takes 6 seconds per floor. The chute can only accommodate one creature at a time; if the chute is occupied, the archway ceases glowing and a wall of invisible gravity waves prevents entry.

Grav chutes appear on the map as circles marked with g.

Security Badges. These are metal disks set with a colored, intricately faceted gemstone. Yithians working in this facility pin these badges to their belts or baldrics so they can be read by the various security doors. There are two levels of security in this tower: black and yellow. Black-level security badges also unlock yellow security doors. Unbeknownst to Xuxulu or the PCs, the ruling yithian faction has recently switched from orange to yellow badges for security clearance, so orange badges will not function as the PCs might expect. The black diamond (is worth 5000 gp, the yellow sapphire is worth 1000 gp, and the orange topaz is worth 500 gp.

Color	Clearance level	Gem
Black	Administrator	Black diamond
Yellow	Guard	Yellow sapphire
Orange	Out-of-date	Orange topaz

Potions. Yithian potions function in exactly the same way as other potions, but their containers and method of administration are slightly different. Instead of a vial or bottle, they are stored in oblong metal containers with a nozzle at one end. When squeezed or crushed, the potion emerges as a mist, which can be absorbed through the feeding cones of the yithian’s second head. Humanoids using these potions can gain the effects by breathing in the mist.

Yithian Money. The yithians of this region use perfect cubes of gold-plated tungsten as currency, which the PCs might find during the adventure. Each cube is a little under 3 inches cubed, weighs 2 pounds, and is worth 100 gp.

Yithians. The yithians within the guard tower may have different equipment from the **past yithian** stat

block (SPCM 398). When taking the multiattack action, they can use any ranged weapon there are wielding in place of a *lightning gun* attack, and any melee weapon they are wielding in place of a pincer attack.

MAKING THE APPROACH

It is up to the GM's discretion how far the tower is from the PCs' starting position. Generally, it should be at least 600 feet to ensure that the approach is as treacherous as possible. Characters traveling east through the valley can reach 500 feet to the south of the tower without being seen by its sensors and sentries.

Lightning Gun Turrets. On the north, south, east, and west faces of the tower's top floor, metallic spheres protrude from sockets in the wall. Each sphere features a lightning gun surmounted with three organic eyes. This blend of technology and biology allows the lightning gun turrets to autonomously identify and attack targets. Any spell or effect that inflicts the blinded condition can target a lightning turret's organic eyes causing the turret to stop working until the end of its next turn." Each lightning gun turret is an object with 15 AC, 40 hit points, and immunity to poison and psychic damage. The turrets have passive

Perception 17, prefer to target creatures that are not stunned (to slow down groups of invaders), and can take the following action in combat:

Lightning Gun (Recharge 4-6). *Ranged Spell Attack:* +10 to hit, range 150/600 ft., one target. *Hit:* 22 (4d10) lightning damage and the target must succeed on a DC 15 Constitution saving throw or be stunned until the end of their next turn.

Each lightning gun acts on an initiative 10.

Creatures approaching the tower must succeed on a DC 17 Dexterity (Stealth) check each round once they come within 600 feet. On a failure, they are spotted by the lightning gun turrets. Due to the layout of the turrets, creatures approaching from the cardinal directions can only be targeted by one turret, but creatures approaching from other angles (such as from the southeast) may be targeted by two turrets.

Pterosentries. The four **pterosentries** (page 77) fly out to attack the characters as soon as they are spotted, returning to their roosts only if badly injured.

Entry Gate. The entry gate is on the north end of the tower, between two reinforced buttresses. Its dimensions and statistics are identical to other doors in this tower (see above). It requires an orange or yellow security badge to open but using the orange will trigger a trap (see below).



A. ENTRYWAY

As you step past the doorway, you find yourself in a small, nondescript chamber with another door in front of you. After a few seconds, the door behind you slams shut and the blue-green light coming from the ceiling turns blood red.

The entryway is an additional security feature protecting this tower. While the door into it will open for the outdated orange security badges, the door into Area B requires a yellow security badge to open. If no yellow security badge is presented within 6 seconds, the entry door (if still intact) will slam shut, trapping anyone within.

Security Measures. Once the doors have sealed shut, the lights in the room turn red. The red light narrows to several cylinders of light, one centered on each living creature in the room, following the creatures as they move. Once the light narrows to a thin beam, it channels a pulse of destructive energy through the creature it is targeting. Each creature in the room at that time must succeed on a DC 20 Dexterity saving throw or take 18 (4d8) necrotic damage. Creatures can take the Ready action to gain advantage on this saving throw. The security measures follow this sequence, with each effect taking place at the start of the round:

- ◆ **Round 1.** The room is bathed in red light
- ◆ **Round 2.** The light narrows to beams about 3 feet wide
- ◆ **Round 3.** Creatures must save or take damage.

This sequence repeats until all creatures are dead or out of the room or a yellow security badge is presented.

B. GROUND FLOOR

The walls of this bare stone room are etched with geometric glyphs and patterns. Metal-plated ducts run along the tops of the walls, occasionally dripping a sickly yellow fluid. A single yithian guard stands near a chute of thick glass which runs up through the ceiling. There is a door to either side of this chute.

The glyphs and patterns in this room are decorative, though creatures capable of reading Yithian see that some of them are exhortations to fight for the glory of the Great Race. The purpose of the ducts is unclear, and the liquid within is foul-smelling but harmless.

Grav Chute. The grav chute has been deactivated from the Command Center (Area G) due to the security breach, leaving it an empty shaft running through the structure. It can be reactivated with a black security badge.

Creatures. A single **past yithian** (SPCM 398) waits in the room next to the grav chute, ready to

fire on the intruders. The two yithians in Area D will throw grenades or fire down the chute if any PCs enter the chute's area.

Treasure. The yithian bears a yellow security badge and has a belt-pouch containing 5 yithian money cubes.

C. STORAGE

This room contains crates and wall-mounted cabinets full of various supplies.

Treasure. The supplies include: 24 2-pound tins of yithian rations (mineral-infused powdered meat which is unpalatable but edible to humans); one *stun grenade* (page 96); one *potion of greater healing*; a grappling hook on the end of a 50-foot steel cable weighing 16 pounds; 2 vials of acid; and 4 vials of a sticky brown substance that function as basic poison.

D. SECOND FLOOR

The transparent grav chute runs up the middle of this square room. Four identical doors mark the four walls between panels of flashing crystals and empty weapon racks. Two yithian guards have barricaded themselves behind a row of metal crates, weapons at the ready.

The barricade is made up of seven crates, providing the yithians with three-quarters cover. Each crate is a 5-foot-by-5-foot metal box weighing 15 pounds. The doors each lead to a pterosentry platform (Area E) and require a yellow security badge to open.

Creatures. Two **past yithians** (SPCM 398), one of them armed with a *matter disruptor* (page 95), the other armed with a lightning gun and wearing a *force field projector* (page 94). Each yithian also carries 2 *force grenades* (page 94).

Treasure. The crates are mostly filled with strange devices of yithian make and unclear purpose. One crate is filled with 48 tins of yithian rations. Another crate has 2 *recharge cells* (page 94) mixed in with the useless junk. The yithians each have a yellow security badge.

E. PTEROSENTRY PLATFORMS

This room is little more than a large stone alcove open to the outside air. One nook contains an unsealed vat of oily, foul-smelling yellow fluid.

Each of these four identical pterosentry platforms houses a pterosentry, a cybernetically enhanced pteranodon used as a living security system by the yithians. The ledges are 25 feet above the ground. The vats contain unpalatable nutrient broth that sustains the pterosentries. If Xuxuxlu's pterodactyl is with the PCs, it will gladly gorge itself on this fluid.

Creatures. Each platform houses one **pterosentry** (page 77), which likely attacked the PCs as they

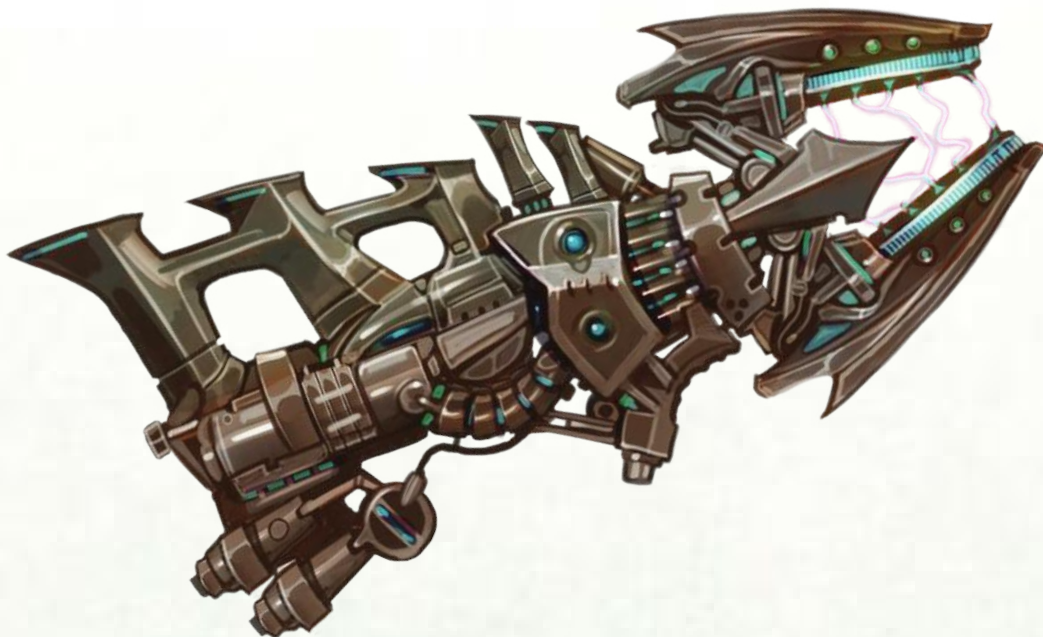
3RD FLOOR



2ND FLOOR



1ST FLOOR



approached the tower. Any pterosentries not defeated earlier have returned to their roosts here and will attack the PCs on sight.

Treasure. A *potion of greater healing* is tucked behind the nutrient vat in the southern pterosentry platform and can be noticed by anyone with a passive Perception score of 15 or higher.

F. THIRD FLOOR HALLWAY

The grav chute protrudes through the center of a cross-shaped hallway, with one doorway visible in each direction. As you emerge into the area, a square of floor rises at the end of each hallway revealing lightning canons supported by an array of metallic parts and fleshy tubes.

The doors into Areas G, H, and I require yellow security badges. The door into Area J requires a black security badge.

Security Measures. The lightning turrets emerging from the floor are smaller versions of the ones outside the tower. Each lightning turret is an object with a 15 AC, 40 hit points, and immunity to poison and psychic damage. Any spell or effect that inflicts the blinded condition can target a lightning turret's organic eyes and causes the turret to stop working until the end of its next turn. The turrets have passive Perception 17 and can take the following action in combat:

Lightning Gun. *Ranged Spell Attack:* +7 to hit, range 150/600 ft., one target. *Hit:* 11 (2d10) lightning damage.

Each lightning turret acts on an initiative count of 10. They have been programmed by the yithian in the command center to attack any non-yithians in the hallway area and will do so until destroyed.

Creatures. Each round that the lightning turrets attack the PCs, there is a 1 in 6 chance that the yithian from Area H will enter the hallway to attack the PCs as well.

Guidance. Xuxuxlu can, through his pterodactyl, tell the PCs that the northwest room is a command center, the northeast room is a barracks, and the southeast and southwest rooms are armories.

G. COMMAND CENTER

This room is a hive of technological activity. Glyphs flash across panels of obsidian, colorful crystals blink stochastically, and the lights shift from blue-green to orange and back again. As the door opens, a yithian turns from its workstation, brandishing a metal lash and a crystal-studded tube.

The command center is the heart of the guard tower, whence its security systems and surveillance functions are coordinated. The walls are covered with control panels, computer terminals, and black screens. The characters may recognize some of the technology from their previous adventure in yithian bodies, but they will be unable to effectively operate any of it. Characters succeeding on a DC 18 Intelligence (Investigation) check can identify the grav chute control panel and re-activate it if they have a black security badge.

Creatures. A *past yithian* (SPCM 398) wielding a *psionic lash* (page 95) and a *heat pistol* (page 94) attacks the PCs when they enter.

Treasure. The yithian carries a yellow security badge.

H. BARRACKS

The walls of this room are lined with cylindrical alcoves, some of which are filled with an unnatural blackness. In the center of the room, a hexagonal stone table holds a pot of colorful mushrooms, a few irregular dice, and a handful of golden cubes.

This is the guard barracks. Each alcove is a sleeping nook where yithians sleep upright. Each nook contains a small, wall-mounted cabinet for their personal effects, and a switch that can activate or deactivate a field of darkness that fills the entire alcove. The darkness takes the form of a 10-foot radius, 20-foot-high cylinder emanating from the ceiling, but functions in all other respects as the spell *darkness*.

Creatures. A **past yithian** (SPCM 398) wielding only an *electro-glaive* (page 94) was in the barracks when the PCs infiltrated the tower. Unless he attacked them in the hallway earlier (see Area F), he is hiding in one of the darkened sleeping alcoves waiting to attack with the element of surprise.

Treasure. The table holds 2d6 yithian money cubes and three dice (a d12, a d20, and a d30, of which the d20 is carved from violet garnet worth 250 gp). Characters succeeding on a DC 18 Intelligence (Nature) check identify one of the colorful mushrooms in the pot as a species known as a 'speedcap amanita' which functions as a *potion of speed* when consumed.

The GM should choose or roll on the following table to determine the contents of each sleeping nook's cabinet:

d20	Contents
1-5	Nothing
6-7	2 tins of yithian rations
8-11	1d8 yithian money cubes
12-13	An obsolete orange security badge
14-15	<i>Potion of greater healing</i>
16-17	<i>Psionic lash</i> (page 95)
18-19	<i>Recharge cell</i> (page 95)
20	<i>Die of strange geometries</i> (page 93)

I. ARMORY

The walls of this room are lined with yithian weapons, their strange technological lightning guns and other devastating devices. Smaller wall-racks hold grenades, potions, and other useful items.

Security Measures. If the yithian in Area G is still alive, when the PCs enter this room a lightning turret (see Area F) pops out of the floor and attacks them.

Treasure. This room contains 2 *lightning guns* (SPCM 126), 3 *heat pistols* (page 94), 1 *psionic lash* (page 95), 1 *matter disruptor* (page 95), 4 *stun grenades* (page 96), 4 *force grenades* (page 94), 1 *force field projector* (page 94), 4 *recharge cells* (page 95), and 4 *potions of greater healing*.

J. HIGH SECURITY ARMORY

The door into this room requires a black security badge to open. The high-security door has AC 19, 80 hit points, and damage threshold

10. As long as it has more than 1 hit point, it regains 2 hit points per round as it repairs itself. It is resistant to fire and lightning damage and immune to cold, poison, and psychic damage. Prying open the door requires a successful DC 27 Strength check.

Creatures. There is a **yithian general** (page 91) taking refuge in this armory. He will fight to the death to protect the armory's contents.

Security Measures. If the yithian in Area G is still alive, when the PCs enter this room a lightning turret (see Area F) pops out of the floor and attacks them.

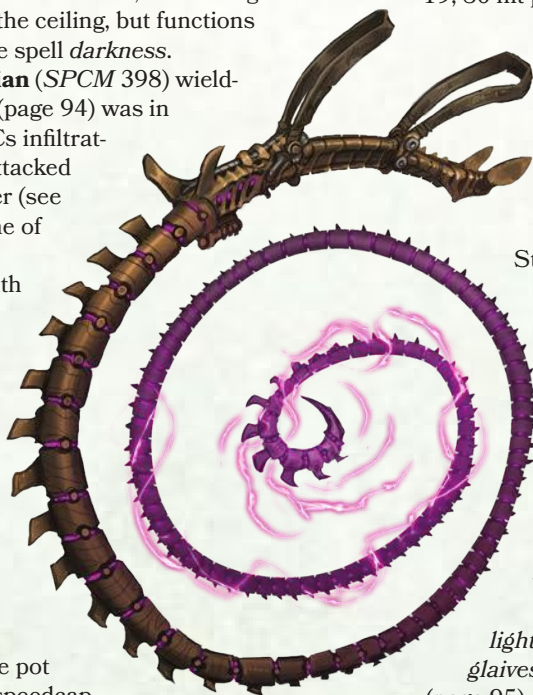
Treasure. This room contains 2 *lightning guns* (SPCM 126), 2 *electro glaives* (page 94), 2 *matter disruptors* (page 95), 1 *singularity projector* (page 95), 4 *force grenades* (page 94), 8 *recharge cells* (page 95), 1 *yithian panoply* (page 96), and 4 *potions of superior healing*. In addition to its equipment, the yithian general has a black security badge.

EXFILTRATION

The confusion caused by Gehir's re-awakening of the flying polyps is enough to keep the yithians from mounting an effective counterattack to retake the guard tower for now. But if the characters take a long rest in the tower before leaving (against Xuxuxlu's advice), 1d3 **past yithians** (SPCM 398) and a **siege-claw therizinosaurus** (page 89) will have entered the tower in the meantime.

Regardless, as soon as the PCs exit the tower, they encounter two hostile **flying polyp bodies** (SPCM 318):

As you exit the tower, you see the entire yithian city has descended into chaos. Fires rage among the monumental buildings, punctuated by ex-



plosions of purple and green light and crackling bolts of lightning. Yithian factions fight among themselves just as readily as they fight against the hideous masses of mouths, eyes, and tentacles that hover to-and-fro across the blazing sky. As you take stock of the situation, two of the malformed monstrosities break off from a swarm and descend rapidly toward you, flailing and shrieking as the wind whips against you with increasing force.

The flying polyps begin 180 feet from the PCs and will pursue them relentlessly. Only when the two flying polyps are defeated can the PCs make good on their escape with all their hard-earned loot.

LEVELING UP:

At the end of *For Want of a Lightning Gun*, all characters gain sufficient experience to reach the next level.





CHAPTER 2: THE SHOGGOTH CREEPS

ADVENTURE SYNOPSIS

Our heroes head back into the Karstlands, prompted either by the strategic need to stop the Elder Things from building an army of shoggoths or simply out of a desire to return to Ventissa. As they make their way through the chaotic terrain, dodging dinosaurs and Elder Thing patrols, they discover strange behavior among the region's native oozes. They follow the trail of slime to a great lightning storm swirling around an Elder Thing structure and quickly realize that this is the shoggoth factory whence come the Elder Things' terrible city-eating slimes. The adventurers must find a way to infiltrate and destroy the eldritch factory, or the mortal world will surely be crushed under an army of creeping shoggoths.

RETURN TO THE KARSTLANDS

There are many paths through the maze-like terrain of the Karstlands. The PCs may choose to travel the pathway they know (the one they rode through on Gehir's wagon long ago) or they may try to find

a new path through the rocks. The close-up map of the Karstlands (page 16) shows the most navigable routes through the confusing terrain. The GM is encouraged to employ random encounters as normal (page 97) as the party journeys through these lands.

TRAIL OF SLIME

When the characters encounter an ooze such as a black pudding or slime mold, they can immediately tell that it is acting unnaturally. The oozes move doggedly along the shortest path toward the shoggoth factory (which is located in the same hex as the porphyry tower), not pausing to eat or fight, nor even reacting to the party's attacks. Only shoggoths and proto-shoggoths are free to act normally, since they are not being attracted to the shoggoth factory. The factory is using pheromones and subsonic lures to draw in the slimes of the Karstlands, that they might be used as raw biological material for the construction of new shoggoths.

Characters who succeed on a DC 15 Intelligence (Arcana) check can deduce that the slimes are being lured to a specific location by some unnatural force.



Those who succeed on a DC 20 Intelligence (Arcana) or DC 15 Wisdom (Yog-Sothothery) check know that oozes can be used as raw biological material in the construction of unnatural protoplasmic weapons like shoggoths.

The slimes are not difficult to follow, should the PCs wish to. The slimes are usually slower than most adventurers, and they tend to take the path of least resistance, which may or may not be easily traversed. Depending on their location, the shortest path may involve scaling a sheer cliff of jagged rock—considerably easier for an ooze than a human—in which case the PCs may need to find another trail to follow. Since the slimes pass through these areas regularly, it requires only a successful DC 10 Wisdom (Survival) check to pick up and follow a slime trail.

THE ELDER THING CITY

You come to a point where the weathered rock—worn down by millennia into jagged walls and crumbling spires—transitions abruptly to polished stone and gleaming metal. Your eyes follow the bulbous towers skywards, where you see many-tentacled, star-headed Elder Things flying on black wings. Swirling above it all, anvil-grey clouds converge over a porous, five-lobed structure. Lightning flashes between the cloud and a copper needle rises from the building. As you watch, several slithering slimes slide through the city's canyonlike avenues and into portals in the structure's walls. Clearly, the building attracts both lightning storms and oozes to it by some unnatural force. Could this be the Elder Things' shoggoth factory you have heard rumor of?

Once the adventurers reach the restored area of the Elder Thing city, they must make three DC 14

group Dexterity (Stealth) checks in order to approach the shoggoth factory. As they cross the final open boulevard to the factory, they are intercepted by one **Elder Thing** (SPCM 307) for each group Dexterity (Stealth) check that they failed. If they succeeded on all three group checks, they can enter the shoggoth factory undetected.

Characters wishing to explore more of the city may do so at their own risk. For each 10 minutes of in-game time spent in the city, the GM should roll for a random encounter on the Elder Thing Territory column of the encounter table found on page 97. Elder Thing buildings tend to be tall and designed for creatures that can fly. Some look like spindly spires of glass and metal; some resemble the five-lobed bodies of Elder Things; while others are stranger shapes with no equivalent in mortal architecture. Rooms are sparsely furnished as Elder Things have no need to sit, but walls are often decorated with elaborate bas-reliefs.

THE SHOGGOTH FACTORY

The metallic structure looks somewhat like two gigantic starfish stacked atop each other, the arms of the lower one broad and bulbous, the arms of the upper one tapering to points. Dark portals appear regularly about the building, all of them placed well above street level. Lightning continuously strikes the massive copper needle rising from the peak of the structure.

The entire structure is built from black granite and is covered inside and out with plating of a smooth, brassy metal alloy. There are a total of ten entrances to the shoggoth factory: five open archways situated on the outermost edge of the bulbous lobes of the building (leading to Area A); the other five holes

near the tips of the pointed spurs of the building, facing upward and angled slightly outward (leading to Area D). All entrances are located 20 feet above street-level, but the sheer wall below the archways is impossible to climb without a climber's kit, a rope and grappling hook, the *spider climb* spell, or similar aid. The holes are more easily accessible, as the tips of the tapering starfish-like spurs arc down to street level, creating a sort of ramp that can be climbed without an ability check.

Characters who watch the factory for a few minutes see an immature slime mold or other ooze crawl up an arm of the building and drop into one of the holes.

LIGHTING

Elder Things can see perfectly well in complete darkness and generally have little use for lighting except as an aesthetic feature. The chambers and hallways of the shoggoth factory are unlit unless explicitly mentioned. When lighting is present, it comes from electro-chemical lights contained within tubes or plates of rock crystal.

DOORS

The doors in this facility are round, metal-plated stone and covered with radial bumps and divots. The doors are heavy but slide open easily with only a light touch. Locked doors feature a star-shaped keyhole in the center and can be unlocked with the factory key or a successful DC 20 Dexterity (thieves' tools) check. Locked doors cannot be forced open with a Strength check but can be attacked and destroyed normally. Each door is an object with AC 19, 40 hit points, damage threshold 10, and immunity to poison and psychic damage.

CHESTS

The Elder Thing equivalent of a chest is a round, five-lobed box made of semiflexible metal. When the top is pressed (or, if locked, when the star-shaped key is inserted), the five lobes of the chest fold open, revealing its contents. Each chest is an object with AC 15, 10 hit points, damage threshold 5, and immunity to poison and psychic damage. A locked chest can be opened with the appropriate key or a successful DC 20 Dexterity (thieves' tools) check.

STARSTONES

The Elder Things use flat, five-pointed stones as currency. There are five varieties of starstone, each with a different intrinsic value: olivine or porphyry – 1 sp (of value only to a collector); rock crystal – 30 gp; adamantite – 500 gp; corundum – 1000 gp. (See Book 1, Chapter 3 for more information on starstones.)

A. CRESCENT CHAMBERS

The chamber beyond the archway is crescent-shaped with a rounded ceiling. The flat wall forming the inside edge of the crescent is made of exposed black granite covered in bas-reliefs depicting Elder Things using dinosaurs and shoggoths to construct their massive city. An open arch between two carved Elder Things leads into a hallway beyond.

There are five crescent chambers in this building serving as entryways for the Elder Things who work here. Each chamber is identical, down to the bas-reliefs. The narrow corners of the crescent serve as resting places for sleeping or hibernating Elder Things.

Characters who succeed on a DC 15 Wisdom (Yog-Sothothery) check can tell that the Elder Things on the reliefs are holding twshas: protoplasmic devices that allow Elder Things tenuous control over the powerful shoggoths.

Creatures. If the party failed any of the Dexterity (Stealth) checks they made on the approach to the factory, a single **Elder Thing** (SPCM 307) stands guard in each crescent chamber. Otherwise, there is a 1-in-4 chance that an Elder Thing is hibernating in one of the corners of the crescent.

B. HALLWAY

Each of these hallways is identical in structure, leading between the crescent chambers and Area E, with doors leading to adjacent laboratories. Each hallway has a rounded ceiling, panels of exposed rock covered with intricate bas-reliefs, and ribs of a brass-colored metal forming support-arches. Despite the cold stone and metal it was constructed from, the hallway has an unplaceable organic feel to it.

BI. SHOGGOTH CREATION HALLWAY

The bas-reliefs in this hallway show dinosaurs, oozes, and other strange creatures following Elder Things into a structure much like the one you are standing in. Within the building, the creatures are dissolved in huge vats of liquid flesh. Elder Thing overseers blast the vats with lightning, and a mighty shoggoth emerges from the building.

B2. CITY CONSTRUCTION HALLWAY

In the bas-reliefs of this hallway, Elder Things brandishing globs of protoplasm direct shoggoths in the construction of mighty towers and huge star-shaped fortresses.

Characters who succeed on a DC 15 Wisdom (Yog-Sothothery) check can identify twshas and their importance (SPCM 130).

B3. MI-GO BATTLE HALLWAY

Carved into the walls of this hallway, Elder Things clash with other strange beings with slug-like bodies, jointed insectile limbs, crustacean claws, and heads that resemble many-tentacled brains. In the center of the bas-relief, a gigantic shoggoth rolls over a battalion of the strange creatures, whose technological weapons are useless before its might.

Characters who succeed on a DC 15 Wisdom (Yog-Sothothery) check can identify the Elder Things' opponents in this battle as mi-go, an alien race of highly intelligent fungi.

B4. AQUATIC BATTLE HALLWAY

The intricate carvings on the wall seem to depict an underwater scene. Great leviathans and kraken float overhead as Elder Things confront an army of hideous fish-men. The centerpiece of the battle scene shows a shoggoth devouring an equally large creature with bat-like wings and a bulbous, tentacled head.

Characters who succeed on a DC 13 Wisdom (Yog-Sothothery) check can identify the Elder Things opponents as deep ones, while those exceeding the DC by 5 can identify the shoggoth's opponent as a starspawn. Characters recognizing the starspawn must succeed on a DC 13 Wisdom saving throw or gain 1 level of dread lasting until they complete a rest.

B5. SHOGGOTH REBELLION HALLWAY

The bas-reliefs in this hallway show scenes of rebellion. A trio of shoggoths runs rampant through an Elder Thing city, devouring the citizens and toppling the buildings. Broken Elder Things lie in heaps, useless blobs of protoplasm discarded next to them.

Characters who succeed on a DC 15 Wisdom (Yog-Sothothery) check can identify the discarded *twshas* and their importance (*SPCM* 130); the shoggoths must have broken free of the Elder Things' control and rebelled.

C. LABORATORIES

Each of these kidney-shaped chambers is a specialized laboratory where Elder Thing flesh-sculptors can combine raw biomass from the reclamation vats (Area D) into new horrors. Three of the chambers feature locked doors leading to Area F.

PIPES

Each laboratory is connected to a biomass reclamation vat (Area D) with a metal pipe. The pipe is large

enough for a Medium creature to crawl through easily. Most of the pipes feed into vats, vitrines, or basins where the Elder Things can perform their experiments and create hideous new monsters. A successful DC 16 Intelligence (Investigation) check reveals a series of five small holes in the side of the pipe, just big enough for an Elder Thing's fine manipulating tentacles. Characters succeeding on a DC 16 Dexterity (thieves' tools) check can use these holes to activate the pipe, causing a vast quantity of semi-liquid flesh to be sucked up from the reclamation vat and pour out of the pipe. The flow will automatically shut off once the target container is full, but if there is no container the entire contents of the reclamation vat will disgorge into the laboratory, filling it to a depth of 1 foot and turning it into difficult terrain. Watching this process or coming in contact with the liquified flesh requires a PC to attempt a DC 10 Wisdom saving throw or gain 1 level of dread that lasts until they complete a rest. The liquid flesh, while disgusting in smell and texture, is otherwise harmless.

C1. YITHIAN INFILTRATION LABORATORY

In the center of this facility stands a glass cylinder much like a yithian mind swap chamber, lit from within and connected to the ceiling by a series of metal tubes. Within, a yithian stands motionless on its mollusoid foot. Its two claws hang by its side, one grasping a lightning gun. Several pumpkin-like five-lobed casks sit in one corner of the chamber and a door with a star-shaped keyhole dominates one wall opposite the yithian.

This laboratory is where the Elder Things are experimenting with using proto-shoggoths to infiltrate the yithian city. The door leading to Area F is locked. The glass cylinder has AC 13, 5 hp, and immunity to poison and psychic damage. The tubes in the top of the glass cylinder lead to the biomass reclamation vat (Area D).


Creatures. The yithian in the glass case is actually a **hulking proto-shoggoth** (page 87) wearing a dead yithian's skin. If any character touches the glass, the proto-shoggoth will burst out of its skin and attack.

Treasure. Both Elder Thing chests are locked; the key is in the possession of the Elder Thing in Area C3. One chest contains 25 cubes of gold-plated tungsten, each weighing 2 pounds and worth 100 gp. The other contains 10 olivine starstones, 5 porphyry starstones, 2 rock crystal starstones, and 2 corundum starstones.

C2. PROTO-SHOGGOTH LABORATORY

A lone Elder Thing stands over a stone vat containing seething black goo. The Elder Thing pours foul-looking liquids and sulfurous powders into the vat with practiced precision.





This laboratory is where cast-offs from the shoggoth creation process are turned into proto-shoggoths.

Creatures. The **Elder Thing** (SPCM 307), upon noticing the intruders, uses an action to throw several acids and powders into the vat, temporarily animating the black goo as a **proto-shoggoth** (SPCM 372). The proto-shoggoth attacks the PCs for 3 rounds before it becomes unstable and explodes in a shower of black goo that deals 9 (2d8) acid damage to all creatures within 5 feet (DC 14 Dexterity saving throw for half damage). Under cover of the temporary proto-shoggoth's attacks, the Elder Thing will attempt to flee to Area E.

Treasure. The Elder Thing possesses a factory key, which can open any of the locked doors in the facility. There are two vials of *formless spawn residue* (SPCM 120) among the Elder Thing's supplies.

C3. BIOTICS LABORATORY

Viscous black goo seeps from a partially vivisected dinosaur corpse. A lone Elder Thing hunches over the pile of flesh, its five tentacles each split into five smaller tentacles, with each of those split into five more. Each manipulating tendril seems to act on its own, racing over the corpse, making miniscule adjustments as the alien being sculpts the dead flesh to suit its incomprehensible needs. On the wall opposite it is a round door with a star-shaped keyhole in the center.

This laboratory has been largely emptied to make room for the Elder Thing flesh-sculptor to work. The pipes leading from Area D1 can be traversed, but activating them will not release any protoplasm as the biomass reclamation vat is empty. The door leading to Area F is locked; the factory key which unlocks it sits on top of a small, round table alongside the key to the chests in Area C1.

Creatures. The only creature in the room is an **Elder Thing sarcomancer** (page 72), a powerful spellcaster who specializes in creating and manipulating flesh and protoplasm. The sarcomancer will attack the PCs on sight, retreating to Area E if it comes close to defeat. At the earliest opportunity during combat, the sarcomancer will cast *remortification* (SPCM 111) on the **dilophosaurus** (page 70) corpse.

Treasure. A single chest sits open on the floor near the sarcomancer. It contains a *potion of superior healing*, a *potion of water breathing*, and two jars of *restorative ointment*, plus 3 rock crystal starstones.

C4. FORMLESS SPAWN LABORATORY

The interior walls of this otherwise empty chamber are covered with a thick netting of ropy black ooze that twitches and quivers with your every step.

This room has been turned into a temporary holding chamber for several formless spawn that the Elder Things are performing experiments on. All doors except the one the PCs entered through are concealed by the black webbing. The door leading to Area F is locked.

Creatures. The black webbing spread across the walls is actually 2 **formless spawn** (SPCM 321). Once the PCs are entirely within the room, the formless spawn congeal into discrete lumps of ooze and attack.

C5. HUMAN INFILTRATION LABORATORY

The center of this room is dominated by a glass cylinder lit from above by a bright white light. Within the glass prison stand two humans, naked and listless. Seeing you, one of them places a hand on the glass and opens their mouth as if trying to speak. It has been so long, but you swear you recognize that one from the streets of Ventissa.

In this laboratory, the Elder Things create proto-shoggoths to infiltrate humanoid societies. In the glass cylinder, proto-shoggoths are given fresh humanoid corpses to hollow out and inhabit. Chests scattered throughout the room contain assorted clothing and equipment to help them blend in. The glass cylinder has AC 13, 5 hp, and immunity to poison and psychic damage.

Creatures. The two humans in the cylinder are **proto-shoggoths** (SPCM 372) wearing human skin. For the one that the PCs recognize, the GM can choose a specific NPC from the party's time in Ventissa (excluding Master Mantel or High Priestess Nesmenhit), or they can leave the identification vague. It is obvious to the casual observer that there is something wrong with both imprisoned humans; characters succeeding on a DC 20 Intelligence (Investigation) or Wisdom (Insight) check realize that they aren't human at all. The proto-shoggoths will act as if they are prisoners, even speaking short phrases in Common. If they are freed from their glass prison, they will burst out of their skins at an opportune moment and attack. When they do so, all characters must succeed on a DC 15 Wisdom saving throw or gain 2 levels of dread.

Treasure. There are three chests in this room, all of them unlocked. The first contains two sets of common clothes, two sets of traveler's clothes, a set of fine clothes, and a jester's costume. The second contains a breastplate, a suit of *+1 studded leather armor*, a backpack full of rags, and a gold and emerald necklace worth 550 gp. The third chest contains three pouches holding 45 gp each, a silver holy symbol of a random god, 3 days of rations, a bag of marbles, a bullseye lantern, and a spellbook containing 2d4 randomly determined wizard spells.

D. BIOMASS RECLAMATION VAT

The holes in the top of the factory's spur-like projections open directly into these chambers. Each one is a 40-foot deep, 10-foot diameter cylindrical stone cavity with frictionless smooth walls impossible to climb without tools or magic, ungrippable even with the spider-climb ability of oozes. All but one (see D1) of these vats contains a slurry of potent chemicals, acids, and dissolved protoplasm filling the bottom 10 feet of the chamber. Creatures falling into the fluid-filled pit take 10 (3d6) bludgeoning damage after hitting the pool of liquified flesh and acid slurry, then begin to sink into it. Creatures immersed in the liquid must make a DC 18 Constitution saving throw at the beginning of each of their turns, taking 16 (3d10) acid damage, 16 (3d10) necrotic damage, and 16 (3d10) fire damage on a failure or half as much on a success. A PC who takes damage from the acidic flesh slurry must make a DC 14 Wisdom saving throw or gain 1 level of dread, while a PC who falls into the liquified flesh attempts the saving throw with disadvantage and gains 2 levels of dread on a failure.

At the bottom of each of the vats are two valves, each leading to a separate pipe. One pipe leads to the nearest laboratory (Area C), the other to the chamber of the elder shoggoth (Area E). A valve can be forced open with a successful DC 18 Strength check, resulting in most or all of the fluid plus any crea-

tures immersed in it being sucked through the pipes and deposited in the appropriate chamber. Once the liquified flesh is dispersed in this way, it loses its acidic qualities and causes no further damage.


D1. EMPTY VAT

This vat is empty of the corrosive liquid found in the other pits. The closed valves can be forced open as normal, and the pipes safely traversed without thousands of gallons of viscous acid rushing through them.

E. CHAMBER OF THE ELDER SHOGGOTH

This massive chamber runs through the center of the facility. Five round alcoves hold platforms overlooking a pentagonal pit. A mountain of writhing protoplasm rises from the pit, pseudopods and milky eyes forming and disappearing at random along its amorphous mass. One Elder Thing works the controls of some crystal-covered machine on one of the platforms, while another Elder Thing flies above the colossal shoggoth, brandishing a protoplasmic blob and humming eldritch incantations. The whole eerie scene is lit by flashes of blue lightning that burst from a gigantic crystal embedded in the ceiling. Each bolt of electricity strikes the shoggoth, seemingly keeping the creature in check.





In this chamber, the Elder Things are performing a ceremony to create an elder shoggoth and bind it to their will. The bolts of lightning from the crystal are shocking but deal no damage; they are a tool to keep the shoggoth docile while it is ritually bound to a *twsha*. Characters who succeed on a DC 22 Intelligence (Arcana) or DC 18 Wisdom (Yog-Sothothery) check can determine the purpose of the ritual and that both the *twsha* and the lightning crystal are essential to its success.

The chamber itself rises to a five-lobed dome 60 feet above the floor of the pit. The platforms, 20 feet above the floor of the pit, fill the lobes of the dome. Each platform features a door to one of the facility's hallways. Protruding slightly from each of the corners of the pentagonal pit, 10 feet above the floor, are the ends of the pipes that run from the biomass reclamation vats (Area D).

The lightning crystal situated in the oculus of the dome has AC 15, 50 hit points, damage threshold 5, resistance to slashing damage, and immunity to lightning, poison, and psychic damage. So long as the lightning crystal continues to shock the elder shoggoth, the creature is restrained and the Elder Thing has advantage on checks made to control it with a *twsha*. If the lightning crystal is destroyed, the oculus is open to the lightning vortex above, and every 1d4 rounds on initiative count 20 a bolt of lightning strikes any creature directly below the oculus, dealing 33 (6d10) lightning damage (or half that if the target creature succeeds on a DC 20 Constitution saving throw).

The crystal-covered machine is situated in the right-most platform alcove. It is a control panel incomprehensible to anyone but an Elder Thing. An Elder Thing operating it can use an action to cause one of the following outcomes: a flood of protoplasm from one of the pipes heals the elder shoggoth for 36 (8d8) hit points; the lightning crystal shuts off; the lightning crystal turns back on. A character unfamiliar with the control panel can use an action to make a DC 22 Intelligence (Arcana) check, causing one of those outcomes at random on a success. The control panel has AC 16, 40 hit points, and immunity to poison and psychic damage. If it is destroyed, the lightning crystal shuts off.

Creatures. The pulsating mass of amorphous flesh in the center of the room is an **elder shoggoth** (page 85). It is restrained by the lightning crystal and under the control of the **Elder Thing sarcomancer** (page 72), which is flying above it and holding a *twsha* (SPCM 130). The sarcomancer must maintain concentration on the *twsha* to keep the shoggoth under control. An **Elder Thing** (SPCM 307) operates the control panel and will fly to attack the characters. Any Elder Things from elsewhere in the facility who successfully fled here after escaping the PCs are ready to defend the factory.

Aftermath. If the elder shoggoth breaks free of the Elder Things' control, it will lash out at the PCs and the Elder Things alike. If at this point the lightning

crystal has been destroyed or the *twsha* has been separated from the Elder Things using it, the shoggoth will go on a rampage:

The monstrous shoggoth lets out a piercing psychic scream and begins to lash out in all directions, flailing pseudopods at the Elder Things and at you indiscriminately. It pulls metal cladding from the stone walls and punches craters in the structure of the factory, causing the whole building to shake and start to crumble.

At this point, the combat is still going on but it should be clear to the PCs that it is time to retreat. The Elder Things will flee the building as soon as they are able. Each round, choose one PC to make a DC 15 Dexterity saving throw to avoid falling rubble, taking 11 (2d10) bludgeoning damage on a failure. The elder shoggoth will attack the PCs as long as they remain in this chamber, but will not pursue them if they flee (any formless spawn it budded may pursue them, however). It will continue to destroy the factory from within.

F. LIGHTNING VORTEX

The hallway beyond each locked door is a steeply rising ramp: a 40-foot rise over a 15-foot run. Without a climber's kit or magical aid, it can be climbed with a successful DC 16 Strength (Athletics) check, with failure by 5 or more resulting in a fall. At the top of the ramp is another door, this one unlocked. Beyond is the lightning vortex. Read the following when the PCs open the door:

The hairs on your arms stand on end and the scent of ozone tickles your nostrils. Lightning whirls in a blinding vortex around this circular, copper-walled room. The copper spire rising from the top of the building protrudes down through the stone ceiling, coming to a point just above a gigantic glowing blue crystal. Lightning runs down the length of the spire, pulsing into the crystal and arcing off onto the walls before joining the whirling electric storm within the chamber.

Each creature in this room or standing within 5 feet of the doorway takes 33 (6d10) lightning damage at the start of each of their turns and must succeed on a DC 15 Constitution saving throw or be stunned until the beginning of their next turn.

The gigantic copper needle can be loosed from its moorings if it is targeted with a *reduce* spell or if the stone around it is widened with a *stone shape* spell or similar magic. If this occurs, the needle plunges downward, destroying the lightning crystal. Any creature directly below it in Area E must make a DC 20 Dexterity saving throw, taking 110 (20d10) piercing damage on a failure or half as much on a success.

See Area E for more information on the lightning crystal.



CHASE SEQUENCE RULES

GETTING STARTED

A chase requires at least one pursuer and their quarry. During the first round of the chase, all participants act in initiative order. The chase ends when the quarry is caught or escapes.

CHASING DOWN THE QUARRY

Keep track of the distance of the participants relative to each other. On each turn after the first, the participant who is in the lead (almost always the quarry) acts first, followed by the participant who is the next farthest ahead, then the next, and so on (ties go to the participant with the highest initiative).

Participants are free to use their action as they like, along with any applicable reactions or bonus actions, just as in combat. Some complications (see below) may call for the use of an action.

Each time a participant uses the Dash action, they must make a Constitution saving throw with a DC equal to the number of rounds the chase has gone on. On a failure, they suffer one level of exhaustion.

COMPLICATIONS

At the beginning of each round of the chase after the first, the creature acting first may face a complication. They either roll on an appropriate complications table (such as the one below), or the GM may determine what complication, if any, comes up. Complications can vary greatly in nature and may include an obstacle that must be overcome, an opportunity to hinder another participant, a choice of multiple paths, or nearly anything else. Unless specifically stated in the description, the complication is something that each participant in the chase must deal with that turn.

ENDING THE CHASE

If the quarry is grappled, incapacitated, or immobilized by some other means, the pursuers have won the chase. If the quarry escapes by outrunning, outsmarting, or successfully hiding from the pursuers, the quarry has won the chase.



ESCAPE FROM THE ELDER THING CITY

When the PCs free the elder shoggoth or otherwise inflict enough damage to destroy the factory, it's time to flee. When they do so, read or paraphrase the following:

As you emerge from the crumbling factory, you see the storm overhead has begun to rain down bolts of lightning at random on the Elder Thing city, blasting chunks of masonry off the towering spires. As you watch, a stray bolt strikes an Elder Thing in midair and sends it careening out of the sky into a nearby tarpit. Then, with an ear-splitting crack, the factory behind you explodes. A cloud of acrid yellow smoke billows out of the ruin, filling the canyons of karst all around and blotting out the sky. Out of the smoke and storm you see a group of Elder Things converging on you. It quickly becomes apparent that it is time to flee. But will you flee south toward Ventissa or north to settle unfinished business?

At this point the characters must choose whether to go south to warn Ventissa of the coming invasion or north to continue fighting Gehir's machinations there. If the characters have not yet played through Chapter 1, fleeing south will mean they lose the opportunity to raid the yithian guard tower.

EXIT PURSUED BY ELDER THINGS

Regardless of which direction the PCs decide to flee, this triggers a chase sequence (see sidebar for rules). The pursuers are an **Elder Thing sarcomancer** (page 72) and 2 **Elder Things** (SPCM 307). Because of the low-lying smoke, any Elder Things who fly during the chase suffer disadvantage on their Wisdom (Perception) checks to notice hiding quarry, so the Elder Things will tend to use their tentacle-legs during this chase.

The Elder Things start out 60 feet away from the party. Once an Elder Thing has lost sight of each quarry in the chase, it drops out of the chase. The chase lasts until each Elder Thing has dropped out or been killed.

CONCLUSION


If the characters escape or defeat their pursuers, they end up in the hex directly north or south of the Elder Thing city, depending on which direction they went (see hex map, page 3). If they escape the Elder Things, read the following:

As your pounding heart quiets, you realize you no longer hear the leathery flapping of the Elder Thing's wings or the dry shuffling of their leg-like tentacles. Looking around, you see no sign of

ELDER THING CHASE COMPLICATIONS

1d12 Complication Type

- 1 **Tar Pit** Your path takes you right into a bubbling tar pit. The first participant to act stumbles into it, taking 1d6 fire damage, and must succeed on a DC 12 Strength check or become restrained. They can repeat the Strength check as an action to end the restraint. A character that starts its turn in the tar pit takes 1d6 fire damage. Participants who cannot fly must expend 15 feet of their movement to go around the tar pit. Participants with a Strength score of at least 15 can bypass this obstacle with a running long jump. Any attack that deals 5 or more fire damage to a tar pit sets it on fire, increasing the fire damage it deals to 2d10.
- 2-3 **Debris** A blast of lightning sends chunks of rock raining down into the path. The debris counts as 10 ft. of difficult terrain unless the participant succeeds on a DC 10 Dexterity (Acrobatics) check. By taking an action to move some of the debris, a participant can expand or reduce the difficult terrain by 5 ft.
- 4 **Flame Jet** The course of the chase takes you through a jet of natural gas. The GM secretly rolls a 1d6 to determine which participant is near the jet when it ignites, starting with the lead participant at 1 and proceeding down in order. Characters with a passive Perception of 14 who pass through the gas jet quickly discern its nature, and (if they have the means to create fire) can prematurely ignite the jet to target one of the participants behind them. The participant near the jet when it ignites must make a DC 14 Dexterity saving throw, taking 16 (3d10) fire damage on a failure or half as much on a success.
- 5 **Boulder** A fallen boulder blocks the path. The boulder counts as 10 ft. of difficult terrain. Participants with a climb speed or who succeed on a DC 15 Strength (Athletics) check can navigate the obstacle without slowing.
- 6 **Slime Mold** An **immature slime mold** (*SPCM* 378) lurking in a crevice makes an opportunity attack against the lead participant in the chase, then rolls initiative and joins the chase, attacking the participants as often as possible.
- 7-8 **Lightning** The GM randomly determines which of the participants are struck by a bolt of lightning, preferring characters in metal armor (who are twice as likely as others to be struck). The struck participant takes 27 (5d10) lightning damage; they take half on a successful DC 15 Dexterity saving throw. A creature damaged by the lightning must succeed on a DC 15 Constitution saving throw or be stunned until the beginning of their next turn.
- 9 **Precarious Rock Stack** The chase moves past a precariously stacked column of loose rocks. Any participant can use an action to knock down the stack of rocks. The next participant in order must succeed on a DC 15 Dexterity saving throw or take 22 (4d10) bludgeoning damage. The resulting debris creates a 10-foot section of difficult terrain for all other participants.
- 10 **Dilophosaurus** A **dilophosaurus** (page 70) joins the chase on its initiative count, bursting out of a side-canyon to attack the nearest quarry.
- 11 **Split** The path ahead splits, and each participant must decide which path to take.
- 12 **Cave** A small cave in the canyon wall provides an opportunity to hide. Characters choosing to hide in the cave cannot move or take the Dash action, but they make their Dexterity (Stealth) checks with advantage.
- 13 **Gap in the Clouds** A gap in the clouds allows any participant with a fly speed to use that instead of their land speed this round without suffering disadvantage on their Wisdom (Perception) checks.
- 14 **Shriekers** The chase passes through a cluster of **shrieker** mushrooms which immediately begin shrieking. Any Dexterity (Stealth) checks the quarry make to hide during this round are made with disadvantage.
- 15 **Fungal Mat** A mat of slippery fungus covers part of the path ahead, creating 15 feet of difficult terrain. Participants with a Strength score of 15 can bypass this with a running long jump. Participants can run through the fungus at their normal speed, but they must succeed on a DC 15 Dexterity (Acrobatics) check or fall prone; regardless, if a creature runs through the fungus, all creatures who subsequently enter the area of fungus this round must succeed on a DC 15 Constitution saving throw or take 13 (3d8) poison damage from the cloud of spores.
- 16-20 **No Complication**



them. The storm above you breaks into a heavy rain, dissolving the yellow smoke from the factory explosion. In the distance, you hear the faint crashing of the elder shoggoth's mad rampage. The attention of the Elder Things is off you and more importantly—drawn away from Gehir's plans. Little by little you have chipped away at Gehir's allies. Now you have knocked the Elder Things out of the war.

If they were caught by the Elder Things and defeat them in battle, read the following:

You flick the Elder Things' alien blood off your weapons. Their strange bodies lie broken before you. The storm above you breaks into a heavy rain, dissolving the yellow smoke from the factory explosion. In the distance, you hear the faint crashing of the elder shoggoth's mad rampage. The attention of the Elder Things is off you and—more importantly—drawn away from Gehir's plans. Little by little you have chipped away at Gehir's allies. Now you have knocked the Elder Things out of the war.

If they were caught by the Elder Things and the Elder Things win the battle, read the following:

As you black out, you feel the many tentacles of the Elder Things wrapping around your limp bodies and pulling them into the air. Then all is blackness. This is the end... or so you think. A light rain spatters your faces, bringing you back to consciousness. You open your eyes to see the massive stone Serpent's Head rising above you, its fanged maw hanging open. You hear hissing.

LEVELING UP:

At the end of *The Shoggoth Creeps*, all characters gain sufficient experience to reach the next level.



CHAPTER 3: CUTTING OFF THE SERPENT'S HEAD

ADVENTURE SYNOPSIS

Depending on the heroes' actions in prior stages of the adventure, this chapter may play out in one of several ways:

1) The adventurers mount an assault on Gehir's fortress, Serpent's Head, only to find that the bulk of the serpentfolk forces have left. Delving deeper into the enemy holdfast, the heroes confront Gehir's rear-guard and uncover a portal leading right to the pass out of Yilan, where Gehir's general waits in ambush.

2) Striking south from the Karstlands, the adventurers retrace the path they took with Gehir so long ago. Along the way, they face the dangers of the wild and the serpentfolk ambushes that Gehir has placed in their path. To get through the pass to Ventissa, they must go toe-to-toe with Gehir's top general and her monstrous mount.


Regardless of which direction the characters choose, this chapter will test their battle readiness against the serpents and monsters of Gehir's army and leave them on a collision course with Yig himself.

BRINGING NPCs ALONG

At this point in the adventure, the PCs may wish to bring along any remaining NPC allies, who will readily agree to help out. The final fight against Gehir is what they have been preparing for, and the NPCs are all willing to give their lives to stop Yig. While they are all less powerful than the PCs, their presence can drastically change a fight. If battles are proving too easy, add 1 appropriate monster (CR 3-5) to an encounter for every 2 NPCs in the party. If you haven't already, now is a fine time to kill off NPCs with reckless abandon; consider having them die instantly rather than go unconscious when they drop to 0 hit points.

SERPENT'S HEAD

Serpent's Head, the magically restored prehistoric fortress of Gehir's serpentfolk, is a butte of reddish stone with a gigantic snake head carved into it. The area for miles around Serpent's Head has completely reverted



to primordial jungle thanks to near-constant sacrifices performed within. A large field has been cleared directly in front of Serpent's Head, acting until recently as a staging area for Gehir's army. The ground has been trampled by uncountable serpentfolk and dinosaur feet, and littered with tent pegs, the remains of cookfires, and the other detritus of an abandoned army camp.

IF DEFEATED BY ELDER THINGS

If the PCs were defeated by the Elder Things in Chapter 2, they would have been flown here and deposited, unconscious but stabilized, in the field in front of Serpent's Head. They would have dropped any items they were holding before they were knocked unconscious, but equipment secured on their persons is still with them. The characters awake as if they had completed a short rest and can spend hit dice to heal as normal. They then immediately face a group of 4 **serpentfolk trappers** (page 82) sent out to collect them.

APPROACHING THE MOUTH

The only way in or out of Serpent's Head is the mouth, the bottom lip of which rests on a conical talus-slope of rocky scree 50 feet above the surrounding landscape. A wide stone ramp (a new addition since last the PCs were here) leads directly from the front of the mouth to the field below. This ramp is obviously the easiest approach to the mouth.

Slope. The talus-slope rises at a 45-degree angle, forcing characters to walk up 70 feet of difficult terrain to reach the mouth. Characters attempting to climb the talus-slope stealthily can make it to the mouth unnoticed if they succeed on a DC 15 Dexterity (Stealth) check, though they must make this check at disadvantage since the loose, rocky scree is noisy and difficult to navigate.

Ramp. The stone ramp is 20 feet wide and 110 feet long. Characters proceeding up the ramp are clearly visible to the serpentfolk within and automatically fail Dexterity (Stealth) checks without the aid of magic or abilities that let them hide in plain sight. The serpentfolk within the mouth hold their attacks until the characters have walked 60 feet up the ramp; at that point, they activate the **rolling stone trap** (see below) and attack the PCs using ranged weapons (see Area A).

Rolling Stone Trap. Once any character visible to the serpentfolk has walked 60 feet up the ramp, the serpentfolk push a large stone cylinder down the ramp. The cylinder is 5 feet in diameter and 20 feet long. All creatures on the ramp must make a DC 10 Dexterity saving throw. Those who succeed may leap off the ramp and take 7 (2d6) bludgeoning damage from the fall; if they have a move speed of 50 ft. or more, they can instead choose to safely outrun the rolling stone. Those who fail take 33 (6d10) bludgeoning damage as the stone rolls over them. A PC who succeeds on the save by 5 or more can vault the rolling cylinder and land back on the ramp with no adverse effect.

STEAM TUNNELS

Steam tunnels snake their way throughout Serpent's Head, feeding heat to all its rooms. They are so short and narrow that Medium-sized creatures must squeeze to move through them. The serpentfolk never patrol the steam tunnels, so they are a relatively safe place to rest, but characters spending time in this environment must succeed on a DC 5 Constitution save at the end of every hour or suffer one level of exhaustion (creatures immune to fire damage automatically succeed on this save, creatures resistant to fire damage have advantage, and creatures wearing medium or heavy armor have disadvantage). The area in the steam tunnels is lightly obscured by steam unless otherwise noted.

A. THE MOUTH

The cavernous mouth yawns open before you, stalactites hanging like great fangs, its forked tongue raised high above you, and three stone doors visible in the back of the serpent's throat. The serpentfolk hiss and their dinosaurs roar as you enter.

This large room is shaped like the inside of a snake's mouth, complete with massive 20-foot fangs hanging from the upper jaw. The floor is relatively flat except for a raised ridge along the outer edge marking the lower jaw of the snake, and two deep grooves that house the fangs when the mouth is closed. The forked tongue is 2 feet high and 5 feet wide, and it is currently raised to a height of 10 feet above the cavern floor.

The platform formed by the raised tongue is 10 feet up and stained with blood, the residue of countless sacrifices performed here.

A trio of large stone doors at the back of the cavern leads into the fortress complex.

Creatures. The mouth is manned by two **serpentfolk dinosaur riders** (page 78), 2 **serpentfolk trappers** (page 83), a **Yig-touched dilophosaurus** (page 71), a **hatzegopteryx** (page 74), and a **serpentfolk priest of Yig** (page 82). The priest of Yig is positioned on the upraised tongue, while the other creatures are arrayed around the mouth. The trappers and dinosaur riders will likely have used their ranged weapons to attack the PCs on their approach. The serpentfolk and their mounts gain half-cover as they are making their attacks from behind the protection of the stone lip of the mouth. If he is reduced below half his hit points and escape is possible, the priest will retreat to the temple (Area A).

If the PCs have not played through Chapter 1, then Gehir's serpentfolk were able to steal some of the yithian technology they missed; in this case, replace the serpentfolk trappers in this encounter with **serpentfolk lightning warriors** (page 80).

Treasure. The priest of Yig is armed with a *+1 staff of charming* tipped with a gold and carnelian snake head. He also bears an ornate electrum holy symbol

of Yig worth 50 gp and a key to the treasury. Each of the trappers has a *potion of greater healing* and one of the dinosaur riders has a pouch containing 50 ep and a mithral necklace worth 1,250 gp.

B. TEMPLE OF YIG

Designed in the shape of a cobra's hood, this dimly lit chamber seems to be a profane chapel. A twisting aisle runs between low stone benches to an ornate carpet woven with serpentine patterns before an altar of red volcanic stone carved with twining shapes. A stone cobra head emerges from the floor behind the altar, a horrendous idol crawling out of its open mouth. The idol, carved from mottled orange stone, depicts a serpentine creature with two clawed reptilian arms. From its neck bristles a nest of coiling snakes and a thick tentacle bearing a single, staring eye: a perfect sphere of green serpentine.

This is the temple of Yig, an unholy place of worship where the serpentfolk pay obeisance to their monstrous master.

A set of stone double-doors opens onto the snake-tongue platform in the Serpent's Mouth (Area A). The only other exit is a 6-by-11-foot stone in the floor directly in front of the altar, beneath the rug, which can be lifted to reveal a passage into the tomb below (Area H). This stone can only be detected by mundane means if the rug is lifted or if the PCs were previously aware of its existence.

Blessings of Yig. The entire area of the temple is affected by Yig's *bolster serpents* ability (SPCM 269). This effect can only be removed if the idol of Yig is destroyed and the spell *hallow* is cast on the area, requiring the caster to make a DC 19 ability check.

Creatures. The **serpentfolk priest of Yig** (page 82) from Area A may have retreated here, in which case he is accompanied by 2 **giant poisonous snakes** and a **flying snake**.

Treasure. Two golden candlesticks on the altar are worth 75 gp each and weigh 1 pound each. The serpentine eye of the Yig idol weighs 5 pounds and is worth 75 gp. The ornate rug weighs 10 pounds and is worth 150 gp.

Yig Idol. The Yig idol is an object with AC 18, 75 hit points, damage threshold 5, resistance to cold and fire damage, and immunity to poison and psychic damage. Any creature who damages it, including removing its gem-eye, must succeed on a DC 19 Wisdom saving throw or be cursed with vulnerability to poison damage which lasts until removed with *remove curse* or similar magic. If the characters previously destroyed it, it has since been rebuilt.

C. STABLES

Several scaly dinosaurs prowl around this odd reptilian stable. Along the wall stands a wooden trough full of water and another full of chunks of raw meat and bundles of leaves. Riding tack, including exotic saddles and reins, hangs from pegs in the wall.







The main entrance to these stables is an eight-foot-wide pair of sturdy double doors, barred from the outside with a stout wooden plank. Breaking down the door from within requires a successful DC 20 Strength check, though sliding something strong and thin (like a sword blade) up between the doors can also dislodge the bar. A matching pair of double doors on the other side of the stables leads to the shantak lair (Area D) and is barred from the stable side. A smaller, person-sized door opens to a corridor that runs behind the Temple of Yig (Area B) toward Areas E-G.

Creatures. A **Yig-touched dilophosaurus** (page 71), 2 **chamosauruses** (page 68), and 2 **teleporting velociraptors** (page 90) reside in the stables. They are hostile toward any non-serpentfolk that enters the room.

D. SHANTAK LAIR

As soon as you open the door to the cavernous back room of the stables, one of the gigantic flyers favored by serpentfolk aerial scouts bursts out, thrashing around with its gangly limbs and huge beak.

This room, normally used to house Gehir's shantak mount, currently holds a single **hatzegopteryx** (page

74) which has not yet been tamed by the serpentfolk. The giant pterosaur's only goal is to escape its captivity, and it will attack anything that tries to stop it.

E. SAUNA

A thick cloud of steam billows out when you open the door. A vent in the floor fills this room with hot steam, and stone benches around the wall indicate that this is a sauna.

The steam vent can be pried off, giving access to a tunnel that runs down to the lower level of the fortress and lets out in the steam caverns below Area H. Creatures attempting to climb down the tunnel must succeed on a DC 17 Strength (Athletics) or Dexterity (Acrobatics) check or slip on the moisture-slick walls and fall 20 feet.

F. EMPTY STORAGE ROOM

Weapon racks and open chests fill this room, most of them picked bare. It looks as though this room held enough to equip an army, but if so, that army has already left.

The empty weapon racks and chests would have held enough weapons to equip hundreds of serpentfolk.



All that remains are: two quivers of 20 arrows each, one case of 20 crossbow bolts, a halberd, a shortbow, a greatsword, two shields, and a breastplate.

G. TREASURY

The door to this chamber is locked, and a small snake head is carved into the keystone above the doorway. The door can be unlocked with a key possessed by the priest of Yig in Area A, or with a successful DC 17 Dexterity (thieves' tools) check. The door can also be broken down with a successful DC 20 Strength check; see **trap**, below.

When the door opens, you are greeted by a forest of red stone snake totems just like the ones you destroyed. There are over a dozen, all freshly carved. One of them has a series of leather straps cinched to it to aid in transport.

This room, once the fortress treasury, now contains 16 new serpent totems ready to be installed all around Yilan.

Trap. Characters succeeding on a DC 15 Intelligence (Investigation) check note discoloration on the snake head as if a substance had sprayed out of it. If the Dexterity (thieves' tools) check to unlock the door fails by 5 or more, or if the door is broken down, a trap is triggered. The carved stone snake head above the door sprays a cloud of poison in a 15-foot cone. All creatures in the area of effect must make a DC 15 Constitution saving throw, taking 14 (4d6) poison damage on a failed save or half as much on a success. The trap is not triggered if the door is successfully unlocked with the key or thieves' tools. If the mouth of the snake is stoppered with a balled-up rag or similar object, the poison spray does not function.

H. HYDRA CHAMBER

Lazy coils of steam rise from the holes in the floor of this large, round chamber. There are seven such holes of varying size in the floor, and four doors along the walls, not including the ramp coming down from the level above.

This chamber is one of many that the serpentfolk have expanded with their excavations since last the PCs were here. The steam tunnels below have been enlarged to hold its new resident.

Creatures. The steam cave below this room is home to a Yig-touched hydra. It lurks below, ready to stick its many heads out of the many holes to attack intruders. This creature uses the statistics of the **hydra** with the following changes:

- ♦ It has immunity to poison damage and the poisoned condition.
- ♦ Its bite attacks are empowered with *strike-and-escape metamorphic venom* (SPCM 120). Each time it hits with a bite attack, roll 1d6 to determine

which stage of metamorphic venom the bite deals (the hydra does not produce the 7th stage of the venom).

I. BARRACKS

You find a vast room filled with spartan beds and footlockers. Heat rises from two steam vents in the floor.

This barracks for serpentfolk warriors was occupied recently, though now it has been stripped clean. The bunks are cold, the footlockers empty. The steam vents can be pried off, giving access to the tunnels which run to the steam cave under Area H.

J1. KITCHENS

Much the same as when you last saw it, this kitchen features a firepit with a large cast-iron cauldron, a brick oven, shelves full of herbs and spices, and countertops strewn with knives and cooking utensils.

A door at the rear of the room leads to the pantry, and an iron grate next to the brick oven (removable with a successful DC 15 Strength check) leads to the steam tunnels of Area G2.

J2. PANTRY

Large haunches of meat hang from hooks in the ceiling, and even more hooks stand empty. Dried blood coats the floor and the whole room stinks of aging meat. A stunted and malformed serpentfolk huddles behind a stout barrel, clutching a kitchen knife.

Aside from several large dinosaur haunches, this room also contains two barrels of wine, one of fresh water, and a sack of dried oats.

Creatures. There is a **debased serpentfolk** (page 69) scullion cowering in this room. Feeling cornered, he will shout warnings to go away in broken Common. If the PCs do not go away and if the scullion is not cowed with a successful DC 15 Charisma (Persuasion or Intimidation) check, he will rush out of the room, attacking anyone who gets in his way. If the check is successful, a second such successful check will convince him to divulge what he knows of Gehir and his plans: the scullion knows that Gehir has taken most of his army through a portal to Ventissa. The portal lies somewhere deeper within the fortress. He knows that Gehir plans to massacre the population of the city as part of a ritual to summon Yig. Beyond that, he knows little else of use.

K. TOMB OF THE SERPENT-PRIESTS

This large, dark vault is evidently some kind of

tomb. Five great sarcophagi sit in the chamber, one of them raised high on a dais. The sarcophagi are open, and the two nearest the door are full of glittering treasure. The walls are lined with the skulls of serpentfolk, some relatively recent, some browned with age, others fossilized.

This chamber is the tomb for high priests of Yig. There is no illumination in this room but what the PCs bring with them. Four of the five sarcophagi are arranged in two rows of two, with a pathway leading between them up to the 10-foot-high stepped dais on which rests the fifth and most recent sarcophagus. The roof of this chamber is 20 feet high, and each sarcophagus is 10 feet long, five feet wide, and five feet high. There is an 11-by-6-foot stone panel in the ceiling of the chamber directly above the raised sarcophagus. A creature standing on the sarcophagus can shift this panel from below, revealing an opening directly into the temple of Yig (Area B).

Creatures. The three sarcophagi furthest from the door contain serpentfolk **mummies**, each one wearing the fine robes of a priest of Yig. The mummies rise to attack any non-serpentfolk that enter the room, though they will not attack anyone brandishing a holy symbol of Yig.

Treasure. The two sarcophagi nearest the door are piled high with treasure. They contain, in total, 11,492 gp, 483 ep, 9,001 sp, 580 cp, a gold and sapphire brooch worth 1,500 gp, an emerald worth 3,000 gp, and a string of pink pearls worth 900 gp.

In addition, each of the mummies wears a silver holy symbol of Yig worth 20 gp. The mummies also possess the following treasure unless it was looted by the PCs in Book 2: a gold and amber amulet worth 100 gp, a tarnished silver ring set with a small trilobite fossil worth 30 gp, a solid gold ophidian death-mask with emerald eyes worth 1,200 gp, a *+1 battleaxe*, and a gold amulet set with a snake's head carved from serpentine worth 600 gp.

L. BURNING HEART

This entire room is filled with a palpable heat. Pools of exposed magma bubble and seethe on the red stone floor. An orange serpent with a humanoid torso and a dark red frill down its back stands next to a massive upright copper cylinder bristling with pipes and valves. Further back in the room, a serpentfolk of living bronze, glowing red with internal heat, leans over an anvil and hammers a length of white-hot steel held by another of the orange serpents.

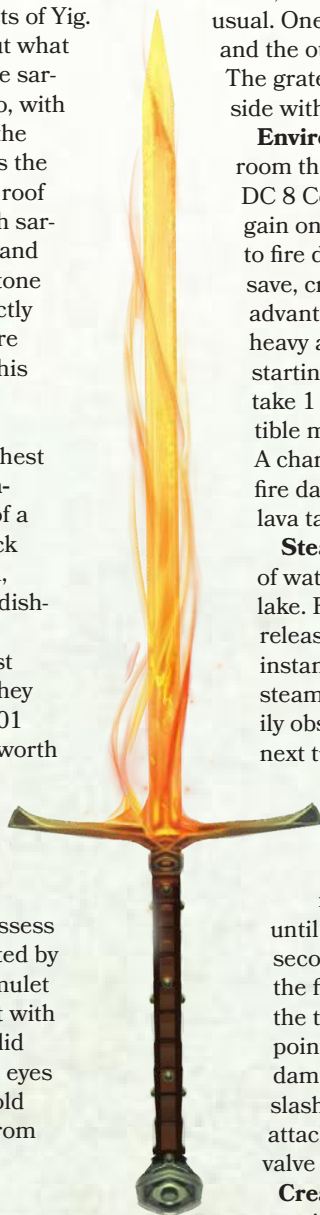
This blazing-hot room is the burning heart of this fortress, a magma-fueled steam furnace that keeps the entire facility hot enough for the cold-blooded serpentfolk, now with a forge appended to it. It is tended by a contingent of Yig-touched elemental creatures (see below). Small iron grates dot the walls of this cavern, but two of the grates are a little larger than usual. One leads to the steam cave under Area H, and the other leads to the tunnels under Area M. The grates can be pried off the wall from either side with a successful DC 15 Strength check.

Environmental Hazards. It is so hot in this room that each character must succeed on a DC 8 Constitution saving throw each round or gain one level of exhaustion (creatures immune to fire damage automatically succeed on this save, creatures resistant to fire damage have advantage, creatures wearing medium or heavy armor have disadvantage). Characters starting their turn within 5 feet of a lava pool take 1 point of fire damage, and any combustible materials are ignited by the intense heat. A character that touches lava takes 11 (2d10) fire damage, while a character immersed in lava takes 99 (18d10) fire damage.

Steam Machine. The large copper tank of water is fed by a pipeline from the nearby lake. Pulling a lever on its side as an action releases a measured quantity of water that instantly evaporates, filling the room with steam; this causes the entire room to be heavily obscured until the end of the lever-puller's next turn. A wheel on the tank can be turned as an action: clockwise to close the valve, counterclockwise to open it. While the valve is open, water continually gushes out, and the room is heavily obscured with steam until one round after the valve is closed. A second valve on the top of the tank shuts off the flow of water from the lake pipeline into the tank. The copper tank has AC 18, 75 hit points, and is immune to psychic and poison damage. If the tank takes more than 10 slashing or piercing damage from a single attack, water begins spilling out of it as if its valve were stuck open.

Creatures. Two **salamanders** oversee the operation of the burning heart. The creature at the forge is a serpentfolk-shaped **azer** wearing a suit of *adamantine chainmail* (giving it AC 18). All three creatures will fight to the death to defend the Burning Heart against the intruders but will not pursue them out of the chamber.

Treasure. Leaning on an iron rack next to the forge are three finely crafted longswords, one of which is a *flame tongue longsword*.



M. HATCHERY

The door to this chamber is locked, and a small snake head is carved into the keystone above the doorway. The door can be unlocked with a key possessed by the medusa within the room, or with a successful DC 17 Dexterity (thieves' tools) check. The door can also be broken down with a successful DC 20 Strength check.

The floor of this hot room is covered with sand. Steam rises from five vents in the floor, around which are mounded circular nests filled with round, leathery eggs.

This room is the hatchery and incubation chamber for the serpentfolk and their dinosaurs. There are 24 serpentfolk eggs, 2 triceratops eggs, 4 Yig-touched dilophosaurus eggs, 1 camarasaurus egg, and 1 tyrannosaurus rex egg in the hatchery, none of which are close to hatching.

Trap. If the Dexterity (thieves' tools) check to unlock the door fails by 5 or more, or if the door is broken down, a trap is triggered. The leering mouth of the carved stone snake head above the door unleashes a *cloudkill* spell cast as a 7th level spell with spell save DC 17. Instead of flowing to the lowest point, the cloud remains centered on the doorway for the duration of the spell, unless dispersed by a strong wind.

Creatures. Guarding the hatchery are a **medusa** and two **serpentfolk warriors** (page 84). The medusa is wearing a suit of *+2 studded leather armor*, giving her AC 16, and she is immune to poison damage and the poisoned condition. The defenders of this hatchery will fight to the death to protect the eggs.

N. COUNCIL CHAMBER

You recognize this dimly lit room from your dream. This is where Dandelion showed you Gehir's council meeting. A stone table stands in the center, cracked where Gehir struck it with his fist. A parchment map is unrolled on the table: a map of Ventissa, with stone figurines of serpentfolk and dinosaurs set on it. Towering above the other figurines is a carved effigy of Yig standing astride the city like a colossus.

Characters examining the placement of the figures see that there are serpentfolk figurines placed on all the major landmarks (the Hall of Curiosities, the Laughing Lotus, the Temple of Bastet, the Citadel) and the figurine of Yig stands over the arena. The Yig figurine is carved from serpentine and worth 650 gp, but the others are carved from soapstone and valuable only as novelties.

O. ALCHEMY LAB

Shelves stuffed with herbs, bottles of dried and preserved curiosities, and tattered scrolls line the walls of this chamber. Several cauldrons hang over a central hearth, two serpentfolk in elegant robes standing watch over them, muttering sibilant incantations.

This workroom is where serpentfolk alchemists ply their ancient craft, brewing potions, elixirs, and other alchemical concoctions.

Creatures. A **serpentfolk alchemist** (SPCM 365) and his **serpentfolk** (SPCM 365) apprentice work in this room and will attack any intruders.

Treasure. The shelves on the walls hold a set of alchemist's supplies, an herbalism kit, a poisoners' kit, 7 vials of acid, 4 flasks of alchemists' fire, 2 vials of basic poison, 4 vials of antitoxin, 2 *oils of slipperiness*, 1 *potion of diminution*, 1 *potion of growth*, 6 *potions of healing*, 3 *potions of greater healing*, 2 *potions of superior healing*, a *potion of poison* labeled as a potion of superior healing, 2 containers of *restorative ointment*, and 2 *oils of stone to flesh* (page 95). A scroll tucked into the shelves is a *spell scroll of Mao ceremony* (SPCM 107).


Characters succeeding on a DC 15 Intelligence (Investigation) check locate a small chest hidden behind a bundle of dried herbs. The chest contains 1 *potion of cloud giant strength*, 2 vials of *ignition metamorphic venom* (SPCM 120), 2 vials of *strike and escape metamorphic venom* (SPCM 120), and a vial of *clithni* (SPCM 125).

P. DUNGEON

A wall of iron bars runs down the center of this dungeon, separating the torture chamber from the holding cell. Pillories and stretching racks stand on this side of the bars, reeking of sweat, blood, and fear. On the other side, dozens of manacles hang from iron rings in the walls, positioned so the prisoners would have a clear view of the proceedings in the torture chamber. But what prisoners once were held here are now gone, dispatched with ruthless efficiency by Gehir and his minions. Only one remains: a mummified cat lying still in a birdcage hanging within the cell.

This prison has been empty since Gehir took the last of the prisoners to the yithian city to be sacrificed. The key to the cell door and manacles hangs from a peg near the entrance, alongside a whip.

Allies. **Dandelion** (page 60) is held captive in a birdcage hanging from the ceiling. She is missing the tip of her tail and has a notch in one ear but is otherwise in good condition for a dead cat. She perks up when the characters approach and purrs



her dry, rattling purr, but cannot speak. She currently has an Intelligence score of 2, having chosen to exit the Dreamlands without her full intellect when she undertook to scout the interior of Gehir's fortress, so as not to reveal any secrets if she were captured. She cannot regain her full Intelligence until she passes once more through the Dreamlands. If released from her cage, Dandelion will rub up against her liberator in thanks, then dash away through the tunnels of the compound at the first opportunity, disappearing around a corner and through a Gate of Slumber to reappear sometime in the next chapter.

Q. PORTAL CHAMBER

A circular gateway dominates this otherwise bare room. It is carved from the same red volcanic stone as the snake totems, with a snake carved in relief along the entire circumference, eating its own tail at the top of the circle. Two niches in the gateway hold human skulls, viscous blood oozing from their eye sockets. A rippling curtain of some dark purple substance fills the area of the gateway, gleaming with an inner light. To either side of it stand two serpentfolk brandishing yithian lightning guns and wearing force field projectors.

Passing through the portal is as easy as walking through a doorway. Any creature or object moving through the portal is teleported unerringly to the mountain pass out of Yilan, with no obvious means of returning. If the PCs move through the portal, proceed to the **General Tassala** section below.

The portal is sustained as long as there is blood in the skulls. When the PCs arrive in this room, there is enough blood to power the portal for 10 more minutes. If the PCs wait before going through, read the following:

The flow of blood from one of the skull's eye sockets sputters and stops. As it does, the rippling curtain of energy parts abruptly, like a pool when a large stone is thrown into it, almost splashing out of existence before regaining its surface tension. It seems that whatever is powering the portal does not have much time left.

If the skulls run out of blood, the portal disappears. It can be restarted by adding more blood to the skulls, which have been cut open at the top to allow blood to enter the skull cavity. For each hit point lost by bleeding into the skull, the portal is powered for another 10 minutes. When both skulls are completely full, the portal lasts for 24 hours.

Creatures. The two **serpentfolk lightning warriors** (page 80) guarding the portal will fight to keep the PCs from passing through the portal but will retreat through the portal if very badly injured.

SIMPLIFIED TRAVEL

For GMs who prefer not to track the party's progress by mileage, they can simplify this section as follows: at the start of the first day, they cross the Yilani river and end the day with the **Old Goblin Village** encounter; the second day ends with the **Fossil Digsite** encounter; the third day ends with the **Fording the River** encounter; around noon on the fourth day, they reach the pass.

SOUTH FROM THE KARSTLANDS

If the PCs journey south through the Karstlands, attempting to reach Ventissa by the overland route, they will likely follow roughly the same path that they took through that land the first time. Since they won't be guiding a slow-moving wagon, the characters will make quicker progress. Once out of the Karstlands, the PCs will need to cross the Yilani River and then proceed 100 miles to the pass. The terrain is variable but familiar, so the GM need not adjust the party's travel pace by terrain as they do on the hexmap of Yilan. If the PCs travel at a fast pace, covering 30 miles per day, they should reach the pass sometime in the middle of their fourth day past the river, although they may be able to get there faster with a forced march.

Along the way, the adventurers will face random encounters as normal (page 97). While Gehir and most of his army will travel to Ventissa through the portal in Serpent's Head, he sent a large part of his army south overland with most of the dinosaurs that wouldn't fit through the portal. General Tassala, who is leading this overland expedition, has left elements behind to prevent the adventurers from following them.

At various points along their journey, the PCs will run into sites of interest and special encounters. Each special encounter below is listed along with its mileage along the fastest route.

MILE 0 – THE YILANI RIVER

The mighty Yilani River stretches before you, a half-mile-wide swath of swift-moving muddy water.

The characters must find some way to cross the river, whether by swimming, building a raft, or magically bypassing it.

Swimming. Swimming across the river takes 20 minutes. Swimming creatures must make a DC 10 Strength (Athletics) check every 5 minutes to stay afloat. On a failure, they slip under the waves and begin to sink, requiring a successful DC 15 Strength (Athletics) check to resurface. Characters attempting to swim in armor or while encumbered have disadvantage on these checks.

Creatures. When the characters are halfway across the river—whether by swimming, floating, or other means—a Yig-touched hydra bursts out of the river. This creature uses the statistics of the **hydra** with the following changes:

- ◊ It has immunity to poison damage and the poisoned condition.
- ◊ Its bite attacks are infused with *strike-and-escape metamorphic venom* (SPCM 120). Each time it hits with a bite attack, roll 1d6 to determine which stage of metamorphic venom the bite deals (the hydra does not produce the 7th stage of the venom).

While the characters confront the hydra, a **serpentfolk dinosaur rider** (page 78) on a **hatzegopteryx** (page 74) swoops down from the sky at the beginning of the second round to join in the fight.

If the characters did not complete Act 4.1, the flier is accompanied by a **pterosentry** (page 77). If either the hatzegopteryx or its rider is badly injured, they will fly south to the **Old Goblin Village** (see below).

MILE 20 – THE OLD GOBLIN VILLAGE

The abandoned goblin village which the characters passed through in Book 1 has been completely transformed. The worn menhir of red stone in the center of the village, once a much-eroded snake totem, has since been restored by Gehir, so the village and the area around it are dotted with strange prehistoric trees and creeping cretaceous vines. The serpentfolk have repaired the palisade walls and repurposed the old village as a base for dinosaur riders.

The palisade is 8 feet high, forming a circle 100 feet in diameter. A 10-foot gap in the wall serves as an entrance. Within, all the goblin huts have been demolished except the largest one: a thatched-roof hut 20 feet in diameter that serves as a barracks for the dinosaur riders.

Creatures. The camp is occupied by 2 **serpentfolk dinosaur riders** (page 78) on **hatzegopteryxes** (page 74), and a **triceratops** bearing 1 more **serpentfolk**

dinosaur rider (page 78) and a **serpentfolk priest of Yig** (page 82) in a howdah on its back. The howdah is a wooden platform 8 feet long and 4 feet wide with a 3-foot wall around it that provides half cover to those within.

If the characters did not complete Act 4.1, the camp instead hosts 1 **serpentfolk dinosaur rider** (page 78) on a **hatzegopteryx** (page 74), 2 **pterosentries** (page 77), an **electro-tank ankylosaurus** (page 73), and a **serpentfolk priest of Yig** (page 82) mounted on a **hunter-killer allosaurus** (page 67).




Treasure. The priest is wielding a *staff of striking* and wearing an *adamantine breastplate*, making his AC 16. Within the hut are four chests, one of which is locked. The three unlocked chests contain 1d6 x 20 gp and one *potion of healing* each. The locked chest can be unlocked with a key possessed by the priest of Yig, or with a successful DC 17 Dexterity (thieves' tools) check. It contains a sack of 500 pp, an emerald worth 3,000 gp, a *potion of superior healing*, and a vial of *strike and escape metamorphic venom* (SPCM 120).

Development. If the PCs do not eliminate the serpentfolk in this encampment, a dinosaur rider on a hatzegopteryx will watch them for the rest of their journey from several thousand feet above them. This scout will allow other serpentfolk to find the characters more easily, doubling the chance of a random encounter whenever a check for one is made.

MILE 60 – FOSSIL DIGSITE

At the location of the abandoned campsite, where once the members of the doomed Cerastes expedition camped beneath a fossil-bearing cliff, there is now a quarry where debased serpentfolk labor to unearth valuable fossils for Gehir to restore to life.



When you come to the edge of the stand of scrub pines, you behold a strange sight. A team of debased serpentfolk hack away at the side of a hill, prying fossilized bones out of the rough stone matrix. A towering, shaggy, pot-bellied dinosaur works alongside them, scraping away layers of rock with its massive claws. Watching over them all stands a grizzled serpentfolk warrior, whip in hand. Nearby, another serpentfolk mixes caustic chemicals in a makeshift laboratory under a canvas tent.

Creatures. The overseer is a **serpentfolk warrior** (page 84) wielding a whip and a *mace of terror*, accompanied by a **serpentfolk alchemist** (SPCM 365) in the tent. Together, they direct a team of 8 **debased serpentfolk** (page 69) and a **siege-claw therizinosaur** (page 89) in the excavations. If they see the PCs, they will attack, ordering their workers to join the fight as well.

Treasure. Aside from his magic items, the serpentfolk warrior also wears a gold chain with a ruby pendant worth 2,000 gp. Within the alchemists' tent is a set of alchemist's supplies, an herbalism kit, a poisoners' kit, 8 vials of acid, 2 flasks of alchemists' fire, 1 *potion of diminution*, 1 *potion of growth*, 3 *potions of healing*, 2 *potions of greater healing*, 1 *potion of superior healing*, a *potion of poison* labeled as a *potion of superior healing*, and 2 containers of *restorative ointment*.

MILE 85 – FORDING THE RIVER

A river crosses the land in front of you, tumbling down from the nearby mountains. Its waters run cool and clear, bubbling over rocks and sloshing against the stony banks. You remember fording this river with Gehir's wagon long ago. It is shallow—only a stream compared to the Yilani River—but you must cross it all the same.

The river itself is 100 feet wide and no deeper than 3 feet. Treat the river as difficult terrain. Medium creatures can wade or swim across it easily, but smaller creatures must swim or be carried.

Creatures. Lurking in the brush on the opposite bank are three **serpentfolk infiltrators** (page 79), one of which wears +2 *studded leather armor* which makes its AC 19. The brush provides half cover for the serpentfolk; only a successful DC 20 Wisdom (Perception) check can spot them in their positions. They will attack, preferably with surprise, as soon as the characters set foot in the river.

MILE 100 – THE PASS

After traveling 100 miles, the characters reach the pass through the mountains toward Ventissa. The mountains are enveloped in low-lying clouds. When the characters reach the bridge that they constructed

across the washout, they see a dark shape emerge from the mists. Proceed to the **General Tassala** section below.

GENERAL TASSALA

Whether the characters emerged through a portal or trekked across the wilderness of Yilan to the mountain pass, General Tassala is ready for them. On the back of her tyrannosaurus rex, she lies in wait for the adventurers, serving as Gehir's final rearguard. Cruel and cunning, she is ready to lay her life down to protect Gehir's plan.

BATTLE AT THE WASHOUT


You find yourself at the washout that blocked the path down from the pass into Yilan. The air is cold and damp. The bridge that you and your companions constructed long ago extends out in front of you, though you can barely see the end of it through the low-lying clouds wrapped around the mountains. Then a breeze wafts up from the valley below, taking some of the mist with it. A black shape coalesces before you, becoming clearer as the fog lifts: a huge reptilian monster with a gaping maw of dagger-like teeth, beady green eyes, powerful legs, and stunted little arms. The beast is clad in plates of steel armor. On its back rides a one-eyed serpentfolk in full plate armor which gleams with a rainbow sheen. You have seen her before, in a dream, when she threw a spear at Dandelion. She calls out to you. "You shall go no further, interlopers. Too long have you been a thorn in the side of my master. That ends today!"

The battlefield is a 20-foot-wide stretch of road. To the PCs' left, a massive escarpment rises into the mountains. To their right, a sudden drop-off slopes down to a rugged valley far below. Creatures who end up on the slope must succeed on a DC 15 Dexterity (Acrobatics) check or lose their footing and begin tumbling down the slope, taking 1d6 bludgeoning damage for every 10 feet they tumble. They fall 60 feet on their turn, at which point they can attempt to arrest their fall with a successful DC 15 Strength or Dexterity saving throw, after which they can climb up the slope as difficult terrain. The slope levels out 240 feet below; if a creature falls that far, they stop falling and can climb normally.

The PCs stand at one end of a sturdy 15-foot-long, 10-foot-wide bridge of their own making which spans a washout 15 feet across and 20 feet deep at the deepest. The entire washout is difficult terrain. The bridge is sturdy enough to support the weight of the tyrannosaurus.

Creatures. **General Tassala** (page 64) is mounted on a **tyrannosaurus rex** which is wearing specially crafted half-plate that makes its AC 15. If either or





both of the **serpentfolk lightning warriors** (page 80) from the portal chamber retreated through the portal, they will be here as well (potentially still wounded from the fight). If the characters did not complete Chapter 1, General Tassala is also armed with a *singularity projector* (page 95).

Treasure. General Tassala is wearing a suit of *panchromatic armor* (SPCM 127) and her greataxe is a *metamorphic weapon* (SPCM 126). Her armor is alchemically treated to conform to the body of whoever dons it. She also carries a *potion of superior healing*, a pouch containing 80 pp, and a holy symbol of Yig carved from solid emerald and worth 4,000 gp.

VICTORY

With Gehir's general defeated, one more obstacle between you and Gehir has been cleared. You climb farther into the pass until you can see the lands to the south laid out before you. Smoke rises from distant farms and spice plantations, attesting to the passage of the serpentfolk army. The walls of Ventissa are just visible through the haze. Formidable though they may be, you know that Gehir's machinations have so weakened the city that he will likely be able to stride through the gate unopposed. In less than 24 hours, Gehir will either be dead by your hand or the whole world will be crushed under the unspeakable slithering bulk of Yig.

LEVELING UP:

At the end of *Cutting off the Serpent's Head*, all characters gain sufficient experience to reach the next level.



CHAPTER 4: YIG SNAKE GRANDDADDY

ADVENTURE SYNOPSIS

The final confrontation is here! Our heroes make their way to Ventissa, the city where their adventure began, and find it occupied by Gehir's army of serpentfolk. They must find where Gehir is performing his ceremony and stop him. Along the way, they have opportunities to help others and gain advantages in the coming fight. Here, the PCs' past choices may come back to help or hinder them.

The adventure comes to a close when the characters find Gehir in the middle of his summoning, about to sacrifice the population of the city. Can they stop him before he summons Yig? If not, can they defeat Yig before the entire city is massacred and the continent plunged into prehistoric darkness? The fate of the world is at stake.

APPROACHING VENTISSA

Once the characters have come down from the mountain pass, they are still 24 miles away from Ventissa. The journey by foot will take 6 hours at a fast pace, 8


TELEPORTATION

This adventure assumes that the PCs come to Ventissa via Gehir's portal or by trekking south through Yilan, but it is also possible that the party got there with the *teleport* spell or similar magic. If that is the case, proceed to the section **A City Under Attack**. No matter when or by what means the PCs arrive in Ventissa, Gehir will be on the verge of completing his ritual to summon Yig.

at a medium pace, and 12 at a slow pace. The agricultural land surrounding the city has been ravaged and burnt, and the road to Ventissa is filled with dinosaur tracks.

IF THEY NEED TO REST

The PCs will likely need to take a long rest before heading to the city, but they may also feel the situation is too time sensitive for such a delay. However, Gehir must perform several time-consuming rituals as part of his plan: one to restore the nohestan fossil



to life and a second to summon Yig. Characters proficient with the Arcana or Yog-Sothothery skills know that such rituals often take well over eight hours, so it should be safe to rest. If you want to make it a difficult moral choice, however, suggest that numerous folk in the city will be captured and sacrificed in the interim.

DANDELION'S RETURN

As you make your way through the rocky terrain, you hear Dandelion's rattling purr. She is perched on a crag overlooking your path. "I've just come from Ventissa," she says. "Gehir's snakes have taken over the whole city. They're rounding up the citizens, the better to sacrifice them all once Yig is summoned: a large enough sacrifice to turn this whole continent into prehistoric jungle. But Gehir is in the middle of his ritual, and we should have just enough time to get there and stop him." She hops down from the crag, landing gracefully on her desiccated feet.

RESCUING NESMENHIT

If the PCs have been a good friend to Dandelion and the cult of Bastet (per the GM's discretion), Dandelion will also ask them for help to save High Priestess Nesmenhit:

"One more thing: my mistress, the High Priestess, is still in hiding beneath the temple of Bastet. Unable to locate her in this world, Yig's minions have apparently cornered her in the Dreamlands, where they keep her from waking. We need to find her corporeal body and wake her up if we are to have her help in this fight."

IF A REST IS NEEDED

"Gehir is at the height of his power, and you will need to be in good condition if you are to face him. Trust me: it will take him hours to work his rituals. If you rest now, you will have time to reach the city before he completes the summoning. You can't stop him if you're dead."

ANCHORITE'S APOTHEOSIS

As the party draws closer to the city, passing through fields of burnt crops, they stumble into an ambush by one of Gehir's apprentice anchorites—either Alpha or Beta—who has since metamorphosed into a full eremite. If the PCs have previously slain both Alpha and Beta, they instead face Gehir's new apprentice, Gamma.

Trekking across the scorched landscape, past drifts of ash and rows of charred shrubs, you come across a hyena corpse being picked clean by a flock of pterodactyls. The winged scavengers scatter to the wind at your approach. An instant later, a dark shape descends from the sky, crushing the carrion under its clawed foot. Its scarred flesh and chitinous armor resemble one of Gehir's apprentices, but the symbiote fused to the hapless thrall has grown to immense size.

Creatures. The **eremite** (SPCM 309) will fight to the death. If the PCs did not raid the Yithian guard tower in Chapter 1, the eremite is accompanied by a **serpentfolk lightning warrior** (page 80) mounted on a **hatzegopteryx** (page 74).

GETTING INTO VENTISSA

Smoke rises from the city before you. Firelight casts tippling orange patterns on the river. Dark shapes patrol the walls, and the gates are shut.

The characters must find a way into the city. The most obvious methods of ingress are detailed below. As always, the selection of spells available to the party can greatly change how this scene plays out.

THE WALLS

The walls are 20 feet high, with 30-foot towers spaced every 100 feet. The tops of the walls and towers sport crenellations which grant creatures atop the wall three-quarters cover.

Creatures. Each 100-foot section of wall boasts 2 **serpentfolk dinosaur riders** (page 78) as guards and each tower hosts a **serpentfolk warrior** (page 84). If the characters did not destroy the shoggoth factory in Chapter 2, each tower is instead protected by an **Elder Thing** (SPCM 307).

THE GATES

The gates to the city are shut and barred from within. Breaking down the gates requires a successful DC 28 Strength check. The gates are objects with AC 15, 40 hp, damage threshold 10, resistance to piercing damage, and immunity to cold, poison, and psychic damage. Each gate is flanked by two 30-foot crenellated towers.

Creatures. Standing guard just inside each gate is a **serpentfolk infiltrator** (page 79) and an **electro-tank ankylosaurus** (page 73). The towers are guarded as specified above in **The Walls**.

THE RIVER

The Semma flows right past the city, allowing characters to bypass the walls entirely and enter the city from the water. The river is not fast-flowing, so no ability check is required to swim through it. Swimmers can come ashore in the River Market or at the Laughing Lotus.

VENTISSA

0 50 100 150 200

FEET



The Alabaster
Quarter

Warehouse
District

B

H

A

G

F

The River
Market

I

The Slums

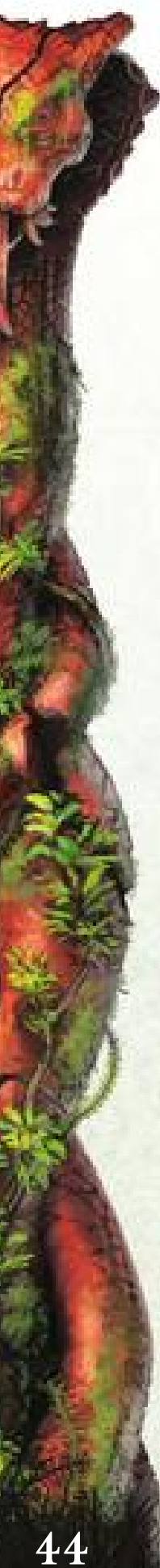
M

D

River Semma

LEGEND

- A - Arena
- B - Temple of Bastet
- C - Citadel
- D - The Laughing Lotus
- E - The Bronze Star
- F - The Eighth Life
- G - Fighting Pits
- H - Hall of Curiosities
- I - Boh's Blades & Bashers
- J - Grumnir's Armory
- K - Second Sister's Outfitter
- L - North Gate
- M - South Gate



A CITY UNDER ATTACK

Ventissa is occupied by Gehir's army of serpentfolk. The takeover was quick, thanks to the groundwork of yithian mind-swapping and serpentfolk infiltration, leaving many buildings ransacked or burned. Now, Gehir's soldiers are busy rounding up the last of the population to march to the arena.

The characters will need to figure out where Gehir is if they're to have any hope of stopping his ritual. The serpentfolk are all completely loyal to Gehir and will not give up any information about his plans or whereabouts unless magically forced to. The major landmarks of the city are listed below, each with an encounter which the PCs might face if they visit during their hunt. Each location visited will eat into the time the PCs have before Gehir completes his ritual, but they also might yield advantages for the PCs in the coming fight.

RANDOM ENCOUNTERS

As the PCs navigate the half-ruined city, they may face random encounters. When the GM deems it appropriate, roll or select an encounter on the following table. Each of these encounters is memorable and distinct enough that you should not repeat the same encounter more than once.

THE TEMPLE OF BASTET

The temple of Bastet lies in ruins. One of the monumental columns has fallen, crushing the small chapel where you first met Nesmenhit. The statues of Bastet have been toppled and smashed, and the great feline sphinxes flanking the stairs have been beheaded. A grotesque statue of Yig stands on a pedestal in the center of the ruined temple. A serpentfolk priest in ornate robes burns incense before the statue, arms raised in obeisance. At the rear of the temple, a stocky, long-clawed dinosaur works to clear the area of rubble.

Creatures. The **serpentfolk priest of Yig** (page 82) will attack the PCs on sight, siccing his **siege-claw therizinosaurus** (page 89) on them with a hissing command.

Catacombs. If the characters shift a section of fallen column lying atop the ruined chapel (requiring a successful DC 18 Strength check), they expose a trap door which leads down to the *per nefer*. This is a 20-by-25-foot underground chamber where dead cats are mummified before interment. There is a locked (DC 18) wooden door in the *per nefer* which leads into the catacombs:

The air in the narrow tunnel is dry and musty. The walls are honeycombed with small alcoves, each occupied by a linen-wrapped cat mummy. The

d8	Encounter
1	A pair of villagers (NG commoners) beckons you into a ruined home. If you follow, they take you into a root cellar where a wounded old soldier (NG veteran) is lying. The soldier has an obvious snakebite, veins dark with poison. If you cure the soldier, they offer you an old good luck token (a gold coin that functions as a <i>stone of good luck</i>).
2	A wounded (missing 20 hp) triceratops is rampaging down the street, a flaming howdah strapped to its back. It will trample any in its path unless slain or pacified. Calming the creature requires a successful DC 25 Wisdom (Animal Handling) check, made at disadvantage if the howdah is still on fire. The triceratops takes 1d6 fire damage each round until the howdah is extinguished or removed.
3	Two serpentfolk dinosaur riders (page 78) carrying lances and mounted on chasmosauruses (page 68) come riding down the street, chasing an acolyte . If they see the PCs, they will turn their attentions to them. If rescued, the acolyte (who has expended 1d4 spell slots) will heal the PCs to the best of their ability before fleeing.
4	A group of five villagers cautiously moves from alleyway to alleyway. Four of them are commoners but their leader is a shapechanged serpentfolk infiltrator (page 79) who is tricking them into going to the arena or another nearby area with many serpentfolk. He will tell the PCs to follow him to a "safe" location, only to reveal his true form at the moment of betrayal.
5	A burning, three-story house collapses, sending flaming debris cascading into the street. The PCs must make a DC 15 Dexterity saving throw, taking 9 (2d8) bludgeoning and 9 (2d8) fire damage on a failure or half as much on a success.
6	Two hatzegopteryxes (page 74) flying overhead drop a pair of large amphorae into the midst of the PCs. Two PCs selected at random must succeed on a DC 10 Dexterity saving throw or take 21 (6d6) bludgeoning damage from the falling pottery. The amphorae break open, spilling out 2 swarms of poisonous snakes which attack the PCs.
7	A wounded man stumbles toward you, crying out for help. Once he is within 5 feet, he explodes, revealing a proto-shoggoth (SPCM 372). (Re-roll if the PCs destroyed the shoggoth factory in Chapter 2.)
8	2d4+1 teleporting velociraptors (page 90) appear in a flash and begin attacking the PCs. (Re-roll if the PCs raided the yithian guard tower in Chapter 1.)

tunnel twists and descends beneath the city. You soon come to an intersection, each tunnel going off farther than you can see in the subterranean darkness. Nesmenhit lies supine on the cold stone, twitching violently in her sleep.

A successful DC 15 Intelligence (Arcana) or DC 12 Wisdom (Yog-Sothothery) check reveals that Nesmenhit's cursed slumber can be lifted with *remove curse*, *dispel magic*, or a similar effect. Once awake, she blearily greets the PCs, mumbling something about being attacked by cobras in her dreams. She has been asleep for days and trapped in the catacombs for even longer, and it's a miracle she credits to Bastet that the serpentfolk haven't found her in all that time. She asks her rescuers for a report on what is happening in the city, and her expression becomes graver as they tell her about recent events and the state of Ventissa.

"We haven't much time," she says, grasping her holy symbol and muttering a prayer. "Oh Goddess, protect us now in our hour of need. Let those who have fallen rise to fulfill their death pact and give their ninth lives in service of your holy city." Her eyes flash with a green light as she invokes the power of her goddess. Suddenly the catacombs are filled with the scrabbling of tiny claws. Hundreds of mummified cats scamper out of their burial alcoves, flooding the narrow corridors before disappearing en masse deeper into the tunnel system. "Even in death they serve the Goddess," Nesmenhit says, standing with some effort. "Now, let us face the servants of the Enemy together, shall we?"

Assuming they rescue her and unless they object, High Priestess **Nesmenhit** (page 66) will join the PCs in their fight against Gehir if they rescued her. If the PCs only sent a group of NPCs to rescue her, she will still awaken the mummified cat swarms, but she will stay with those NPCs as they perform any "off-screen" side quests, rather than joining the PCs.

DEVELOPER'S NOTE: NPCs IN THE CITY

If any of the party's NPC allies have survived to this point, this would be a perfect time for them to break away from the PCs to conduct a side-quest. They may wish to try to help the captive citizens while the PCs go after Gehir, for instance, or the PCs can send them to rescue Nesmenhit in the Temple of Bastet. While splitting the party is often a deadly mistake, splitting the NPCs off to perform an "off-screen" side-quest is an excellent way to lighten the burden on the GM while ensuring the action stays focused on the PCs.

THE HALL OF CURIOSITIES


The exhibits of the Hall of Curiosities are in disarray, shattered display cases and overturned artefacts scattered across the vast room along with bodies and broken glass. Stomping through it all is a massive reptilian monster—a tyrannosaurus—which knocks over the fossilized skeleton of another dinosaur with its tail and roars before charging you.

Creatures. One tyrannosaurus rex attacks the PCs.

Master Mantell. Among the ruins of the fossil section of the museum, next to an empty shelf labeled "Fossil snake embedded in ancient copper" lies Master Algernon Mantell (NG human male **mage**).

Anyone examining him finds he is badly wounded and unconscious but stable. If healed, he explains that Gehir and Master Steenis (both in human form) came to him to ask about his research into reviving fossils. They seemed particularly interested in the copper snake fossil. Gehir offered to demonstrate his own experiments on the subject and restored the





tyrannosaurus from nothing more than a fossil tooth. The beast immediately went on a rampage through the museum, as Gehir and Steenis made off with the fossil snake. The dinosaur crushed Mantell under its foot, and the next thing he remembers is waking up just now. His body is broken and in need of serious convalescent care, if he will survive at all, leaving him in no condition to join the fight, but he gives the adventurers his *+2 wand of the war mage* which he used to carry for protection when he went on fossil-hunting expeditions into Yilan.

Looting the Museum. While most of the artefacts scattered about the museum would only be valuable to collectors, the PCs might be able to find valuable gemstones with enough searching. With a successful DC 15 Wisdom (Perception) check and half an hour of searching, they find 1d4 valuable gems at the cost of failing to stop Gehir in time.

THE CITADEL

Ventissa's citadel is a turreted, square castle incorporated into the northern wall of the city. The citadel gate is identical to the city gates (see **Getting into Ventissa**, page 42).

Creatures. 3 **serpentfolk infiltrators** (page 79) and 3 **serpentfolk warriors** (page 84) guard the citadel walls, or—if the PCs didn't destroy the shoggoth factory in Chapter 2—3 **Elder Things** (SPCM 307) instead of the serpentfolk.

Intelligence. In the citadel's audience chamber, the PCs find a table with a map of Ventissa. Arrows of red ink lead along all the major thoroughfares toward the arena.

THE RIVER MARKET

The bustling river market you remember is gone: its crowds of haggling merchants, customers, beggars, and thieves vanished, its circus of tent stalls burnt to the ground. Ashes drift on the wind, piling up against ridges of charred rubble and blackened goods. The crack of a whip draws your attention to a gang of serpentfolk warriors driving a bedraggled group of humans before them.

The serpentfolk put the river market to the torch, and patrols are rounding up any townsfolk they can find in the ruins.

Creatures. 2 **serpentfolk infiltrators** (page 79) and 2 **serpentfolk trappers** (page 83) guide a group of 8 human **commoners** in the direction of the arena. The commoners are all bound at the wrists and strung together on a single rope. The blowing ash provides just enough cover for the PCs to attempt a group DC 16 Dexterity (Stealth) check to hide, either for an ambush or to let the serpentfolk pass by, but if they fail, the serpentfolk will spot them and attack.

THE LAUGHING LOTUS

If the characters destroyed the shoggoth factory in Chapter 2, the Laughing Lotus still stands. It is being used as a headquarters by the serpentfolk, directed by Gehir's other apprentice:

The once raucous bar is nearly empty. Two serpentfolk are pouring themselves wine from the tap. One of Gehir's apprentices, spell-scarred and fused to its monstrous, winged symbiote, gorges itself on semi-roasted meat, drooling blood and spittle.

Creatures. An **hermite** (SPCM 309), a **serpentfolk infiltrator** (page 79), and a **serpentfolk lightning warrior** (page 80) currently inhabit the tavern and will fight the intruders, pursuing them relentlessly if they flee.

If the characters did not destroy the shoggoth factory in Chapter 2, the Laughing Lotus is being devoured by a shoggoth:

A gigantic mound of amorphous flesh and protoplasm—one of the Elder Things' shoggoths is in the process of devouring the familiar three-story tavern at the edge of the river market. Stout beams snap and brick crumbles under the weight of the colossal ooze, rivulets of acid streaming down the whitewashed plaster.

Creatures. The **shoggoth** (SPCM 371) will abandon its demolition in order to hunt down and devour the PCs unless they succeed on a DC 19 group Dexterity (Stealth) check.

THE ARENA

The white stone arena rises from the center of the city like the hub of a wheel. Two stoic human guards stand at the portico. Chanting, hissing, and screams of terror echo from within the amphitheater.

Creatures. There is a token force of two guards at each door of the arena, each a shapechanged **serpentfolk infiltrator** (page 79). They are there to keep prisoners in the arena, not keep them out. They will confront the armed adventurers, asking them to hand over their weapons before entering this "safe haven." Gehir's ritual is reaching a noisy crescendo, and most of the population is already in the arena, so the guards don't expect the ruse to work, but it might buy them a moment's confusion to strike!

Development. Once the guards have been dispatched, the party can enter the arena, following the internal corridors to the stairs which lead up to the stands or down to the gladiator's chambers and the bowels of the structure.



IN THE PRESENCE OF YIG

Gehir is performing the ritual to summon Yig onto the floor of the arena. He has gathered much of the population of Ventissa into the stands of the arena to witness his triumph, with serpentfolk guards standing by to slay them for the prehistorification ritual. He plans to summon Yig, then complete the prehistorification ritual powered by the deaths of all the Ventissans.

NAVIGATING THE ARENA

Once inside the arena, the characters find themselves in a circular, vaulted corridor which runs the inside circumference of the building. Eight staircases evenly spaced around the inside of this corridor lead up to the stands. Four of these staircases are accompanied by smaller staircases leading downward to a smaller circular corridor which runs the circumference of the arena floor. The characters have been down here

once before, when they were being led to their job interview with Gehir. There are four doors within this corridor: two lead to the gladiator's waiting rooms which in turn open onto the arena floor; the other two lead to tunnels beneath the arena floor and ultimately to the lion pit beneath the center of the arena.

THE STANDS

The stone stairs lead up a short tunnel into the sunlight of the open arena, depositing the characters on a walkway which runs around the middle of the stands. Dozens of concentric, stair-stepping stone seats run up to the highest levels of the arena and down toward the fighting floor. The population of Ventissa sits in the stands under the guard of armed serpentfolk who are more concerned with controlling their charges than stopping the PCs. From the walkway, the characters must descend 40 feet of stairs followed by a 10-foot drop to the fighting floor.

YIG SNAKE GRANDDADDY

THE WAITING ROOMS

Each waiting room is a long, vaulted chamber with stone benches running along either side. Opposite the door the PCs came through, a short stairway leads up to a barred gate that opens into the arena. The gate is unlocked.

THE LION PIT

Beneath the sand-covered wooden floor of the arena is a hypogeum where workers can prepare wild animals and other surprises for the gladiatorial games. Light filters down through the iron grates in the center of the floor above, through which the lions broke free during the characters' first fight. The lions and their cages are absent today. A simple lever mechanism triggers the grate to fall, creating a ramp up to the arena floor.

CONFRONTING GEHIR

You emerge into the echoing vastness of the arena under much different circumstances than last time. Gehir stands near the center of the fighting pit, his dagger raised in one hand, a shimmering crystal sphere in the other. A nohestan, smaller than the one you slew but no less impressive a sight, is coiled around Gehir, its bronze scales gleaming in the sun. Two other serpentfolk flank Gehir, chanting with him. The stands are packed with the distraught citizens of Ventissa, their spirits and minds all but broken, under the watchful eyes of scores of armed serpentfolk.

The arena floor is 120 feet in diameter. The grate over the lion pit is 20-ft square, with 10-ft tall pillars rising from each corner. Gehir must maintain concentration on the summoning until its completion. When the PCs reach the arena floor, there are 4 rounds until he summons Yig minus 1 round for each location in Ventissa the characters visited before coming to the arena. Once Gehir completes the summoning, proceed to the "Yig!" section below.

Creatures. **Gehir, Chosen of Yig** (page 62) stands 15 feet from the lion pit in the arena's center, holding his *dagger of metamorphic venom* (page 93) and the *sphere of Nath* (SPCM 129). The **nohestan** (page 75) lies in a circle around Gehir and will not leave his side but will attack any who come within its reach. Gehir is protected by a **serpentfolk priest of Yig** (page 82) and a **serpentfolk alchemist** (SPCM 365) who will do everything in their power to defend Gehir and the nohestan during the ritual.

A TASK FOR THE NPCs

If the characters are accompanied by any of their NPC allies, they will take on the task of battling the serpentfolk in the stands and rescuing the civilians, leaving the more powerful PCs to face Gehir. Only

Nesmenhit (if rescued) and Dandelion will prefer to stay and support the PCs.

YIG HAS RISEN!

If Gehir completes the ritual, read or paraphrase the following:

Gehir completes his invocations, drawing the blade of his dagger along the length of the nohestan's back, painting it with multicolored venom. The nohestan rises into the air, then splits open along its back, exploding in a fountain of swarming snakes that coalesce into the hideous form of Yig. He towers twenty feet in the air on the coils of his serpentine body, armored scales gleaming with a prismatic sheen, two mighty arms raised in triumph, a nest of curling snakes sprouting from his shoulders, hissing and spitting venom. His single, lidless eye turns to you, and you feel the palpable spite of a being older than the gods bearing down on you like a blanket of lead.

Gehir has completed the summoning, and Yig has manifested in the arena. His elder influence (SPCM 269) is centered on the **Avatar of Yig** (SPCM 271). The avatar will fight the PCs, attempting to crush them for their insolent rebellion against his will. If they're still alive, the priest and the alchemist will withdraw from the fight, prostrating themselves before their god and backing respectfully out of the arena.

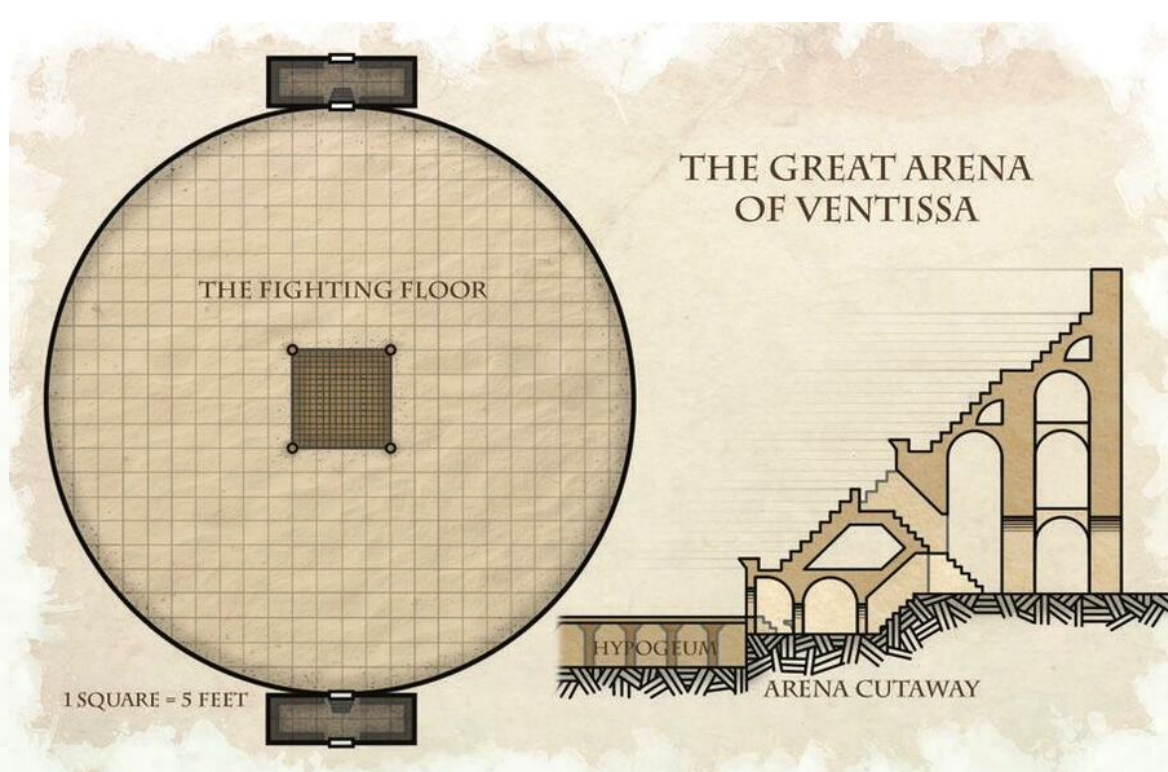
PREHISTORIFICATION RITUAL

Gehir will immediately begin chanting his prehistorification ritual, which requires 10 rounds of uninterrupted casting. He must maintain concentration on the ritual or start over. On the 10th round, he will give the order to begin the slaughter. The serpentfolk guards in the stands will begin killing the citizens of Ventissa, and Yig will, as an action, conjure a shimmering green cloud over the entire arena. Burning venom rains from the cloud, and every creature in the arena must make a DC 19 Constitution saving throw at the beginning of each round, taking 16 (3d10) poison damage on a failed save or half as much on a success. The cloud persists until the Avatar of Yig is slain. As the killings begin, there is a flash of light and a blast of heat, and prehistoric vines and ferns begin to sprout from the sand of the arena floor as the prehistorification takes hold.

MESSENGERS OF YIG AND CHAMPIONS OF BASTET

On the second round of combat with Yig's avatar, the *Messengers of Yig* effect of Yig's elder influence (SPCM 269) takes effect:

The ground itself seems to writhe as millions of snakes burst from the earth, carpeting the arena in a thick layer of deadly vipers, asps, cobras, and rattlesnakes.



Assuming the PCs rescued Nesmenhit, on the third round thousands of mummified cats pour forth from the catacombs, driving away the messengers of Yig:

With a rumble, thousands of mummified cats pour into the arena, clawing and biting at the carpet of Yiggish serpents. The army of cats—millennia worth of tiny champions of Bastet—drive the snakes back, clearing the ground ruthlessly and efficiently, burning up the malign serpents with divine power.

For each round that the PCs deal 40 damage or more to Yig, the mummified cats will keep the Messengers of Yig at bay the following round. If they fail to deal that much damage, the cats fail to hold back the tide, and the snakes will return the following round.

AFTERMATH

If the Avatar of Yig is slain but Gehir still lives, read or paraphrase the following:

Gehir cries out in anguish as the Avatar of Yig is torn asunder, spraying black blood across the entire arena. You feel the weight of Yig's presence vanish from the world, as if a violent storm suddenly dispersed upon the winds leaving only sunshine. Gehir hisses, casting down his crystal orb, and charges at you with his dagger held high.

Gehir lashes out at the characters for ruining his plans. If the prehistorification ritual was completed before the Avatar was destroyed, he will taunt the characters with the knowledge that they failed to prevent that at least, making mention of the fact that he can no doubt find another nohestan after he kills them. Otherwise, Gehir gives up on the ritual and

attacks the characters all-out: either he will slay them once and for all or die trying.

THE END

Depending on how the battle against Gehir and Yig plays out, the heroes might experience one of several possible endings.

IF GEHIR IS SLAIN BEFORE SUMMONING


YIG:

As Gehir falls, the magical threads he is weaving together with his ritual fly apart. You feel as if a thousand eyes are upon you and suddenly look away. Your enemy lies broken and defeated in the very sand you once fought over for his approval. His plans lie in ruins around him, his god absent, his nascent ophidian empire stillborn. All around you, the citizens of Ventissa break out into a cheer as if this were just another one of their gladiatorial matches. In sudden terror, their serpentfolk captors cast down their weapons and flee the arena, pursued by a mob of vengeful Ventissans. Victory is yours!

IF THE HEROES SLAY BOTH GEHIR AND

YIG:

The sand smokes where it was spattered with the black blood of the Father of Serpents. Your enemy lies broken and defeated in the very sand you once fought over for his approval. All around you, the citizens of Ventissa break out into a cheer



as if this were just another one of their gladiatorial matches. In sudden terror, their serpentfolk captors cast down their weapons and flee the arena, pursued by a mob of vengeful Ventissans. You have come face to face with a Great Old One and come out the champion! You have cast down your enemies, shattering their vile machinations, and have saved the world from certain doom. You have forced Yig back out of this world and banished the creeping menace of the serpentfolk. Victory is yours!

IF GEHIR COMPLETES THE PREHISTORIFICATION RITUAL BEFORE DYING:

The sand smokes where it was spattered with the black blood of the Father of Serpents. Your enemy lies broken and defeated in the very sand you once fought over for his approval. You've achieved victory, but at what cost? Thousands lie dead in the stands around you. Gehir completed his ritual, and the gates of prehistory opened onto this world. Even now you hear the roars of the mighty reptilian creatures reclaiming the land that was Ventissa. Gehir may be dead, but he has left his mark upon the world.

IF THE HEROES ARE DEFEATED WHILE FIGHTING YIG:

As you fall, a thousand sibilant hisses erupt from Yig's nest of snakes. "All who defy me are doomed to fall! Let the Age of Serpents begin!" The serpentfolk cry out in victory: "Glory to Yig! Glory to the Slithering Empire!" Then you know only darkness, hissing, and pain.

IF THE HEROES ARE DEFEATED AFTER SLAYING YIG

As you fall, Gehir cries out in triumph. "You small-minded fools! You struck down my god only to fall by my claw! I'll have another nohestan in a fortnight, and the empire of Yig will begin anew in earnest!" Your vision fades, but in a flash of light the arena fills with scores of conical, molluscoid yithians. Gehir falls an instant later, blasted by a dozen bolts of lightning. Xuxuxlu glides forward, leveling a lightning gun at your helpless form. Then everything goes black.

LEVELING UP:

At the end of *Yig Snake Granddaddy*, all characters gain sufficient experience to reach the next level.

FURTHER ADVENTURES IN YILAN

WELCOME TO MESOZOIC PARK

Gehir is dead and his plans lie in ruins, but much of Yilan is still a patchwork of primeval jungle ruled by dinosaurs and other prehistoric relics. A live dinosaur would fetch a high price in the lands to the south, and Yilan is the only place to procure them! Can the PCs establish a lucrative dinosaur-supply business? Or do they instead fight to tame Yilan, ridding it of this unnatural temporal curse? Surely the citizens of Ventissa won't be happy when allosaurs roam across the mountain passes and giant prehistoric insects swarm over their crops.

THE SHOGGOTH MENACE

The rampage of the elder shoggoth has dealt a mighty blow to the Elder Thing city. Whether the Elder Things triumphed and brought the beast back under control or the mighty ooze broke them, the Karstlands remain a dangerous place, haunted by its eldritch past and frequented by untold horrors.

THE YITHIAN CITY

The few remaining serpentfolk may have slithered back into the shadows, their plans thwarted, but the yithians of the Stone Plateau still pose an existential threat to all civilization. If the PCs strike at the yithians, they find the Great Race much reduced by their civil war and their combat with the flying polyps. Their former ally, Xuxuxlu, becomes their most ruthless adversary, now that they have served their purpose in destroying his rivals. What terrible, ancient technologies will the yithians bring to bear on the interloping PCs?

THE GOLDEN TOWER

Remember the Golden Tower? Gehir may have used its legend as a lure for naïve adventurers, but the ancient elven fortress truly does exist. If the PCs venture through the wilderness of Yilan a second time, they may be able to reach this fabled ruin and uncover its secrets. The ancient elven wizards of the Golden Tower wrought great magics in their day, but they pierced a veil beyond the stars and let something in that should never have been. What eldritch horror brought about the destruction of the elves of Yilan? And what remains there in the Golden Tower?

APPENDIX: NPCs AND ITEMS OF INTEREST

THE FRIENDLIES

This band of rogues led by Sarai Ninefingers began as a splinter group of outcasts from a thieves' guild but quickly became a lucrative adventuring band for rejects and rebels from all walks of life. Their code: Never steal from someone who doesn't deserve it, never start a fight (but always finish one), and never betray one of your own. The Friendlies took this job because a former member broke the third rule and ran off with most of the group's gold. Each Friendly marks themselves with a heart patch sewn onto their clothing.

MAXX

"I'm trying awful hard to find a bright side here."
The tiefling Eumaxxanaria—Maxx for short—was raised in an apocalyptic cult, but she rejected her dark calling and escaped. She lived as a thief on the streets until she found support and companionship amongst the Friendlies. Maxx and Sarai have bonded over their mutual struggles with their dark sides, and they watch out for each other when times are tough. Maxx has pale purple skin marked with darker freckles; straight, black hair; and a pair of short horns sprouting from her forehead. She embraces her demonic heritage as unique part of herself and a constant reminder that evil is a choice, not something you are born into. She has a rich, smoky singing voice and plays the mandolin.

TRAITS

- ◆ **Distinctive Feature:** Purple skin and horns.
- ◆ **Endearing Trait:** Quick to forgive mistakes.
- ◆ **Flaw:** Prone to panic.



MAXX

Medium humanoid (tiefling), chaotic good

Armor Class 16 (studded leather)

Hit Points 44 (8d8 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (−1)	18 (+4)	12 (+1)	11 (+0)	12 (+1)	18 (+4)

Saving Throws Cha +5

Skills Arcana +2, Deception +6, Insight +3, Performance +7, Stealth +8, Yog-Sothothery +3

Damage Resistances fire

Senses darkvision 60 ft., passive Perception 11

Languages Common, Infernal, thieves' cant

Challenge 4 (1,100 XP)

Innate Spellcasting. Maxx's spellcasting ability is Charisma (spell save DC 14). She can innately cast the following spells, requiring no material components:

At will: *thaumaturgy*

1/day: *darkness*, *hellish rebuke* (2nd level)

Spellcasting. Maxx is a 6th-level spellcaster and her spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). She knows the following bard spells:

Cantrips (at will): *mending*, *minor illusion*, *vicious mockery*

1st level (4 slots): *bane*, *healing word*, *heroism*, *mist of R'lyeh* (SPCM 109)

2nd level (3 slots): *enhance ability*, *shatter*, *silence*

3rd level (3 slots): *haste*, *mass healing word*, *song of Hastur* (SPCM 114)

Distract (3/day). As a bonus action Maxx can target one creature on her turn within 30 feet of her than can see and hear her. The target must succeed a DC 13 Charisma saving throw or have disadvantage on its next attack roll or saving throw until the start of Maxx's next turn.

Song of Rest. Maxx can use soothing music or oration to help revitalize wounded allies during a short rest. If she and any allies who could hear her performance regain hit points at the end of the short rest, each of those creatures regains an extra 1d6 hit points.

ACTIONS

Rapier. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Light Crossbow. *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Countercharm. Maxx starts a performance that lasts until the end of her next turn. During that time, she and any allies within 30 feet have advantage on saving throws against being frightened or charmed. A creature must be able to hear her to gain this benefit. The performance ends early if Maxx is incapacitated or silenced or if she voluntarily ends it.

REACTIONS

Parry. Maxx adds 2 to her AC against one attack that would hit her. To do so, she must see the attacker and be wielding a melee weapon.

SARAI NINEFINGERS

"If you're ever feeling weak, don't be afraid to borrow a little strength from your friends."

Sarai is a half-elf with a haunted past. In a moment of weakness and on the verge of death, she made a dark pact with a fiend, gaining magical powers but also a black spot on her soul. She has worked all her life since trying to make amends for the wrongs she has done. She is guarded and secretive. Her pale skin and short, platinum hair contrast with her black clothing trimmed with purple.

TRAITS

- ◇ **Distinctive Feature:** Missing her right pinky finger.
- ◇ **Endearing Trait:** Sticks up for the underdog.
- ◇ **Flaw:** Slow to give her trust.



SARAI NINEFINGERS

Medium humanoid (half-elf), chaotic good

Armor Class 16 (studded leather)

Hit Points 66 (12d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (−1)	18 (+4)	12 (+1)	12 (+1)	14 (+2)	16 (+3)

Saving Throws Dex +7, Wis +5, Cha +6

Skills Deception +6, Perception +5, Sleight of Hand +6, Stealth +6

Senses darkvision 120 ft., passive Perception 15

Languages Common, Elvish, thieves' cant

Challenge 5 (1,800 XP)

Innate Spellcasting. Sarai's innate spellcasting ability is Charisma. She can cast the following spells (spell save DC 14), requiring no material components:

At will: *false life*, *silent image*

Spellcasting. Sarai is a 5th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 14, +6 to

hit with spell attacks). She has the following warlock spells prepared:

Cantrips (at will): *eldritch blast*, *mage hand*, *true strike*

1st–3rd level (2 3rd-level slots): *expeditious retreat*, *hellish rebuke*, *mirror image*, *misty step*, *protection from evil and good*, *vampiric touch*

Cunning Action. On each of her turns, Sarai can use a bonus action to take the Dash, Disengage, or Hide action.

Fey Ancestry. Sarai has advantage on saving throws against being charmed, and magic can't put her to sleep.

Sneak Attack (1/Turn). Sarai deals an extra 10 (3d6) damage when she hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of Sarai that isn't incapacitated and Sarai doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. Sarai makes two attacks with her shortsword or shortbow.

Shortsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Shortbow. *Ranged Weapon Attack:* +7 to hit, range 80/320 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage

GUNNAR'S TEAM

The creatively named Gunnar's Team is led by Gunnar the Bold, whose straightforward kindheartedness guides this band of do-gooders. As a whole, Gunnar's Team is uncomfortable with subterfuge and unwilling to look the other way when injustice rears its head. They believe mercy is more important than punish-

ment and charity is more valuable than treasure. All members of Gunnar's Team incorporate the color yellow into their dress.

GUNNAR THE BOLD

"Kindness costs nothing, but it means everything."

Gunnar is a knight-errant on a quest to make the world a better place. He is a simple man, direct in all things and uncreative in his decision-making. He is affable and attentive, always ready to listen to the voices of others. Gunnar has pale skin and shoulder-length golden hair. He wears plate armor with a yellow surcoat displaying a white tower within a circle of chain, a device that also appears on his shield.

FAITH

Gunnar worships a lawful good god who values mercy and justice. The GM should feel free to choose an appropriate god from their campaign setting, especially if one of the PCs worships the same god. However, Gunnar is less devoted to any specific god than to his ideals.

TRAITS

- ◆ **Distinctive Feature:** Golden hair and an old scar down his left cheek.
- ◆ **Endearing Trait:** Extremely friendly and a good listener.
- ◆ **Flaw:** He is sometimes too ready to be merciful.

GUNNAR

Medium humanoid (human), lawful good

Armor Class 20 (plate, shield)

Hit Points 91 (14d8 + 28)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	14 (+2)	12 (+1)	14 (+2)	16 (+3)

Saving Throws Wis +5, Cha +6

Skills Athletics +5, Insight +5

Condition Immunities disease

Senses passive Perception 12

Languages Common

Challenge 6 (2,300 XP)

Spellcasting. Gunnar is a 7th-level spellcaster. His spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). Gunnar has the following paladin spells prepared:

1st level (4 slots): *bless, cure wounds, heroism, protection from evil and good, sanctuary, shield of faith*

2nd level (3 slots): *aid, lesser restoration, magic weapon, zone of truth*

Aura of Protection. Whenever Gunnar or an ally within 10 feet of him makes a saving throw, they gain a +3 bonus on that saving throw. Gunnar must be conscious to grant this bonus.

ACTIONS

Multiattack. Gunnar makes two melee weapon attacks.

Longsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage.

Smite (Recharges after a Short or Long Rest). *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage plus 13 (3d8) radiant damage. If the target is a fiend or an undead, the radiant damage increases by 1d8.

Lay On Hands (7/Day). Gunnar touches one creature, restoring up to 5 hit points to the target, curing the target of one disease, or neutralizing one poison affecting it.

REACTIONS

Protection. When an ally within 5 feet of Gunnar is attacked by a creature he can see, he imposes disadvantage on that attack roll.





ENIVWENAYE

"Generosity is never wasted."

Enivwenaye, or "Eni" to her friends, is a stalwart martial artist who uses her fists to further the cause of justice. She is a vocal critic of those who hoard their wealth or spend it extravagantly rather than use it to benefit the less fortunate. She has dark brown skin and gleaming blue eyes. She keeps her black dreadlocks up in a short ponytail and wears a simple beige tunic intricately criss-crossed with braided yellow cord. Enivwenaye moves with an effortless grace born from years of strict training. She religiously abstains from eating red meat.

TRAITS

- ◇ **Distinctive Feature:** Sapphire-like eyes and perfect posture.
- ◇ **Endearing Trait:** She loves jokes and laughs loudly and easily.
- ◇ **Flaw:** She is too hard on herself when she fails at a task.

ENIVWENAYE

Medium humanoid (human), lawful good

Armor Class 16 (unarmored defense)

Hit Points 71 (11d8 + 22)

Speed 45 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	14 (+2)	13 (+1)	15 (+2)	13 (+1)

Saving Throws Str +4, Dex +6

Skills Acrobatics +6, Stealth +6

Senses passive Perception 12

Languages Common

Challenge 4 (1,100 XP)

Evasion. If Enivwenaye is subjected to an effect that allows her to make a Dexterity saving throw to take only half damage, she instead takes no damage if she succeeds on the saving throw, and only half damage if she fails.

Ki Action. Enivwenaye can use a bonus action to take the Dash, Disengage, or Dodge action.

Ki-Empowered Strikes. Enivwenaye's unarmed strikes count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Unarmored Defense. While wearing no armor and wielding no shield, Enivwenaye adds her Wisdom modifier to her AC.

ACTIONS

Multiattack. Enivwenaye makes three unarmed strike attacks.

Unarmed Strike. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage and the target must succeed on a DC 12 Dexterity saving throw or be knocked prone.

Stillness of Mind. Enivwenaye ends one effect on herself that is causing her to be charmed or frightened.

Wholeness of Body (Recharges after a Long Rest). Enivwenaye regains 21 hit points.

REACTIONS

Deflect Missile. When Enivwenaye is hit with a ranged weapon attack, she deflects the missile and takes no damage.

THE ROCKBREAKERS

This party began as an all-dwarf mercenary crew, but its membership changed drastically as old members were lost in combat and new members joined. The Rockbreakers were led by Captain Uri Khorsava until he was sacrificed by Gehir. Now leadership falls by default to his trusted second-in-command Cathbad, a human druid who has proved invaluable in helping the Rockbreakers deal with the unique threats of the surface world. Khorsava left the rest of his mercenary company in the south, taking only a hand-picked few to Ventissa to compete for a spot on the expedition. The sigil of the Rockbreakers is a pair of crossed pickaxes in black over a gray field with a white pale.

CATHBAD

“Sooner or later, nature always wins.”

Cathbad, often referred to simply as “the Druid” by the other Rockbreakers, is valued for his sage wisdom and knowledge of the natural world. He has leathery skin, and his black hair and short-cropped beard are streaked with gray. He wears a breastplate of thick hide over his white robes. Cathbad is quick to smile and quick to forgive, always counseling patience and planning over rash action. His drink of choice is mead.

While captured by Gehir’s serpentfolk, Cathbad lost his left hand.

TRAITS

- ◇ **Distinctive Feature:** Missing left hand.
- ◇ **Endearing Trait:** Extremely laid back and friendly.
- ◇ **Flaw:** A little too fond of mead.



CATHBAD

Medium humanoid (human), neutral

Armor Class 15 (studded leather; 16 with *barkskin*)

Hit Points 17 (14d8 + 14)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	13 (+1)	12 (+1)	18 (+4)	13 (+1)

Saving Throws Int +4, Wis +7

Skills Nature +4, Survival +7

Senses passive Perception 14

Languages Common, Druidic

Challenge 5 (1,800 XP)

Spellcasting. Cathbad is an 8th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). Cathbad has the following druid spells prepared:

Cantrips (at will): *druidcraft, mending, produce flame, resistance*

1st level (4 slots): *create or destroy water, cure wounds, entangle, healing word, thunderwave*

2nd level (3 slots): *animal messenger, barkskin, enhance ability, moonbeam, protection from poison, spider climb*

3rd level (3 slots): *call lightning, plant growth, protection from energy*

4th level (2 slots): *divination, freedom of movement, ice storm*

ACTIONS

Multiattack. Cathbad makes two melee or ranged weapon attacks.

Scimitar. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Javelin. *Melee or Ranged Weapon Attack:* +6 to hit, range 30/120, one target. *Hit:* 6 (1d6 + 3) piercing damage.



'SHORTY' McCALLAM

"Cooking is what separates us from the beasts."

Shorty was brought along less for his fighting prowess than for his way with food. His nickname started as a joke among the dwarves (who are barely taller than he is), but now he wears it with pride. Life among the dwarves has also encouraged Shorty to cultivate facial hair: a pair of bushy red muttonchops.

TRAITS

- ◆ **Distinctive Feature:** Red muttonchops and a thick accent.
- ◆ **Endearing Trait:** Excellent cook.
- ◆ **Flaw:** Shorty is the loudest snorer.

SHORTY

Small humanoid (halfling), neutral

Armor Class 13 (leather armor)

Hit Points 36 (8d6 + 8)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	10 (+0)	14 (+2)	10 (+0)

Skills Stealth +4, Survival +4

Senses passive Perception 12

Languages Common, Halfling

Challenge 2 (450 XP)

Cook. Shorty applies double his proficiency bonus (+4) on ability checks made with cook's utensils.

Cunning Action. On each of his turns, Shorty can use a bonus action to take the Dash, Disengage, or Hide action.

Halfling Nimbleness. Shorty can move through the space of any creature of Medium or larger size.

Butcher's Instinct (1/Turn). When Shorty hits a creature with a weapon attack, that creature takes an extra 4 (1d8) damage if it's below its hit point maximum.

ACTIONS

Multiattack. Shorty makes two melee or ranged attacks.

Cleaver. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Sling. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.



VITYA BOLKORR

"Perfect is close enough."

Vitya is the youngest member of the Rockbreakers and son of Captain Khorsava's Second Lieutenant Vadim. He was Khorsava's protégé and was hit hardest by the captain's death. Vitya is eager to prove himself as a great warrior like his fallen mentor. He has ruddy cheeks, a jet-black beard, and stone-gray eyes.

TRAITS

- ◇ **Distinctive Feature:** His black beard is braided into one thick rope.
- ◇ **Endearing Trait:** Always eager to help, no matter the task.
- ◇ **Flaw:** Overconfidence.

VITYA

Medium humanoid (dwarf), lawful neutral

Armor Class 16 (chain shirt, shield)

Hit Points 58 (9d8 + 18)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	14 (+2)	11 (+0)	12 (+1)	15 (+2)

Saving Throws Con +4

Skills Athletics +5, Perception +3

Damage Resistances poison

Senses passive Perception 13

Languages Common, Dwarvish

Challenge 2 (450 XP)

Dwarven Resilience. Vitya has advantage on saving throws against being poisoned.

ACTIONS

Multiaction. Vitya makes two melee attacks.

Battleaxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage and Vitya may use his bonus action to make a shield smash attack against the same target.

Spear. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage and Vitya may use his bonus action to make a shield smash attack against the same target.

Shield Smash. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage.

REACTIONS

Gird Ally (Recharges on a Short or Long Rest). When an ally within 30 feet of Vitya who can see and hear him makes a saving throw against the charmed or frightened condition, Vitya speaks forceful and encouraging words which grant that ally a +2 bonus on their saving throw.

DANDELION

Dandelion, or She-Who-Pounces-from-the-Shadows, is a messenger of Bastet, blessed by the cat goddess with life after death and divine powers. She died in combat with a snake, and now she aids the heroes in their war against the Father of Snakes, acting as a go-between for the heroes and the priestesses of Bastet in Ventissa. Like Bastet, Dandelion is occasionally amused by individual mortals and would rather not see them enslaved by the servants of Yig. She contacts and aids the characters only when ordered to by the cult of Bastet, although characters who cultivate a good relationship with the mummified cat may earn preferential treatment from her. Because she is a Dreamlands cat, she can move between worlds with ease and even carry small objects with her on her journeys.

This mummified cat is tightly swathed in spell-scribed bandages and bears a gold and carnelian collar with a scarab amulet. The serene face painted on her linen coverings belies the desiccated mouth and claws peeking out from her wraps.



DANDELION

Tiny undead, chaotic neutral

Armor Class 13 (natural armor)

Hit Points 59 (17d4 + 17)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
3 (−4)	15 (+2)	12 (+1)	11 (+0)	17 (+3)	13 (+1)

Saving Throws Wis +5

Skills Perception +5, Stealth +4

Damage Vulnerabilities fire

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 15

Languages Common, Cat

Challenge 3 (700 XP)

Spellcasting. Dandelion is a 5th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). She has the following cleric spells prepared:

Cantrips (at will): *light*, *resistance*, *sacred flame*, *spare the dying*

1st level (4 slots): *bane*, *inflict wounds*, *protection from evil and good*, *sanctuary*

2nd level (3 slots): *lesser restoration*, *protection from poison*

3rd level (2 slots): *magic circle*, *remove curse*

Innate Spellcasting. Dandelion's innate spellcasting ability is Wisdom (spell save DC 13). She can innately cast the following spells without, requiring no material components:

At will: *detect evil and good*, *detect poison and disease*, *thaumaturgy*

1/day each: *dream*, *enhance ability* (cat's grace), *locate creature*, *pass without trace*

1/week each: *bestow curse*, *dream guide* (SPCM 101)

Cat's Landing. Dandelion takes no bludgeoning damage from falling and always lands on her feet.

Dreamlands Travel. Dandelion can physically travel to the Dreamlands via a hidden Gate of Slumber. She instinctively knows where the nearest Gate of Slumber is. She can take worn or carried objects smaller than herself with her into the Dreamlands.

Evasion. If Dandelion is subjected to an effect that allows her to make a Dexterity saving throw to take only half damage, she instead takes no damage if she succeeds on the saving throw, and only half damage if she fails.

Keen Smell. Dandelion has advantage on Wisdom (Perception) checks that rely on smell.

Nine Unlives. If Dandelion is destroyed, her mind and consciousness instantly return to the Dreamlands, where she re-forms in a new undead body after 1d3 days of rest. She can then return to the waking world. She can use this feature up to eight times. Resurrection magic such as the *raise dead* spell has no effect on her.

Undead Fortitude. If damage reduces Dandelion to 0 hit points, she must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, Dandelion drops to 1 hit point instead.

ACTIONS

Multiattack. Dandelion makes two attacks: one with her bite and one with her claws.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 4 (1d4 + 2) piercing damage plus 7 (2d6) necrotic damage and the target must succeed on a DC 11 Constitution saving throw or be cursed with mummy rot. The cursed target can't regain hit points, and its hit point maximum decreases by 7 (2d6) for every 24 hours that elapse. If the curse reduces the target's hit point maximum to 0, the target dies, and its body turns to dust. The curse lasts until removed by the *remove curse* spell or other magic.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage plus 7 (2d6) necrotic damage.

GEHIR

Gehir is a millennia-old, supra-genius serpent-folk wizard with a deep and abiding hatred of the warm-blooded races who have stolen the world from his people. Over centuries of planning and research, his excursions into obscure Mythos texts have left him with an unshakable devotion to Yig. Yig has given him eldritch insights into the secrets of the universe, allowing him to formulate complex rituals to enhance his power and further his plans. One such

ritual infused his very being with Yig's power, twisting him into a grotesque monstrosity with snakes sprouting from his shoulders and a powerful serpentine tail.

His familiar is Turu, a **pterodactyl** (page 76).

Gehir's form has been twisted by the power of Yig, enhancing his ophidian strengths and causing two sinuous snakes to sprout from his shoulders. His eyes gleam with intelligence, his fangs drip with the foulest venoms, and his powerful muscles ripple beneath steel-hard scales.



GEHIR, CHOSEN OF YIG

Medium monstrosity (shapechanger), neutral evil

Armor Class 18 (natural armor)

Hit Points 262 (25d8 + 150)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	23 (+6)	20 (+5)	17 (+3)	17 (+3)

Saving Throws Con +12, Int +11, Wis +9

Skills Arcana +11, Deception +15, Perception +9, Yog-Sothothery +15

Damage Immunities poison

Condition Immunities frightened, paralyzed, poisoned, stunned

Senses blindsight 30 ft., darkvision 60 ft., passive Perception 19

Languages Aklo, Common, Serpentfolk

Challenge 19 (22,000 XP)

Innate Spellcasting. Gehir's spellcasting ability is Intelligence (spell save DC 19). He can innately cast the following spells, requiring no material components:

At will: *minor illusion*

1/day each: *charm person*, *enlarge* (self only), *major image*, *mirror image*, *suggestion*

Spellcasting. Gehir is a 20th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 19, +11 to hit with spell attacks). He knows the following spells:

Cantrips (at will): *acid splash*, *chill touch*, *light*, *mending*, *poison spray*

1st level (4 slots): *hideous laughter*, *lethargy of Tsathoggua* (SPCM 106), *magic missile*, *shield*, *sleep*

2nd level (3 slots): *acid arrow*, *blindness/deafness*, *detect thoughts*, *scorching ray*

3rd level (3 slots): *bestow curse*, *counterspell*, *protection from energy*, *stinking cloud*

4th level (3 slots): *black tentacles*, *confusion*, *wall of fire*

5th level (3 slots): *cloudkill*, *cone of cold*, *hold monster*

6th level (2 slots): *ancient sorcery of serpentfolk* (SPCM 92), *circle of death*

7th level (2 slots): *forcecage*, *prismatic spray*

8th level (1 slot): *incendiary cloud*, *power word stun*

9th level (1 slot): *cursed slumber* (SPCM 100), *meteor swarm*

Combat Caster. Gehir has advantage on Constitution saving throws made to maintain concentration.

Fractured Mind. Gehir's alignment cannot be divined via magical means.

Keen Smell. Gehir has advantage on Wisdom (Perception) checks that rely on smell.

Legendary Resistance (3/Day). If Gehir fails a saving throw, he can choose to succeed instead.

Magic Resistance. Gehir has advantage on saving throws against spells and magical effects.

Shapechanger. Gehir can use his action to polymorph into a Medium humanoid or back into his true form. His statistics are the same in each form. Any equipment he is wearing or carrying isn't transformed. He doesn't change form if he dies.

Special Equipment. Aside from his *dagger of metamorphic venom* (page 93), Gehir carries a *potion of superior healing* and 2 doses of *strike and escape metamorphic venom* (SPCM 120).

ACTIONS

Multiattack. Gehir makes three bite attacks and either two claw attacks or one claw and one dagger attack.

Bite (Serpentfolk form only). *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage and the target must make a DC 20 Constitution saving throw, taking 9 (2d8) poison damage on a failure or half as much damage on a success.

Claw (Serpentfolk form only). *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Dagger of Metamorphic Venom. *Melee or Ranged Weapon Attack:* +12 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 8 (1d4 + 6) piercing damage, and the target must make a DC 20 Constitution saving throw, taking 27 (6d8) poison damage and becoming poisoned for 1 minute on a failure, or taking half as much damage on a success. At the end of each of the poisoned creature's turns, it makes a new saving throw, ending the poisoned condition on itself on a success.

LEGENDARY ACTIONS

Gehir can take 3 legendary actions, choosing from the actions below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Gehir regains spent legendary actions at the start of his turn.

Bite. Gehir makes a bite attack with one of his shoulder-snakes.

Minor Magic. Gehir casts a cantrip or an at-will innate spell.

Major Magic (Costs 3 Actions). Gehir casts a spell with a 3rd-level or lower spell slot and a casting time of 1 action, as long as this is the only spell he casts this round.

Move. Gehir moves up to his speed without provoking opportunity attacks.

GENERAL TASSALA

Tassala is Gehir's top general and right-hand serpent. She has spent the last several centuries disguised as a human mercenary, honing her skills in battle. Because of her prowess and devotion to the cause, she was entrusted with an ancient suit of panchromatic armor last used in the prehistoric wars against the yithians.

Clad in gleaming, rainbow-hued plate armor, this serpentfolk warrior makes an impressive sight. The brown leather eyepatch over one heavily scarred eye attests to a lifetime of combat.

GENERAL TASSALA

Medium monstrosity (shapechanger), neutral evil

Armor Class 18 (*panchromatic armor*, 21 when 'multicolored')

Hit Points 187 (22d8 + 88)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	19 (+4)	19 (+4)	19 (+4)	17 (+3)	15 (+2)

Saving Throws Con +9, Wis +8

Skills Animal Handling +8, Arcana +13, Deception +7, Insight +8, Intimidation +7, Yog-Sothothery +8

Damage Immunities poison

Condition Immunities frightened, paralyzed, poisoned

Senses blindsight 30 ft., darkvision 60 ft., passive Perception 13

Languages Aklo, Common, Serpentfolk

Challenge 13 (10,000 XP)

Innate Spellcasting. The general's spellcasting ability is Intelligence (spell save DC 15). She can innately cast the following spells, requiring no material components:

At will: *minor illusion*

1/day each: *charm person*, *major image*, *mirror image*, *suggestion*

Keen Smell. The general has advantage on Wisdom (Perception) checks that rely on smell.

Legendary Resistance (2/day). If the general fails a saving throw, she can choose to succeed instead.

Magic Resistance. The general has advantage on saving throws against spells and other magical effects.

Shapechanger. The general can use her action to polymorph into a Medium humanoid, or back into her true form. Her statistics are the same in each form. Any equipment she is wearing or carrying isn't transformed. She doesn't change form if she dies.

Special Equipment. General Tassala is wearing a suit of *panchromatic armor* (SPCM 127) which she usually has set to 'multicolored'. She carries a *metamorphic greataxe* (SPCM 126) and a *potion of superior healing*.

ACTIONS

Multiattack. General Tassala makes one ranged or two melee attacks: a bite attack and one other.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage and the target must make a DC 17 Constitution saving throw, taking 13 (3d8) poison damage on a failure, or half as much damage on a success.

Metamorphic Greataxe. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 4) slashing damage and 3 (1d6) poison damage and the target must make a DC 17 Constitution saving throw, taking 13 (3d8) more poison damage on a failure, or half as much damage on a success.

Lance. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 10 (1d12 + 4) piercing damage and the target must make a DC 17 Constitution saving throw, taking 13 (3d8) poison damage on a failure, or half as much damage on a success.

Heavy Crossbow. *Ranged Weapon Attack:* +9 to hit, range 100/400 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage and the target must make a DC 17 Constitution saving throw, taking 13 (3d8) poison damage on a failure, or half as much damage on a success.

LEGENDARY ACTIONS

General Tassala can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. She regains spent legendary actions at the start of her turn.

Attack (Costs 2 Actions). The general makes a melee weapon attack.

Change Color. The general changes the color of her *panchromatic armor*.

Detect. The general makes a Wisdom (Perception) check.

Trip. The general makes a Strength (Athletics) check contested by the target's Strength (Athletics) or Dexterity (Acrobatics) check, knocking the target prone on a success.



NESMENHIT

Nesmenhit, high priestess of the cult of Bastet in Ventissa, is a powerful devotee of the cat goddess. She spends her days looking after the cats of the temple and tending the catacombs of cat mummies beneath it. Her demeanor is very much like the cats she spends so much time with, lending her an air of casual aloofness that belies her caring nature.

This dark-skinned woman wears fine white robes and gold bangles. She looks at once relaxed and poised, a regal bearing which matches that of the cats she cares for.



NESMENHIT

Medium humanoid (human), neutral

Armor Class 12

Hit Points 121 (22d8 + 22)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (−1)	15 (+2)	13 (+1)	13 (+1)	18 (+4)	17 (+3)

Saving Throws Wis +7, Cha +6

Skills History +4, Religion +4

Damage Resistances poison

Senses passive Perception 14

Languages Common, Cat

Challenge 7 (200 XP)

Spellcasting. Nesmenhit is a 12th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). She has the following cleric spells prepared:

Cantrips (at will): *guidance*, *resistance*, *sacred flame*, *spare the dying*, *thaumaturgy*

1st level (4 slots): *bless*, *cure wounds*, *detect poison and disease*, *guiding bolt*, *healing word*

2nd level (3 slots): *aid*, *enhance ability* (Cat's Grace), *prayer of healing*, *protection from poison*

3rd level (3 slots): *beacon of hope*, *mass healing word*, *protection from energy*

4th level (3 slots): *death ward*, *freedom of movement*, *guardian of faith*

5th level (2 slots): *greater restoration*, *mass cure wounds*

6th level (1 slot): *heal*

Divine Strike (1/Turn). When Nesmenhit hits a creature with a weapon attack, she can cause the attack to deal an extra 1d8 necrotic damage.

ACTIONS

Multiattack. Nesmenhit makes two melee or two ranged attacks.

Sickle. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage.

Sling. *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.

ALLOSAURUS

The allosaurus is a swift and deadly predator. This bipedal dinosaur grabs at its prey with powerful claws and delivers a series of quick slashing bites to debilitate it. Allosauruses are fiercely territorial, but sometimes cooperate with others of their species to attack larger prey. They typically stand over 8 feet tall and measure around 30 feet from snout to tail.

Hunter-Killer Allosaurus. With the addition of armor plating, adaptive shields, enhanced senses, and a matter disruptor beam, the yithians have turned what was already a swift and deadly predator into a killing machine.

This huge, sharp-toothed dinosaur is plated with yithian armor. A third eye has been grafted above its narrow snout, and an array of glowing green crystal discs protrudes from a fleshy third arm above its right shoulder. Several hexagonal plates of dull metal embedded in its skin project a field of shimmering light over the creature's body.



HUNTER-KILLER ALLOSAURUS

Huge beast, unaligned

Armor Class 16 (natural armor)

Hit Points 104 (11d12 + 33)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	17 (+3)	4 (-3)	13 (+1)	10 (+0)

Skills Perception +4

Damage Resistances lightning

Senses passive Perception 14

Languages –

Challenge 7 (2,900 XP)

Control Chip. The dinosaur obeys to the best of its ability the most recent command issued to it telepathically by a yithian. Each time the creature takes lightning or psychic damage, roll a d%. If the result is equal to or lower than the damage dealt, the control chip is destroyed; the dinosaur is freed from yithian control and likely to lash out in confusion at the nearest creature.

ACTIONS

Multiattack. The allosaurus makes two melee attacks, one with its claw and one with its bite, then it uses its matter disruptor if it is able.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 20 (3d10 + 4) piercing damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage. If the target is a Large or smaller creature, it is grappled (escape DC 15). Until this grapple ends, the target is restrained, and the allosaurus can't claw another target.

Matter Disruptor (Recharge 5-6). *Ranged Spell Attack:* +12 to hit, range 100/400 ft., one target. *Hit:* 19 (3d12) necrotic damage. A creature killed by this attack is disintegrated.

Slashing Bites. The allosaurus makes two bite attacks at disadvantage against a Large or larger target, dealing slashing instead of piercing damage.

REACTIONS

Adaptive Shields. When the allosaurus is hit by an attack, it gains resistance to that damage type until the end of its next turn.

CHASMOSAURUS

Chasmosaurus is a ceratopsian dinosaur smaller than triceratops, standing about as high as a cow and roughly 15 feet long from beak to tail. A large, rectangular frill extends from the back of its skull like a tower shield. It has three short horns on its face that it rams into predators or rivals, and a sharp hooked beak it uses to defend itself as well as to strip branches of their leaves.

This four-legged beast with knobby reptilian skin is about 15 feet long from the tip of its tail to its beaky mouth, and its oversized head boasts a trio of short horns. A large rectangular frill marks with blue spots protrude from the back of its skull, protecting its neck.

Tamed Dinosaurs

Dinosaurs that appear in this book alongside serpentfolk are under the effects of *serpentfolk taming elixirs* (book 2, page 70), which grant them advantage on saving throws against spells or effects originating from non-serpentfolk that would charm them.

Dinosaurs under the control of the yithians, as well as yithian-modified dinosaurs under the control of serpentfolk, are implanted with a control chip, as seen in the stat block of any yithian-modified dinosaur.

CHASMOSAURUS

Large beast, unaligned

Armor Class 12 (natural armor)

Hit Points 60 (8d10 + 16)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	9 (–1)	15 (+2)	2 (–4)	11 (+0)	8 (–1)

Senses passive Perception 10

Languages —

Challenge 3 (700 XP)

Charge. If the chasmosaurus moves at least 20 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

ACTIONS

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) slashing damage.

Gore. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage.



DEBASED SERPENTFOLK

Not all serpentfolk are considered equal. Millennia ago, when Bastet defeated Yig and drove him into hiding, many serpentfolk turned to the worship of Tsathoggua. These serpentfolk were cursed by Yig, causing them to degenerate into less intelligent, less capable creatures. Many debased serpentfolk don't even speak the ancient serpentfolk tongue. This schism among the serpentfolk weakened their antediluvian empires, leaving them scattered, disorganized, and ripe for conquest. True serpentfolk hold these debased serpentfolk in contempt but are more than willing to use them as slaves. Debased serpentfolk are noticeably smaller than their trueborn superiors and are sometimes missing their arms, their legs, or both.



This serpent-headed humanoid is dull and bestial. Dressed in tattered rags, it has none of the grandeur and refinement of the wicked serpentfolk, though they share a superficial similarity.

DEBASED SERPENTFOLK

Medium monstrosity, neutral evil

Armor Class 13 (natural armor)

Hit Points 26 (4d8 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	15 (+2)	13 (+1)	14 (+2)	11 (+0)

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 12

Languages Aklo, Common

Challenge 1 (200 XP)

Keen Smell. The debased serpentfolk has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Multiattack. The debased serpentfolk makes two attacks, one with its bite and one with its club.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage and the target must succeed on a DC 12 Constitution saving throw or take 4 (1d8) poison damage.

Club. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage.

DILOPHOSAURUS

The dilophosaurus is a predatory dinosaur, much smaller and swifter than a tyrannosaurus but larger and more powerful than a velociraptor. It is easily identified by the pair of colorful crests over its snout, which it uses in displays to attract mates or warn away rivals. It uses its three-clawed hands and crooked snarl of a jaw to hunt prey, mostly smaller creatures than itself, although it will opportunistically attack weak members of larger species. The typical adult dilophosaurus is around 20 feet long and stands 4 to 5 feet high at the shoulder.

This slender, bipedal dinosaur has a distinctive double row of colorful, semicircular crests on top of its head and a hooked jaw lined with curved teeth. It stands about as high as a man, but more than 20 feet in length.

DILOPHOSAURUS

Large beast, unaligned

Armor Class 14 (natural armor)

Hit Points 52 (7d10 + 14)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	15 (+2)	2 (−4)	11 (+0)	12 (+1)

Senses passive Perception 10

Languages —

Challenge 2 (450 XP)

Pounce. If the dilophosaurus moves at least 20 feet straight toward a Large or smaller creature and then hits it with a claw attack on the same turn, the target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the dilophosaurus can make one bite attack against it as a bonus action.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 14 (2d10 + 3) piercing damage.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage.



Yig-Touched Dilophosaurus. Already a swift and deadly predator, the dilophosaurus grows even more fearsome and terrifying with the blessing of Yig. The creature has been transformed under the gaze of the Father of Serpents, taking on ophidian characteristics like a cobra's hood and the ability to spit venom.

This predatory dinosaur has smooth, orange spotted skin, a double crest on its head, and a sinuous neck that expands outward like the hood of a viper.



YIG-TOUCHED DILOPHOSAURUS

Large beast, unaligned

Armor Class 15 (natural armor)

Hit Points 76 (9d10 + 27)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	17 (+3)	2 (−4)	12 (+1)	13 (+1)

Damage Immunities poison

Condition Immunities poisoned

Senses passive Perception 11

Languages —

Challenge 4 (1,100 XP)

Pounce. If the dilophosaurus moves at least 20 feet straight toward a Large or smaller creature and then hits it with a claw attack on the same turn, the target must

succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the dilophosaurus can make one bite attack against it as a bonus action.

ACTIONS

Multiattack. The dilophosaurus either makes a spit venom attack, a claw attack, and a bite attack, or it makes two claw attacks and a bite attack.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 14 (2d10 + 3) piercing damage.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage.

Spit Venom. *Ranged Weapon Attack:* +5 to hit, range 10/30 ft., one creature. *Hit:* 9 (2d8) poison damage and the target must succeed on a DC 13 Constitution saving throw or be blinded for 1 minute. The target can repeat this save at the end of each of its turns, ending the effect on a success.

ELDER THING SARCOMANCER

Sarcomancers are some of the foremost scientists and artists of Elder Thing civilization. They devote their massive, alien brains to the study of magic that alters and controls flesh, bending the living and the dead to their will. Their mastery of flesh-sculpting magic gives them an important role in the creation of shoggoths and other monstrous servants of the Elder Things.

Sarcomancers are physically indistinguishable from other Elder Things; only their abilities mark them as different and all the more horrifying.



ELDER THING SARCOMANCER

Medium aberration, lawful neutral

Armor Class 16 (natural armor)

Hit Points 157 (15d8 + 90)

Speed 30 ft., fly 90 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	17 (+3)	22 (+6)	23 (+6)	18 (+4)	19 (+4)

Saving Throws Int +10, Wis +8, Cha +8

Skills Animal Handling +10, Arcana +14, History +14, Nature +14, Religion +14, Yog-Sothothery +12

Damage Resistances bludgeoning, fire, slashing

Damage Immunities cold

Senses darkvision 60 ft., passive Perception 14

Languages Elder Thing, Mi-Go, Yithian

Challenge 10 (5,900 XP)

Spellcasting. The elder thing sarcomancer is a 12th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 18, +10 to hit with spell attacks). It has the following Wizard spells prepared:

Cantrips (at will): *acid splash*, *mage hand*, *poison spray*, *ray of frost*, *shocking grasp*

1st level (4 slots): *color spray*, *false life*, *grease*, *lethargy of Tsathoggua* (SPCM 106), *mist of R'lyeh* (SPCM 109)

2nd level (3 slots): *acid arrow*, *blindness/deafness*, *hold person*, *mirror image*

3rd level (3 slots): *command of the bloody tongue* (SPCM

96), *green decay* (SPCM 104), *protection from energy*, *shrivel* (SPCM 113)

4th level (3 slots): *black tentacles*, *Orne's black* (SPCM 110), *polymorph*, *remortification* (SPCM 111), *stoneskin*

5th level (2 slots): *cloudkill*, *cone of cold*, *melt flesh* (SPCM 107),

6th level (1 slot): *congeal formless spawn* (SPCM 97), *ferox* (SPCM 102), *flesh to stone*

Hibernation. See SPCM 307.

Star Travel. The elder thing can survive and fly in space.

Unbreathing. The elder thing doesn't need to breathe.

Void Sight. Magical darkness doesn't impede the elder thing's darkvision.

ACTIONS

Multiattack. The elder thing makes up to six attacks: five with its arms (each against a different target) and one with its tentacles (any target within reach).

Arms. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (5d4 + 3) bludgeoning damage.

Tentacles. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 30 (5d10 + 3) bludgeoning damage. If the target is a Medium or smaller creature, it is grappled (escape DC 14). The grappled creature is restrained until the grapple ends.

REACTIONS

Reactive Spellcasting. When an opponent the elder thing sarcomancer can see moves or attacks, the sarcomancer casts one of its at-will spells.

ELECTRO-TANK ANKYLOSAURUS

This ill-tempered herbivore is one of the most heavily armored dinosaurs, from its thick, triangular head to the club on the tip of its tail. This living fortress is over 25 feet long and stands 6 feet tall at the hip. It subsists on a diet of ferns and fruit, using its powerful tail club to defend itself from predators.

Yithians have transformed the already heavily armored ankylosaurus into a nigh-in-vulnerable walking weapons platform. Steel-ceramic composite plates reinforce its existing armor, and it boasts a turret of lightning guns installed on its back, powered by a second brain grafted onto the dinosaur's spine.

Plates of gleaming yithian shield augment the bony armor of this stocky, lumbering creature is augmented. Its muscular tail ends in a bone-shattering club, and from its back protrudes a rotating dome with twin prongs that crackle with electricity.



ELECTRO-TANK ANKYLOSAURUS

Huge beast, unaligned

Armor Class 19 (natural armor)

Hit Points 68 (8d12 + 16)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (–1)	15 (+2)	4 (–3)	11 (+0)	5 (–3)

Damage Resistances lightning

Senses passive Perception 10

Languages –

Challenge 4 (1,100 XP)

Control Chip. The dinosaur obeys to the best of its ability the most recent command issued to it telepathically by a yithian. Each time the creature takes lightning or psychic

damage, roll a d%. If the result is equal to or lower than the damage dealt, the control chip is destroyed; the dinosaur is freed from yithian control and likely to lash out in confusion at the nearest creature.

ACTIONS

Tail. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 18 (3d8 + 5) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw or have its hit point maximum reduced by an amount equal to the damage taken. The target dies if this attack reduces its hit point maximum to 0. The target can repeat this save at the end of a long rest, ending the reduction on a success, or the reduction can be removed by lesser restoration or other magic.

Lightning Turret (Recharge 5-6). The ankylosaurus fires a bolt of lightning in a 60-foot line that is 5 feet wide. Each creature in that line must make a saving throw, taking 27 (5d10) lightning damage on a failed save or half as much damage on a successful one.

HATZEGOPTERYX

Hatzegopteryx is a gigantic pterosaur. This prehistoric flying reptile can soar at great speed for days at a time. When it comes time to feed, it stalks the land like a massive heron, using its folded wings as stilt-like forelimbs and snapping up small dinosaurs with its powerful beak. These statistics can be used for similar giant pterosaurs such as *quetzalcoatlus* and *arambourgiana*.

The creature before you has a massive, toothless beak as long as a man is tall, a long neck, and a nearly 40-foot wingspan. It stalks forward, looking like a nightmare cross between a giant heron and a giraffe.

HATZEGOPTERYX

Huge beast, unaligned

Armor Class 13 (natural armor)

Hit Points 37 (5d12 + 5)

Speed 30 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	12 (+1)	2 (–4)	12 (+1)	5 (–3)

Skills Perception +3

Senses passive Perception 13

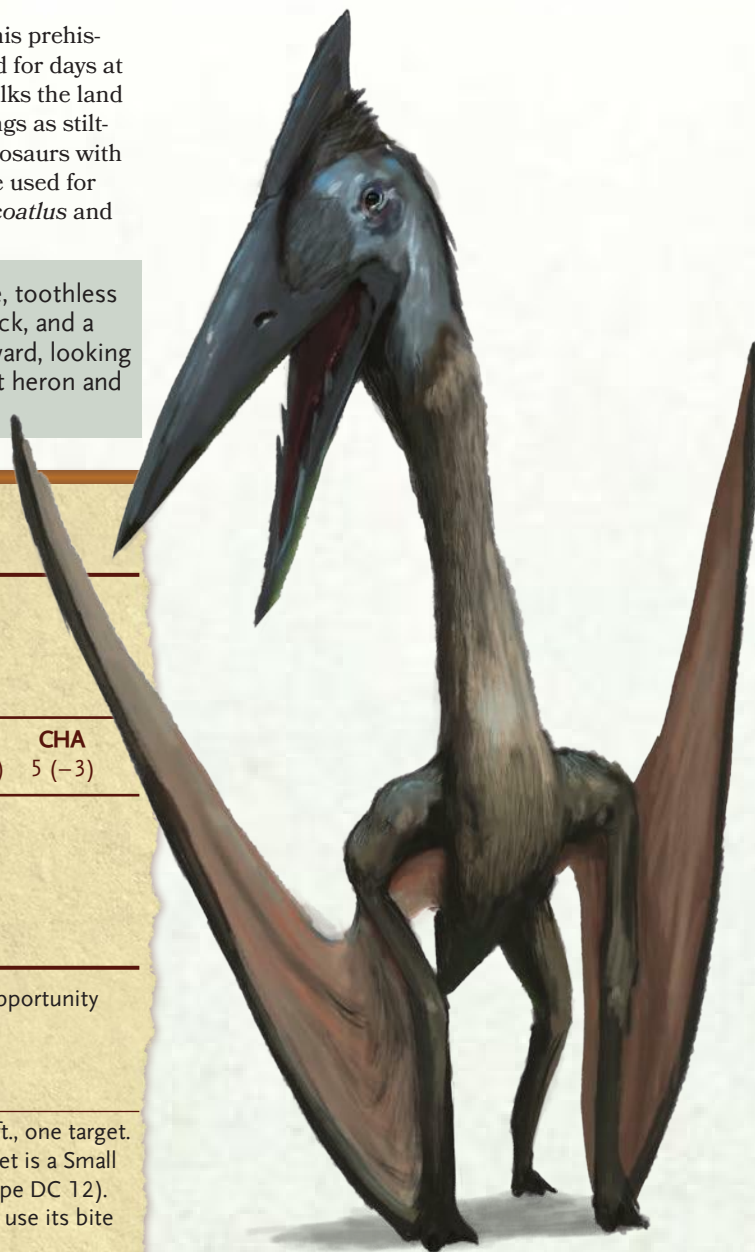
Languages —

Challenge 2 (450 XP)

Flyby. The hatzegopteryx doesn't provoke an opportunity attack when it flies out of an enemy's reach.

ACTIONS

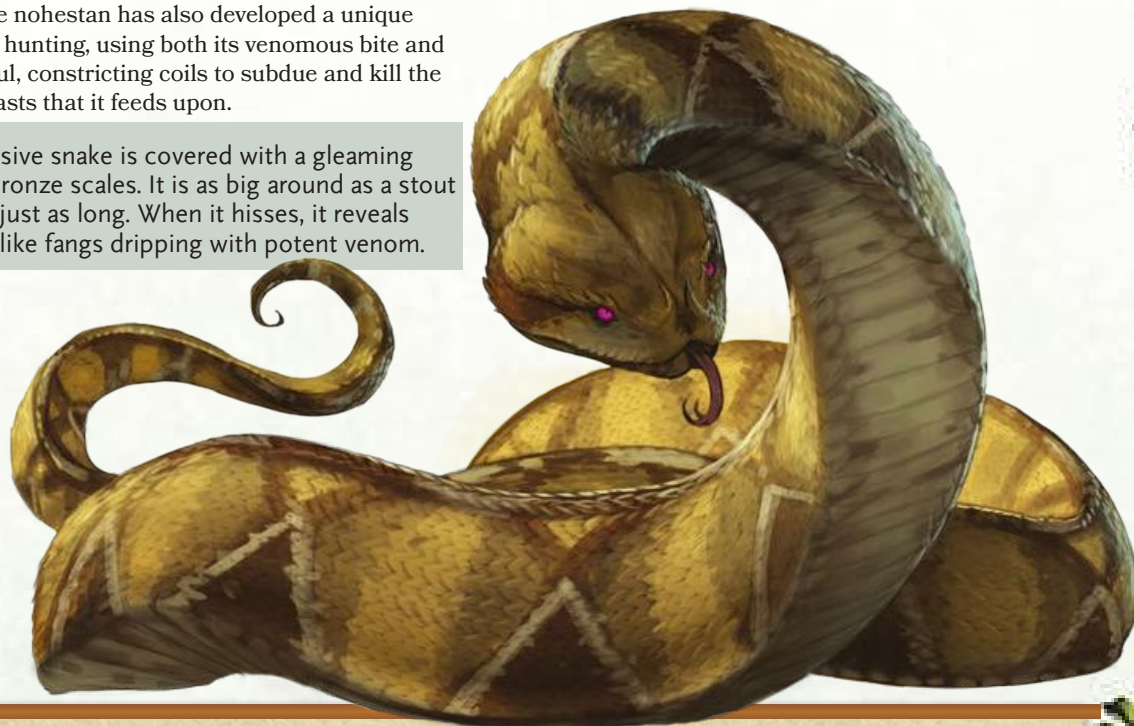
Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 13 (2d10 + 2) slashing damage. If the target is a Small or smaller creature, the target is grappled (escape DC 12). Until the grapple ends, the hatzegopteryx can't use its bite on any other creature.



NOHESTAN

The nohestan is a massive, primeval dinosaur-eating snake. This 40-foot serpent has scales of solid bronze that protect it from the spikes and teeth of its adversaries. The nohestan has also developed a unique method of hunting, using both its venomous bite and its powerful, constricting coils to subdue and kill the mighty beasts that it feeds upon.

This massive snake is covered with a gleaming coat of bronze scales. It is as big around as a stout tree and just as long. When it hisses, it reveals scimitar-like fangs dripping with potent venom.



NOHESTAN

Huge monstrosity, unaligned

Armor Class 18 (natural)

Hit Points 149 (13d12 + 65)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	20 (+5)	4 (–3)	13 (+1)	4 (–3)

Saving Throws Wis +5

Skills Perception +5

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities poisoned

Senses passive Perception 15

Languages –

Challenge 9 (5,000 XP)

ACTIONS

Multiattack. The nohestan uses its mesmerizing gaze, then makes two attacks: one bite and one constrict.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one creature. *Hit:* 19 (3d8 + 6) piercing damage and 11 (2d10) poison damage, and the target must make a DC 17 Constitution saving throw or become poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Constrict. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one creature. *Hit:* 24 (4d8 + 6) bludgeoning damage, and the target is grappled (escape DC 20). Until this grapple ends, the creature is restrained and the snake can't constrict another target.

Mesmerizing Gaze. The nohestan fixes its gaze on one creature it can see within 300 feet of it. If the target can see, they must succeed on a DC 13 Charisma saving throw or become charmed and restrained until the beginning of the nohestan's next turn. The nohestan can maintain its gaze on the same target as a bonus action, extending the effect for 1 round each time it does so; the creature gets a new saving throw to end the effect.

REACTIONS

Wall of Bronze Coils. The nohestan adds 3 to its AC against one weapon attack that would hit it. To do so, the nohestan must see the attacker.

PTERODACTYL

The pterodactyl is a small primeval flying reptile with a wingspan up to three-and-a-half feet. It can walk awkwardly on the ground using its feet and wings, but it is a swift and agile flyer. Pterodactyls use their long, tapering beaks filled with dozens of small, conical teeth to snatch up fish, insects, and small animals.

This flying reptile is the size of a hawk and covered in feather-like down with leathery wing membranes. Its long, toothy beak is topped with a colorful fin-shaped crest.

PTERODACTYL

Tiny beast, unaligned

Armor Class 10

Hit Points 2 (1d4)

Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
4 (–3)	16 (+3)	10 (+0)	2 (–4)	13 (+1)	8 (–2)

Skills Perception +3

Senses passive Perception 13

Languages —

Challenge 0 (10 XP)

Flyby. The pterodactyl doesn't provoke an opportunity attack when it flies out of an enemy's reach.

ACTIONS

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 1 piercing damage.

PTEROSENTRY

A pteranodon heavily modified with biological and mechanical parts, this flying creature serves as a living sentry for yithian security outposts. With enhanced senses and an implanted high-energy laser gun, a pterosentry identifies and eliminates threats quickly and efficiently.

This leather-winged reptilian creature is a blend of biology and technology. Of its two heads, one sports a long, sharp beak while the other hosts a cluster of five black eyes. Protruding from its gaunt chest is a metal cylinder covered with veins and set with crystal disks that pulse with blue light.

PTEROSENTRY

Large monstrosity, unaligned

Armor Class 15 (natural armor)

Hit Points 71 (11d10 + 11)

Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	13 (+1)	4 (–3)	16 (+3)	5 (–3)

Skills Perception +7

Senses darkvision 120 ft., passive Perception 17

Languages Yithian (can't speak)

Challenge 4 (1,100 XP)

Flyby. The pterosentry doesn't provoke an opportunity attack when it flies out of an enemy's reach.

Raise the Alarm. All pterosentries within 500 feet of each other act on the highest initiative from among their rolls.

ACTIONS

Multiattack. The pterosentry makes two melee or two ranged attacks.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage.

Laser. *Ranged Weapon Attack:* +5 to hit, range 80/160 ft., one target. *Hit:* 15 (3d10) radiant damage.



Serpentfolk Dinosaur Rider

The dinosaur rider is the backbone of the serpentfolk army, equipped with a variety of weapons it can use at close or long range, from dinosaur-back or on foot. These fearless ophidian soldiers will stop at nothing to enforce the will of the serpentfolk on the world.

This serpent-headed reptilian humanoid is clad in studded leather armor and equipped with a bow, a scimitar, and a pike.



Serpentfolk Dinosaur Rider

Medium monstrosity (shapechanger), neutral evil

Armor Class 16 (studded leather)

Hit Points 52 (7d8 + 21)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	18 (+4)	16 (+3)	18 (+4)	16 (+3)	15 (+2)

Skills Animal Handling +5, Arcana +6, Yog-Sothothery +5

Damage Immunities poison

Condition Immunities frightened, paralyzed, poisoned

Senses blindsight 30 ft., darkvision 60 ft., passive Perception 13

Languages Aklo, Common, Serpentfolk

Challenge 3 (700 XP)

Innate Spellcasting. The serpentfolk dinosaur rider's spellcasting ability is Intelligence (spell save DC 14). It can innately cast the following spells, requiring no material components:

At will: *minor illusion*

1/day each: *charm person*, *major image*, *mirror image*, *suggestion*

Envenom Weapon. As a bonus action, the serpentfolk dinosaur rider can apply its natural venom to one weapon or piece of ammunition that deals slashing or piercing damage. A creature hit by the poisoned weapon or

ammunition must make a DC 13 Constitution saving throw, taking 9 (2d8) poison damage on a failure or half as much damage on a success. Once applied, the poison retains potency until delivered through a wound or for 1 minute before drying.

Keen Smell. The serpentfolk dinosaur rider has advantage on Wisdom (Perception) checks that rely on smell.

Magic Resistance. The serpentfolk dinosaur rider has advantage on saving throws against spells and other magical effects.

Shapechanger. The serpentfolk dinosaur rider can use its action to polymorph into a Medium humanoid or back into its true form. Any equipment it is wearing or carrying isn't transformed. It doesn't change form if it dies.

ACTIONS

Multiattack. The serpentfolk dinosaur rider makes two attacks, only one of which can be its bite.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage and the target must make a DC 13 Constitution saving throw, taking 9 (2d8) poison damage on a failure or half as much damage on a success.

Pike. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage.

Scimitar. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

Shortbow. *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Serpentfolk Infiltrator

Serpentfolk infiltrators are masters of disguise, deception, assassination, and all manner of skullduggery. When the serpentfolk target a civilization, it is the infiltrators who are there first, undermining their society, spying on their leaders, and sowing discord among their people. A serpentfolk infiltrator might live undercover for centuries, assuming multiple false identities, biding its time until the perfect moment to strike.

Beneath the hood of its cloak you see this creature has the head of a serpent. Its eyes gleam with cunning as a dagger appears in its scaly claw, dripping with viscous venom.



Serpentfolk Infiltrator

Medium monstrosity (shapechanger), neutral evil

Armor Class 17 (studded leather)

Hit Points 112 (15d8 + 45)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	20 (+5)	16 (+3)	19 (+4)	16 (+3)	17 (+3)

Saving Throws Dex +8, Cha +6

Skills Arcana +10, Deception +6, Insight +6, Perception +6, Stealth +8, Yog-Sothothery +6

Damage Immunities poison

Condition Immunities frightened, paralyzed, poisoned

Senses blindsight 30 ft., darkvision 60 ft., passive Perception 16

Languages Aklo, Common, Serpentfolk

Challenge 7 (2,900 XP)

Innate Spellcasting. The serpentfolk's spellcasting ability is Intelligence (spell save DC 15). It can innately cast the following spells, requiring no material components:

At will: *minor illusion*

1/day each: *charm person*, *detect thoughts*, *invisibility*, *major image*, *mirror image*, *nondetection*, *suggestion*

Cunning Action. On each of its turns, the serpentfolk can use a bonus action to take the Dash, Disengage, Hide, or Use Object action.

Sneak Attack (1/turn). The serpentfolk deals an extra 14 (4d6) damage when it hits a target with a weapon

attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the serpentfolk that isn't incapacitated and the serpentfolk doesn't have disadvantage on the attack roll.

Keen Smell. The serpentfolk has advantage on Wisdom (Perception) checks that rely on smell.

Magic Resistance. The serpentfolk has advantage on saving throws against spells and other magical effects.

Shapechanger. The serpentfolk can use its action to polymorph into a Medium humanoid, or back into its true form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It doesn't change form if it dies.

ACTIONS

Multiattack. The serpentfolk infiltrator makes two ranged attacks or two melee attacks: one with its bite and one with its dagger.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) type damage and the target must make a DC 14 Constitution saving throw, taking 9 (2d8) poison damage on a failure or half as much on a success.

Dagger. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d4 + 5) piercing damage and the target must make a DC 14 Constitution saving throw, taking 9 (2d8) poison damage on a failure or half as much on a success.

Longbow. *Ranged Weapon Attack:* +7 to hit, range 150/600 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage and the target must make a DC 14 Constitution saving throw, taking 9 (2d8) poison damage on a failure or half as much on a success.

SERPENTFOLK

LIGHTNING WARRIOR

Equipped with yithian technology stolen or bartered from the Great Race, this elite serpentfolk warrior combines the devious cunning of the children of Yig with the raw power of a lightning gun.

This serpent-headed humanoid is outfitted with yithian technology. A circuit-etched disk of silver is strapped over its gleaming breastplate, projecting a shimmering field of force, while it clutches a crackling lightning gun in its reptilian claws.

SERPENTFOLK LIGHTNING WARRIOR

Medium monstrosity (shapechanger), neutral evil

Armor Class 16 (breastplate)

Hit Points 85 (10d8 + 40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	19 (+4)	18 (+4)	16 (+3)	15 (+2)

Skills Athletics +7, Arcana +7, Yog-Sothothery +6

Damage Immunities poison

Condition Immunities frightened, paralyzed, poisoned

Senses blindsight 30 ft., darkvision 60 ft., passive Perception 13

Languages Aklo, Common, Serpentfolk

Challenge 6 (2,300 XP)

Innate Spellcasting. The serpentfolk's spellcasting ability is Intelligence (spell save DC 15). It can innately cast the following spells, requiring no material components:

At will: *minor illusion*

1/day each: *charm person*, *major image*, *mirror image*, *suggestion*

Keen Smell. The serpentfolk has advantage on Wisdom (Perception) checks that rely on smell.

Magic Resistance. The serpentfolk has advantage on saving throws against spells and other magical effects.

Shapechanger. The serpentfolk can use its action to polymorph into a Medium humanoid, or back into its true form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It doesn't change form if it dies.

Force Field Projector. The serpentfolk is equipped with a *force field projector* (page 94). When the serpentfolk takes damage, the projector absorbs half the damage (rounded up). Once the projector has absorbed 50 points of damage in this way, it shorts out and breaks.

Special Equipment. Aside from the *lightning gun* (SPCM 126), the serpentfolk is equipped with one *force grenade* (page 94) and one *stun grenade* (page 96).

ACTIONS

Multiattack. The serpentfolk makes two melee attacks (one bite and one glaive) or two ranged attacks.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage and the target must make a DC 15 Constitution saving throw, taking 9 (2d8) poison damage on a failure, or half as much damage on a success.

Glaive. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 9 (1d10 + 4) slashing damage and the target must make a DC 15 Constitution saving throw, taking 9 (2d8) poison damage on a failure, or half as much damage on a success.

Lightning Gun (6/Day). *Ranged Spell Attack:* +8 to hit, range 150/600 ft., one target. *Hit:* 22 (3d10 + 4) lightning damage.



Serpentfolk Priest of Yig

Serpentfolk who join the priesthood of Yig devote their lives to the Father of Snakes. They often work in the shadows, infiltrating other religious organizations and fomenting Yiggish heresies to prepare the way for a serpentfolk takeover. In their true forms, the priests wear elaborate, flowing garments and paint a crescent moon on their foreheads.

This serpentfolk wears fine vestments embroidered with intricately wrought ophidian designs and has painted a crescent moon on its forehead.



Serpentfolk Priest of Yig

Medium monstrosity (shapechanger), neutral evil

Armor Class 15 (natural armor)

Hit Points 93 (11d8 + 44)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	18 (+4)	18 (+4)	18 (+4)	16 (+3)

Saves Wis +7

Skills Religion +7, Yog-Sothothery +7

Damage Immunity poison

Condition Immunity frightened, paralyzed, poisoned

Senses blindsight 30ft., darkvision 60 ft., passive Perception 14

Languages Aklo, Common, Serpentfolk

Challenge 6 (2,300 XP)

Innate Spellcasting. The serpentfolk priest of Yig's innate spellcasting ability is Intelligence (spell save DC 13). It can innately cast the following spells, requiring no material components:

At will: *minor illusion*

1/day each: *charm person*, *major image*, *mirror image*, *suggestion*

Spellcasting. The priest of Yig is a 6th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 15, +7 to hit). It has the following spells prepared:

Cantrip (at will): *poison spray*, *resistance*, *sacred flame*, *thaumaturgy*

1st level (4 slots): *bane*, *command*, *cure wounds*, *inflict wounds*, *mist of R'lyeh* (SPCM 109), *shield of faith*

2nd level (3 slots): *acid arrow*, *blindness/deafness*, *blur*, *hold person*, *prayer of healing*

3rd level (3 slots): *bestow curse*, *hypnotic pattern*, *impossible arithmetic* (SPCM 105), *spirit guardians*, *stinking cloud*

Keen Smell. The serpentfolk priest of Yig has advantage on Wisdom (Perception) checks that rely on smell.

Magic Resistance. The serpentfolk priest of Yig has advantage on saving throws against spells and other magical effects.

Shapechanger. The serpentfolk priest of Yig can use its action to polymorph into a Medium humanoid, or back into its true form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It doesn't change form if it dies.

ACTIONS

Multiattack. The serpentfolk priest of Yig makes two attacks: one with its bite and one with its dagger or two with its dagger.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage and the target must make a DC 15 Constitution saving throw, taking 9 (2d8) poison damage on a failure or half as much damage on a success.

Dagger. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage and the target must make a DC 15 Constitution saving throw, taking 13 (3d8) poison damage on a failure or half as much damage on a success.

SERPENTFOLK TRAPPER

Serpentfolk trappers make use of their keen senses and natural cunning to lay ambushes. They excel at tracking and trapping anything from humanoids to mighty dinosaurs.

This serpent-headed reptilian humanoid is clad in studded leather armor and a hooded cloak. It bears a bow, a net, and a halberd.



SERPENTFOLK TRAPPER

Medium monstrosity (shapechanger), neutral evil

Armor Class 16 (studded leather)

Hit Points 67 (9d8 + 27)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	18 (+4)	16 (+3)	18 (+4)	16 (+3)	15 (+2)

Skills Animal Handling +5, Arcana +6, Perception +5, Stealth +6, Survival +5, Yog-Sothothery +5

Damage Immunities poison

Condition Immunities frightened, paralyzed, poisoned

Senses blindsight 30 ft., darkvision 60 ft., passive Perception 15

Languages Aklo, Common, Serpentfolk

Challenge 4 (1,100 XP)

Innate Spellcasting. The serpentfolk's spellcasting ability is Intelligence (spell save DC 14). It can innately cast the following spells, requiring no material components:

At will: *minor illusion*

1/day each: *charm person*, *major image*, *mirror image*, *suggestion*

Envenom Weapon. As a bonus action, the serpentfolk can apply its natural venom to one weapon or piece of ammunition that deals slashing or piercing damage. A creature hit by the poisoned weapon or ammunition must make a DC 13 Constitution saving throw, taking 9 (2d8)

poison damage on a failure or half as much damage on a success. Once applied, the poison retains potency until delivered through a wound or for 1 minute before drying.

Keen Smell. The serpentfolk has advantage on Wisdom (Perception) checks that rely on smell.

Magic Resistance. The serpentfolk has advantage on saving throws against spells and other magical effects.

Shapechanger. The serpentfolk can use its action to polymorph into a Medium humanoid or back into its true form. Any equipment it is wearing or carrying isn't transformed. It doesn't change form if it dies.

ACTIONS

Multiattack. The serpentfolk makes two attacks, only one of which can be its bite.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage and the target must make a DC 13 Constitution saving throw, taking 9 (2d8) poison damage on a failure or half as much damage on a success.

Halberd. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 8 (1d10 + 3) slashing damage.

Longbow. *Ranged Weapon Attack:* +6 to hit, range 150/600 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Net. *Ranged Weapon Attack:* +6 to hit, range 5/15 ft., one target. *Hit:* A Large or smaller creature is restrained until it is freed. A creature can use its action to make a DC 10 Strength check, freeing itself on a success. Dealing 5 slashing damage to the net (AC 10) also frees the creature without harming it; this ends the effect and destroys the net.

Serpentfolk Warrior

Elite warriors of the serpentfolk often hone their skills in battle by shapechanging into humanoid form to fight as mercenaries. While they may rely on brute strength more than the average serpentfolk, they are no less insidious and cunning than the rest of their kind.

This serpent-headed humanoid is outfitted for battle with a gleaming breastplate, a battleaxe, and a black longbow. Its yellow eyes dart from target to target, ready to strike.



Serpentfolk Warrior

Medium monstrosity (shapechanger), neutral evil

Armor Class 16 (breastplate)

Hit Points 85 (10d8 + 40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	19 (+4)	18 (+4)	16 (+3)	15 (+2)

Skills Arcana +7, Athletics +7, Yog Sothothery +6

Damage Immunities poison

Condition Immunities frightened, paralyzed, poisoned

Senses blindsight 30 ft., darkvision 60 ft., passive Perception 13

Languages Aklo, Common, Serpentfolk

Challenge 5 (1,800 XP)

Innate Spellcasting. The serpentfolk warrior's spellcasting ability is Intelligence (spell save DC 15). It can innately cast the following spells, requiring no material components:

At will: *minor illusion*

1/day each: *charm person*, *major image*, *mirror image*, *suggestion*

Keen Smell. The serpentfolk warrior has advantage on Wisdom (Perception) checks that rely on smell.

Magic Resistance. The serpentfolk warrior has advantage on saving throws against spells and other magical effects.

Shapechanger. The serpentfolk warrior can use its action to polymorph into a Medium humanoid, or back into its true form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It doesn't change form if it dies.

ACTIONS

Multiattack. The serpentfolk warrior makes two melee attacks (only one of which can be its bite) or two ranged attacks.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage and the target must make a DC 15 Constitution saving throw, taking 9 (2d8) poison damage on a failure or half as much damage on a success.

Battleaxe. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage or 9 (1d10 + 4) slashing damage if wielded with two hands. The target must make a DC 15 Constitution saving throw, taking 9 (2d8) poison damage on a failure or half as much damage on a success.

Longbow. *Ranged Weapon Attack:* +6 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage and the target must make a DC 15 Constitution saving throw, taking 9 (2d8) poison damage on a failure or half as much damage on a success.

SHOGGOTHS

Churning mounds of protoplasm and flesh, shoggoths were the weapons of the Elder Things, at least until they broke free and destroyed their masters. In these latter days, the shoggoth are all but extinct, until summoned again to commit horrors.

Elder Shoggoth. The vastness of immortality allows some shoggoths to discover the teachings of Ubbo-Sathla, the Tome Keeper and Unbegotten Source. These oozes, known as Elder Shoggoths, are a power unto themselves, and the few madmen aware of their existence believe them to be the result of shoggoths reading a Tablet of the Gods. Regardless of the source of their ascendancy, their intellect and eldritch powers are unmatched.

When attempting to control an elder shoggoth with a *shoggoth twsha* (SPCM 130), the DC is 21 to maintain control and 23 to re-establish control.

The sheer magnitude, composition, and exudative corruption of the unspeakably terrifying ooze threatens to shatter the psyche of all in its presence. Its appalling visage is matched by the putrescent cloud surrounding its bulk. Simultaneously exuding the odors of birth, life, and death, the elder shoggoth is a thing of clashing nightmares.



SHOGGOTH, ELDER

Gargantuan ooze, chaotic evil

Armor Class 17 (natural armor)

Hit Points 330 (20d20 + 120)

Speed 40 ft., climb 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	19 (+4)	23 (+6)	18 (+4)	19 (+4)	21 (+5)

Saving Throw Wis +10, Cha +11, Int +10

Skills Arcana +10, Perception +16, Religion +10, Yog-Sothothery +16

Damage Resistances acid, bludgeoning, fire, piercing, slashing

Damage Immunities cold, thunder

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone, stunned

Senses darkvision 120 ft., tremorsense 60 ft., passive Perception 26

Languages Aklo, Common, and two others of the GM's choice

Challenge 19 (22,000 XP)

Legendary Resistance (3/day). If the elder shoggoth fails on a saving throw, it can choose to succeed instead.

Innate Spellcasting. The elder shoggoth's spellcasting ability is Charisma (spell save DC 19, +11 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *chill touch*, *hideous laughter*, *minor illusion*, *poison spray*, *ray of enfeeblement*

3/day each: *enlightenment of the blink idiot god* (SPCM 102), *eyebite*, *mass suggestion*, *wave of oblivion* (SPCM 116)

1/day each: *feeblemind*, *gate*, *pipes of madness* (SPCM 110)

Amorphous. The elder shoggoth can move through a space as narrow as 5 feet without squeezing.

Consume. The elder shoggoth can consume creatures whole, engulfing them in its protoplasm. An engulfed creature is blinded, restrained, can't breathe, has total cover against attacks and other effects outside the elder shoggoth, and takes 21 (6d6) acid damage at the start of each of the elder shoggoth's turns.

An engulfed creature can try to escape by using its action to make a DC 18 Strength (Athletics) check. On a success, the creature escapes and enters a space of its choice within 5 feet of the elder shoggoth. A creature within 5 feet of the elder shoggoth can also attempt to pull an engulfed target free in the nearest unoccupied space as an action. Doing so requires a successful DC 18 Strength (Athletics) check, and the creature making the attempt takes 7 (2d6) acid damage.

The shoggoth can hold up to two Huge creatures or up to eight Large or smaller creatures inside it at a time.

Magic Resistance. The elder shoggoth has advantage on saving throws against spells and other magical effects.

Regeneration. The elder shoggoth regains 20 hit points at the start of its turn if it has at least 1 hit point.

Spider Climb. The elder shoggoth can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

Multiattack. The shoggoth can use its Tekeli-li. It then makes three attacks with its pseudopods.

Pseudopod. Melee Weapon Attack: +14 to hit, reach 30 ft., one target. Hit: 21 (3d8 + 8) bludgeoning, piercing, or slashing damage (shoggoth's choice) plus 7 (2d6) acid damage and must succeed a DC 19 Intelligence saving throw or be magically charmed by the elder shoggoth's countenance until the start of the next turn.

If the target is a Huge or smaller creature, it must succeed on a DC 18 Strength or Dexterity saving throw or be consumed (see above). If this attack reduces the creature to 0 hit points, the target is instantly slain as the elder shoggoth destroys some vital aspect of its body (such as by plucking off its head or crushing its torso).

Engulf. The elder shoggoth moves up to its speed. While doing so, it can enter Huge or smaller creatures' spaces. Whenever the elder shoggoth enters a creature's space, the creature must make a DC 18 Dexterity saving throw. On a success, the creature can choose to be pushed 5 feet back or to the side of the elder shoggoth, avoiding the effect. If it fails the saving throw or succeeds but doesn't choose to be moved, the creature takes 21 (3d8 + 8) bludgeoning damage and 7 (2d6) acid damage and is consumed by the elder shoggoth.

Tekeli-li. Each creature of the elder shoggoth's choice that is within 60 feet of the shoggoth that can hear it must succeed on a DC 18 Wisdom saving throw or become magically frightened for 1 minute. A creature immune to the frightened condition by virtue of a spell or class feature has that protection suppressed for 1 minute; it must make the saving throw normally. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If this second (or later) saving throw fails, the creature gains another level of dread that lasts for 1 minute (if your game uses dread) or gains a short-term madness (if not). If a creature's saving throw is successful or the effect ends for it, the creature is immune to the elder shoggoth's Tekeli-li for the next 24 hours.

LEGENDARY ACTIONS

The elder shoggoth can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The elder shoggoth regains spent legendary actions at the start of its turn.

Cast a Spell. The elder shoggoth casts an at-will spell.

Bud (Costs 2 actions). A formless spawn (SPCM 321) emerges from the writhing mass of the elder shoggoth.

Tentacle. The elder shoggoth makes a pseudopod attack.

Hulking Proto-Shoggoth. Larger and more powerful than typical proto-shoggoths, these destructive oozes were more common in prehistoric times when proto-shoggoths had larger prey to feed on and larger skins to inhabit.

When attempting to control a hulking proto-shoggoth with a *proto-shoggoth twsha* (SPCM 130), the DC is 18 to maintain control and 20 to re-establish control.

The creature's armor-like dermis tears with a sound akin to the ripping of heavy leather, revealing the squamous flesh of a collective of pseudopods that had, until now, been contained within. In shedding its disguise, the hulking protoplasmic ooze leaves behind the mutilated, deformed husk of its host.



HULKING PROTO-SHOGGOTH

Large ooze, chaotic evil

Armor Class 14

Hit Points 138 (12d10 + 72)

Speed 30 ft., climb 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	18 (+4)	23 (+6)	6 (–2)	19 (+4)	9 (–1)

Saving Throw Cha +3

Skills Deception +3

Damage Resistances bludgeoning, fire, piercing, slashing, thunder

Damage Immunities acid, cold

Condition Immunities blinded, deafened, exhaustion, prone, stunned

Senses darkvision 60 ft., passive Perception 14

Languages Aklo, Common

Challenge 10 (5,900 XP)

Amorphous. The hulking proto-shoggoth can move through a space as narrow as 6 inches without squeezing.

Explosive Ambush. When it attacks while masquerading in a stolen skin, the hulking proto-shoggoth rips out of the skin explosively, destroying the skin, as part of rolling initiative. It has advantage on its initiative roll when it begins combat this way. It also has advantage on attack rolls in the first round of combat when it begins combat this way.

Consumption. The hulking proto-shoggoth can consume creatures whole, engulfing them in its protoplasm. An engulfed creature is blinded, restrained, can't breathe, has total cover against attacks and other effects outside the creature, and takes 14 (4d6) acid damage at the start of each of the hulking proto-shoggoth's turns.

An engulfed creature can try to escape by using its action to make a DC 16 Strength (Athletics) check. On a success,

the creature escapes and enters a space of its choice within 5 feet of the hulking proto-shoggoth. A creature within 5 feet of it can also attempt to pull an engulfed target free in the nearest unoccupied space as an action. Doing so requires a successful DC 16 Strength (Athletics) check, and the creature making the attempt takes 7 (2d6) acid damage.

The hulking proto-shoggoth can hold one Medium or two smaller creatures inside it at a time.

Keen Smell. The hulking proto-shoggoth has advantage on Wisdom (Perception) checks that rely on smell.

Magic Resistance. The hulking proto-shoggoth has advantage on saving throws against spells and other magical effects.

Regeneration. The proto-shoggoth regains 10 hit points at the start of its turn if it has at least 1 hit point.

Spider Climb. The proto-shoggoth can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

Multiattack. The hulking proto-shoggoth makes two attacks with its pseudopods.

Pseudopod. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 18 (2d10 + 7) bludgeoning damage and 7 (2d6) acid damage and a Medium or smaller target is grappled (escape DC 16). Until this grapple ends, the target is restrained and can't breathe or speak, and the proto-shoggoth can't grapple another target.

Masquerade. The hulking proto-shoggoth hollows out and inhabits the skin of a dead Large creature within 5 feet. If the corpse is no more than a few hours dead (or preserved in equivalent condition), the hulking proto-shoggoth can use it to pass as the original creature with an additional +10 bonus on its Charisma (Deception) check. If the corpse has been dead for longer than a few hours but still has intact skin, the hulking proto-shoggoth can only effectively masquerade as an undead version of the creature.

SIEGE-CLAW THERIZINOSAURUS

This lumbering dinosaur has been transformed through yithian cybernetic implants into a living siege weapon. Its thick body is plated with scales of steel-ceramic composite armor, allowing it to shrug off attackers, and its powerful claws have been reinforced with adamantine and a kinetic overdrive engine, letting it shred through stone and send enemies flying.

This gigantic reptile has sweeping arms ending in meter-long adamantine claws that crackle with energy. Its long neck holds aloft a small head with a toothless beak, and its distended gut bulges out between its two sturdy legs. Its shaggy coat of long feathers is partially obscured by plates of ceramic armor and Yithian machinery.



SIEGE-CLAW THERIZINOSAURUS

Huge beast, unaligned

Armor Class 16 (natural armor)

Hit Points 114 (12d12 + 36)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	17 (+3)	4 (-3)	11 (+0)	9 (-1)

Damage Resistances lightning

Senses passive Perception 10

Languages –

Challenge 6 (2,300 XP)

Control Chip. The dinosaur obeys to the best of its ability the most recent command issued to it telepathically by a

yithian. Each time the creature takes lightning or psychic damage, roll a d%. If the result is equal to or lower than the damage dealt, the control chip is destroyed; the dinosaur is freed from yithian control and likely to lash out in confusion at the nearest creature.

ACTIONS

Multiattack. The therizinosaurus makes two adamantine claw attacks.

Adamantine Claw. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 20 (3d8 + 7) slashing damage and the target must succeed on a DC 13 Strength saving throw or be pushed 10 feet away and knocked prone. If the therizinosaurus scores a critical hit, it rolls damage dice three times instead of twice. Attacks that hit structures or objects are automatic critical hits.

TELEPORTING VELOCIRAPTOR

The velociraptor is a small predatory dinosaur that uses its powerful foot-claws to grasp and overpower its prey. It is covered in feathers, with particularly long feathers on its arms and its stiff tail.

This velociraptor has been modified with yithian technology, making it faster and more aggressive. Most notably, an experimental blink engine has been implanted in its torso, allowing it to repeatedly teleport short distances. This makes the tiny predator's movements completely unpredictable.

This small, feathery dinosaur is under two feet tall, with sickle-shaped toe-claws and a mouth lined with curved teeth. Machinery embedded in its torso surrounds the beast with a crackling blue nimbus.



TELEPORTING VELOCIRAPTOR

Tiny beast, unaligned

Armor Class 14 (natural)

Hit Points 28 (8d4 + 8)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (−2)	16 (+3)	12 (+1)	3 (−4)	13 (+1)	8 (−1)

Saves Dex +5

Skills Perception +3

Senses passive Perception 13

Languages —

Challenge 1 (200 XP)

Aggressive Attacks. If the velociraptor hits with one or more of its melee weapon attacks on its turn, as a bonus action it can repeat one of those attacks on the same target.

Control Chip. The dinosaur obeys to the best of its ability the most recent command issued to it telepathically by a yithian. Each time the creature takes lightning or psychic damage, roll a d%. If the result is equal to or lower than the damage dealt, the control chip is destroyed; the dinosaur is freed from yithian control and likely to lash out in confusion at the nearest creature.

Evasion. If the velociraptor is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the velociraptor instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Pack Tactics. The velociraptor has advantage on an attack roll against a creature if at least one of the velociraptor's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Multiattack. The velociraptor makes two attacks: one with its bite and one with its claw.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage and the target is grappled (escape DC 13). Until the grapple ends, the target is restrained if it is Small or smaller, and the velociraptor can't attack another target.

Teleport (Recharge 4-6). The velociraptor magically teleports, along with any equipment it is wearing or carrying, up to 40 feet to an unoccupied space it can see. Before or after teleporting, the velociraptor can make one melee weapon attack.

YITHIAN GENERAL

The yithian general is a powerful veteran of the Great Race's prehistoric wars. A master of every weapon and fighting technique known to its kind, this ancient being is a force to be reckoned with on the battlefield. Having studied—and even participated in—the great battles of the past and future, a yithian general is an incomparable war leader.

This yithian is encased in battle armor and brandishes a wicked looking weapon. The creature sizes you up instantly, centuries of experience reading on its alien faces.



YITHIAN GENERAL

Large aberration, lawful neutral

Armor Class 20 (yithian panoply)

Hit Points 189 (18d10 + 90)

Speed 20 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	16 (+3)	20 (+5)	25 (+7)	19 (+4)	18 (+4)

Saving Throws Con +10, Int +12, Wis +9, Cha +9

Skills Arcana +12, History +17, Insight +9, Nature +12, Persuasion +9, Yog-Sothothery +14

Damage Resistances acid, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks

Senses blindsight 60 ft., darkvision 60 ft., passive Perception 14

Languages Aklo, Yithian, any 10 other languages, telepathy 100 ft.

Challenge 15 (13,000 XP)

Innate Spellcasting (Psionics). The yithian's spellcasting ability is Intelligence (spell save DC 20, +12 to hit with spell attacks). It can innately cast the following spells, requiring no components:

At will: *detect thoughts*, *hold monster*, *modify memory*
1/day: *astral projection* (self only)

Practiced Reloader. The yithian general can use a *recharge cell* as a bonus action.

Keen Sight. The yithian has advantage on Wisdom (Perception) checks that rely on sight.

Legendary Resistance (2/day). If the yithian general fails a saving throw, it can choose to succeed instead.

Special Equipment. In addition to its armor and weapons, the yithian general has an *adaptive shield array* (page 79), 2 *potions of superior healing*, 2 *recharge cells* (page 81), and a *belt of cloud giant strength*.

ACTIONS

Multiattack. The yithian makes three melee or three ranged attacks, or it makes two attacks and casts an at-will innate spell.

Pincer. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 21 (3d8 + 8) bludgeoning damage. If the yithian scores a critical hit, it rolls damage dice three times instead of twice.

Matter Disruptor (4/day). *Ranged Spell Attack:* +12 to hit, range 100/400 ft., one target. *Hit:* 19 (3d12) necrotic damage. A creature killed by this attack is disintegrated.

Amnesia (Recharge 5-6). DC 19. See **past yithian** (SPCM 398).

Mind Swap. DC 20. See **past yithian** (SPCM 398).

REACTIONS

Adaptive Shields. When the yithian general is hit by an attack, it gains resistance to that damage type until the end of its next turn.

ALIEN TECHNOLOGY & MAGIC ITEMS

ADAPTIVE SHIELD ARRAY

Wondrous item, very rare (requires attunement if worn by a non-yithian)

This hexagonal plate of geometrically etched metal is designed to be strapped across the torso of a yithian, but with some creative adjustments could be fitted to a Small or Medium creature. When worn, it generates a shield of force around the wearer. When the wearer takes damage, they can use their reaction to gain resistance to that damage type until the end of their next turn. Whenever an attack, spell, or effect deals more than 40 damage of a single type to the wearer (before applying resistance), roll a d20. On a roll of a 1, the adaptive shield array shorts out and breaks.

This item cannot be used at the same time as a forcefield projector; the items generate interference that causes both items to short out, rendering them both non-functional for 24 hours.

DAGGER OF METAMORPHIC VENOM

Weapon (dagger), very rare (requires attunement by a creature of evil alignment)

This curved dagger has a serpent-shaped golden hilt set with emeralds. You gain a +2 bonus to attack and damage rolls made with this magic weapon.

If you are attuned to this dagger, you can use a bonus action to coat the blade with viscous poison. You choose whether this poison functions as *ignition metamorphic venom* or *strike and escape metamorphic venom* (SPCM 120). It remains for 1 minute or until used up. The dagger can't be used this way again until the next dawn.

DIE OF STRANGE GEOMETRIES

Wondrous item, rare (requires attunement by a spellcaster)

This appears to be a many-sided die carved from green soapstone. The eye has trouble focusing on it, but upon closer inspection it seems to shift constantly between having 20 faces and having 12 faces, as if it were two solid objects paradoxically occupying the same space.

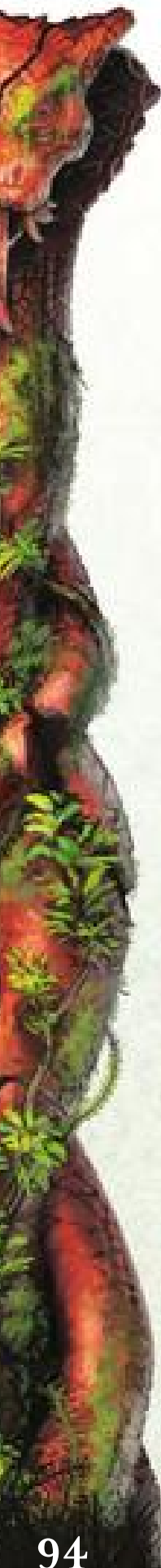
This object is somewhat unsettling and mildly headache-inducing. When a creature with an Intelligence score of 14 or less attunes to the die, they have disadvantage on all saving throws against dread and insanity until they succeed on such a save or they end their attunement to it.

As an action, the die can be rolled or tossed as a ranged attack, treating the die as an improvised weapon (range 20/40 ft.) that deals no damage. If the attack roll beats an AC of 10, the die lands where

intended, otherwise it lands 1d10 feet away in a random direction determined by the GM. The die must land on a solid, horizontal surface to have an effect – landing in an unstable material such as mud, a pool of liquid, or loose sand may prevent it from having an effect, per the GM's discretion. To determine the effect, roll on the following d20 table, rolling again on the d12 table if prompted to do so. If the result indicates a spell, that spell is cast at the lowest possible level, has a save DC of 15, and lasts until the end of the die-tosser's next turn, unless otherwise indicated. If the spell or effect has an area of effect, the origin point is where the die lands; if the spell or effect targets a specific creature or has a range of self, it targets the creature nearest to the die within 5 feet of where it lands.

Die of Strange Geometry d20 faces

d20	Result
1	Roll on the d12 table
2	Silent. The die makes no sound as it rolls.
3	Flash of Insight. The target gains advantage on its next attack roll or ability check.
4	Return. The die reappears back in the die-tosser's hand.
5	Roll on the d12 table
6	Green Glow. The die shines dim green light out to a 10-foot radius until moved.
7	Lethargy of Tsathoggua. (SPCM 106).
8	Susurrus. The die-tosser hears faint whispers until the die is moved.
9	Charge. The target takes 1d4 lightning damage. If there is no valid target, the next creature to touch the die takes 1 lightning damage.
10	Roll on the d12 table
11	Intrusion. An illusory Servant of the Outer Gods (SPCM 366) appears for less than 1 second.
12	Mist of R'lyeh. (SPCM 109).
13	Vanish. The die turns invisible for 1 round.
14	Darkness. Lasts for 1d4 rounds.
15	Roll on the d12 table
16	Echo. The sound of the die striking the ground is loud and audible from as far away as 300 ft.
17	Chill of the Void. Target takes 2d8 cold damage
18	Nothing. Nothing happens.
19	Mind Scourge. Target takes 3d6 psychic damage, or half damage with a successful Wisdom saving throw.
20	Roll on the d12 table



Die of Strange Geometry d12 faces

d12	Result
1	Folded Space. The die lands at the feet of the tosser. Re-roll on the d20 table to determine the effect. If the result is the same on the second roll, the die is destroyed and all creatures within 10 feet take 4d10 psychic damage (no save).
2	Eyeblank. Target must succeed on a Wisdom saving throw or be blinded for 1 round.
3	Eldritch Invigoration. Target heals 2d4 hit points and gains the Poisoned condition for 1 round.
4	Color Change. The die becomes bright purple until the next time this result is rolled.
5	Sarnath Sigil. The effect (<i>SPCM</i> 112) lasts for 1d6+1 rounds or until die is moved.
6	Yellow Sign. The die inscribes a 6-inch-wide <i>Yellow Sign</i> (<i>SPCM</i> 116) where it lands. The sign is only visible to the insane and worshippers of Hastur.
7	Transposition. The die-tosser is teleported to the die's position. The target creature (if any) is teleported to the die-tosser's previous location.
8	Ethereal Web. Target must succeed on a Strength saving throw or be restrained for 1 round.
9	Extinguish. All nonmagical flames smaller than a campfire within 100 feet are snuffed out.
10	Haste. Target is affected by the <i>haste</i> spell until the end of the die-tosser's next turn.
11	Terror. Target must succeed on a Wisdom saving throw or take a Dash action and move away from the die and the die-tosser by the safest available route on its next turn, dropping any held items.
12	Elder Sign. The die projects an <i>Elder Sign</i> (<i>SPCM</i> 102) 5 feet across centered on itself for as long as the die remains untouched.

Once the die has been rolled a number of times equal to the user's spellcasting ability modifier, it cannot be rolled again until the next dawn.

ELECTRO-GLAIVE

Weapon (glave), rare

This polearm is a piece of yithian technology designed to be wielded with one claw, though Medium and Small creatures can wield it as they would wield an ordinary glave. The head of the weapon is a long, curving blade with geometric patterns etched into it. When brandished, the weapon crackles with electricity as an arc of brilliant white energy runs across the edge of the blade.

This weapon functions as a magic glave. On a hit, it deals 5 (1d10) slashing damage when wielded by a non-yithian, or 11 (2d10) slashing damage when wielded by a yithian. No matter the wielder, it also deals 5 (1d10) lightning damage, and on a critical hit, the target must succeed on a DC 13 Constitution

saving throw or be stunned until the end of their next turn.

FORCE FIELD PROJECTOR

Wondrous item, rare

This mechanical disc is designed to be strapped across the torso of a yithian, but with some creative adjustments could be fitted to a Small or Medium creature. When worn, it generates a shield of force around the wearer. When the wearer takes damage, the shield absorbs half of it (rounded up). The shield provides no protection against necrotic, poison, psychic, or radiant damage. Once the force field has absorbed 50 damage in this way, the adaptive shield array shorts out and breaks.

This item cannot be used at the same time as an *adaptive shield array*; the items generate interference that cause both items to short out, rendering them both non-functional for 24 hours.

FORCE GRENADE

Weapon (grenade), uncommon

This sphere of dull black metal has a silver belt clip on its side and a plunger on its top. It weighs 1 pound. As an action, you can depress the plunger and throw the sphere up to 20 feet at short range or 60 feet at long range, targeting a point on the ground. If the attack roll is 10 or more, the grenade lands on target, otherwise it lands 1d10 feet away in a random direction (roll 1d8 to determine the direction, 1 being north, 2 northeast, and so on). When the grenade lands, it explodes in a 10-foot radius sphere, dealing 3d8 force damage to all creatures in the area. Creatures damaged by this explosion must succeed on a DC 15 Strength saving throw or be pushed to the edge of the area of effect. Creatures pushed by the force grenade do not provoke opportunity attacks with this movement.

HEAT PISTOL

Weapon (unique), rare

This technological weapon created by the great race of Yith weighs 5 pounds and can be wielded in two hands by a Small creature or one hand by a Medium or Large creature. It is a two-foot-long metal device with a copper-banded tube running its entire length on one side. On the end of the tube is a concave disk of obsidian which glows white when the weapon is fired. The range of its attacks is 40/120 feet and it has 20 charges. By spending your action, you can expend 1 charge to make a ranged attack roll (including your proficiency bonus if you are proficient with any crossbows) against your target. The weapon fires a beam of shimmering heat, dealing 1d10 fire damage on a hit; this damage is not modified by your Dexterity modifier. On each subsequent round that you hit that same target, the damage increases by 1d10 (up to a maximum of 5d10), resetting back to the begin-



ning if you do not hit the target on that round. On a critical hit, the weapon does not inflict additional damage, but the target gains one level of exhaustion.

The *heat pistol* regains 1d20 charges at dawn.

MATTER DISRUPTOR

Weapon (unique), very rare

This piece of yithian technology weighs 15 pounds and is a heavy, two-handed, martial ranged weapon, although Large creatures can wield it one-handed. The range of its attacks is 100/400 feet, and it has 12 charges. It looks like a three-foot-long mass of pipes and metal cylinders split horizontally in two, with a rack of green crystal disks running down the middle of the device.

When you make an attack with this weapon it is a ranged spell attack using your Intelligence modifier, and you choose to expend a number of charges less than or equal to your Intelligence modifier. On a hit, the *matter disruptor* deals 1d12 necrotic damage per charge expended. A creature killed by this attack is disintegrated. If you can normally make multiple attacks in a round, you can do so with this weapon, so long as the number of charges you expend in a round does not exceed your Intelligence modifier.

You can add your proficiency bonus to attack rolls made with this weapon if you are a yithian, if you are proficient with all martial weapons, or if you know or have prepared any spell that deals necrotic damage.

The *matter disruptor* regains 1d12 charges at dawn.

OIL OF STONE TO FLESH

Potion, uncommon

This jar of flesh-colored salve can be rubbed onto the stony body of a petrified creature. The oil can cover a Medium or smaller creature, along with the equipment it's wearing and carrying; one additional vial is required for each size category above Medium. Applying the oil takes 10 minutes. After 1 hour, the coated creature no longer suffers from the petrified condition.

PSIONIC LASH

Weapon (whip), rare

This jointed metal whip resembles a spinal column wrought of brass and silver. Its links glow with a pulsing purple light. Its curved handle has ratcheting leather straps meant to secure it to the underside of a yithian's claw, though it can be wielded by humanoid hand just as easily. It automatically returns to a coiled position after use.

You gain a +1 bonus to attack and damage rolls made with this weapon. On a hit, this whip deals an additional 2d6 psychic damage and the target must succeed on a DC 14 Wisdom saving throw or gain one level of dread for 1 hour. The psionic lash can never increase a creature's dread above level 3.

RECHARGE CELL

Wondrous item, uncommon


This small, copper-banded cylinder of red ceramic imparts a slight tingling sensation to the touch. You can take the Use an Object action to press it to a piece of alien technology that uses charges, such as a yithian *lightning gun* or *mi-go mist projector*. That item regains all its charges, and the recharge cell is expended.

SINGULARITY PROJECTOR

Weapon (unique), very rare

This bulky piece of yithian technology looks like an adamantine cannon with five silver spider legs protruding from the barrel and a rotating cylinder of greenish-black crystal in the breech. It weighs 20 pounds and is a heavy, two-handed, martial ranged weapon. The range of its attacks is 50/100 and it has 6 charges.

By spending your action, you can expend 1 charge to make a ranged spell attack roll against your target, using your Intelligence modifier. If the target is an inanimate object, the attack automatically hits. If the target is a creature and the attack misses, it hits the nearest inanimate object including floors and walls. The weapon fires a microsingularity: a black sphere surrounded by swirling energy with an incredible



gravitational pull. If the target is a creature, the attack deals 4d10 force damage and the target is restrained until the beginning of the wielder's next turn. Regardless of whether the attack hits a creature or an object, all creatures within a 20-foot-radius sphere centered on the microsingularity must succeed on a DC 20 Strength check or be moved 10 feet closer to the center of the area (if possible) and restrained until the beginning of the wielder's next turn. At the beginning of your next turn, if you are still wielding the projector, you can expend a charge as a bonus action to keep the microsingularity in place, automatically repeating the effects of a hit. Creatures restrained by the microsingularity can use an action to make a DC 20 Strength check, escaping on a success. The *singularity projector* can only maintain the existence of one microsingularity at a time.

You can add your proficiency bonus to attack rolls made with this weapon if you are a yithian, if you are proficient with all martial weapons, or if you have ever successfully controlled a *sphere of annihilation*.

The *singularity projector* regains 1d6 charges at dawn.

STUN GRENADE

Weapon (grenade), uncommon

This oblate sphere of gleaming silvery metal has a belt clip on its side and a plunger on its top. It weighs 1 pound. As an action, you can depress the plunger and throw the sphere up to 20 feet at short range or 60 feet at long range, targeting a point on the ground. If the attack roll is 10 or more, the grenade lands on target, otherwise it lands 1d10 feet away in a random direction (roll 1d8 to determine the direction, 1 being north, 2 northeast, and so on). When the grenade lands, all creatures in a 10-foot radius sphere must succeed on a DC 15 Constitution saving throw or be stunned until the end of their next turn.

YITHIAN PANOPLY

Armor (heavy), rare

This suit of armor is specially crafted to fit over a yithian's conical, molluscoid body, complete with flexible, jointed tubes that protect the creature's necks and limbs. It cannot be worn by any creature other than a past yithian. It is made of overlapping plates of steel and an ultra-durable ceramic compound. Holding down a button on the back of the armor for 6 seconds causes the armor to open, allowing a yithian to slide into or out of it.

The armor gives the wearer Armor Class 20 (no Dexterity modifier) and grants resistance to lightning damage. It weighs 200 lbs.

RANDOM ENCOUNTERS

The GM should feel free to employ random encounters at their discretion during the PCs' adventures in Yilan. In the following table you will find random encounter tables for each terrain type on the map (forest, grasslands, hills, rocklands, and swamp) plus areas patrolled by Elder Things and yithians. The GM can roll a d20 to check for a random encounter, rolling on the appropriate table if the result is a 17 or higher (11 or higher in the Elder Thing or yithian patrol zones). For each NPC member of the party (not including Dandelion, who spends most of her time away from the group), add 1 to your rolls when checking for random encounters. The GM is encouraged to check for an encounter each time the characters enter a new hex or spend 8 hours in a single hex.

DINOSAUR HERD

The characters come across a herd of herbivorous dinosaurs. Select or roll on the herbivorous dinosaurs table to determine the herd. If this result is rolled in elder thing territory, one of the dinosaurs is a **hulking proto-shoggoth** (page 87) wearing the dinosaur's skin.

1d8	Herbivorous Dinosaurs
1	1d6 chasmosauruses (page 68)
2	1d4 ankylosauruses (book 2, page 57)
3-4	1d4 triceratopses
5	1d4 camarasauruses (book 1, page 72)
6	1d3 therizinosauruses (book 3, page 68)
7-8	3d6 lambeosauruses (book 3, page 59)

There is a 50% chance that the herd is being stalked by predators. Select or roll on the carnivorous dinosaurs table to determine the predators.

1d6	Carnivorous Dinosaurs
1-3	1d6+1 dilophosauruses (page 70)
4-5	1d2 allosauruses (book 1, page 70)
6	tyrannosaurus rex

DINOSAUR, HATZEGOPTERYXES

The party encounters 1d6 **hatzegopteryxes** (page 74). There is a 50% chance they are stalking across the land in search of prey, in which case they will only attack the party if provoked or if one of the characters approaches to within 60 feet of them. Otherwise the hatzegopteryxes are flying and will drop down to attack the players if they can see them; characters with a passive Perception of 12 or better spot the pterosaurs in the sky from a distance, giving them

just enough time to attempt a Dexterity (Stealth) check to find cover.

EDIBLE PLANTS

The characters stumble upon a bounty of edible plants or other goods that can be foraged. It may be a tangle of blackberry bushes, a wild pear tree, a honey-filled beehive, a circle of edible mushrooms, or even an abandoned vegetable garden. If the characters spend an hour harvesting its bounty, they can gather enough to cover their food needs for the day.

ELDER THING

A lone **Elder Thing** (SPCM 307) is exploring the ruins of its prehistoric city. There is a 50% chance the Elder Thing is flying, otherwise it is on the ground. It is not specifically looking for the characters, but it will attack them if it sees them. If the characters were being stealthy, they can avoid the Elder Thing with a group Dexterity (Stealth) check of 15 or better.

ELDER THING PATROL

A trio of **Elder Things** (SPCM 307) patrols their territory, looking for humanoids to capture as part of their agreement with Gehir. There is a 25% chance that the Elder Things are patrolling on land, in which case they also have either an **eldritch host allosaurus** (book 3, page 51) or a **hulking proto-shoggoth** (page 87) under their control. Otherwise, the Elder Things are flying.

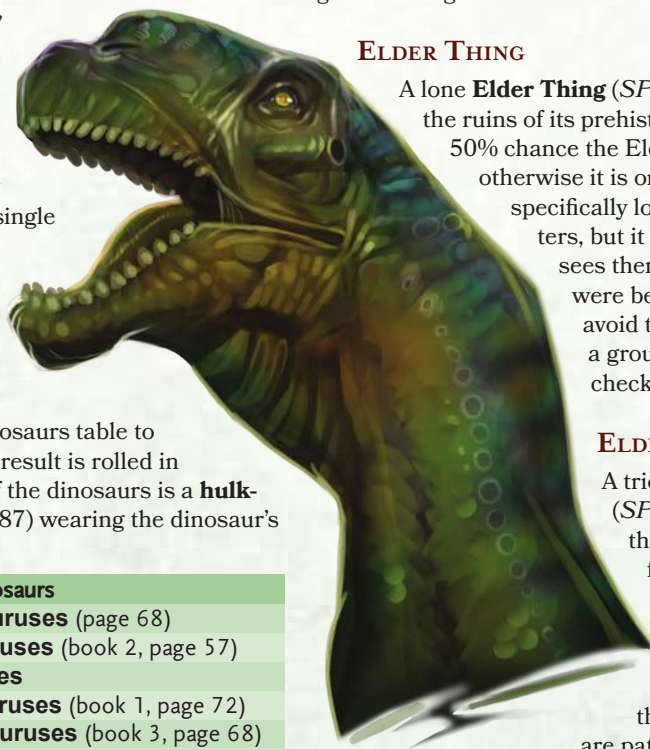
GIANT CROCODILES

Characters succeeding on a DC 15 Wisdom (Perception) check notice 1d4 **giant crocodiles** in the water right before they attack, otherwise they are surprised by the huge beast.

HAZARD

The type of hazard encountered depends on the terrain the characters are in.

Forest – Deadfall. A dead tree comes crashing down. One random character and any characters adjacent to them must succeed on a DC 10 Dexterity saving throw or be struck by the tree, taking 4d6 bludgeoning damage.



Encounter	Forest	Grass	Hills	Rock	Swamp	Elder Thing Lands	Yithian Lands
Dinosaur herd	01-30	01-30	01-30	01-10	01-10	01-05	01-05
Dinosaur, 1d2 allosauruses (book 1)	31-35	31-36	31-33	--	--	--	06-07
Dinosaur, hatzegopteryxes	36-40	37-41	34-38	11-23	11-15	06-07	08
Dinosaur, tyrannosaurus rex	41-43	42-46	39-40	--	--	08	09
Edible plants	44-48	47-51	41-45	24-28	16-20	--	10-14
Elder Thing	--	--	46	29-31	--	09-28	--
Elder Thing patrol	--	--	--	--	--	29-48	--
1d4 giant constrictor snakes	49-53	52-53	47-51	32-41	21-35	--	--
Giant crocodiles	--	--	--	--	36-55	--	--
Hazard	54-58	54-58	52-56	42-51	56-65	49-53	15-19
Hound of Tindalos	59	59	57	52	66	54	20
Ooze, 1d4 black puddings	60-61	--	58	53-56	67-68	55-64	--
Ooze, 1d2 formless spawn (SPCM 321)	--	--	59	--	69-76	65-74	--
Ooze, 1d4 ochre jellies	62-63	--	60	57-60	--	75-84	--
Ooze, slime mold (SPCM 378)	64-65	--	--	61-65	77-80	85-94	--
Serpentfolk flying scouts	66-70	60-69	61-70	66-85	--	--	21-25
Serpentfolk patrol	71-00	70-99	71-95	86-95	81-00	95-99	26-30
1d3 shantaks (SPCM 368)	--	--	96-00	96-00	--	00	--
Yithian	--	--	--	--	--	--	31-55
Yithian dinosaurs	--	--	--	--	--	--	56-75
Yithian patrol	--	00	--	--	--	--	76-00

Grassland – Sinkhole. A sinkhole opens up beneath the feet of the character in the lead, who falls in. Any characters directly behind them must succeed on a DC 12 Dexterity saving throw or fall in as well. The hole is 10 feet in diameter and 1d6 x 10 feet deep.

Hills – Thunderstorm. A flash of lightning announces the sudden onset of a thunderstorm. Each character has a 5% chance of being struck by lightning, increasing to 10% if they are wearing metal armor or carrying a long weapon like a spear or halberd. Characters struck by lightning take 6d6 lightning damage and must succeed on a DC 15 Constitution saving throw or become deafened and blinded for 24 hours.

Rockland – Rockfall. A ledge of rock suddenly gives way. All characters must make a DC 15 Dexterity saving throw, taking 4d6 bludgeoning damage on a failure or half as much on a success.

Swamp – Quicksand. Characters must succeed on a DC 15 Wisdom (Survival) check or become restrained by the sucking mire. They can be freed with a successful DC 15 Strength check, but each failed check causes them to sink 1 foot deeper into the mud. Characters whose heads sink below the mud begin to suffocate.

HOUND OF TINDALOS

A pair of **hounds of Tindalos** (SPCM 334) has been attracted to Yilan by the disruptions to the time-stream. They have become fixated on the party and will relentlessly pursue the characters at all costs.

SERPENTFOLK FLYING SCOUTS

The characters encounter a patrol of 1d6 **serpentfolk dinosaur riders** (page 78) mounted on the

same number of **hatzegopteryxes** (page 74). There is a 25% chance the patrol is resting on the ground, otherwise they are in flight. They will attack the characters on sight.

SERPENTFOLK PATROL

A group of armed serpentfolk patrol this land. If the characters are being stealthy and their group Dexterity (Stealth) check exceeds 13, the patrol doesn't notice them. Otherwise they become aware of each other at the same time. The patrol consists of 2 **serpentfolk** (SPCM 365) on foot, 1 **serpentfolk dinosaur rider** (page 78) and a **serpentfolk infiltrator** (page 79) mounted on a **triceratops**, and 2 **serpentfolk warriors** (page 84) mounted on **pachycephalosauruses** (book 3, page 62). The serpentfolk are each carrying coins or wearing bangles worth 1d6 x 10 gp.

YITHIAN

The characters come across a lone **past yithian** (SPCM 398) on patrol, who will attack them on sight.

YITHIAN DINOSAURS

The characters encounter a patrol of yithian-modified dinosaurs which attack on sight.

1d8	Yithian Dinosaurs
1	1d6 teleporting velociraptors (page 90)
2-3	1d4 pterosentries (page 77)
4-5	1d4 electro-tank ankylosaurus (page 73)
6-7	1d4 siege-claw therizinosauruses (page 89)
8	1d3 hunter-killer allosaurus (page 67)

YITHIAN PATROL

The characters encounter a patrol of 1d2 **past yithians** (*SPCM* 398). If there is only one yithian, it is accompanied by one dinosaur. Roll on the Yithian Dinosaurs table to determine the type of dinosaur.



DARK WORLD

ACT 1: THE RITUAL

COMING NEXT MONTH!



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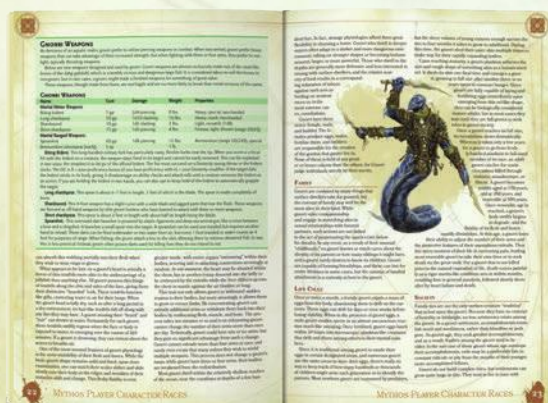
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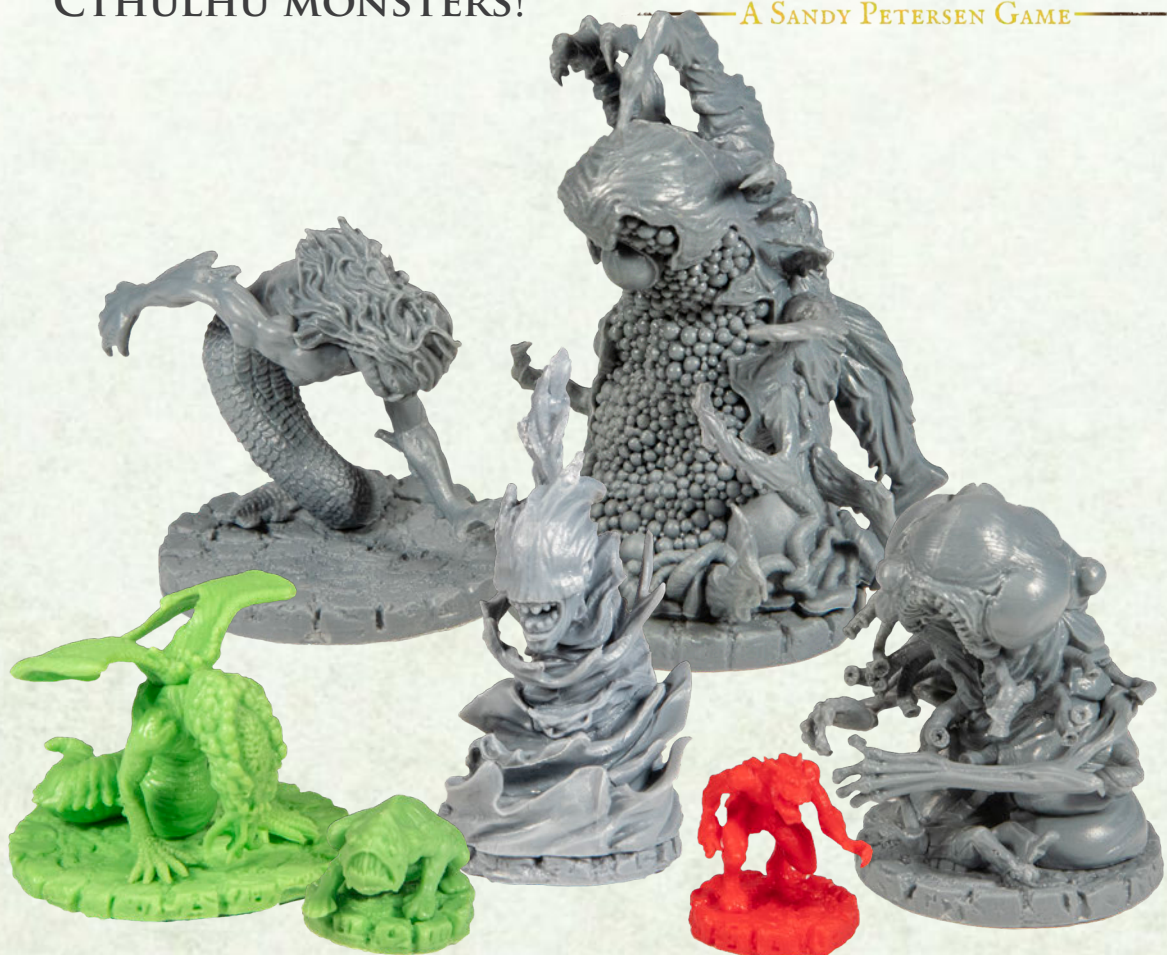


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