

# YIG SNAKE GRANDDADDY

## Act 2: Against the Serpentfolk



CTHULHU · MYTHOS · SAGAS

2





# PETERSEN GAMES

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# ACT 2: AGAINST THE SERPENTFOLK

A *Cthulhu Mythos* Adventure for 4 to 5 Characters of Levels 5–7

## ADVENTURE SYNOPSIS

Over the course of this adventure, our heroes escape from a serpentfolk fortress, where they are forced to make tough decisions about who to rescue and who to leave behind. With their newfound ally, a mummified cat sent by the goddess Bastet, they set up camp in a ruined temple and begin to explore the Wilderness of Yilan. Between fighting dinosaurs and thwarting serpentfolk plots, they must seek out and destroy totems of Yiggish power to disrupt a network of magical energy that is sundering the veil between the prehistoric past and the present. The adventurers arm themselves not just with weapons and magic but with knowledge, delving into the secrets of Yilan and the mad writings of those who came before. All the while, Gehir builds his strength, calling forth terrible new allies out of the primordial past. At the adventure's climax, the characters fight to survive a siege of their makeshift home by Gehir's army of dinosaur riders.

## USING THIS BOOK

Before running each adventure, 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* for 5e, and having a copy of that book is essential to running this adventure. Monster stat blocks, the Dread and Insanity mechanics, and the Yog-Sothothery skill from *SPCM* are all referenced in this adventure.

Throughout this adventure, references are 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. A few monsters originating in a previous book, which are referenced here only in random encounter tables, additionally indicate what previous installment of this adventure they can be found in. All other references to monsters, spells, or magic items without such an indication are available in the SRD.

## MILESTONE LEVELING

*Yig Snake Granddaddy* is an adventure that takes your player characters from level 1 to level 14. At the end of each chapter, the PCs gain enough experience to progress to the next level. This keeps the campaign moving quickly, allowing everyone to experience the story at a good pace.

## NPCs IN THIS ADVENTURE


This adventure features a large cast of friendly supporting NPCs carried over from the previous book. They begin the adventure in the custody of the serpentfolk, and the PCs have the opportunity to rescue them. At a critical point in the first chapter, some or all of these NPCs will be recaptured by the serpentfolk. The actions of the players and the caprice of the GM determine which of them survive. The players might become attached to some of them and wish to protect them, which can lead to interesting roleplaying and storytelling opportunities, especially when the lives of the NPCs are in peril. Subsequent books will have updated stats for all of these NPCs, with the assumption that only some of them will survive to that point in any given campaign.

## 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 underpowered adventuring party. They may pitch in during some of the more significant encounters—such as the dinosaur siege in chapter 2—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 “offscreen.” But should the players wish, one or two NPCs may come along with them on any given mission. For each NPC member of the party, add 1 to your rolls to determine whether a random encounter occurs.

## KILLING NPCs

None of these NPC adventurers, individually, is critical to the plot, so the GM should feel no pressure 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 in a particular scene. If NPCs are 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 PLAYER CHARACTER DIES?**

As the majority of this adventure takes place in the wilderness, far from civilization, the death of a player character raises a question: 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 are 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 preexisting NPCs.



## CHAPTER 1: ESCAPE FROM THE SERPENT'S MOUTH

*A Cthulhu Mythos adventure for four to five 5th-level characters*

### ADVENTURE SYNOPSIS

Imprisoned by the treacherous serpentfolk in their ophidian lair, our heroes are greeted by a strange messenger from the Cult of Bastet. This mummified cat frees them from their cell and urges them to escape as quickly as possible, promising a safe haven for them once they reach the outside world. The characters must sneak or fight their way out of their prison, navigating twisting corridors and dank chambers filled with serpentfolk and their Yiggish brethren. They will have a choice of multiple routes of escape, each with its own dangers. Along the way, they have the opportunity to rescue some of their allies and perhaps meet others who have suffered under the yoke of the serpentfolk. In the end, the characters interrupt an eldritch ritual as they race against the clock to escape the lair of the Yig worshippers.

### MESSENGER OF THE GODDESS

Disoriented and sweating, you awake in a small stone cell, a prisoner of the serpentfolk. Memo-

ries come flooding back to you: a call for help, a betrayal, your defeat in battle. As you struggle to get your bearings, a cat appears in the corner of the cell. "Well, that didn't go very well, did it?" it purrs. In the dim, flickering light filtering in through the barred window of your cell door, you can't be sure where the cat came from, but you can tell that it is dead. Mummified. Its desiccated flesh is wrapped in linen bandages marked with protective symbols, and it wears a gold and carnelian collar with a scarab amulet. "You are prisoners of the Old Enemy. My mistress, High Priestess Nesmenhit, seems to think that you might be of use, so I'm here to help you escape."

The cell is 15 feet square with a single door of iron-reinforced wood, locked from the other side. The door has a small, barred window at eye level. There is no light source within the cell, but the window lets in some dim light from the torches in the hallway beyond. It is sweltering hot in the cell.

### DANDELION

The mummified cat is **Dandelion** (page 50), the



same cat that was being mummified in the Temple of Bastet when the characters were in Ventissa (see act 1.1). She is actually a Dreamlands cat. Her preferred name is She-Who-Pounces-from-the-Shadows, but she deigns to be called “Dandelion,” the name humans gave her in life. She reacts poorly to being called “Dandy,” but “Lion” is a suitable nickname. She is now a messenger of the cat goddess Bastet, sent by the priestess Nesmenhit to help the characters escape.

“You must get out of here as fast as possible. Gehir is too powerful for you to face now, and Mistress Bastet seems to think you mortals will be of more use if you are alive. Flee the Serpent’s Mouth. Gather any allies you wish, but be quick about it. Once you are out, I can lead you to a safe place, a sanctuary of the Goddess.”

The characters will no doubt have questions, and Dandelion will speak on the following subjects, answering any questions as she is able.

- ◇ **Gehir:** “As you must know now, Gehir is one of the serpentfolk. He serves the Old Enemy. He is returning this land to its primeval state, but I know not how or why. He is powerful, and he grows more so every day, yet now is not the time to stop him. Now is the time to run.”
- ◇ **The Old Enemy:** “The Old Enemy is Yig, the Father of Snakes. You may know him as Apep, Apophis, Azi Dahaka, Illuyanka, or the Great Serpent. He is the ruler of every vile and venomous thing that crawls on its belly. My Mistress Bastet defeated him once, before the Age of Man, but he is returning for some foul new purpose. And you must stop him before he can manifest himself on this planet, or the world will drown in venom.”
- ◇ **Bastet:** “Bastet, Moon-Eyed Goddess of Cats. She finds you mortals amusing and would prefer it if you were not all enslaved and eaten by the slithering hordes of the Devourer. I must admit, I share that preference.”
- ◇ **Where are we?** “You are being held in the tunnels beneath Serpent’s Head—what you called ‘Bald Hill’ before it was changed by Gehir’s magic.”

- ◇ **Where are our friends?** “I have no idea, and frankly I wasn’t sent here to rescue them. You can if you like, but I urge haste.”

Dandelion is willing to wait up to an hour for any spellcasting characters to prepare their spells. When the characters are ready to leave, she will unlock the door and disappear:

Dandelion jumps up to the small window and squeezes between the iron bars. “I’m sure I’ll be seeing you again soon.” She says as she drops out of sight. You hear a click from the lock, and the door swings open, revealing the empty corridor beyond.



### THE PRISONERS’ CONDITION

The characters have been unconscious for at least eight hours, and because the serpentfolk took care to ensure that they wouldn’t die while unconscious, the characters awaken as if from a long rest, regaining hit dice and spell slots as normal. Any spellcasters among the characters find that they have been branded on the palms of both hands with a strange glyph and are unable to cast any spell that has a somatic component. A successful DC 15 Intelligence (Arcana) check reveals that the glyph has antimagic properties and is the mark of a curse. If the check exceeds the DC by 3 or more, the character realizes that this effect is caused by a *magebrand* (page 70), a magical item used to prevent magic-using prisoners from casting spells while in custody. The effects of the mark will fade away in 2d12 hours, but Dandelion will notice the marks and cast *remove curse* on up to two affected characters before freeing them.

The prisoners have none of their weapons, armor, treasure, or other gear.

### THE SERPENT’S THROAT

The complex of tunnels and chambers beneath Serpent’s Head is known to those who live there as the Serpent’s Throat. It was a serpentfolk fortress in prehistoric times but was abandoned centuries ago when the elves drove the serpentfolk from these



lands. Gehir and his serpentfolk reoccupied the ruins last year, though they couldn't be restored to their former glory until Gehir performed his ritual. The site sits on an intersection of ley lines and is a place of power for the Great Old One Yig. Now that it has been restored, sacrifices that Gehir makes here will expand not only the prehistoric area around Serpent's Head but also the areas around all the snake totems via the ley line network.

The tunnels and chambers of the Serpent's Throat are hewn from solid rock. Ceilings in the tunnels are 10 feet high, while the ceilings in the chambers are usually 15 feet high. The interior is lit with burning torches in wall sconces unless otherwise noted. A network of steam tunnels runs throughout the complex, connecting to a central magma furnace called the Burning Heart. These steam tunnels keep the Serpent's Throat at a high temperature for the comfort of its cold-blooded inhabitants.

## A. DUNGEONS

Each of the four identical cells in the dungeons is 15 feet square and 10 feet high with a reinforced iron-and-wood door. The doors can be unlocked with the jailer's key found in area C or with a successful DC 17 Dexterity check made with thieves' tools. The cells are connected by a looping tunnel corridor that also passes through the torture chamber (area B) and the guardroom (area C). The doors into areas B and C are not locked.

**Monsters.** There is a 50 percent chance that one of the **serpentfolk** (*SPCM* 365) guards in area C is patrolling the corridor between cells A3 and A4 while the characters are making their escape. Any loud noise will draw the attention of the guards in area C.

### CELL 1

The PCs begin in this cell.

### CELL 2

This cell held the surviving Rockbreakers, though only **Cathbad** (page 47) is there now. Cathbad is nursing a bloody, bandaged stump where his left hand should be. He says the serpentfolk took it, and he doesn't seem eager to elaborate. He also says the serpentfolk came and took Vitya about an hour ago, and he has no idea where Shorty is. Cathbad can also advise the characters that there are at least two serpentfolk guards that occasionally patrol the corridors here.

If he is freed, Cathbad will assist the characters however he can in their escape, though he has been branded with the *magebrand* on his remaining hand, so he will not be able to cast spells until its effects wear off in 2d12 hours.

### CELL 3

This cell, which once held the Friendlies, currently holds only a **serpentfolk** (*SPCM* 365) disguised

as Sarai Ninefingers, leader of the Friendlies. The shapechanger's disguise is good, giving it advantage on Charisma (Deception) checks made to pass itself off as Sarai. The one detail it forgot was to give itself marks on its hands from the *magebrand*, which Sarai would obviously have as an imprisoned spellcaster. Characters who realize this have advantage on the next Wisdom (Insight) check they make against the impostor. The false Sarai is resistant to the characters' attempts to break out and tries to convince them that escape is futile. It will ultimately come with the characters to keep an eye on them, however.

**Development.** It is up to the GM how long to maintain this ruse. The false Sarai might reveal its true self during the party's first combat, or it might continue playing its part until its betrayal will have the most impact, perhaps even up until the battle in area Q. If appropriate, the revelation that their companion is not Sarai but a shapeshifting serpentfolk might provoke a DC 15 Wisdom saving throw, with failure resulting in 1 level of dread.

### CELL 4

This cell once held Gunnar's Team, though only **Gunnar** (page 44) is there now. He says that the serpentfolk came and took Absalom about an hour ago; they took Enivwenaye about six hours ago because she wouldn't stop trying to punch through the door. He can also tell the characters that about four hours ago the Friendlies broke out of their cell and were trying to pick the lock on this cell when a guard appeared and they had to make a break for it. He's not sure where any of the Friendlies are now except for Sarai, whom he incorrectly believes to be in cell 3.

If he is freed, Gunnar will fight alongside the characters as best he can. He has been branded with the *magebrand*, but his other abilities, like Smite and Lay On Hands, still work.

## B. TORTURE CHAMBER

This dank chamber reeks of blood and misery. Implements of torture attest to the dark deeds that have defiled this place: a wooden chair spiked with nails, a pillory, a stretching rack, and many other cruel devices, each one streaked with dark red stains. The walls are lined with chains and manacles, one of them locked around a severed human hand. In one corner, steam billows from a pit of hot coals where iron brands are heating up.

This is the torture chamber, where prisoners are interrogated for information or simply tortured for the sport of the cruel serpentfolk. Two doors open onto the corridors leading to the dungeon cells, while another door leads to the guardroom (area C). The door to area C is not locked but barred from the other side, requiring a successful DC 20 Strength check to burst open.



**Hand.** The severed hand hanging from the wall belongs to Cathbad. If the PCs have already talked to Cathbad, they can immediately identify it as his. If they haven't, they can make the identification with a successful DC 10 Intelligence (Investigation) check, after which they must succeed on a DC 10 Wisdom saving throw or gain 1 level of dread until they complete a short rest.

**Treasure.** There is a coiled whip hanging from a peg on the wall near some shackles. One of the brands in the fire is a *magebrand* (page 70).

**Improvised Weapons.** Many improvised weapons can be fashioned from the objects in this room. There are enough pieces of wood to make several makeshift clubs, while longer wooden rods from the rack could function as quarterstaves and the branding irons in the fire as maces. The arms of the spiked chair function as morningstars, and lengths of chain function as flails. The GM is encouraged to let players be creative in how to use the objects found in this room as weapons as they make their escape.

**Secret Door.** A successful DC 14 Wisdom (Perception) or Intelligence (Investigation) check reveals an iron grate in the wall behind the brazier of burning coals. This iron grate covers an entrance to the steam tunnels (area G1) and can be removed with a successful DC 15 Strength check. The entrance is just big enough for a Medium-size creature to squeeze through.

### C. GUARDROOM

This small room guards the passageway to the dungeon area. Stout wooden doors lead into the corridors to the dungeon cells, the torture chamber (area B), and the tunnel to area D. The door to area B is barred from this side, and the door to area D is locked and can be unlocked with the jailer's key found here or with a successful DC 17 Dexterity (thieves' tools) check.

The room contains a small table and two chairs, a weapon rack, and a locked cabinet. A tin plate on the table holds a half-eaten chunk of tough, green-tinged meat. Anyone eating the meat must succeed on a DC 12 Constitution saving throw or become poisoned for 1 hour.

**Monsters.** Two **serpentfolk** (*SPCM* 365) guards are on duty here, and they take turns going on hourly patrols through the dungeon corridors. If nothing else has drawn one or more of the guards out before the characters reach this room, there is a 50% chance that one of the guards has already left on their patrol and will return in 1d6 rounds. Both serpentfolk guards are armed with whips in addition to their daggers, and both carry a copy of the jailer's key that unlocks all the dungeon cells, the door to area D, and the confiscated items locker.

**Treasure.** One of the serpentfolk has a pouch containing 22 gp, a silver nugget worth 45 gp, and a dice set.

**Confiscated Items Locker.** This large, wooden wardrobe is where most of the party's confiscated items have been placed. The door can be unlocked with the jailer's key or with a successful DC 17 Dexterity (thieves' tools) check, or it can be broken open with a successful DC 17 Strength check. The locker contains all the weapons, armor, tools, spellbooks, spellcasting foci, and potions that the characters had on them when they were captured, including those of the other NPCs. Any coins, jewelry, gems, and other treasure or magic items have been taken to area N.

### D. SNAKE PITS

This warm, kidney-shaped room is dimly lit. Three circular pits of various sizes are sunk into the stone floor, each filled with a writhing mass of snakes. As you enter, the burly, heavily armored serpentfolk tending the pits catches sight of you and draws his weapon.

This room contains three 20-foot-deep pits, two of them 5 feet in diameter and one of them 10 feet in diameter. The pits are filled with swarms of venomous snakes—it seems the serpentfolk are breeding them here.

This room has four doors, one leading to area C, another leading to the corridor between areas IA and J, a third leading to the corridor to areas H and F, and a fourth opening into area E. Characters with passive Wisdom (Perception) 13 or higher note that there is a lot of noise coming from the door to area E. If she is present, the false Sarai Ninefingers knows that the real Sarai is being held in area E and attempts to steer the party away from that door.

**Monsters.** Each of the smaller snake pits contains a **swarm of poisonous snakes**, and the larger snake pit contains 2 **swarms of poisonous snakes**. The serpentfolk in the room is a **serpentfolk warrior** (page 67).

**Treasure.** The serpentfolk warrior has a belt pouch containing 13 sp, 26 gp, and a 50 gp citrine.

**Secret Door.** A successful DC 14 Intelligence (Investigation) check notes that a flagstone in the largest snake pit can be lifted to reveal an entrance into the steam tunnels below (area G2).

### E. REFORMATION CHAMBER

This noisy room is a hive of activity. A sneering serpentfolk overseer cracks a whip over the heads of a group of smaller, malformed snake people as they labor to cut and smooth the walls of this large, round chamber. An opening in the wall reveals a ramp winding its way upward. A thin trail of steam rises from a large pit in the center of the chamber. Beaten and bruised, Sarai Ninefingers is chained to a ring set in the ceiling so that she must either stand on her toes or dangle limply.



This room is being enlarged and improved by a gang of debased serpentfolk slaves. Its original purpose is unclear, although the large pit in the center indicates that it might have once been—or might soon become—another snake-breeding room. The ramp leads to the upper level of the Serpent's Throat, to the corridor between areas K and Q. At the bottom of the pit, a hole opens into the steam tunnels of area G2.

**Monsters.** There is a **serpentfolk** (SPCM 365) in this room, armed with a whip in addition to his regular weaponry and wearing a suit of *+1 studded leather armor* that makes his AC 17. He is overseeing a gang of 6 **debased serpentfolk** (page 59), 4 of whom are armed with light hammers and 2 of whom are armed with war picks.

**Allies.** An iron ring set into the ceiling holds a chain from which hangs the manacled **Sarai**



**Ninefingers** (page 43), at half health and with 1 level of exhaustion. As a result of being tortured by a serpentfolk who assumed her form, Sarai suffers from the *dissociation (personality fragmentation)* insanity (SPCM 78) with a DC of 15. She was captured by the guards during an escape attempt and hung up here as an example along with Whiskers, who was taken away about an hour ago. Sarai explains that Maxx disappeared during the escape attempt, and she has no idea where Maxx might be. Like the other imprisoned spellcasters, Sarai has been branded with the *magebrand* and cannot cast spells for 2d12 hours. She can be freed from the chains with a successful DC 20 Strength check or a DC 15 Dexterity (thieves' tools) check.

## F. BURNING HEART

A blast of raw heat strikes you like a flaming hammer as you enter this room. Pools of exposed magma bubble and seethe in the red stone floor. A slithering 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. Two small, lizardlike creatures, fire blazing out through the cracks in their stone skin, pull a lever, opening a sluice gate in the great tank. Water gushes out, splashing against a pool of lava and filling the room with a cloud of steam. When the thick, white cloud clears, the fiery snake has produced a spear, and the magma lizards have disappeared.

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. It is tended by a contingent of Yig-touched elementals. Small iron grates dot the walls of this cavern, but two of the grates are a little larger than usual. One leads to tunnel G1 between this area and area B, and the other leads to tunnel G2, heading toward area E and beyond. The grates can be pried off the wall from either side with a successful DC 15 Strength check.

**Monsters.** A **salamander** oversees the operation of the Burning Heart. The other creatures the characters see are two lizard-shaped **magmin**, which are now hidden in the pool of magma nearest to the characters, waiting to leap out and attack the nearest one on their turn. The creatures will fight to the death against any intruders.

**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 1 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).

Characters starting their turn within 5 feet of a lava pool take 1 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 (10d10) fire damage.

**Steam Machine.** The large copper tank draws water through 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, which 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 gushes out, and the room is heavily obscured with steam until one round after the valve is closed again. 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 and 75 hit points, and it 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.

## G. STEAM TUNNELS

These steam tunnels wind their way throughout the Serpent's Throat, feeding heat to its rooms. They are so short and narrow that Medium-size 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 saving throw at the end of every hour or suffer 1 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.

### GI. GHOST LAIR

This tunnel leads from area B to area F. In the middle, it passes through a roughly hemispherical chamber. The area of the chamber is heavily obscured by steam.

The narrow tunnel opens into a rocky dome tall enough to stand in. Wisps of steam dance before you, parting and reforming in the eddies of hot air until an unexpected gust scatters them. The temperature plummets, despite the steam all around, as a shape appears out of the mist: the ghostly figure of a woman, haggard and mournful. Her voice is like a trickle of ice water running down your spine. "Are you a friend to Gehir the snake?"

The **ghost** is Laurel Tithomen, a member of Gehir's "Lord Cerastes" expedition last year. She was sacri-

ficed at a snake totem, and her spirit traveled through the ley lines to Bald Hill.

A successful DC 10 Wisdom (Insight) check can tell the PCs that Laurel is hostile to Gehir. If the characters say that they are friends of Gehir, she attacks immediately. If they tell her that they are opposed to Gehir, she will talk with them and help them as she is able. She can speak on the following topics:

- ◇ **Gehir:** "Gehir, or Lord Cerastes as I knew him, hired me and my companions as an escort into the Wilderness of Yilan. But everything went wrong. He betrayed us, killed us one by one at these red snake statues to work some foul magic."
- ◇ **Her companions:** "There was Uriel the paladin. Dagmar—he liked his axes, that old dwarf. Quincy was our sorcerer. Took some getting used to, but a nice enough fellow. Then there was me, Laurel."
- ◇ **The note (found at the abandoned campsite in book 1, chapter 2):** "Oh, you found my note. 'The snakes are watching.' I was right, wasn't I?" She smiles wryly. "I'm glad you've fared better than we did. I hope you get to kill the scaly bastard."
- ◇ **Why are you here?** "I was killed by Cerastes—Gehir—at one of those red snake statues, and I felt my spirit falling into this current of magical energy. I don't know how to describe it. But somehow I ended up here, where all the energy was pooling. I escaped—again, not sure how—and started haunting these damned snake people, but Gehir tried to banish me. I managed to escape into these steam tunnels, and I've been living here ever since. Well, not living. Haunting."
- ◇ **Help us fight:** "I can't. I'm too exhausted. My spirit is weak. I just need rest. Eternal rest. Will you help me?"
- ◇ **Putting Laurel to rest:** "I was sacrificed somewhere southwest of the elven village. If you could give my body a proper burial and maybe smash up that snake totem, I know I could rest in peace. You'll recognize me by ... well, no, I'll be all bones. I had a fossil claw in my coin purse ... but so did Uriel. Oh, I had a magic bow! If they didn't take that, then it should still be there. I want you to have it."

Laurel will not leave the steam tunnels, nor will she fight for the characters, but she has an intimate knowledge of the layout of the Serpent's Throat and she can give the adventurers directions.

**Development.** If Laurel is there, the characters can rest in her lair without suffering exhaustion from the hot steam, but if they take a long rest there, they must succeed on a DC 10 Wisdom saving throw or gain 1d2 levels of dread at the end of the long rest due to her ominous ghostly presence.

## G2. INCUBATION TUNNELS

These narrow tunnels run from the Burning Heart



(area F) to the kitchens (area I). Along the way, the tunnel passes through the bottom of the pit in area E; characters passing through this part of the tunnel must succeed on a DC 13 group Dexterity (Stealth) check to avoid the notice of the serpentfolk in area E, but they have advantage on this check.

Beyond area E, the tunnels wrap around the snake pits in area D, keeping them heated. The secret door into the largest snake pit is obvious from within the tunnel, but opening it requires a successful DC 15 Strength check because of the weight of the snakes above it. If the door is opened, 2d4 **poisonous snakes** enter the tunnel each round until it is closed again.

The entrance to the kitchens (area IA) is through an iron grate next to the oven, which can be pried off the wall with a successful DC 15 Strength check.

## H. 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 walls are lined with the skulls of serpentfolk—some relatively recent, some browned with age, some fossilized.

This chamber is the tomb for high priests of Yig. There is no illumination in this room but what the characters 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. Sarcophagus H1, to the right of the door, is open and contains only a fossilized serpentfolk, its black stone skeleton half-emerged from a matrix of sandstone. The roof of this chamber is 20 feet high, and each sarcophagus is 10 feet long, 5 feet wide, and 5 feet high. There is a stone panel in the ceiling of the chamber, 11 feet long by 6 feet wide, directly above the raised sarcophagus. A creature standing on the sarcophagus can shift this panel from below with a successful DC 14 Strength check, revealing an opening directly into the temple of Yig (area M).

**Allies.** This tomb is where **Maxx** has been hiding since she evaded capture during the Friendlies' escape attempt. She is hiding in a pile of serpentfolk skulls, requiring a successful DC 15 Wisdom (Perception) check to notice her, and reveals herself to the party only if she is reasonably sure that they are not shapeshifted serpentfolk trying to trick her. When she escaped recapture by the serpentfolk, she witnessed one of them shapeshifting into Sarai, and as a result she has developed the *paranoia* insanity (*SPCM* 78) with a DC of 15. She will go with the party and aid them in their escape. Like the other spellcasting prisoners, she has been branded with the *magebrand*, and its effects will continue for another 2d12 hours.

**Monsters.** Sarcophaguses H5 and H3 each contain a serpentfolk **mummy**. The mummy in sarcoph-

agus H5 wields a +1 *battleaxe* that it can attack with in addition to its Rotting Fist attack as part of the Multiattack action. Neither of the mummies' Rotting Fist attacks bestow the mummy rot curse.

The mummies attack as soon as either of them is disturbed. The mummies' desiccated, brown scales are drawn tight over partly exposed bones. They are not wrapped in bandages as Dandelion was, but they are adorned with amulets of gold and precious stones.

**Treasure.** Sarcophagus H1 contains the fossilized remains of a serpentfolk still partly encased in sandstone. If a character pulverizes the sandstone, they will find that one of the fossil's fingers bears an ancient *ring of lightning resistance*. Sarcophagus H2 contains only bone dust and 3 gold rings worth 50 gp each. The mummy in sarcophagus H3 is wearing a gold and amber amulet worth 100 gp and a tarnished silver ring set with a small trilobite fossil, worth 30 gp. Sarcophagus H4 contains the cracked and fire-blackened bones of a serpentfolk wearing a solid gold ophidian death mask with emerald eyes, worth 1,200 gp. The mummy in sarcophagus H5 holds a +1 *battleaxe* and wears a gold amulet set with a snake's head carved from serpentine, worth 600 gp.

## IA. KITCHEN

This messy room appears to be a kitchen. Shorty is miserably stirring a great cauldron of boiling meat chunks, and the smells wafting from it, while unpleasant, are not wholly nauseating. The halfling cook is chained by his ankle to an iron ring in the floor, giving him a limited run of the kitchen. He looks up in surprise and delight when you enter the room.

The kitchen features a fire pit with a large cast-iron cauldron, a brick oven, shelves full of herbs and spices, and countertops strewn with knives and cooking utensils. The key to Shorty's leg iron hangs on a peg by the door, well out of his limited reach. A door at the rear of the room leads to the pantry (area IB), 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.

**Allies.** **Shorty** (page 48) is held captive here. He was apparently moved here under Gehir's orders, so that he could put his cooking skills to good use before being sacrificed. He is miserable here and does not recommend eating the meat that he has been stewing. He will eagerly join the party in their escape.

**Treasure.** Many of the kitchen implements are in poor condition, but a set of cook's utensils is salvageable from the mess. Three knives are in good enough condition to function as daggers, and two cleavers will serve as handaxes. Shorty snatches these up if no one else takes them.

## IB. PANTRY

A hideous troll is chained to the back wall of this small pantry. It greets you with a forlorn look and a wheezing, guttural sigh. A half-dozen severed troll limbs hang from meat hooks on the ceiling, showing the same green-tinged meat that Shorty was stewing in the other room.

Aside from the troll, this room also contains several barrels of wine and fresh water and a sack of dried oats. Characters who ate any of the meat in this dungeon must succeed on a DC 10 Wisdom saving throw or gain 1 level of dread as they realize the meat's origins.

**Monsters.** The **troll** has been used as a replenishing source of meat by the serpentfolk, and as a result of the stresses of being constantly dismembered, its maximum hit points have been reduced to 50. It is securely chained to the wall—the same key that unlocks Shorty's leg irons will unlock these, but a successful DC 17 Dexterity check made with thieves' tools will also work.

Characters succeeding on a DC 8 Wisdom (Insight) check can tell that the troll does not wish to fight them and wants only escape or a swift death. If attacked, the troll will not fight back. If freed, the troll will fight alongside the party, although it is eager to rush headlong into battle against any serpentfolk it encounters. Convincing the troll to commit to a specific course of action requires a successful DC 15 Charisma (Persuasion) check, made with disadvantage if no one speaks Giant. If left to its own devices, it will charge into the serpentfolk barracks (area J).

## J. BARRACKS

This large, open room has a long table at its center and rows of rough stone pallets for serpentfolk to rest on, interspersed with burning braziers. The walls are painted with stylized scenes of serpentfolk doing battle with Elder Things and other strange creatures. Racks of weapons and chests of supplies stand against the walls, and several serpentfolk soldiers mill about the room. The snakes are preparing for war.

This is the barracks room where most of the serpentfolk are billeted. Dozens of stone sleeping pallets attest to the great number of serpentfolk living here, as does the long dining table strewn with plates of troll meat and tin goblets half-drained of wine. A stone-lidded pit in one corner of the room serves as a toilet. One door comes from the passageway that connects the barracks, the kitchens (area IA), and the snake pits (area D). The other door opens to a curving ramp that slopes up to the upper level, toward areas N–P.

**Monsters.** There are 3 **serpentfolk** (SPCM 365) in this room. All of the serpentfolk are armed with spears and shortbows in addition to their normal armaments, and one of them is wearing a breastplate (AC 16). The serpentfolk can also use any of the weapons and equipment stored in this room. If the troll from the kitchen is with the PCs, the serpentfolk make killing it their top priority and use acid and alchemist's fire against it. If the serpentfolk begin to lose badly, half of them flee upstairs to area Q while the rest cover their retreat.

**Treasure.** Each serpentfolk has a pouch containing 2d4 gp. The weapon racks hold 12 spears, 6 shortbows, 6 quivers of 20 arrows each, 4 shortswords, 3 cases of 20 crossbow bolts each, 2 light crossbows, 2 scimitars, a heavy crossbow, a longsword, and a morningstar. A breastplate and 4 round steel shields also hang on the wall. One chest contains 8 *potions of healing*. Another chest, packed with sand, contains 8 flasks of alchemist's fire. A third chest contains 7 vials of acid. A fourth chest contains 7 vials of serpent venom, which can be applied to a weapon or piece of ammunition that deals slashing or piercing damage; on a hit, the target must make a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failure or half as much damage on a success. An open crate contains 48 days of rations, and another crate contains 12 leather backpacks and a 50-foot coil of rope.

## K. CROC STABLES

Several bulky, long-legged crocodilians fill this odd reptilian stable. Along the wall stands a wooden trough full of water and another full of chunks of raw meat. Riding tack, including exotic saddles and reins, hangs from pegs in the wall.

The main entrance to these stables is an 8-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





Q

P

K

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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 L) and is barred from the stable side. A smaller door, sized for Medium humanoids, opens to a corridor that runs behind the Temple of Yig (area M) toward Areas N–P.

**Monsters.** Three **riding crocs** (page 63) reside in the stables. They are hostile toward any non-serpentfolk that enters the room.

## L. SHANTAK LAIR

An elephant-size, wyvern-like creature looms in this rocky cavern, its scaly hide covered with a thin layer of slime. It roars, spreading its great wings out to fill the chamber and shaking its narrow, draconic head filled with jagged teeth.

**Monsters.** Gehir's **shantak** (SPCM 368) mount is stabled in this chamber. It attacks anyone who opens the door.

## M. TEMPLE OF YIG

This dimly lit space laid out in the shape of a cobra's hood seems to be an obscene temple. A twisting aisle runs between low stone benches to an altar of red volcanic stone carved with twisting serpentine 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 serpentinite. A serpentfolk stands on an ornate rug before the altar. He is holding a twisting, snake-headed staff and wearing orange robes marked with a green coiled serpent with a crescent moon on its head.

This is the temple of Yig, a loathsome 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 Q). The only other exit is a 6-foot-by-11-foot stone in the floor directly in front of the altar, beneath the rug. It is easy to spot, but only if the rug is moved. The stone can be lifted to reveal a passage into the tomb below (area H).

**Blessings of Yig.** The entire area of the temple is affected by a lesser version of Yig's Bolster Serpents ability (SPCM 269). All snakes, serpentfolk, and serpentine creatures in the area gain 10 temporary hit points, a +1 bonus on attack rolls, and immunity to poison damage and the poisoned condition for as

long as they remain within the temple. If the affected creature deals poison damage, that damage is increased by 1. The save DC of all poison increases by +2.

**Monsters.** The priest is a **serpentfolk priest of Yig** (page 66) with a *staff of the python*.

**Treasure.** The priest of Yig has a *staff of the python* that is cursed so that if any creature that does not worship Yig attempts to use it, the snake attacks the user. The priest also bears a gold ring worth 15 gp and an ornate silver holy symbol of Yig worth 20 gp. Two golden candlesticks on the altar are worth 25 gp each and weigh 1 pound each. The serpentine eye of the Yig idol weighs 5 pounds and is worth 75 gp.

**Yig Idol.** The Yig idol is an object with AC 17, 40 hit points, a damage threshold of 5, resistance to cold damage, and immunity to fire, 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 dispelled with *remove curse* or similar magic.





## N. 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 Gehir and by the priest of Yig in area M, or with a successful DC 17 Dexterity (thieves' tools) check. The door can also be broken down with a successful DC 20 Strength check.

**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 save, 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.

**Treasure.** This room contains two stone chests and a sack. Both the chests are locked (opened with the same key that opens the door, or a successful DC 17 Dexterity (thieves' tools) check). Each chest weighs 20 pounds empty. The first chest contains 5,500 gp and a small pouch holding 2 diamonds worth 500 gp each. The second contains 6,531 sp. The sack contains any treasure or magic items held by the characters and NPCs at the time of their capture and not included in the confiscated items locker in area C.

## O. STORAGE CLOSET

All the mundane gear stored in this small, round room has been pushed aside to make room for a prisoner. Enivwenaye stands in the center of the room, her arms pulled out to either side by taut ropes so that she cannot even flex, her ankles bound together with more rope, and a burlap sack over her head. Even with her face covered, her rage is palpable.

**Allies.** **Enivwenaye** (page 46) is bound in the center of the room. If freed, she eagerly joins the party in their escape. She cannot abide imprisonment and wants revenge against her captors. She suffers from 1 level of exhaustion due to her torture and has gained the *erratic behavior* insanity (SPCM 77) with a DC of 15.

**Supplies.** The storage closet contains any mundane equipment or simple weapons the players might want, per the GM's discretion.

## P. VELOCIRAPTOR DEN

This room is locked but can be opened with the key from the kitchen (area I) or a successful DC 17 Dexterity (thieves' tools) check. A sign on the door is written in the scratchy script of the serpentfolk. It says, in the Serpentfolk language, "Raptors—Do not open without meat."

Upon opening the door you are greeted by a pack of knee-high, bipedal reptilian creatures covered with bright feathers, their long tails sticking straight out behind them like pennons. Their narrow mouths are filled with gnashing teeth, and each of their three-toed feet bears a large, sickle-shaped claw. The room is strewn with bones that have been picked clean of flesh.

**Monsters.** This room contains 6 **velociraptors** (page 68). They attack the characters immediately unless they are presented with a hunk of meat.

## Q. SERPENT'S MOUTH

You emerge in the Serpent's Mouth, the great cavern within the snake head that Bald Hill has become. You see the green Wilderness of Yilan just beyond the stalactite-like fangs of the stone serpent's open mouth, but between you and freedom stands a small army of serpentfolk. They are watching Gehir, who is standing in his true form on the raised platform of the stone serpent's tongue, chanting some vile ritual, his wicked dagger raised above the bound forms of Whiskers and "Eagle-Eye" Absalom. Another serpentfolk has a foot resting on the trussed, unconscious form of Vitya. You hear the rasping voice of Dandelion the cat echoing from somewhere nearby: "You can't save them; you've already wasted too much time. Run! Now!"

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 serpent's mouth can be opened or closed by speaking the command "Open in the name of Yig!" or "Close in the name of Yig!" in the Serpentfolk language while brandishing a holy symbol of Yig. Similarly, the tongue can be raised up to 10 feet above the cavern floor or lowered to rest on the floor with the command "Lift your tongue, O mighty serpent!" or "Rest your tongue, by Yig!" Each such change takes 3 rounds (about 18 seconds) to complete.



A trio of large stone doors at the back of the cavern lead into the fortress-complex of the Serpent's Throat. Any characters listening at those doors from the other side can easily hear the loud hissing and chanting of the ritual being performed within the cavern.

**Monsters.** **Gehir Greencloak** (page 52) stands on the tongue-platform, intoning a ritual. His **anchors** (page 56) Alpha and Beta, and his **pterodactyl** (page 62) familiar Turu hover near him (if Alpha, Beta, and/or Turu were killed at the end of the previous chapter, they are not here for this battle). Along the outside edge of the cavern stand 8 **serpentfolk** (SPCM 365) and 3 **serpentfolk warriors** (page 67). The serpentfolk are surprised unless any of the serpentfolk from the barracks (area J) made it here to warn the others of the prisoner escape. They will attempt to keep the prisoners from leaving the mouth, although the GM should give the fleeing PCs opportunities to escape anyway (see “The Desired Outcome” below).

**Allies.** One of the serpentfolk warriors stands guard over the bound and unconscious **Vitya** (page 49). **Whiskers** (*Yig Snake Granddaddy Act 1*, page 55) and **Absalom** (*Yig Snake Granddaddy Act 1*, page 62) are bound and conscious on the tongue platform. **Dandelion** (page 50) will help the characters escape and urges them to flee while they have the chance, but she will also fight alongside them.

**Ritual.** Gehir is performing a ritual to turn himself into the Chosen of Yig. When the characters enter the Serpent's Mouth, he is 2 rounds from completing the ritual. During this time, he must maintain complete concentration on the ritual and will not participate in the battle, relying on his allies to protect him. The

## INTERRUPTING GEHIR

If the characters seek to interrupt Gehir's ritual rather than flee, they are in for a difficult fight. Alpha and Beta will do everything in their power to prevent the characters from interrupting Gehir's ritual; they keep one use of *counterspell* in reserve to counter any attempt to stop the ritual through such spells as *dispel magic* and *counterspell*. In the unlikely event that an attacker manages to break his concentration and interrupt the ritual, Gehir will attack the characters with renewed vigor. Gehir can always perform the ritual again at a later time.

The rest of this adventure assumes that Whiskers and Absalom are sacrificed by Gehir at this point. If the PCs somehow manage to rescue them, refer to their stats in the Appendix of book 1. Gehir will complete his ritual with other sacrifices.

ritual counts as a 9th-level spell. Upon completion of the ritual, in round 3 of the encounter, he kills Whiskers and Absalom and transforms into **Gehir, Chosen of Yig** (page 54):

With a flourish, Gehir finishes his incantation. He draws his dagger across the throats of his bound captives—your allies—and hot blood spatters his robes. Gehir explodes, his skin shredding as a new body forms within him, a horrific creature more snake than serpentfolk. He is 8 feet tall and powerfully built, with two sinuous snakes sprouting from his shoulders. Gehir roars in triumph, flexing every muscle in his hideous new form. He hisses, and the great stone snake head begins to close its mouth with the sound of stone grinding on stone.



**The Desired Outcome.** Ideally, the characters will escape along with some of the NPCs, while the other NPCs will remain trapped in the Serpent's Head to be sacrificed later. Which NPCs escape, if any, is up to the GM's discretion; for dramatic purposes, the players' favorite NPCs should be split between the survivors and the recaptured. If, by some mischance, one of the PCs remains within the Serpent's Mouth once it has closed, the GM may choose to turn that character into an NPC and ask the player to roll up a new character. If the troll somehow manages to escape, it flees into the wilderness, paying no heed to the characters who helped secure its freedom.

## ESCAPE

As you run down the slope from Serpent's Head, Dandelion appears beside you, bounding on her mummified paws. "We must get to the treeline quickly, before they send out a search party."

The characters are pursued by Alpha and Beta. Each character must reach the treeline 200 feet away and then succeed on a DC 15 Dexterity (Stealth) check to shake the anchorites' pursuit.

**Allies.** **Dandelion** (page 50) casts *pass without trace* to aid the characters in their escape.

**Monsters.** The surviving **anchorites** (page 56) pursue the characters out of the cavern and must be defeated, driven off, or evaded.

## THE WAGON

The characters may wish to secure the wagon, which is still where they left it. The **draft horses** are tied up nearby and miraculously have not yet been eaten by dinosaurs, although they look quite spooked. The wagon still contains a barrel of wine, the smaller cask of mead Cathbad purchased at Althe Yinumel, 25 days of rations, and all the tents, canvas, rope, and assorted supplies it held during their journey. Both strongboxes that once held Alpha and Beta's symbiotic parasites are gone, and the *alarm* spell cast on the front hatch of the wagon has worn off.

The strange mummified cat leads you into the wilderness, away from the horrid snake's head and the army of serpentfolk who dwell there. Memories of Gehir's foul ritual linger in your mind. The monster must be stopped, but you are not yet strong enough. Now you must find safety, avoid capture, and seek allies in your fight. Vengeance must wait for another day.

## LEVELING UP

At the end of *Escape from the Serpent's Mouth*, all characters gain sufficient experience to reach level 6.



## CHAPTER 2: STAYING IN YILAN

### ADVENTURE SYNOPSIS

The following two chapters outline everything the GM needs to run this open-world adventure within the Wilderness of Yilan. During the course of the adventure, the characters will manage their base and explore Yilan while destroying Yig's serpent totems, uncovering the eldritch past of this cursed land, and striking back at Gehir and his serpentfolk. As they reach certain milestones and level up, the adventurers will trigger key events that can lead to deadly confrontations with serpentfolk and their tamed dinosaurs. Along the way, they will experience strange dreams that give insight into Gehir's sinister plans.

This chapter covers the adventurers setting up base camp in a lost temple of Bastet, researching Mythos texts to uncover the secrets of the serpentfolk and their allies, dreams sent by Dandelion to keep the characters informed about important events, and two climactic battles: an attack on a fortified dinosaur, the midpoint for this section of the adventure; and a serpentfolk siege of the characters' base, the climax of this section of the adventure.

### ADVENTURE OUTLINE

This part of the adventure features sandbox-style exploration and character-driven progression, but there is still a plot running through it. This outline summarizes the structure of this adventure:

- PCs arrive at Perubasti.
- Dream: Ritual at the Porphyry Tower.
- PCs locate and destroy two snake totems.
- Dream: A Shipment Departs.
- Event: Sauropod Assault.
- Level up! PCs reach level 7.
- PCs locate and destroy a third snake totem.
- Dream: Ritual on the Stone Plateau.
- PCs locate and destroy a fourth snake totem.
- Event: Dinosaur Siege.
- Level up! PCs reach level 8.

### MILESTONES

There are six snake totems scattered around the wilderness. Once two of them have been destroyed by the characters, the Sauropod Assault event is triggered. Once four snake totems have been destroyed,



the Dinosaur Siege event is triggered. The characters may wish to continue finding and destroying snake totems beyond the first 4; while this is not strictly necessary, the GM is encouraged to allow it, perhaps making time for the relevant adventures before or during the events of book 3.

In addition to these events, dreams will occur when the characters reach certain milestones. For more information, see the **Dreams** section.

## SETTING UP BASE CAMP

Dandelion leads you through the woods for hours, following paths known only to the mummified cat. At first you flinch at every shadow, wondering when Gehir's pursuit parties will catch up with you. Dandelion seems unconcerned, but when night falls, she urges you to keep moving, never letting you rest for more than 5 minutes. With her promise of a safe haven in mind, you have no choice but to follow. You walk all night, tired, filthy, heaving from hunger and thirst, but somehow unmolested by Gehir's minions. At daybreak you come upon a pair of cat-headed feminine statues flanking a narrow gap in a cliff face. The statues are worn with age and half-shrouded by clinging vegetation, golden morning sunlight gleaming in their empty stone eyes. "This is it," declares Dandelion. "Perubasti. In better times, this was a thriving temple of my mistress, Bastet. Now it is a ruin, a shell of its former self. She watches over it still. We will be safe here from the snakes—for a time."

The stone cat statue is just one part of the ruined temple complex of Perubasti. Following their long march, the characters must each make a DC 12 Constitution saving throw, gaining 1 level of exhaustion on a failed save. Once the characters have explored the temple (see **Perubasti** section), they may want to set up a camp here, establish defenses, take stock of their supplies, and begin planning their next moves.

### WHAT TO DO NEXT

As the characters begin planning what to do next, the NPCs might have something to contribute to the discussion. The following are helpful (or unhelpful) ideas, opinions, and advice that any of the characters' companions can express, per the GM's discretion. In addition, some of the contributions will only come from certain characters, depending on whom the PCs were able to rescue.

- ◇ "We should probably establish some defenses around the temple, in case we get attacked."
- ◇ "It seems to me that the best way we could undermine Gehir and Yig would be to find all those red snake totems and destroy them. That's part of how Gehir is spreading this prehistoric magic, right?"

## JOBS AROUND CAMP

The NPCs can see to the day-to-day operations at the base camp while the PCs explore and adventure. In addition to the work of hunting, foraging, and other work, the NPCs can optionally be set to the following specific tasks:

### CONSTRUCTING DEFENSES AND TRAPS

An NPC tasked with constructing defenses and traps can affect one 5-foot cube per day, whether that means digging a 5-foot pit, constructing a 5-foot section of palisade wall, setting up one trap, or any other task related to fortifying the base camp.

### RESEARCHING

An NPC tasked with researching can explore one topic in one Mythos text per day, relaying any information they find to the PCs whenever they return to camp. The GM should make an ability check as normal (see **Mythos Texts**, *SPCM* 132) each day using the NPC's ability scores, applying any negative effects as they come up.

- ◇ "We'll need a code word or phrase, something so that we know it's one of us, not a serpentfolk in disguise."
- ◇ "It would help if we knew more about the serpentfolk and Yig. 'Know your enemy' and all that."
- ◇ "Why are we hanging out in this ruin when we could be back at Althe Yinumel, drinking wine by the fire?"
- ◇ "What was it that elf wizard was saying about ley lines? Something about magical power where they intersect? Ah, I've forgotten."
- ◇ **Cathbad**: "Attacking them now would be a mistake. We need to build up our strength and wait for the right time."
- ◇ **Dandelion**: "This temple has seen better days. If you worked to restore some of its former glory, I'm sure my mistress would look kindly on you."
- ◇ **Enivwenaye or Vitya**: "We must strike back at the serpents as soon as possible. Let them know we are not to be trifled with."
- ◇ **Gunnar**: "We must keep our spirits up, fellows! Though I know not how."
- ◇ **Maxx**: "I don't really know why we're trusting this dead cat. We've got to get out of this place! We're all doomed! ... Sorry, I'm just ... it's been a rough few days, you know? Sorry, Dandelion."
- ◇ **Sarai**: "We should set up some traps around the temple. We can't afford to take any chances. Whiskers taught me a thing or two about setting traps. Gods, I wish he were here."
- ◇ **Shorty**: "First things first: We need to sort out our food supply. Can't wage a guerilla war on an empty stomach!"



- ◇ **Any Friendly:** “I can go back to Ventissa and see if we can get any reinforcements. If the city knew what was brewing on this side of the mountains, they’d send us whatever help they can. And one stealthy rogue can make the trip back there much safer than a whole party. I could go unnoticed where a larger group would certainly draw attention.”
- ◇ **Any Rockbreaker:** “If we send someone back to Ventissa, we can contact the rest of the Rockbreakers who stayed behind. We were a whole mercenary company, after all. Vitya’s father is in command of the rest of them. If we get word to them, we’ll basically have a whole army at our disposal!”

## PERUBASTI

This ruined temple is situated in a box canyon, its entrance flanked by two cat-headed statues of Bastet. The cliffs around the box canyon are 50 feet high. A small stream trickles out of the canyon mouth, fed by a little waterfall tumbling over the cliffs that surround the temple complex. The temple itself sits on a raised stone platform 5 feet high and surrounded by thick stone columns. Around the temple are a number of smaller buildings in various states of disrepair.

### I. ENTRANCE

Two statues of Bastet, hewn from the very rock of the cliff face, flank the 20-foot-wide entrance to the box canyon. The statues are each 10 feet high and depict a cat-headed woman in ornate robes, although the features are somewhat worn with age and the statues themselves are covered with vines and lichen.

The surrounding area is forested, but the trees end 50 feet from the cliff face, creating a clearing around the entrance.

**Treasure.** Anyone who clears away the brush choking the statues finds a *potion of greater healing* nestled in a bed of lichen at the foot of the left-hand statue.

### 2. ACCESS RAMP

The temple itself rises above the canyon floor on a stair-stepped granite platform. A 15-foot-long ramp leads up to the temple, flanked by large statues of cats lying at rest like sphinxes. Each cat statue is 25 feet long from its tail to its outstretched paws. The statues rest on 5-foot-tall rectangular platforms. The backs of the cats are 10 feet off the ground, and the tops of their heads are 15 feet above the ground.



### 3. TEMPLE FLOOR

Tall columns of solid stone rise all around you, enclosing the space of this temple. Some of them have toppled over. If they ever supported a roof, all traces of it are long gone. The granite floor is strewn with the detritus of ages. A tall statue of Bastet that once stood in the center of the floor has been sheared away from its legs and lies on its side next to the base. To the rear of the temple, built against the cliff, is an intact building with doors of stone.

The temple floor is 60 feet wide and 80 feet long, taking up most of the area of the box canyon. A colonnade of 16 columns, each 5 feet in diameter and 20 feet high, surrounds the floor on all sides except the rear, which abuts the cliff face. Several of the columns have fallen over or suffered some damage over the ages.

The statue of Bastet in the center of the temple is 20 feet high including its base, but the top 15 feet have sheared off and fallen over. The broken segment of the statue weighs 12,000 pounds.

**Treasure.** If the statue is returned to its rightful place and repaired, magically or otherwise, a golden rod tipped with an ankh appears in its right hand. The rod can be removed easily and functions as a *wand of the war mage +1*.

### 4. INNER SANCTUM

The stout stone doors open to reveal a dusty chamber. Six columns form an aisle leading to another statue of Bastet, this one jet black and inlaid with gold and gems. Its feline head has cracked off at the neck and lies in the dust at the statue's feet.

The inner sanctum is 40 feet by 30 feet, with a 15-foot ceiling. The stone doors, 10 feet tall, are quite heavy and only swing open with some effort. If the temple were attacked, this would clearly make a strong and defensible fallback position.

The statue of Bastet is 10 feet high, and its severed head weighs 2,000 pounds.

**Treasure.** The statue of Bastet has 2 pounds of gold ornaments worth 100 gp inlaid into its surface, plus four peridots worth 250 gp each. If any of these ornaments are removed from the statue, Bastet will be displeased with the creature that removes them. The consequences of this displeasure are up to the GM's discretion, but at the very least they will receive no rewards from Bastet for defending this temple, and Dandelion and other servants of Bastet will refuse to aid the offending creature. Bastet can be appeased if the treasure is returned to its rightful place.

If the statue is repaired and not stripped of its ornaments, a golden scroll case worth 500 gp appears in the statue's hand. The scroll case contains a *spell*

*scroll of conjure servants of Bastet* (page 69), a *spell scroll of moonbeam*, and a *spell scroll of protection from poison*.

### 5. POND

A rivulet of water cascades down the side of the cliff here, pooling in a clear, shallow pond before trickling out of the canyon in a narrow stream. The pond has engulfed part of the shrine to Sekhmet. The water in the pond is clean and potable. The pond itself is only 3 feet deep at its deepest, and the stream is never deeper than 6 inches.

In the deepest part of the pool sits the stone arms and basin of the statue of Sekhmet from area 6. They are partially buried in silt but visible to any creature succeeding on a DC 12 Intelligence (Investigation) or Wisdom (Perception) check. The stone arms and basin weigh 150 pounds.

### 6. SHRINE TO SEKHMET

This small, dark chamber contains a 6-foot stone statue of a ferocious lion-headed woman. The statue's arms have broken off and are nowhere to be seen. The walls of this shrine are inscribed with images of the lion-woman slaughtering humans, drinking blood, and wrestling with gigantic snakes.

This 15-foot-square room is a shrine to Sekhmet, the rampaging lion aspect of Bastet. The walled courtyard outside the shrine is marshy and inundated with shallow water from the pond. When the statue was intact, Sekhmet was holding a shallow stone basin out in front of her.

**Development.** If the arms and basin of the Sekhmet statue are recovered from the pond (area 5) and reattached to the statue, the basin fills with a red liquid that looks like blood. Anyone tasting the liquid can tell that it is actually a strong barley beer. The basin refills with 4 pints of this beer every day at sunrise. Any creature that drinks one or more pints of the beer gains the following effects: They are cured of all diseases and poison, become immune to poison and being frightened, and gain 2d8 temporary hit points. These benefits last for 10 minutes after the beer is drunk. Any beer removed from the basin loses potency after 24 hours.

### 7. RUINED SHRINE

This building was an identical structure to the shrine to Sekhmet, but its original purpose is lost, the building having been crushed ages ago by a toppled column from the main temple. Exposed to the elements, the walls have eroded away, leaving only ruined shell of the former structure. Whatever statue may have stood in this chamber has been obliterated by the falling pillar. The only object of interest remaining in this ruin is a stone chest.



**Treasure.** The stone chest contains a bundle of papyri wrapped in oiled leather. The papyri were written by an obsessive anonymous elven scholar centuries ago, cataloging information about the serpentfolk, Bastet's battle with Yig, and the ancient history of Yilan. These are the *Perubasti Papyri* (page 69). The text makes frequent reference to two other works that apparently cover related subjects in more detail: *The Eltdown Shards* and *The Pnakotic Manuscripts*. For more information on researching with the *Perubasti Papyri*, see "Researching Mythos Texts" below.

## RESEARCHING MYTHOS TEXTS

Over the course of this adventure, the characters will have access to a number of arcane texts that can give them insight into the eldritch horrors with which they are dealing. For information on using Mythos texts in your game, see *SPCM* 132. The characters can find the *Perubasti Papyri* in Perubasti, *The Eltdown Shards* in the Cave of Whispers (area 10 on the map of Yilan), and *The Pnakotic Manuscripts* after the events of "Dinosaur Siege." By succeeding on ability checks to research in these texts, the characters can uncover information on many Mythos topics. Each text is summarized below, with the information that the characters can glean from them.

### THE ELTDOWN SHARDS

Inscribed on a series of stone tablets, this prehistoric text is focused on the Yithians, especially their capabilities and weaknesses. For more information, see page 135 of *SPCM*.

In researching this text, the characters can glean information on the following topics with the appropriate checks (all DC 18):

- ◊ **Dinosaurs** (Nature or Yog-Sothothery): Dinosaurs are extinct reptilian creatures that lived millions of years ago. Some were quite small, while others dwarfed the largest dragons. Many were herbivores, but some were ferocious predators. Some were covered with feathers, while others were scaly or armored with bony plates. The forms of dinosaur were as varied as modern life. Prehistoric civilizations that lived during the age of the dinosaurs often made use of these beasts. Serpentfolk tamed them with alchemy. Elder Things used them as livestock and beasts of burden, sometimes even as raw material for shogoths. Yithians controlled dinosaurs with technological implants and covered them with armor and weapons. There are hints in the text that the



dinosaurs were driven to extinction by something called a "flying polyp."

- ◊ **Elder Things** (History or Yog-Sothothery): This fragmentary text touches briefly on Elder Things, mentioning the star-headed alien beasts as a rival civilization to the Yithians. Elder Things can fly, even through the icy void of space, and can see in any darkness. They are resistant to bludgeoning, fire, and slashing damage. Elder Things do not need to breathe.
- ◊ **Flying Polyyps** (History or Yog-Sothothery): This text makes occasional mention of flying polyyps, a race of alien creatures (or perhaps one hive mind with multiple bodies), which the Yithians drove underground at the height of their empire on this planet. It is said that the flying polyyps can control the winds and that they once built massive cities of windowless basalt towers. The Yithians fear them more than any other creature, and there are hints in the texts that a resurgence of flying polyyps was responsible for the extinction of both the past Yithians and the dinosaurs.
- ◊ **Yithians** (History or Yog-Sothothery): Also known as "the Great Race" or "the Great Race of Yith," Yithians are alien beings capable of swapping their minds into the bodies of other creatures, even across the vast gulf of time. This has allowed the Yithians to obtain extensive knowledge of all events, past and future. With their mind-swapping technology, the Yithian race can take over an entire species, consume their resources, and move on to the next species. Yithians haven't been seen in millennia and are believed to have moved on long ago. In their most recent form, they were large creatures with claws and two heads, resistant to acid, fire, and bludgeoning, piercing, and slashing damage from nonmagical attacks.
- ◊ **Yithian Technology** (History or Yog-Sothothery): Yithians are masters of high technology. They tame and control dinosaurs and other creatures by implanting machines into their brains; they often graft advanced armor and weapons onto such creatures, turning them into living weapons. Yithian weapons can fire beams of electricity, explosions of force, disintegrating rays, and worse. They also have shields of energy that protect them from damage but which can be overloaded by dealing large amounts of damage to them, and other shields that adapt to different attacks and grant the Yithian resistance to the last damage type that they were injured by.



◇ **Yithian Society** (History or Yog-Sothothery): Yithians are not a monolithic species and are as prone to infighting as humans. Yithians have been known to devolve into civil war over such topics as whom to ally with and when to swap their minds into a new species. This fragmentary text seems to have been written by an enemy of the Yithians and suggests playing on divisions within Yithian society to weaken them before attacking.

### THE PERUBASTI POPYRI

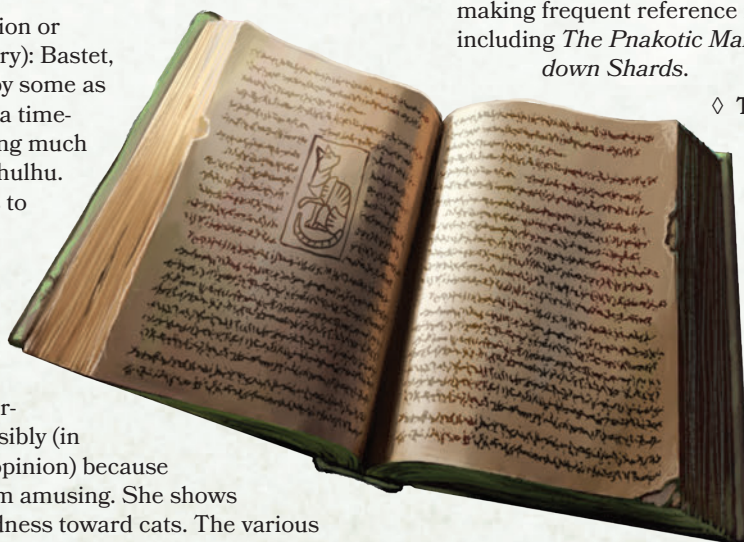
Written by an anonymous elven scholar, this ancient work delves into the conflict between Bastet and Yig, the empires of the serpentfolk, and a schism between true and debased serpentfolk. The author of the *Perubasti Papyri* makes frequent reference to both *The Eltdown Shards* and *The Pnakotic Manuscripts*, making the text often aggravatingly incomplete. For more information, see the Appendix.

In researching this text, the characters can glean information on the following topics with the appropriate checks:

- ◇ **Bastet** (Religion or Yog-Sothothery): Bastet, worshipped by some as a goddess, is a timeless alien being much like Yig or Cthulhu. Bastet seems to be unique in that she sees value in the continued existence of humans and other mortal races, possibly (in the author's opinion) because she finds them amusing. She shows a special fondness toward cats. The various races of Dreamlands cat tend to regard her as a patron deity, worshipping her as much as any cat can be said to worship an entity other than itself. Bastet seems to have a bloodthirsty alter ego known as Sekhmet.
- ◇ **Bastet vs. Yig** (Religion or Yog-Sothothery): There was a time in the distant past when Yig grew so powerful that he threatened to devour the sun and drown the world in a sea of venom. Bastet is said to have defeated Yig “in the tenth region of the night,” perhaps indicating that their battle was visible in the night sky. Following the battle, both deities were diminished in power, although Yig seems to be recovering faster than Bastet. When Yig was defeated, he lost much of his influence over the serpentfolk, and many of them turned away from him and were cursed for their betrayal.
- ◇ **Debased Serpentfolk** (History or Yog-Sothothery):

When Yig was defeated, many serpentfolk turned to worshipping Tsathoggua. Yig cursed them for their betrayal, and the debased serpentfolk lost much of their intellect, magical abilities, and physical prowess. Debased serpentfolk are reviled by the “true” serpentfolk who remained loyal to Yig. They are venomous and immune to poison, but they retain none of the true serpentfolk's magical or shapeshifting abilities. The elven author of these papyri claims that it was these debased serpentfolk whom the elves of Yilan defeated centuries ago. He also cautions that the true serpentfolk may one day return, more powerful than ever.

- ◇ **Elder Things and Yithians** (History or Yog-Sothothery): In prehistoric times, the serpentfolk were rivals of the Elder Things and the Yithians, both races that eclipsed the once-mighty serpentfolk empires. The Yithians' high technology and the Elder Things' knack for bioengineering both outmatched the serpentfolk's alchemy. The author is annoyingly vague about these other races, making frequent reference instead to other texts including *The Pnakotic Manuscripts* and *The Eltdown Shards*.



- ◇ **The Eltdown Shards** (History or Yog-Sothothery): The anonymous author of this work makes frequent reference to something called *The Eltdown Shards*. This appears to be a prehistoric text preserved in several locations on stone tablets. The copy that the author references was found in a cave in Yilan, which he calls the

Cave of Whispers, located in a rock formation called the Altcliffs, north of the Karstlands.

- ◇ **Sekhmet** (Religion or Yog-Sothothery): Sekhmet is an aspect of Bastet known for violence and ferocity. Sekhmet is less protective of humanity than Bastet. The most famous story about her involves her going on a genocidal rampage, stopping only when she was tricked into drinking a massive amount of beer dyed red to look like blood, which caused her to fall asleep and forget her anger. The author of this work believes this story is a folk memory of prehistoric blood sacrifices made to appease Sekhmet.
- ◇ **Serpentfolk** (History or Yog-Sothothery): Serpentfolk are an ancient race of serpent-headed humanoid creatures. They are naturally venomous and often coat their weapons in their own venom.

Serpentfolk are intelligent schemers who use their shapeshifting ability to infiltrate their enemies and undermine them from within. They cannot be frightened, paralyzed, or poisoned, they are resistant to magical effects, and they can innately cast a number of minor illusion and enchantment spells. The ancient serpentfolk empires were masters of alchemical technology. They tamed dinosaurs, but not at the same scale or with the same success as the Elder Things and Yithians.

- ◇ **Yig** (Religion or Yog-Sothothery): Yig is one of the Great Old Ones, known as the Father of Snakes. He is the patron deity of the serpentfolk but also worshiped by various obscure cults seeking the blessing of the King of Venom. His worshipers are immune to poison and often have access to powerful poisons themselves. They prefer to work in the shadows until their plans are so far along as to be unstoppable.

### THE PNAKOTIC MANUSCRIPTS

Originally a Yithian text, these fragmentary records contain insights into ancient history; Yithian civilization and technology; and Yithian relations with serpentfolk, Elder Things, flying polyps, and other eldritch beings. This particular copy of the *Manuscripts* has been heavily annotated by the serpentfolk and contains notes on a number of Gehir's rituals including the ritual needed to summon Yig himself. For more information, see page 136 of *SPCM*.

In researching this text, the characters can glean information on the following topics with the appropriate checks:

- ◇ **Elder Things** (History or Yog-Sothothery): These alien beings are one of the great rivals of the Yithians. They have a massive five-lobed brain capable of advanced thinking and magic. Their complex language can be written in a binary system of bumps and divots, and their number system is quinary. Elder Things can survive in the depths of the ocean and the void of space, and they are immune to cold. Elder Things use other creatures as servants, beasts of burden, and livestock. They are known for controlling dinosaurs, slime molds, shoggoths, and the great leviathans of the deep.
- ◇ **Flying Polyps** (History or Yog-Sothothery): The flying polyps were a trans-dimensional alien hive mind that ruled the planet before the Yithian empire rose. The Yithians regarded the flying polyps as the greatest threat to them, even at the height of the Yithian wars against the Elder Things. They knew that their current bodies would be driven to extinction by the flying polyps.
- ◇ **Prehistorification Ritual** (Arcana or Yog-Sothothery): The prehistorification ritual that Gehir has perfected can only be performed at an intersection of ley lines and requires the sacrifice of one or

more intelligent humanoids to tap into the well of arcane power. The ritual restores the land to the state it was in at a specific point in the past and draws life forms from that time into the present.

- ◇ **Ritual to Summon Yig** (Arcana or Yog-Sothothery): This text does not give the exact details of how to summon Yig, but the ritual apparently requires a specific species of snake that has been extinct for millennia. The snake, known as a nohestan, is a powerful and highly venomous predator with bronze scales. During the ritual, a massive blood sacrifice powers the transformation of the nohestan into Yig incarnate.
- ◇ **Serpentfolk** (History or Yog-Sothothery): Yithians generally regard serpentfolk as an inferior species lacking in intelligence, physical strength, and mastery of technology, though they concede that the serpentfolk are tenacious, tricky, and difficult to exterminate entirely.
- ◇ **Shoggoth** (Arcana or Yog-Sothothery): A shoggoth is a massive, bioengineered, ever-hungering ooze. It can psychically induce fear and madness with an effect called the Tekeli-li. Shoggoths are controlled by a techno-organic device called a *twsha* (*SPCM* 130). They can be powerful weapons, but they are prone to revolt against their masters at the first opportunity.
- ◇ **Yithians** (History or Yog-Sothothery): Members of the Great Race are commonly called Yithians because they came most recently from the world of Yith, but that is not their home. The ancient home of the Great Race is lost to time, for these alien beings can project their minds into other bodies and take control of them. With their advanced technology, they can extend this natural mind-swapping ability across vast distances of space and time, allowing their entire civilization to take over other species and use up their resources before moving on, leaving behind barren worlds on the brink of apocalypse. Yithians are ruthless and self-interested, only allying with others to get ahead, and always ready to stab their allies in the back if it would profit them materially.
- ◇ **Yithian Technology** (Arcana or Yog-Sothothery): Yithians have a vast array of technology at their disposal. With mind-control implants, they can control dinosaurs and turn them into living weapons. Their most widely used weapon is the lightning gun (*SPCM* 126), which can fire a deadly beam of electricity, but they have many others in their arsenal. The singularity projector temporarily creates a point of intense gravity that sucks nearby objects and creatures into it. The matter disruptor breaks physical forms apart at the fundamental level, causing rapid decay. Yithian warriors are protected by force field projectors or adaptive shields.



## DREAMS

While the characters are exploring, Dandelion is moving between Yilan and the Dreamlands, scouting and spying. She keeps the characters abreast of developing situations by sending them dreams. The characters receive these dreams at specific points during the adventure, as outlined below. The dreams are somewhat hazy, distorted, and desaturated, as if seen through a cat's eyes. Depending on how the party keeps watch during the night, some characters may not be able to experience these dreams, but Dandelion makes sure to send a dream message when as many party members as possible will experience it.

### RITUAL AT THE PORPHYRY TOWER

This dream comes to the party the second time they sleep after arriving at Perubasti. The GM should choose two NPCs in Gehir's custody to be the sacrificial victims in this ritual. If Gehir does not have two NPC adventurers in his custody, the GM can use one or more elves from Althe Yinumel (not any named elf NPC unless the characters have already returned to Althe Yinumel and discovered what has happened there) or townsfolk from Ventissa.

You have a vivid dream. You are moving quickly, close to the ground like a small animal. Everything is desaturated and slightly blurry, as if viewed from beneath a still pond at night. Leaping onto a ledge, you see the porphyry tower rising before you. You are back in the karstlands, but there are serpentfolk here too, standing guard outside the tower. Your keen ears pick up sibilant chants echoing from within, building to a crescendo. No sooner do the two screams ring out than they are cut short with the swift finality of a knife across the throat. In that instant, there is a flash of light and a shockwave. The porphyry tower gleams like new. Its exterior—once worn by millennia of erosion—is now as smooth and polished as a gemstone. Gone is the field of tar pits and slime-crossed sand that surrounded the tower, replaced by a broad stone courtyard hemmed in by spires of stone and silver.

The serpentfolk guards step inside the tower, and you pad along after them, evading notice. Gehir—or the Yiggish creature that was once Gehir—looms over the discarded corpses of his sacrifices, speaking to the creature before him. It is one of the entities you saw carved in bas-relief on the walls of this very tower: an Elder Thing. It has a star-shaped head, five tentacles sprouting from its barrel-like body, and a pair of veiny bat wings. “Do we have a deal?” Gehir hisses. The Elder Thing flaps its wings and lets out a pentatonic shriek. The shriek is returned a hundredfold by the other congregants. Looking up, you see them: hundreds more of the things, flapping and

shrieking on the disc-platforms that cover the walls of this hollow tower ... a rookery of eldritch horror. “Good,” Gehir replies. “Good.”

He turns to go, and you bound away through the courtyard. As you do, a shadow passes over you, then another. Scores of Elder Things are flying out of their tower in every direction, eclipsing the white eye of the full moon.

### A SHIPMENT DEPARTS

This dream comes to the party the first time they sleep after the first two snake totems have been destroyed.

In your dreams, you find yourself once again amid the baffling spires of the restored Elder Thing city. The star-headed Elder Things fly with their ungainly wings and glide across granite streets on squirming tentacles.

Three serpentfolk bearing a stone chest approach one of the Elder Things. It opens the lid and runs the dendritic fingers of an articulated tentacle across the contents. You cannot see what is in the chest from your vantage point, but the Elder Thing seems pleased.

Its alien speech sounds like a series of staccato chirps and clicks, but you can clearly hear the meaning in your head as if it were speaking to you. “We thank you,” it says to the serpentfolk. “And as for your master's request: We are providing all the assistance we can to you in taming these dinosaurs, but what use are these bones to him?” It whistles, and two more Elder Things approach, each bearing a monstrous skull 5 feet long and filled with daggerlike teeth, reminiscent of the creature that attacked you that night after crossing the Yilani River.

The lead serpentfolk raps a claw against the ancient skull and tastes the air with its tongue. “Our master has the power to restore flesh and life to these bones, binding the creatures to his will in the process. To you these may be nothing but dusty bones, but to Master Gehir they are a potent weapon.”

“Interesting. Take these, then, and we will send more when we can.”

The serpentfolk make their farewells and lug the giant dinosaur skulls around a corner. You follow cautiously, rounding the corner to see the most titanic creature imaginable, easily twice the size of the long-necked beasts you saw in the stampepe. It stands on four legs like tree trunks, its tail reaching all the way down the street, its long neck stretching to the heavens. A turreted wooden castle is strapped to its house-size back, and serpentfolk are hoisting the great skulls into it. The towering beast lets out a trumpeting bellow, and you scamper away, back into the chaos of the karstlands.

## RITUAL ON THE STONE PLATEAU

This dream comes to the party the first time they sleep after destroying the third snake totem (or if the party is trying to move too far north and the GM wants to keep it contained). The GM should choose four NPCs in Gehir's custody to be the sacrificial victims in this ritual. If Gehir does not have four NPC adventurers in his custody, the GM can use one or more elves from Althe Yinumel or townsfolk from Ventissa.

As soon as you fall asleep, you receive a dream sending from Dandelion. It is day, and Gehir is standing at the foot of a stone plateau, his apprentices and a serpentfolk priest beside him, four captives bound before them. He hisses rhythmically from his three snake mouths, and his minions whisper dark words in response. At once they raise their daggers and plunge them into the hearts of their victims. In that instant, a vast chunk of the plateau melts away, replaced by tremendous structures of strange geometry, each one a mountain in its own right. Terraced heights host verdant gardens where terrible reptilian beasts graze, and broad avenues 200 feet wide separate each building. Through these streets come the inhabitants of this city lost to time.

Great cones of lumpy flesh slide forward on mollusk feet, each topped with four rubbery limbs. Two of them end in razor-sharp claws, some holding strange metallic devices, while the other two limbs support a mass of eyes and fine tentacles or a cluster of conical tubes. These monstrosities, easily twice as tall as a human, glide toward Gehir. One of them speaks in an alien tongue, though you can hear the meaning in your mind as if spoken by some translator. "Why have you pulled us here out of our time, Serpent Lord?"

"The Great Race of Yith has long since passed and left you behind. You awake in a strange world."

"We are aware of this. The whole expanse of time lies before the Great Race like a tapestry."

"Yet you were left behind to die before the rest of your race transferred their minds into the future. I am simply offering you a second chance. I have already come to an agreement with the Elder Things. With my magic, we can restore this diminished world to its primeval glory! Together our three ancient empires can crush the weak and decadent kingdoms that have sprung up in our absence!"

As Gehir finishes his proposal, a wave of activity rolls through the mass of Yithians as if they were all silently and swiftly debating its merits. A few seconds later, their apparent leader speaks. "We cannot abide this disruption to our timeline, nor can we risk an alliance with two of our ancient enemies. The Great Race cannot—" A beam of

crackling energy rips through the speaker, and it collapses in a heap of smoking flesh.

The assassin, another Yithian, hoists its glowing lightning gun. "You have a deal, Serpent Lord. We will fight beside you to conquer this world." In an instant, full-scale war erupts within the alien city. Bolts of lightning and explosions of purple energy fill the air. "I estimate our faction will achieve supremacy shortly."

As Gehir and his retinue watch the battle unfold in the prehistoric city, you slink away, knowing that the serpentfolk have gained another powerful ally.

## SAUROPOD ASSAULT

The first time that the party sleeps after destroying their first two snake totems, Dandelion sends them a dream (see *A Shipment Departs*, above). That next morning, Dandelion herself appears at their camp.

"The serpentfolk are transporting two skulls on the back of a titanic, fortified dinosaur. If those skulls get to Gehir, he will have two giant predators under his control. To be honest, I don't think you'll survive very long after that, even with my invaluable assistance."

If no one else says so, Dandelion suggests that attacking the serpentfolk and their sauropod before it reaches Serpent's Head may be a good idea.

The serpentfolk's sauropod steed is slow. It will take 6 days to reach Serpent's Head, moving through 3 hexes per day (see page 34). It should be possible for the characters to catch up to and intercept the sauropod from most areas they might be exploring.

The sauropod itself is powerful, well-defended, and on the move. The players will have to come up with a plan, which may involve attacking the sauropod directly, climbing the creature to assault the castle on its back, or even cutting the harness to send the castle tumbling to the ground. The following sections should provide the GM with all the information they need to address these plans, though the ingenuity of a gaming group should never be underestimated.

### THE SAUROPOD

The towering beast lumbers forward, shaking the earth with every thunderous step. A wooden castle is perched on its sloping back, secured by a series of trusses and harnesses across the titan's stout frame. Raised platforms with crenelated walls to the fore and aft of the structure provide platforms for serpentfolk armed with bows and javelins. The beast's chest and lower neck are protected by a brace or breastplate of stiffened leather. A serpentfolk mahout sits on a high saddle strapped just behind the creature's head,

and an archer positioned in an upright barrel just behind him scans the surrounding landscape for signs of danger.

The sauropod is an **argentinosaurus** (page 58). It is more than 100 feet long, 18 feet high at the hip, 25 feet high at the shoulder, holding its head 30 to 40 feet above the ground (its breastplate harness prevents it from lowering its head further). Its belly is 8 feet off the ground at its lowest point, and its stiff tail holds steady at 10 feet above the ground, although it can dip lower to swipe at attackers.

### HARNESSES

The trusswork supporting the castle rests on a large padded blanket of stitched hides and is secured to the beast by a series of thick leather straps. Two surcingle straps wrap around the sauropod's belly, a crupper strap around the base of the tail stabilizes the rear of the castle, and two breaststraps secure the forward end of the castle to the breastplate-brace. A further four straps secure the saddle and topcastle to the sauropod's neck.

Each strap has AC 15; 15 hp; resistance to piercing, fire, and lightning damage; and immunity to bludgeoning damage, cold, force, necrotic, poison, psychic, radiant, and thunder damage. The breastplate protects the two breaststraps from below, meaning attackers will

have to mount the creature to attack those straps. Severing four of the five straps holding up the castle will cause the castle to fall off the sauropod's back. Each creature in the castle takes 10 (3d6) bludgeoning damage from the fall and must succeed on a DC 15 Dexterity saving throw or fall prone.

### CONTROLLING THE SAUROPOD

The serpentfolk mahout controls the beast from a saddle positioned just behind his head. He uses reins and a goad to direct the creature. The sauropod has been dosed with an alchemical taming elixir developed by the serpentfolk (*serpentfolk taming elixir* (page 70), which renders the beast charmed by its mahout and grants it advantage on saving throws made to resist spells and effects originating from non-serpentfolk that would charm it). The mahout controls the sauropod as a mount: it takes its turn on the same initiative count as he does, moves as he directs it to, and can only Dash, Disengage, or Dodge. If the mahout is slain, the sauropod will act on its own accord, attacking those who harm it and fleeing from danger.

A non-serpentfolk has disadvantage on any ability check made to control the sauropod unless the effects of the *serpentfolk taming elixir* are suppressed or dispelled; even then, the Wisdom (Animal Handling) DC to force the sauropod to stop, move, or change direction is 15, and the DC to make it attack a specific creature or group of creatures is 20.

When enemies attempt to climb aboard the sauropod, the mahout can attempt to dislodge them. On his turn, the mahout makes a Wisdom (Animal Handling) check as an action, and all creatures

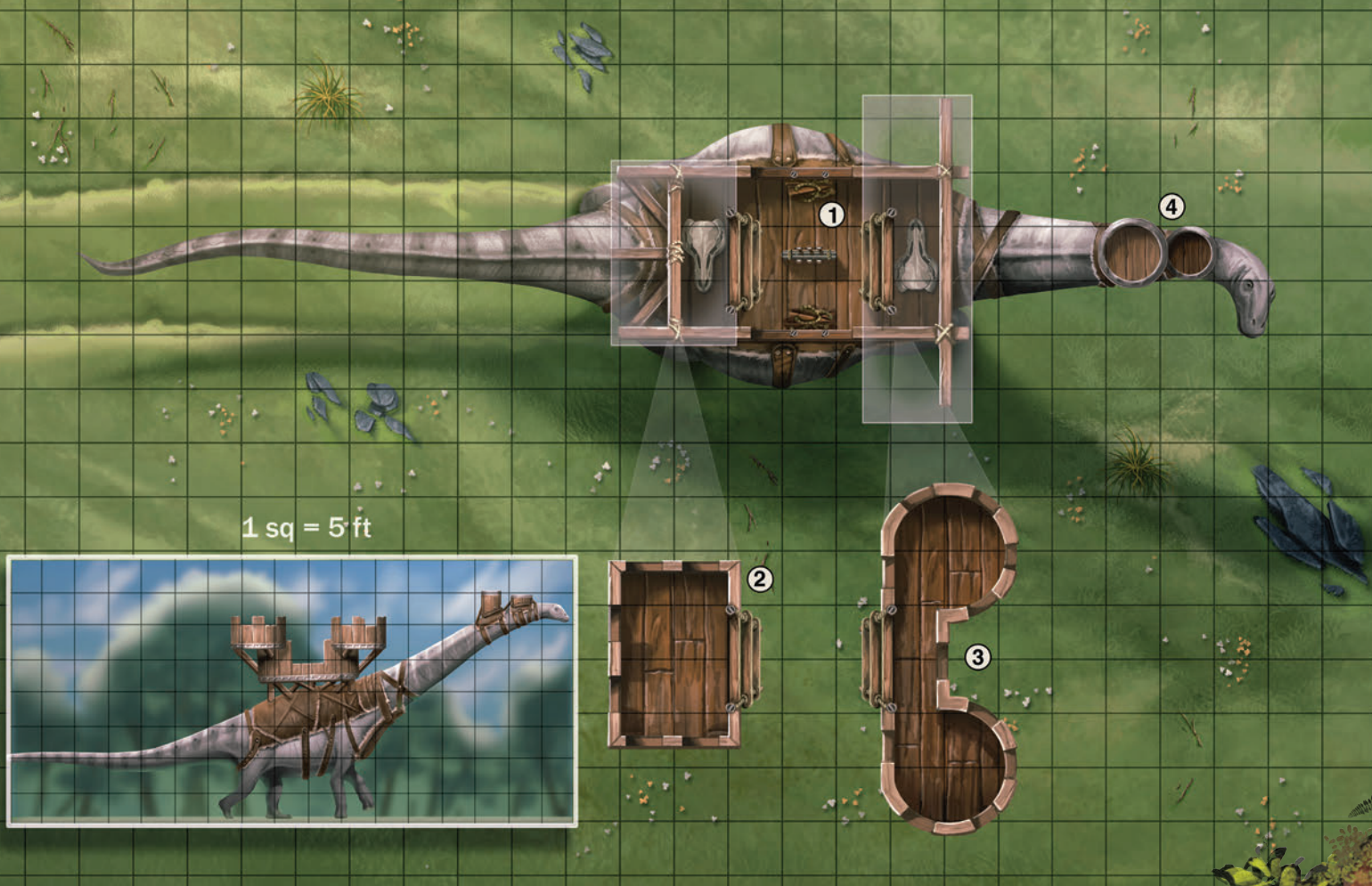
currently on the sauropod but not in the castle or the saddle must make a Strength (Athletics) check, falling off the sauropod if their result is less than the mahout's. Creatures climbing the sauropod's harness or using a rope have advantage on this check.

### CLIMBING THE SAUROPOD

Climbing up the side of the sauropod requires a successful DC 20 Strength (Athletics) check, but climbing up the harness straps requires only a successful DC 10 Strength (Athletics) check. Characters using a rope and grappling hook can climb up the side as normal.

The neck of the sauropod is difficult terrain. Characters walking up the dinosaur's neck can do so using both legs and one free hand. Characters attempting to move up the neck using only feet or while taking the Dash action must succeed on a DC 10 Dexterity (Acrobatics) check, falling prone and ending their movement on a failure, or falling off the neck entirely if they fail the check by 5 or more, taking 10 (3d6) bludgeoning damage.





## THE CASTLE

The castle is made from lightweight wood and has two levels. The lower level holds cargo and auxiliary troops, while the upper decks—a turreted forecastle and a rectangular aftcastle—provide platforms for archers. The base of the castle is 25 feet above the ground, kept relatively level on the sauropod's sloping back by wooden supports. A barrel-like structure like the topcastle (fortified crow's nest) of a galleon rounds out the defenses of the sauropod, serving as a secure location from which a serpentfolk archer can keep watch on the surrounding terrain and shoot at any enemies.

**Monsters.** The **argentinomsaurus** (page 58) is manned by **debased serpentfolk** (page 59), **serpentfolk dinosaur riders** (page 64), and a **serpentfolk warrior** (page 67). The debased serpentfolk are armed with javelins in addition to their normal weapons, giving them the following attack:

**Javelin.** Melee or Ranged Weapon Attack: +3 to hit, reach 5 ft. or range 30/120 ft., one target. Hit: 4 (1d6 + 1) piercing damage.

### I. LOWER LEVEL

The lower level is a 15-by-20-foot box with walls 8 feet high. A 5-foot-square cutout in each side serves as a door and allows those inside to launch projectiles outward. Creatures standing at the cutout

have half cover from attacks coming from outside the castle. The bottom edge of this cutout is 28 feet above the ground and about 5 feet above the back of the dinosaur.

The front and back 5 feet of this chamber are covered by the floor of the fighting platforms set above it. Rope ladders secured at both ends give access to the fighting platforms above. Stowed underneath these ledges are a 25-foot rope ladder that can be let down from either cutout, a block and tackle, two 50-foot coils of rope, and 20 extra javelins. This storage area is also where the two tyrannosaurus skulls are secured.

**Monsters.** The lower level is manned by 3 **debased serpentfolk** (page 59).

### 2. AFTCASTLE

The rectangular aftcastle, 15 feet wide and 10 feet long, is enclosed by a 5-foot crenelated wall. Creatures within it have three-quarters cover from attacks originating outside the castle.

**Monsters.** The aftcastle is manned by 1 **debased serpentfolk** (page 59) and 1 **serpentfolk dinosaur rider** (page 64) who is not armed with a pike.

### 3. FORECASTLE

The forecastle consists of two round turrets, each 10 feet in diameter, connected by a 5-foot-wide walkway.



The entire fighting platform is enclosed by a 5-foot crenelated wall. Creatures within it have three-quarters cover from attacks originating outside the castle.

**Monsters.** The forecastle is manned by 2 **serpentfolk dinosaur riders** (page 64) who are not armed with pikes.

#### 4. TOPCASTLE AND MAHOUT

The mahout controls the sauropod from a saddle situated just behind the dinosaur's head. Behind the mahout stands a barrel-like structure—4 feet in diameter with 4-foot walls—that acts as a fortified crow's nest. The archer within it has three-quarters cover.

**Monsters.** The topcastle is manned by a **serpentfolk warrior** (page 67), and the mahout is a **serpentfolk** (SPCM 365). The mahout will focus his attention on controlling the sauropod, only engaging in battle if absolutely necessary.

#### VICTORY OR DEFEAT

There are as many victory conditions for this encounter as there are plans that the players can hatch, from slaying the sauropod to stealthily stealing the tyrannosaurus skulls. So long as the characters somehow prevent the tyrannosaurus skulls from reaching Serpent's Head, they are victorious and gain sufficient experience to reach level 7.

The GM is at liberty to determine what happens if the characters fail. If they simply retreat in the face of overwhelming odds, the characters may have a second chance to attack the sauropod with a different plan of action. If the characters are defeated, perhaps they wake up bound in the castle of the sauropod and must break free and escape with the tyrannosaurus skulls. Such defeat scenarios might lead to a second chance at victory.

It is up to the GM's discretion whether party failure results in the characters' leveling up. If they fight well and lose narrowly, perhaps the GM might decide that the characters deserve the level. Or the GM may choose to add some extra task as a prerequisite for the characters' reaching level 7, such as destroying an additional snake totem or defeating one of Gehir's newly resurrected **tyrannosaurus rex**, ridden by a **serpentfolk warrior** (page 67).

#### DINOSAUR SIEGE

The next time the characters return to their base camp after destroying their fourth snake totem, the camp is discovered and attacked by Gehir's forces. The characters have been a thorn in Gehir's side ever since they escaped from captivity, destroying snake totems and attacking his patrols. His scouts have finally found their base and are approaching with a massive force. Gehir himself is busy with the Yithians, but he believes that his army of serpentfolk and their tamed dinosaurs will be more than a match for the rogue adventurers. It is up to the characters to

prove him wrong.

The text of this section assumes that the characters have continued to make Perubasti their home. If this is not the case, the GM will have to improvise.

**Equipment.** Each **serpentfolk warrior** (page 67) in this battle is equipped with 1 flask of alchemist's fire and 1 *potion of healing*. The leader of the serpentfolk (whether the priest of Yig or an anchorite) carries a copy of *The Pnakotic Manuscripts* (SPCM 136).

#### FLYING SCOUTS

Whichever character has the highest passive Perception score notices the following:

You notice a pterodactyl, very much like Gehir's Turu, perched on a nearby column. It angles its head quizzically, staring with its beady black eyes, then takes off. As it does, five more of the tiny flying reptiles take to the air from various points around your camp, all flying toward the woods. Wheeling high above you are two more shapes: they have the same long, membranous wings, but they are much, much bigger.

Six **pterodactyls** (page 62) fly away from camp, avoiding combat. The two larger pterosaurs above are **hatzegopteryxes** (page 61) with **serpentfolk dinosaur riders** (page 64) riding them. The pterosaur riders circle over the camp once at a height of 200 feet, then they each drop two flasks of alchemist's fire on the characters and their allies (with disadvantage on the attack roll to hit because of their high altitude) before wheeling and flying in the same direction the pterodactyls went.

Immediately after the bombing run, a great uproar of trumpeting bellows and guttural roars comes from the direction of the forest outside of the temple enclosure. Any characters on watch at the camp perimeter can easily see the army of serpentfolk and their tamed dinosaurs massing outside the temple. Once the gravity of the situation is clear to the characters, proceed to **Probing the Defenses**.

#### PROBING THE DEFENSES

Now that the characters' encampment has been scouted from above, the serpentfolk send a small force of infantry to probe their defenses. This consists of a **serpentfolk warrior** (page 67) and 5 **debased serpentfolk** (page 59). The debased serpentfolk will fight to the death, but the warrior will retreat to the siege line if the fight turns against him.

If the characters successfully hold off the probe at the narrow entryway to the temple (area 1 on the Perubasti Map), proceed to **Triceratops Attack**. If the characters retreat from that position or never occupy it to begin with, run both **Triceratops Attack** and **The Serpent Horde** concurrently.





## TRICERATOPS ATTACK

With a thunderous crash, an elephantine beast bursts out of the serpentfolk siege line. It has three horns protruding from its face and a shield extending up from the back of its head. Two serpentfolk bearing spears and bows ride in a howdah on its back, ready for battle. It breaks into a run as it charges toward you.

The monster is a **triceratops** bearing 2 **serpentfolk dinosaur riders** (page 64) 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. The triceratops ends its first turn 30 feet from the characters' front line of defense. On its next turn it moves toward the characters, using its Trampling Charge ability if possible, while its riders lash out with their pikes; it then continues past their defensive line (reminder: a Huge creature can move through the spaces of hostile Medium or smaller creatures). If the characters have erected any sort of barrier across the gap, the triceratops will attempt to burst through it. The goal of this attack is to break through the characters' first line of defense and take the fight into the temple compound.

Once the triceratops has either broken through the line or been defeated, the GM should begin **The Serpent Horde** whenever it feels appropriate.

## THE SERPENT HORDE

With the heroes' first line of defense compromised, the serpentfolk attack en masse. A force consisting of 4 **debased serpentfolk** (page 59), 2 **serpentfolk** (*SPCM* 365), 1 **serpentfolk dinosaur rider** (page 64) on a **dilophosaurus** (page 60), and 2 **serpentfolk warriors** (page 67) moves into the temple area and attacks the defenders. They are led either by one of Gehir's apprentice **anchorites** (page 56) or by the **serpentfolk priest of Yig** (page 66), depending on the GM's preference.

If the leader of the attack and both serpentfolk warriors are slain, the attack falters and any remaining serpentfolk flee if they think they can get away.

## CONTINGENCIES

In any large battle, there are too many possible outcomes to account for. The following scenarios may play out during this scene at the GM's discretion or if certain conditions are met.

### PTEROSAUR ATTACK

If the characters are having too easy a time dealing with the serpentfolk, the pterosaur riders from "Flying Scouts"—2 **serpentfolk dinosaur riders** (page 64) riding 2 **hatzegopteryxes** (page 61)—can drop into the battle at any point within the temple, perhaps striking behind the character's defenses.



### TYRANNOSAURUS RIDER

If the characters failed to stop the delivery of the two tyrannosaurus skulls to Gehir in the **Sauropod Assault** scene, one of those resurrected tyrannosaurus is present at this battle. A **serpentfolk dinosaur rider** (page 64) mounted on a **tyrannosaurus rex** attacks the characters when the GM chooses, perhaps in place of or immediately after the **Triceratops Attack**.

### TEMPLE DEFENDER

If the characters are truly on the verge of defeat, at the GM's discretion, Bastet can cause her statue in the inner sanctum of the temple (area 4 of the Perubastis Map) to animate as a **stone golem** hostile to the serpentfolk for the remainder of the fight. If this contingency is used, the GM may decide not to give out the rewards of Bastet (see **Victory** below).

### A TIME FOR REST

If the characters barricade themselves in the inner sanctum of the temple (area 4 of the Perubastis Map), the barricade should hold long enough for the characters to complete a short rest, but the serpentfolk outside should also get some reinforcements.

### BREAKOUT

If the characters attempt to fight their way through the serpentfolk siege lines rather than defend the temple, they will have to get past the enemies listed in **The Serpent Horde** and will be relentlessly pursued by any fast-moving serpentfolk units, including the pterosaur riders from **Flying Scouts** and the triceratops from **Triceratops Attack**. If this contingency comes into play, the characters should not receive the rewards of Bastet (see **Victory** below).

### VICTORY

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Once the serpentfolk have been slain or forced to retreat, the characters can claim victory. When the characters take their next long rest, they should receive the **Ritual on the Stone Plateau** dream (page 25). After this ordeal, all characters gain sufficient experience to reach level 8.

### REWARDS OF BASTET

The Cult of Bastet rewards the heroes for their valiant defense of the temple. Four Dreamlands cats appear and deposit the following magic items at the base of one of the statues of Bastet:

- ◇ *Fang of Sekhmet* (page 70), a longsword that glows with a faint white light and has a tiger's eye gem embedded in the hilt.
- ◇ *Boots of speed*, a pair of soft leather boots with panther-fur cuffs.
- ◇ *Diadem of Bastet* (page 69), a rose gold circlet with decorative cheek pieces.

- ◇ *Amulet of health*, a gold and lapis lazuli scarab amulet.

The GM can replace one or more of these items with other rare or uncommon magic items, as appropriate to their group, and should feel free to adjust the number of items received so that each PC receives one item.



## CHAPTER 3: THE OPEN WORLD OF YILAN

### AN OPEN WORLD ADVENTURE

This chapter, to be used in conjunction with Chapter 2, covers the open-world adventures that the adventurers can have as they explore Yilan, search for serpent totems to destroy, and thwart the plans of Gehir.

### USING THE MAP

The map on page 34 shows the area of Yilan in which this part of the 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 five terrain types expressed on the map: forest, grasslands, hills, rocklands (representing plateaus, mesas, karstland, and mountain ranges), and swamp.

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 Wisdom (Perception) checks, while traveling at a slow pace decreases it to 3 hexes per day while allowing

### DESIGNER'S NOTE: OFF THE MAP'S EDGE

What if the players try to leave the map area? The goal of an open-world adventure is to give the players a sense of freedom. The stakes of what they are dealing with should keep the characters fairly close to home, but if their wanderings begin to veer toward the edge of the map, the GM should be prepared to softly guide them back on track. If the characters try to go too far in another direction, they should face more and more dangerous encounters while finding fewer and fewer links to their main mission. And they should encounter reminders that the fate of the region and even the world hangs in the balance.

the party to travel stealthily. Each hex of swamp or rocklands terrain counts as 2 hexes for the purpose of travel time.

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

## RANDOM ENCOUNTERERS

While there are many set encounters in this section of the adventure, random encounters are an important way to fill out the open world. The GM should feel free to employ random encounters at their discretion. In the Appendix, 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). 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.

## SNAKE TOTEMS

Scattered across Yilan are several ancient snake totems erected by Yig-worshipping serpentfolk long ago. Worn down to nubs of red volcanic stone by the ages, these stylized stone snake statues have been restored to their former grandeur by Gehir's prehistorification ritual. Because they are situated on ley lines and the power of the prehistorification ritual draws on the ley lines, these totems form a sort of network of Yiggish power across Yilan.

The area of land around each snake totem has been magically reverted to its prehistoric state. The atmosphere is dense, hot, and oppressively humid, growing more so as you get closer to the totem. Strange plants from bygone eras have sprouted up, choking out the modern vegetation. Prehistoric creatures proliferate in these areas and spread into neighboring lands. Each time Gehir makes a sacrifice

at Serpent's Head, the prehistorification expands throughout the nearby area, but it also travels along the ley lines and expands around each intact snake totem. By destroying the snake totems, the characters can slow the spread of the prehistorification and reduce Gehir's power.

Each snake totem is 6 feet high and 1 foot in diameter, weighs 700 pounds, and is made of porous, red volcanic stone. The snake totem is an object with AC 17, 40 hp, resistance to cold damage, and immunity to fire, poison, and psychic damage. It appears evil to effects such as the spell *detect evil and good*. A creature who reduces it to 0 hp must succeed on a DC 15 Wisdom saving throw or gain vulnerability to poison damage until the effect is removed with the spell *remove curse* or similar magic. It is not necessary to play out the destruction of the snake totem each time; if the players have a plan to smash the totem, they can simply execute that plan if they have the time and resources.

## ANKYLOSAURUS ENCOUNTER

The first time the characters encounter one of the snake totems during this part of the adventure, the following encounter occurs, in which they see firsthand the effect of the prehistorification ritual as the area expands in response to a sacrifice at Serpent's Head:

A flash of light up ahead startles you. Could it be lightning? The answer comes shortly in the form of a shockwave and a familiar blast of hot, humid air. Ancient plants—ferns, creeping vines, and stubby trees with trunks like pine cones—burst from the ground. A songbird flies away in confu-



sion, pursued by a pterodactyl. Suddenly, there is a massive beast in front of you, appearing as if from thin air. It is stocky and broad, its head and back covered in knobs of bony armor, its muscular tail tipped with a mighty club. It bellows in confused rage, swinging its heavy tail menacingly in your direction.

The monster is an **ankylosaurus** (page 57), an armored, herbivorous dinosaur. It is confused by its sudden appearance here and feels threatened by the characters. It will attack unless the characters immediately retreat or it is appeased with a successful DC 18 Wisdom (Animal Handling) check.

Characters curious about the sudden prehistorification can make a DC 12 Intelligence (Arcana) check. A success reveals that the area of effect must have expanded out from a nearby serpent totem, either because a sacrifice was made there or possibly because the magical energy from another sacrifice was somehow channeled here. Either way, the area affected by Gehir's meddling is expanding at an alarming rate.

### LEY LINES

Ley lines are conduits of raw magic flowing across the world. Certain rituals, such as Gehir's prehistorification ritual, can tap into the intersection of two or more ley lines to draw on that potent well of magical energy. The ley lines are what make Gehir's rituals possible. But tracing the ley lines can also help the characters find where they intersect and thus where the snake totems might be.

If the characters have Urdimas' ley line map (from Althe Yinumel—see book 1, chapter 4), they can attempt to use landmarks on the map to lead them to ley line intersections. By consulting the map and succeeding on a DC 15 Wisdom (Survival) check, they can pinpoint which hex a given intersection is in. A character can also detect whether the hex they are in contains a ley line or a ley line intersection with a successful DC 15 Intelligence (Arcana) check. Casting *detect magic* before making this check grants advantage to the caster.

## LOCATIONS IN YILAN

Each of the following locations is marked on the map of Yilan on page 34. Sites that exist in a specific hex are marked with a number, while larger sites that span multiple hexes are simply labeled.

### I. SERPENT'S HEAD

If the players return to Serpent's Head, they will find it guarded by a formidable force of serpentfolk. The stone serpent's mouth is kept closed except when serpentfolk patrols need to enter or exit.

### 2. PERUBASTI

Perubasti, the ancient temple to Bastet, set within a hidden box canyon in a low mesa. See "Perubasti" in chapter 2 for more details.

### 3. ALTHE YINUMEL

You find the elven village somewhat worse off than you left it. Parts of the wooden palisade walls have been knocked down. The wizard's tower is a broken shell of smoldering rubble. Everything seems duller, less verdant than when you were here before, like a garden in a drought. What elves remain seem pleased at your return.

The elven town of Althe Yinumel was recently attacked by Gehir's serpentfolk. A few of the elves escaped, many died, and the rest were brought back to Serpent's Head to serve as future sacrifices. All the "elves" currently in Althe Yinumel are shapeshifted serpentfolk left behind to capture travelers.

The serpentfolk in disguise claim that the town was attacked by serpentfolk but that they fought them off. They all act friendly toward the characters. They will pretend to remember them if the characters hint that they've met before, but they possess no specific information about the elves or their relationships with the characters. If the characters ask about any missing NPC, the serpentfolk will say they were killed in the fighting. They will try to make the characters as comfortable as possible and insist that they stay the night, plying them with poison-laced wine at the Spiralstone Tavern to incapacitate them for the journey back to Serpent's Head.

Characters who realize that the elves are serpentfolk in disguise should make a DC 15 Wisdom saving throw, gaining 1 level of dread on a failure. If their secret is found out, the serpentfolk will return to their natural forms and attack the characters.

The locations below are marked on the map of Althe Yinumel.

#### A. THE PALISADE WALL

The planned gate hasn't been installed, apparently, and several lengths of the wall have been knocked down, but the village still stands. Lord Axina Redwind greets you at the entrance to town: "Welcome, travelers. You walk a dangerous path. Come in, warm yourselves by the fire. Drink of our famous elven wine. You'll find no safer place in all of Yilan."

"Lord Axina Redwind" is a **serpentfolk warrior** (page 67) wearing a mithral breastplate and carrying a +1 *mithral scimitar*. He has a pouch containing 77 gp.



STONY PLATEAU

YITHIAN CITY

YITHIAN TERRITORY

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7

1

2

9

6

10

3

4

5

ELDER THING TERRITORY

PORPHYRY TOWER

SNAKE TOTEM

## B. CENTRAL COURTYARD

The central courtyard of the village is fenced by a peristyle of stone pillars choked by withered vines. The monumental alabaster fountain is silent, its waters murky and slick with brown algae.

Characters searching the fountain's basin find the severed head of an elf still wearing its *helm of the golden eagle*. The face is gruesomely distorted in death, its swollen tongue protruding from the mouth. There is a 25 percent chance that the character who finds the head recognizes whom it belonged to from their previous time in Althe Yinumel and must succeed on a DC 10 Wisdom saving throw or gain 1 level of dread.

## C. LIGROWĒ'S TRADER

The sign above the door, "LigrowĒ's Trader—The Only General Store in Yilan," dangles from a hook. The door is shut, and the windows are dark. Within, all is chaos. Many of the shelves have been knocked over, and assorted goods are scattered across the floor.

A door behind the counter leads to LigrowĒ's residence, a single room containing her bed, a cooking hearth, and a chest of belongings that is locked but can be opened with a successful DC 15 Dexterity (thieves' tools) check.

**Treasure.** A small fossil of a crab remains on the counter. There is a 25 percent chance of any piece of mundane adventuring gear or tool kit being among the pile of goods on the floor. In addition, hidden beneath one of the overturned shelves is an *efficient quiver* containing 20 arrows. LigrowĒ's chest of belongings contains several sets of clothes, a necklace of fine silver leaves worth 450 gp, and a pouch containing 237 gp.

## D. HAMMERLEAF SMITHY

The village smithy is situated in a stone gazebo with sculptural bronze vines wrapped around its columns. The smith is a **serpentfolk dinosaur rider** (page 64) disguised as Dramillio Hammerleaf. He is forging a set of iron manacles. If asked, he says he has nothing to sell at the moment. The false Dramillio is wearing *mithral chain mail*.

## E. SPIRALSTONE TAVERN

The round windows of the Spiralstone Tavern are shuttered, but smoke coming from the chimney tells you that the hearth fire burns within. Inside, several elves are drinking wine by the fire. Another elf behind the bar raises a silver pitcher in greeting. "Make yourself comfortable!"

The "elf" behind the bar is not anyone the PCs have seen before. Geberelde, the owner of the bar, is nowhere in sight. One of the other two "elves" is

## IF THE PCs ARE DEFEATED

If the PCs succumb to the poisoned wine or are defeated in some other way by the serpentfolk of Althe Yinumel, they wake up halfway to Serpent's Head, manacled and slung across the back of two **riding crocs** (page 63) being ridden by two **serpentfolk dinosaur riders** (page 64). They are still wearing any armor or worn items, but their weapons and the contents of their packs are back at Althe Yinumel.

masquerading as LigrowĒ. The carafe made from an opalized fossil ammonite—the Spiralstone's namesake—is also nowhere to be seen.

A door behind the bar opens to a hallway with four adjoining rooms. Three of them are empty rooms that Geberelde rented out to travelers, containing only beds and empty chests. The fourth, clearly labeled as such, is Geberelde's room.

**Monsters.** There are three **serpentfolk** (SPCM 365) shapeshifted to appear as elves—one bartender and two patrons, one of whom has taken the form of LigrowĒ. The bartender offers the characters free drinks. The first round is just wine, but the second is spiked with torpor poison: each character who drinks it must succeed on a DC 15 Constitution saving throw or become poisoned for 4d6 hours, and creatures poisoned by this are incapacitated. Their goal is to lull the characters into complacency, drug them, capture them, and take them back to Serpent's Head.

**Treasure.** Each of the serpentfolk has a pouch containing 1d20 × 5 gp. The silver pitcher is worth 20 gp. The bartender also has a vial of *torpor poison* and another vial of *ignition metamorphic venom* (SPCM 120).

**Geberelde's Room.** Geberelde's residence is a simple room containing a bed and a number of personal effects. Pegs on the wall hold a mandolin and a lyre made from a tortoise shell, while a third set of pegs must have held Geberelde's harp, which is nowhere to be seen. A chest by the bed is unlocked, with the key in the lock. It contains one set of fine clothing but obviously has space for more things. There are a few lines of writing in black ink on the wall in one corner of the room. In Elvish, the writing says, "Althe Yinumel is lost. I seek the Golden Tower." Characters succeeding on a DC 13 Intelligence (Investigation) check in the area discover a trap door in that corner of the room. The trapdoor leads to a tunnel, 3 feet tall and 3 feet wide, that lets out between two large rocks 100 feet south of the town walls. The outside tunnel entrance is a wooden panel covered with dirt and leaves, discernible from without with a DC 15 Intelligence (Investigation) or Wisdom (Perception) check.

## F. RUINED TOWER OF THE MAGUS

Where the round tower home of the wizard Urdimas once stood, there is nothing but rubble.



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A half-moon of stone wall remains, hugging the huge mound of masonry, burnt wood, and debris, still smoking and sparking from whatever magical experiments were going on there when the tower collapsed.

If asked about what happened to the Tower of the Magus, the disguised serpentfolk will say either that it was destroyed in the battle or that it collapsed during some magical experiment. Characters who spend an hour sifting through the rubble can recover the following items: any fossil or starstone they gave to Urdimas, a scroll case containing Urdimas' map of ley lines, and a burned spellbook in which only *locate creature* and *telepathic bond* are readable.

## G. TEMPLE

As you approach the small domed colonnade that acts as Althe Yinumel's temple, you see the priest, Hylanth, tearing dead ivy off the columns and piling it into a bronze brazier.

The **serpentfolk** (SPCM 365) disguised as the priest Hylanth says he is out of potions and scrolls to sell and has already used his daily spells in service of the town.

## H. VINEYARDS

At the vineyards toward the rear of town, you see two gigantic winged creatures standing near the vines. They have leathery, membranous wings, which they use as forelegs, the tips of the wings extending back behind their shoulders. Their necks are long, making them about as tall as a giraffe, and their long beaks are large enough to swallow a fully grown man. Two elves are busy strapping saddles and harness to these huge beasts.

This out-of-the-way area holds the vineyards where Althe Yinumel's wine is produced. The occupying serpentfolk have appropriated it as a landing ground for their hatzegopteryxes.

**Monsters.** Two **serpentfolk dinosaur riders** (page 64) disguised as elves and two **hatzegopteryxes** (page 61) are stationed here. If asked, they explain that the elves of Althe Yinumel have always ridden these "scout drakes" (a lie).

## 4. SNAKE TOTEM OF ALTHE YINUMEL

The forest here is dense, primeval vines wrapping through the boughs of dying oaks like snakes. The chirping of rat-size cockroaches and the buzzing wings of giant dragonflies lend an unnerving quality to the hot, humid air. A red stone snake, 6 feet tall, rises out of the loam before you, a bare skeleton wrapped in tattered cloth bound to its base.

The skeleton is the corpse of Laurel (see area G1, Ghost Lair, chapter 1). Her rotting coin purse contains a fossilized claw, an oval aquamarine worth 500 gp, and 50 sp. She has a *+1 quiver* on her back.

**Putting Laurel to Rest.** If the characters bury Laurel's corpse, they hear an airy sigh as a burst of steam rises from the base of the snake totem. Laurel's *+1 shortbow* becomes *Laurel's vengeance* (page 70).

## 5. SNAKE TOTEM OF THE LENG SPIDER'S LAIR

The trees in this area are covered with sticky webbing. Long-legged spiders, some as large as a hand, scuttle out of sight as you pass. One particularly large web holds a velociraptor, its bright feathers dulled by the silk cocoon that serves as its burial shroud. Even the ground is crisscrossed by webs, creating hoarfrost patches of white against the dark soil.

Soon the characters arrive at a clearing 60 feet in diameter, the serpent totem standing in its center. The ground and surrounding trees are practically invisible under the thick coating of webs, which are sticky but do not interfere with movement. A skeleton lies about 5 feet away from the totem; a circlet of gold is visible on its bare skull. Four black spiders the size of mastiffs patrol the clearing.

**Webs.** The webs cover every surface on the clearing and extend for 30 feet beyond, granting any creature with the Web Sense ability knowledge of the exact location of all other creatures in contact with the web. In addition, the webs on the ground are cleverly woven so that the heavy footfalls of a running creature will break through the soft outer layer of webbing and hit thick strands of sticky silk. Any creature taking the Dash action within the webbed area must succeed on a DC 15 Dexterity saving throw or become restrained. A creature that fails the save by 5 or more also falls prone. Freeing the creature from the webbing requires a successful DC 15 Strength check. The webs are flammable: any 5-foot area of webs exposed to fire burns away in 1 round, dealing 2d4 fire damage to any creature that starts its turn in the fire.

**Monsters.** There are 4 **giant wolf spiders** in the clearing that will attack the characters immediately. Lurking unseen in the trees surrounding the clearing are a **leng spider** (SPCM 342) and 2 **ettercaps**. These hang back and observe the party as they fight against the wolf spiders, preferring to attack when a character's guard is down or when one or more characters fall victim to the webbed pit trap. The leng spider can also call in a **phase spider** from the ethereal plane to supplement its fighting force.

**Webbed Pit Trap.** The 10 foot square around the skeleton is actually a pit concealed by a thick layer



of webbing with the skeleton embedded in its center. The pit is 30 feet deep. A successful DC 15 Wisdom (Perception) check notes that the area of webbing around the skeleton seems less stable than other sections of the web. Any creature (unless it has the Web Walker ability or is affected by the *spider climb* spell) that walks across the pit falls in, taking 3d6 bludgeoning damage and becoming prone and restrained by the webbing. The webbing can be burst with a successful DC 15 Strength check. Any creature within 5 feet of the pit when the trap is triggered must succeed on a DC 15 Dexterity saving throw or be pulled into the pit by the collapsing webbing, taking 3d6 bludgeoning damage from the fall.

**Treasure.** The skeleton is wearing a gold circlet worth 350 gp. On its rotting belt it has a scroll case containing a *spell scroll of sleet storm* and a purse containing a 100 gp brown tourmaline and 45 gp.

## 6. SNAKE TOTEM OF THE CLIFFS

Situated on the rocky mesa known as the Altcliffs, this snake totem stands on a bare stretch of rock, exposed to the winds and greened only by patches of lichen and strange fungi.

You see the snake totem from a long way off in this barren, rocky landscape. Between you and the totem, a trio of massive, long-necked hatzegopteryxes are picking the corpse of a giant golden eagle clean.

**Monsters.** Three **hatzegopteryxes** (page 61) are eating their meal about 100 feet from the snake totem and another 100 feet from the characters. The characters can hide behind a low rocky ridge until the giant hatzegopteryxes finish and fly away (1d4 × 10 minutes) or try to sneak past them. If they approach closer than 50 feet to the creatures and are seen by them, the hatzegopteryxes attack.

**Treasure.** The sacrificed corpse tied to the snake totem is a ranger from Althe Yinumel. They have a *helm of the golden eagle* (page 70), a longbow, 19 arrows, a scimitar, and a pouch of 21 gp and 29 sp.

## 7. SNAKE TOTEM OF THE SWAMP

This snake totem is situated on a boggy island roughly 60 feet in diameter in the middle of a brackish pond roughly 120 feet in diameter and 10 feet deep at its lowest point. Many channels of swampy water connect to the pond, allowing all sorts of swamp-dwelling creatures to move freely through the area. The entire island is difficult terrain because of the mud. On the island, someone has constructed a crude hut. This is the dwelling of Ssashiss the Armless.

**Monsters.** Two **giant crocodiles** are lurking in the pond. A successful DC 15 Wisdom (Perception) check reveals them before the characters reach the water's edge. Otherwise, the crocodiles attack with surprise when the characters attempt to cross the pond.

**Treasure.** Creatures searching the mucky bottom of the pond and succeeding on a DC 18 Intelligence (Investigation) or Wisdom (Perception) check find a humanoid skeleton wearing a *ring of spell storing*.

## SSASHISS THE ARMLESS

What you first took to be a pile of branches and mud leaning against the snake totem is actually a crude hut seemingly constructed with less skill than if the branches had fallen there by accident. The yellowed skull of a voonith hangs above what can loosely be termed a doorway, and a number of bloated frog carcasses dangle from the outside of the hut.

As you approach, a debased serpentfolk scuttles out of the hut. His scales are caked with mud, and while you cannot see his arms at first, you soon discern that this creature has a pair of small, partially-developed arms at his side. He hisses at you, "Leave thiss place! Mine!"

The creature is Ssashiss the Armless, a **debased serpentfolk** (page 59). Ssashiss is small even for the debased serpentfolk, standing only 5 feet high. Because of his arms, he does not wield weapons and prefers to flee rather than fight in most circumstances. He managed to escape from a work gang of debased serpentfolk months ago and has been living here in the swamp ever since. Unlike most debased serpentfolk, Ssashiss can speak the Serpentfolk language along with Aklo and Common. He hates Gehir and Yig, preferring the worship of Tsathoggua. He is initially hostile to the characters, but if they explain that they are working against Gehir and succeed on a DC 10 Charisma (Persuasion) check, he will tell them what he can. Those who subsequently succeed on a DC 20 Charisma (Persuasion) check can convince him to come with them if they so desire. Attempts to use Intimidation on Ssashiss fail, as he clams up at the first sign of hostility—a result of a lifetime of brutality at the hands of his people. He expects little else from outsiders, but responds with surprising verbosity if treated with kindness and respect.

Ssashiss can provide information on the following topics:

- ◇ **Debased vs. True Serpentfolk:** "They hate usss because we are weaker than them. Enssslave usss, make usss fight and die for them. They want usss to serve Yig, but Yig abandoned our people long ago and cursssed us. Weaker-minded ssserptfolk fall under Gehir's ssspell, but Ssashiss is too sssmart for thiss."
- ◇ **Yig:** "Yig was the Father of Sssnakesss, but he abandoned usss, let usss be defeated by the elvesss. We turned to Tssa-thog-gwa, the Eyeless Toad. All thiss came to pass long before Ssashiss wass born."

- ◇ **Rituals:** “Gehir sssacrificesss to Yig sso that Yig will bring back the ancient timesss. He plansss to awaken our old rivalss, and join forcesss to take over the world. But he will use their ressourceesss to bring back Yig, gain the upper hand, betray the old rivalss, and take the world for himssself.” (Ssashiss does not know more about these “old rivals.”)
- ◇ **Dinosaurs:** “Beassstsss from ancient timesss. Gehir can bring them back to life with their their ssstone bonesss. We ssserpentfolk knew how to tame them, and we will tame them again. Perhapss, with the help of the old rivalss, we can make them ssstronger.”
- ◇ **Bastet:** “Hsssss! Only thing worssse than Yig is that monssster!”
- ◇ **Snake Totems:** “Ancient totemss, very important to Gehir. He makesss sssacrificesss at them to bring back the ancient timesss. Sssometimes the totem flashess and more land getsss taken over by the ancient timesss. Ssashiss doesn’t mind that. The hot air feelsss good.” (If the characters explain that destroying the totems will hurt Gehir’s plans, Ssashiss will let them destroy this one.)
- ◇ **Sacrifice:** “There wasss a ssskeleton on thisss rock when Ssashiss came here. Wasss ugly and sssmelly. Ssashiss threw it into the ssswamp.”

## 8. SNAKE TOTEM OF THE PLAINS

The serpentfolk have constructed a wooden watchtower directly over this snake totem. It is a 15-foot-square platform with 4-foot-high walls that give the creatures within half cover. The platform is raised 20 feet above the ground on four stout wooden supports. Access is granted by a single rope ladder that can be withdrawn from within the tower. The wooden supports can be climbed with a successful DC 15 Strength (Athletics) check. There is a ring of 4-foot-tall wrought-iron torches spaced 25 feet apart from each other in a circle 80 feet from the tower which marks the effective range of the defenders’ shortbows; these torches are lit at night, as is a brazier in the center of the platform.

**Monsters.** Four **serpentfolk dinosaur riders** (page 64) are stationed at this watchtower to defend the snake totem and to watch the frontier of Gehir’s domain. The

high vantage point and flat land gives these sentries an unobstructed view of the surrounding land, making them nearly impossible to sneak up on. Once the characters are within their shortbows’ 320-foot maximum range, each sentry shoots one arrow per round, increasing this to two arrows per round once the characters pass the 80-foot mark.

**Supplies.** Within the tower is a cask of 100 arrows, a crate containing 30 pounds of dinosaur jerky, a 10-gallon barrel of water, and a 10-gallon barrel of wine.

**Dwarf Skeleton.** A dwarf skeleton is tied to the base of the snake totem, rusted chainmail clinging to its stout ribs, through which the tall grass is growing. The rusting blades and rotting hafts of three axes lie nearby. On one of the skeleton’s finger bones is a gold ring set with a large orange topaz worth 250 gp.

## 9. SNAKE TOTEM OF THE HILLS

This snake totem is situated on the peak of a wide hill. Bones and corpses of goblins, humans, elves, and animals are heaped around the totem. A henge of eight 10-foot-tall menhirs has been erected in a 20-foot-radius circle around the totem, each stone covered with intricate, swirling serpentine shapes drawn in blood and ochre.

The ogres of the hills have begun worshipping Yig in their own brutish and instinctual way, making sacrifices at the snake totem in the hope of currying his favor. They do not know Gehir’s prehistorification ritual, so the sacrifices do nothing. The ogres decorate their bodies with painted serpents and wear dinosaur

bones and hide. Some of them wear dinosaur skulls as head-dresses. Because of their Yig worship, all the ogres and their hill giant companion are resistant to poison damage.

**Monsters.** A group of 4 **ogres** and a **hill giant** occupy the stone circle. The chief ogre wears a painted chasmosaurus skull as a helmet, his bone armor gives him AC 13, and he carries a +1 *greatclub* made from an ankylosaurus tail. During the day they mill about the henge eating raw dinosaur meat and having short conversations in Giant. When night falls, they construct a large bonfire, drink from a cauldron





of crude fermented fruit juice, and work themselves up into a religious frenzy of dancing and brawling before falling asleep around midnight. They attack the characters on sight, hoping to capture them and sacrifice them at the snake totem.

**Treasure.** Buried amid the bones and corpses around the snake totem are 312 gp, 437 sp, a mithral dagger, and an onyx worth 150 gp.

## 10. THE CAVE OF WHISPERS

A black gash yawns in the side of the cliff. A soft breeze wafts out of the cave, carrying faint whispers that cause the hairs on the back of your neck to rise.

This is the Cave of Whispers, a natural cavern in the side of the mesa known as the Altcliffs. It is a rough cave strewn with fallen rocks and rubble. The entrance is 10 feet wide and 20 feet tall. Little natural light makes its way into the cave, which becomes pitch black 20 feet in. The cave itself is 100 feet long and teardrop-shaped, quickly bulging out to 40 feet wide before tapering off to a point farther in. At the far end of the cave is a hole about 5 feet across and 100 feet deep. The walls of the cave are covered with inscriptions. A faint breeze continually issues from the cave, making a sound like barely audible whispering.

**The Whispers.** Any creature that can hear, is not immune to the charmed condition, and crosses the threshold into the cave must make a DC 15 Wisdom saving throw. Those who fail begin to make out voices in the whispering breeze. The voices promise that the character will find something they greatly desire in the back of the cave. Those affected by the whispers feel a strong compulsion to move to the back of the cave, and they are incapable of perceiving the pit at the cave's rear, seeing instead flat ground and a passageway leading farther into the rock. Affected creatures can make a new save to attempt to shake off the effects each time they take damage from any source. Affected creatures forcibly removed from the cave are no longer affected by the whispers but automatically become affected again if they reenter the cave before 24 hours have passed. Creatures who succeed on their saves are immune to the effects of the whispers for the next 24 hours.

**The Pit.** The pit at the back of the cave is 100 feet deep, 5 feet wide at the top, and 15 feet wide at the bottom. The walls are too steep to be scaled without a climber's kit. The bottom is filled with a seemingly endless pile of broken bones from a wide variety of species—all victims of the whispers. Those taking time to rummage through the bone pile can find a *rare brazen head* (SPCM 123); a *ring of evasion*; and a *bag of holding* containing 634 ep, two gold bars worth 50 gp each, a *spell scroll of web*, 3 round steel shields, 3 maces, a maul, and a suit of plate armor.

**The Eltdown Shards.** Some mad scholar eons ago carved the Mythos text known as *The Eltdown Shards* (SPCM 135) into the walls of this cave. Although time and erosion have taken their toll on the text, it is still mostly readable. For more on this and other Mythos texts, see “Researching Mythos Texts” on page 21 of Chapter 2.

# 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 themself with a heart patch sewn onto their clothing. The Friendlies lost Jehanne Auberjonois to one of Gehir's rituals when they were captured.

### 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 a 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.

Since being captured by Gehir, Maxx has seen one of her friends sacrificed to dark powers and another tortured and replaced by a shapeshifting serpentfolk. She has developed the *paranoia* insanity (SPCM 78) with a DC of 15.

### 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** 15 (studded leather)

**Hit Points** 33 (6d8 + 6)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	16 (+3)	12 (+1)	11 (+0)	12 (+1)	17 (+3)

**Saving Throws** Cha +5

**Skills** Arcana +2, Deception +5, Insight +3, Performance +7, Stealth +7, Yog-Sothothery +3

**Damage Resistances** fire

**Senses** darkvision 60 ft., passive Perception 11

**Languages** Common, Infernal, thieves' cant

**Challenge** 2 (450 XP)

**Innate Spellcasting.** Maxx's spellcasting ability is Charisma (spell save DC 13). She can innately cast the following spells, requiring no material components:

At will: *thaumaturgy*

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

**Spellcasting.** Maxx is a 4th-level spellcaster, and her spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). She knows the following bard spells:

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

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

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

**Distract (3/day).** As a bonus action Maxx can target one creature on her turn within 30 feet of her that can see and hear her. The target must succeed on 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:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

**Light Crossbow.** *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

## 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.

Sarai is guarded and secretive. Her pale skin and short platinum hair contrast with her black clothing trimmed with purple.

As a result of her torture at the hands of a serpentfolk disguised as herself, Sarai suffers from the *dissociation (personality fragmentation)* insanity (SPCM 78) with a DC of 15.

### TRAITS

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



## SARAI NINEFINGERS

Medium humanoid (half-elf), chaotic good

**Armor Class** 15 (studded leather)

**Hit Points** 44 (8d8 + 8)

**Speed** 30 ft.

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

**Saving Throws** Dex +5, Wis +4, Cha +5

**Skills** Deception +5, Perception +4, Sleight of Hand +5, Stealth +5

**Senses** darkvision 120 ft., passive Perception 14

**Languages** Common, Elvish, thieves’ cant

**Challenge** 3 (700 XP)

**Innate Spellcasting.** Sarai’s innate spellcasting ability is Charisma. She can cast the following spells (spell save DC 13), requiring no material components:

At will: *false life*

**Spellcasting.** Sarai is a 3rd-level spellcaster. Her spellcasting ability is Charisma (spell save DC 13, +5 to

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

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

1st–2nd level (2 2nd-level slots): *expeditious retreat, hellish rebuke, mirror image, protection from evil and good*

**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 7 (2d6) 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:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

**Shortbow.** *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) 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** 65 (10d8 + 20)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	14 (+2)	12 (+1)	14 (+2)	16 (+3)

**Saving Throws** Wis +4, Cha +5

**Skills** Athletics +4, Insight +4

**Condition Immunities** disease

**Senses** passive Perception 12

**Languages** Common

**Challenge** 4 (1,100 XP)

**Spellcasting.** Gunnar is a 5th-level spellcaster. His spellcasting ability is Charisma (spell save DC 13, +5 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 (2 slots): *lesser restoration, magic weapon, zone of truth*

#### ACTIONS

**Multiattack.** Gunnar makes two melee weapon attacks.

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

**Smite (Recharges after a Short or Long Rest).** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage plus 9 (2d8) radiant damage. If the target is a fiend or an undead, the radiant damage increases by 1d8.

**Lay on Hands (5/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, “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 crisscrossed with braided yellow cord. Enivwenaye moves with an effortless grace born from years of strict training. She religiously abstains from eating red meat.

As a result of her torture and captivity at the hands of Gehir’s serpentfolk, Eni has gained the *erratic behavior* insanity (SPCM 77) with a DC of 15, as well as a burning desire for revenge.

### 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** 15 (unarmored defense)

**Hit Points** 45 (7d8 + 14)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	14 (+2)	13 (+1)	15 (+2)	13 (+1)

**Saving Throws** Str +4, Dex +5

**Skills** Acrobatics +5, Stealth +5

**Senses** passive Perception 12

**Languages** Common

**Challenge** 2 (450 XP)

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

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

### ACTIONS

**Multiattack.** Enivwenaye makes two unarmed strike attacks.

**Unarmed Strike.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage and the target must succeed on a DC 12 Dexterity saving throw or be knocked prone.

### 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 handpicked 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

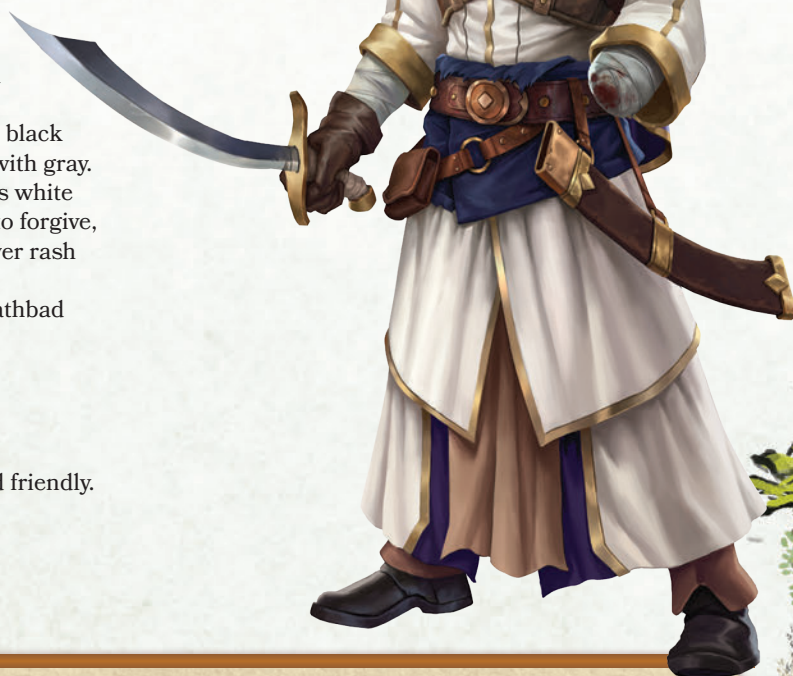
*“Sooner or later, nature always wins.”*

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** 14 (hide; 16 with *barkskin*)

**Hit Points** 49 (9d8 + 9)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	13 (+1)	12 (+1)	18 (+4)	13 (+1)

**Saving Throws** Int +3, Wis +6

**Skills** Nature +3, Survival +6

**Senses** passive Perception 14

**Languages** Common, Druidic

**Challenge** 3 (700 XP)

**Spellcasting.** Cathbad is a 5th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 14, +6 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, protection from poison, spider climb*

3rd level (2 slots): *call lightning, plant growth, protection from energy*

### ACTIONS

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

**Javelin.** *Melee or Ranged Weapon Attack:* +4 to hit, range 30/120, one target. *Hit:* 5 (1d6 + 2) 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** 12 (leather armor)

**Hit Points** 27 (6d6 + 6)

**Speed** 25 ft.

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

**Senses** passive Perception 12

**Languages** Common, Halfling

**Challenge** 1 (200 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.

#### ACTIONS

**Multiattack.** Shorty makes two melee or ranged attacks.

**Cleaver.** *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage.

**Sling.** *Ranged Weapon Attack:* +3 to hit, range 30/120 ft., one target. *Hit:* 3 (1d4 + 1) 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** 33 (6d8 + 6)

**Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	12 (+1)	10 (+0)	12 (+1)	13 (+1)

**Skills** Perception +3

**Damage Resistances** poison

**Senses** darkvision 60 ft., passive Perception 13

**Languages** Common, Dwarvish

**Challenge** 1 (200 XP)

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

### ACTIONS

**Multiattack.** Vitya makes two melee weapon attacks.

**Battleaxe.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage.

**Spear.** *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) piercing 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 being charmed or frightened, 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, though 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 subject 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.

His latest ritual, enacted at the end of chapter 1, transformed him from **Gehir Greencloak** into **Gehir, Chosen of Yig**. It has infused his very being with Yig's power, twisting him into a grotesque monstros-

ity with snakes sprouting from his shoulders and a powerful serpentine tail.

His familiar is Turu, a **pterodactyl** (page 62). His apprentices, Alpha and Beta, are **anchorites** (page 56).

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 powerful muscles ripple beneath his scales.

## GEHIR GREENCLOAK

*Medium monstrosity (shapechanger), neutral evil*

Armor Class 15 (natural armor)

Hit Points 144 (17d8 + 68)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	18 (+4)	20 (+5)	16 (+3)	16 (+3)

**Saving Throws** Con +8, Int +9, Wis +6

**Skills** Arcana +9, Deception +11, Perception +6, Yog-Sothothery +11

**Damage Immunities** poison

**Condition Immunities** frightened, paralyzed, poisoned, stunned

**Senses** blindsight 30 ft., darkvision 60 ft., passive Perception 17

**Languages** Aklo, Common, Serpentfolk

**Challenge** 10 (5,900 XP)

**Innate Spellcasting.** Gehir's spellcasting ability is Intelligence (spell save DC 17). He 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.** Gehir is a 12th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 17, +9 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): *alarm, hideous laughter, lethargy of Tsathoggua (SPCM 106), magic missile*

2nd level (3 slots): *acid arrow, detect thoughts*

3rd level (3 slots): *bestow curse, counterspell, hypnotic pattern, sign of Eibon (SPCM 113)*

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

5th level (2 slots): *dominate person, hold monster*

6th level (1 slot): *ancient sorcery of serpentfolk (SPCM 92), mass suggestion*

**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.

**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 69), Gehir carries a *potion of superior healing*.

## ACTIONS

**Multiattack.** Gehir makes two melee attacks: one with his bite and one with his dagger.

**Bite (Serpentfolk form only).** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage, and the target must make a DC 16 Constitution saving throw, taking 9 (2d8) poison damage on a failure, or half as much damage on a success.

**Dagger of Metamorphic Venom.** *Melee or Ranged Weapon Attack:* +10 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 16 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.





## 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 69), 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.



# ANCHORITE

The path to becoming an eremite is long, arduous, and fraught with peril. The mages who choose to pursue this transformation often experiment on their followers and slaves before undergoing their final transformation, producing the pitiable anchorites. These powerful aberrations lack free will, existing only to serve and protect their masters, to whom they are soul-bound.

The chitinous terror advancing with preternatural speed has the bipedal form of a humanoid fused with some sort of living exoskeleton. The symbiote's hinged jaws protrude over the hunched back of its scarred host. Its grotesquely elongated appendages terminate in viciously serrated claws, and two pairs of insectile wings move asynchronously, propelling it with startling speed and agility.



## ANCHORITE

*Medium aberration, chaotic evil*

**Armor Class** 16 (natural armor)

**Hit Points** 97 (15d8 + 30)

**Speed** 45 ft., fly 45 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	15 (+2)	16 (+3)	14 (+2)	6 (-2)

**Saving Throws** Str +7, Dex +6

**Skills** Arcana +6, Athletics +7, Perception +5

**Senses** darkvision 60 ft., passive Perception 15

**Languages** Aklo, Common, telepathy 1 mile (targeting only its master)

**Challenge** 5 (1,800 XP)

**Spellcaster.** An anchorite is a 6th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). It has the following wizard spells prepared:

Cantrips (at will): *mage hand*, *minor illusion*, *shocking grasp*, *true strike*

1st level (4 slots): *expeditious retreat*, *shield*

2nd level (3 slots): *see invisibility*, *misty step*, *web*

3rd level (3 slots): *counterspell*, *dispel magic*

**Bound-Soul Resurrection (1/Turn).** When the anchorite is reduced to 0 hp, it instead drops to half the hit points it had before it was hit (rounded down) unless it had exactly 1 hit point, or unless the damage was the result of a spell or effect that can affect multiple creatures.

**Gestalt Body.** The anchorite has advantage on Wisdom (Perception) checks and on saving throws against diseases, poisons, and being blinded, charmed, deafened, frightened, poisoned, possessed, stunned, or knocked unconscious.

**Magical Attacks.** The anchorite's weapon attacks are magical.

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

## ACTIONS

**Multiattack.** The anchorite makes two attacks: one with its bite and one with its claws.

**Bite.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

**Claws.** *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

## REACTIONS

**Protect (1/day).** When an attack hits the anchorite's master and the anchorite can see the attacker, the anchorite teleports up to 60 feet to swap places with its master and becomes the target instead.

# 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.

This stocky, lumbering creature is covered with bony nodules of armor along its head, neck, and the low hump of its back. Its thick, muscular tail ends in a massive club capable of shattering bone.

## TAMED DINOSAURS

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

## ANKYLOSAURUS

*Huge beast, unaligned*

**Armor Class** 17 (natural armor)

**Hit Points** 59 (7d12 + 14)

**Speed** 20 ft.

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

**Senses** passive Perception 10

**Languages** —

**Challenge** 3 (700 XP)

### 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.



# ARGENTINOSAURUS

One of the largest animals ever to exist, Argentinosaurus is a gigantic sauropod dinosaur more than 100 feet long and weighing well over 100,000 pounds. With every step this titanic, long-necked creature takes, the very earth trembles.

This massive, thick-skinned creature has four pillar-like legs; a thick, sloping neck; and a long tail tapering to a point.

## ARGENTINOSAURUS

*Gargantuan beast, unaligned*

**Armor Class** 15 (natural armor)

**Hit Points** 192 (11d20 + 77)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	8 (-2)	25 (+7)	2 (-4)	14 (+2)	7 (-2)

**Saving Throws** Con +10

**Skills** Perception +5

**Senses** passive Perception 15

**Languages** —

**Challenge** 8 (200 XP)

### ACTIONS

**Stomp.** *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 41 (6d10 + 8) bludgeoning damage, and the target must succeed on a DC 19 Strength saving throw or be knocked prone.

**Tail.** *Melee Weapon Attack:* +11 to hit, reach 30 ft., one target. *Hit:* 35 (6d8 + 8) bludgeoning 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, though 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.

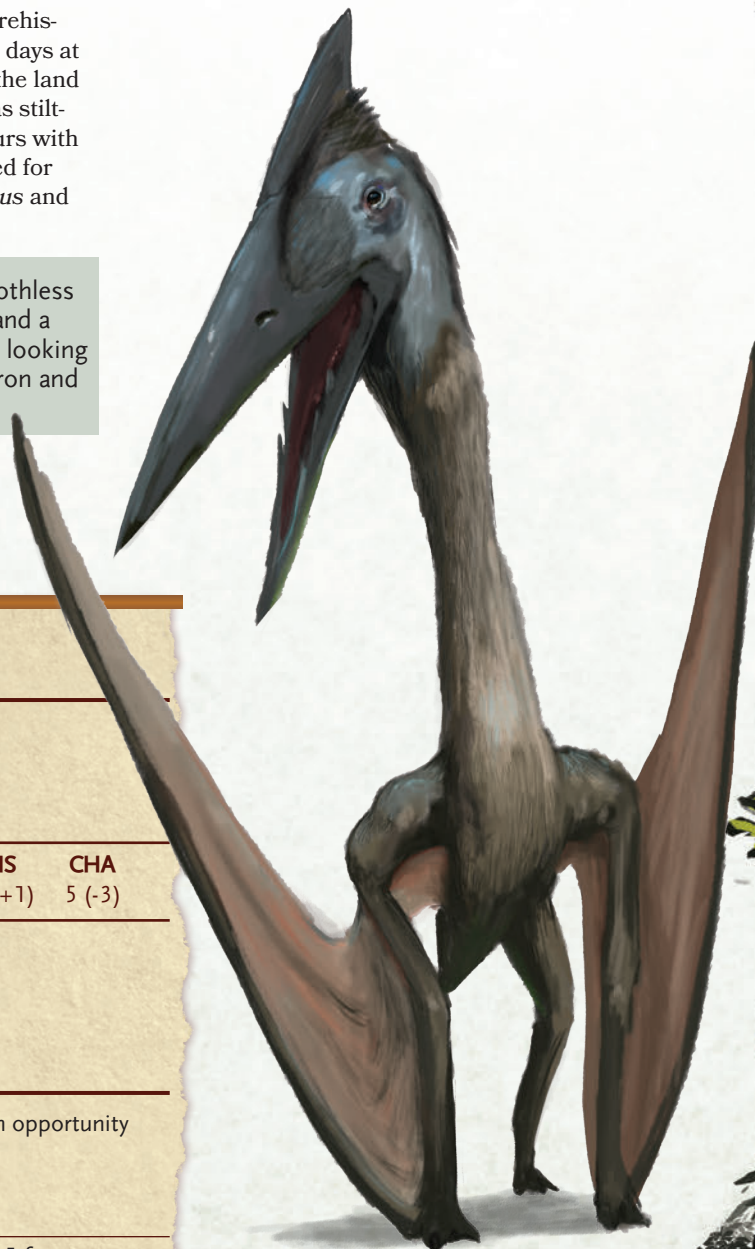




# HATZEGOPTERYX

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.



## PTERODACTYL

The pterodactyl is a small, flying primeval reptile with a wingspan up to 3½ feet. It can walk awkwardly on the ground using its feet and wings, but it is a swift and agile flier. Pterodactyls use their long, tapering beaks filled with dozens of small, conical teeth to snatch up fish, insects, and small animals.

A flying reptile the size of a hawk, covered in featherlike 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.



## RIDING CROC

“Riding croc” is a catch-all term for several large terrestrial predecessors of the modern crocodile. These crocodiles have upright gaits that let them walk on land without dragging their bellies. Their thick snouts—more closely resembling a tyrannosaurus’s than an alligator’s—let them hunt prey on land. With their scaly armor and toothy maws, riding crocs make ideal battle mounts for intelligent reptilians like lizardfolk and serpentfolk.

This horse-size, crocodile-like beast runs forward with a lupine gait, its maw lined with dozens of sharp teeth ready to tear into flesh.



### RIDING CROC

*Large beast, unaligned*

**Armor Class** 13 (natural armor)

**Hit Points** 30 (4d10 + 8)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	11 (+0)	14 (+2)	2 (-4)	10 (+0)	5 (-3)

**Skills** Stealth +2

**Senses** passive Perception 10

**Languages** —

**Challenge** 1 (200 XP)

**Burst of Speed (Recharge 5–6).** The riding croc can use its bonus action to Dash.

### ACTIONS

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

These serpentfolk have dedicated themselves wholly to great Yig. They wear fine vestments embroidered with intricately wrought ophidian designs.



## 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 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, deciding where 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.

# 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 small, feathery dinosaur is less than 2 feet tall, and its long tail sticks out stiffly behind it. It has sickle-shaped claws on its feet and a narrow mouth lined with dozens of tiny, curved teeth.

## VELOCIRAPTOR

*Tiny beast, unaligned*

**Armor Class** 13

**Hit Points** 17 (5d4 + 5)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	12 (+1)	3 (4)	13 (+1)	8 (-1)

**Skills** Perception +3

**Senses** passive Perception 13

**Languages**

**Challenge** 1/2 (100 XP)

**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 claws.

**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.





# SPELLS, MYTHOS TEXTS, AND MAGIC ITEMS

## CONJURE SERVANTS OF BASTET

*3rd-level conjuration*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

**Duration:** Concentration, up to 1 hour

You summon alien beings that take the form of cats and appear in unoccupied spaces that you can see within range. Choose one of the following options for what appears:

- ◇ One **griffon** or **saber-toothed tiger**
- ◇ Two **lions** or **tigers**
- ◇ Six **panthers**, **Saturnian Dreamlands cats** (SPCM 288), or **Uranian Dreamlands cats** (SPCM 289)
- ◇ Eight **cats**

Each summoned creature is also considered an aberration, gains immunity to poison damage and the poisoned condition, and disappears when it drops to 0 hit points or when the spell ends.

The summoned creatures are friendly to you and your companions. Roll initiative for the summoned creatures as a group, which has its own turns. They obey any verbal commands that you issue to them (no action required by you). If you don't issue any commands to them, they defend themselves from hostile creatures but otherwise take no actions.

**At Higher Levels.** When you cast this spell using certain higher-level spell slots, you choose one of the summoning options above, and more creatures appear: twice as many with a 5th-level slot, three times as many with a 7th-level slot, and four times as many with a 9th-level slot.

## THE PERUBASTI PAPYRI

*Text, uncommon*

**Ability Check DC** 18

**Ability Checks** +1 History, +1 Religion, +1 Yog-Sothothery

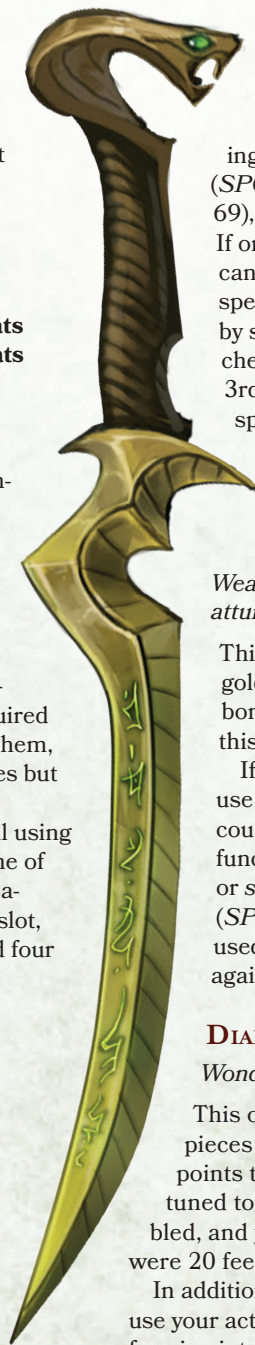
**Save DC** 14

This collection of fragmentary papyri was written by an anonymous elven scholar in ancient Yilan, where wood elves battled the kingdoms of the Tsathoggua-worshipping debased serpentfolk. The author makes frequent reference to other works, making it a difficult and disjointed read. The subject matter focuses on the prehistoric past of the serpentfolk, their relation to Yig and Tsathoggua, and the decline of their civilization. Notably, it concludes that serpentfolk civilization never truly declined—it merely

evolved to live in the shadows, biding its time and waiting for its moment to strike back. The text also explores the cult of Bastet, the inscrutable

Elder God beloved of the Dreamlands cats, who once did battle with Yig to keep the Father of Snakes from swallowing the sun.

**Spells.** This book contains the following spells: *ancient sorcery of the serpentfolk* (SPCM 92), *conjure servants of Bastet* (page 69), and *lethargy of Tsathoggua* (SPCM 106). If one of these spells is on your class list, you can learn that spell in place of one of your spells known of the same or higher level by succeeding on an Intelligence (Arcana) check to research the new spell. This is a 3rd-level spell on the warlock and wizard spell lists, and on the cleric spell list for clerics of Bastet only.



## 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.

## DIADEM OF BASTET

*Wondrous item, rare (requires attunement)*

This ornate rose gold diadem features cheek pieces that frame the face and triangular points that suggest cat ears. While you are attuned to the diadem, your jump distance is doubled, and you always treat a fall as if its distance were 20 feet less.

In addition, while wearing this diadem, you can use your action to cast *polymorph* on yourself, transforming into a panther. While you are in the form of a panther, you retain your Intelligence, Wisdom, and Charisma scores, and your natural weapons count as magical. The diadem can't be used in this way again until the next dawn.



### FANG OF SEKHMET

*Weapon (dagger or longsword), rare (requires attunement)*

This longsword has a round tiger's eye gem embedded in the crossguard. You gain a +1 bonus to attack and damage rolls made with this magic weapon. You can also use a bonus action to speak the weapon's command word and cause it to become a dagger or change it back into a longsword. The blade of the weapon glows with a faint white light, shedding dim light in a 5-foot radius.

While you are attuned to this weapon, you can use your action to cast *guiding bolt* using either your melee weapon attack bonus or your spell attack bonus. The weapon cannot be used this way again until you have completed a short rest.

### HELM OF THE GOLDEN EAGLE

*Wondrous item, uncommon*

This mithral helm is crafted in the shape of a stylized eagle's head, with bronze feathers and amber eyes. When wearing the helm, you have advantage on sight-based Wisdom (Perception) checks made outdoors in daylight.

### LAUREL'S VENGEANCE

*Weapon (shortbow), uncommon*

This simple bow is etched with faint swirling patterns. You gain a +1 bonus to attack and damage rolls made with this magic weapon. When you hit a serpentfolk with an attack using this weapon, the serpentfolk takes an extra 1d4 piercing damage.

### MAGEBRAND

*Wondrous item, uncommon*

This iron brand is used to prevent imprisoned spellcasters from casting spells while in captivity. The head of the brand is an antimagic glyph. When the brand is heated, it can be applied to the hands of an incapacitated or restrained creature as an action, searing the glyph into their palms and dealing 1 fire damage. A creature so branded cannot cast spells with somatic components for 24 hours, though they can still use other magical abilities and cast spells without somatic components (a branded paladin, for instance, could still use *Lay On Hands*). This effect can be dispelled with the *remove curse* spell or similar magic. If a creature is branded with this glyph 7 days in a row, the effect becomes permanent until dispelled. Creatures immune to fire damage cannot be branded by this item.

### SERPENTFOLK TAMING ELIXIR

*Potion, uncommon*

This elixir was developed in prehistoric times by the serpentfolk as an alchemical means of taming

dinosaurs. The potion can be administered to an incapacitated, restrained, or willing creature as an action. It is specially formulated for use by serpentfolk on dinosaurs, so its effects are different when used improperly. The effects of this potion count as a 4th-level spell for the purposes of *dispel magic*.

- ◇ If the potion is drunk by a reptilian creature with an Intelligence score of 4 or less, that creature must succeed on a DC 14 Wisdom saving throw or become charmed by the first serpentfolk it sees (real or illusory). The charmed creature has advantage on saving throws made to resist spells and effects originating from non-serpentfolk that would charm it. The effect is permanent until dispelled.
- ◇ If the potion is drunk by any other creature, that creature must succeed on a DC 14 Wisdom saving throw or become charmed by the first serpentfolk it sees within 24 hours. The effect lasts for 1 minute or until dispelled.

# RANDOM ENCOUNTER TABLE

The GM should feel free to employ random encounters at their discretion during the PCs' adventures in Yilan. In the following section, 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 to determine whether a random encounter occurs. 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.

## BROWN BEAR

The brown bears of Yilan have suffered greatly from the influx of dinosaurs to this land. Roll 1d4. On a 1, this **brown bear** is hungry and will attack the characters ferociously. On a 2–3, the bear will attack if approached but is otherwise docile. On a 4, the bear is wounded (20 hp) from a previous fight with a dinosaur and will attack unless appeased with a successful DC 14 Wisdom (Animal Handling) check.

## DEBASED SERPENTFOLK

Several loose tribes of debased serpentfolk occupy the distant corners of Yilan. Gehir also uses gangs of debased serpentfolk for such labor as quarrying stone and cutting lumber. There is a 25 percent chance that the characters encounter a group of 2d6 free **debased serpentfolk** (page 59) who are just as hostile to Gehir as they are to the characters. Otherwise they encounter a work gang of 1d10 **debased serpentfolk** (page 59) accompanied by 2 **serpentfolk** (SPCM 365) overseers armed with whips in addition to their normal equipment. Debased serpentfolk under Gehir's rule are thoroughly brainwashed and will fight to the death for their cause.

## DINOSAUR TRAPPERS

A team of 2 **serpentfolk dinosaur riders** (page 64) and 1 **serpentfolk warrior** (page 67) are in the process of capturing and taming a dinosaur. All three serpentfolk are armed with nets in addition to their regular gear, and one of the dinosaur riders has a *serpentfolk taming elixir* (page 70). Roll a 1d6 to determine what dinosaur they are dealing with:

1	chasmosaurus (Act 1, page 73)
2	ankylosaurus (page 56)
3	kentrosaurus (Act 1, page 76)
4	dilophosaurus (page 60)
5	triceratops
6	allosaurus (Act 1, page 70)

The dinosaur is restrained and prone under an extra-large net (successful DC 17 Strength check to burst; dealing 15 slashing damage to the net also frees the creature). The dinosaur is hostile to the serpentfolk until one of the dinosaur riders succeeds on a DC 15 Wisdom (Animal Handling) check and feeds it the taming elixir as an action.

## EDIBLE PLANTS

The characters stumble upon a bounty of edible plants or other forageable goods. 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 percent 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 are being stealthy, they can avoid the Elder Thing with a group Dexterity (Stealth) check of 15 or better.





Encounter						Elder Thing	Yithian
	Forest	Grass	Hills	Rock	Swamp	Lands	Lands
1d3 <b>allosauruses</b> (act 1, page 70)	01–03	01–05	—	—	—	01–05	01–05
1 <b>ankylosaurus</b> (page 57)	04–05	06–08	01–03	—	—	06–07	06–10
1d3 <b>black puddings</b>	—	—	—	01–05	01–04	08–12	—
Brown bear	06–07	—	04–06	—	—	—	—
1d4 <b>camarasauruses</b> (act 1, page 72)	08	09–13	07	—	—	—	—
1d4 <b>chasmosauruses</b> (act 1, page 73)	09–11	14–17	08–11	—	—	13–14	11–15
2d4 <b>crocodiles</b>	—	—	—	—	05–09	—	—
Debased serpentfolk	12–15	18–21	12–15	06–09	10–14	—	—
1d4 <b>dilophosauruses</b> (page 60)	16–19	22–24	16–19	—	—	15–16	16–20
Dinosaur trappers	20–21	25–26	20–21	10	15	—	—
2d4 <b>dire wolves</b>	22–24	27–29	22–24	—	—	—	—
Edible plants	25–31	30–34	25–29	11–15	16–20	17–21	21–25
Elder Thing	—	—	—	—	—	22–41	—
Elder Thing patrol	—	—	—	—	—	42–61	—
Elven refugees	32–33	—	—	16	—	—	—
Flying scouts	34–36	35–39	30–35	17–23	21–24	62–64	26–28
Formless spawn	—	—	—	—	25–29	—	—
1d6 giant boars	37–40	—	—	—	30–32	—	—
1d6 <b>giant centipedes</b>	41–43	—	—	—	33–35	—	—
Giant constrictor snake	44–45	—	36–37	24–25	36–40	—	—
Giant crocodile	—	—	—	—	41–44	—	—
2d4 giant lizards	46–48	40–42	38–40	26–29	45–48	—	—
Giant poisonous snake	49–52	43–45	41–44	30–34	49–52	—	—
Giant scorpion	53–55	—	—	35–38	53–55	—	—
Giant vultures	—	46–49	45–49	39–44	—	—	29–31
Goblins	56–59	—	—	45–48	56–58	—	—
Gricks	—	—	—	49–53	59–61	65–67	32–34
Hazard	60–64	50–54	50–54	54–63	62–71	—	—
Hound of Tindalos	65	55	55	64	72	68	35
1d3 <b>Kentrosauruses</b> (act 1, page 76)	66–68	56–58	56–59	—	—	69–71	36–38
Medusa	69	—	—	65	73	—	—
Ogres	—	—	60–64	66–70	—	—	—
Pterosaur wing	70–72	59–63	65–69	71–77	74–77	72–74	39–41
1d4 <b>riding crocs</b> (page 63)	73–75	64–66	70–71	—	—	—	—
Serpentfolk patrol	76–82	67–73	72–77	—	—	—	—
Serpentfolk scouts	83–89	74–81	78–85	78–82	78–82	—	—
<b>Shantak</b> (SPCM 368)	—	—	—	83–85	—	—	—
1 <b>slime mold</b> (SPCM 378)	—	—	—	—	—	75–84	—
Swarm of insects	90–91	—	—	86–87	83–87	—	—
Swarm of quippers	—	—	—	—	88–92	—	—
Thalassodromeuses	—	82–85	86–90	88–92	—	85–87	42–44
Traveler	92–94	86–88	91–93	93–95	93–95	—	—
1d4 triceratopses	95–97	89–92	94–95	—	—	88–90	45–47
1 <b>tyrannosaurus rex</b>	98	93–95	96	—	—	91–95	48–52
2d4 <b>velociraptors</b> (page 68)	99–00	96–00	97–98	—	—	—	53–55
Vooniths	—	—	—	—	96–00	—	—
Wamps	—	—	99–00	96–00	—	96–00	56–60
Yithian	—	—	—	—	—	—	61–00

### ELDER THING PATROL

Three **Elder Things** (SPCM 307) patrol their territory, looking for humanoids to capture as part of their agreement with Gehir. There is a 25 percent chance that the Elder Things are patrolling on land, in which case they also have an **allosaurus** (*Yig Snake Granddaddy Act 1*, page 70) that obeys their commands. Otherwise, the Elder Things are flying.

### ELVEN REFUGEES

A small band of wood elves, either fleeing the destruction of Althe Yinumel or some more distant elven village, have taken up temporary residence in an out-of-the-way location. There are 1d10 elf **commoners**, 2 elf **nobles**, and an elf **veteran**. The elves are living out of a small cluster of high-quality tents camouflaged with brush. They have little but the clothes on their backs, but they will give the characters food

and shelter for the night if they are persuaded with a successful DC 12 Charisma (Persuasion) check that they are friendly.

### FLYING SCOUTS

The characters encounter a patrol of 1d3 **serpent-folk dinosaur riders** (page 64) mounted on the same number of **hatzegopteryxes** (page 61). There is a 25 percent chance that the riders are resting on the ground; otherwise, they are in flight. They will attack the characters on sight.

### FORMLESS SPAWN

This swamp is favored by Tsathoggua, and his formless spawn flourish here. The characters spot a pool of dark, tarry liquid. If they approach to investigate, it reveals itself to be a **formless spawn** (SPCM 321) and attacks. Otherwise, it will stealthily pursue them.

### GIANT CONSTRICTOR SNAKE

Characters with passive Wisdom (Perception) 17 or higher spot the **giant constrictor snake** before it attacks; otherwise, it drops from a tree or ledge on the most isolated member of the party. If this encounter occurs while the characters are asleep, it will attempt to constrict and swallow one of the sleepers silently.

### GIANT CROCODILE

Characters with passive Wisdom (Perception) 15 or higher notice the **giant crocodile** in the water right before it attacks; otherwise, they are surprised by the huge beast.

### GIANT POISONOUS SNAKE

The character walking in the lead must succeed on a DC 14 Wisdom (Perception) check or disturb a 6-foot Yilani timber rattler (a **giant poisonous snake**), which immediately attacks. If this encounter occurs while the characters are sleeping, the rattler instead curls up on one of the sleep-

ing characters and will attack them if disturbed unless the snake is coaxed away with a successful DC 16 Wisdom (Animal Handling) check.

### GIANT SCORPION

A **giant scorpion** scurries out of its hiding place to attack the characters. If this encounter occurs in the swamp, the scorpion has a flat, paddle-like tail, a mottled green carapace, and a 40-foot swim speed.

### GIANT VULTURES

The characters stumble upon the corpse of an herbivorous dinosaur on which 2d4 **giant vultures** are feasting. If the characters approach within 100 feet, the vultures attack.

### GOBLINS

A band of 2d8 **goblins** is roving the countryside, displaced by the serpentfolk and dinosaurs. If the goblins outnumber the characters two to one, they attack; otherwise, they attempt to hide or run. The goblins have taken to decorating themselves with velociraptor feathers and sometimes wear their skulls as headdresses. Each goblin carries 2d8 sp.

### GRICKS

A nest of 1d6 **gricks** burrows up out of the ground the characters are standing on, attacking with surprise.

### HAZARD

The type of hazard encountered depends on the terrain the characters are in.

**Forest.** A dead tree comes crashing down. One random character and any adjacent characters must succeed on a DC 10 Dexterity saving throw or be struck by the tree, taking 4d6 bludgeoning damage.

**Grassland.** 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 × 10 feet deep.

**Hills.** A flash of lightning announces the sudden onset of a thunderstorm. Each character has a 5 percent chance of being struck by lightning, increasing to 10 percent 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.** 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.** Characters must succeed on a DC 15 Wisdom (Survival) check or become restrained by quicksand. They can be freed with a successful DC 15 Strength check, but each failed check causes them to sink 1 foot deeper. Characters whose heads sink below the surface begin to suffocate.

### HOUND OF TINDALOS

A **hound of Tindalos** (*SPCM* 334) has been attracted to Yilan by the disruptions to the timestream. It has become fixated on the party and will relentlessly pursue the characters at all costs.

### MEDUSA

The party stumbles across a lifelike stone statue of a screaming goblin. Characters with passive Wisdom (Perception) 15 or higher notice the **medusa** lurking 100 feet away. She is waiting for the perfect moment to strike.

If this result is rolled again after the medusa is slain, reroll it.

### OGRES

The ogres of the hill country have begun to worship Yig, recognizing the power of the Father of Snakes and the mighty dinosaurs he is bringing to life. They wield clubs studded with dinosaur teeth, wear dinosaur skulls, and paint themselves with serpentine patterns. The characters encounter 1d6 **ogres**. Through their worship of Yig, the ogres have gained resistance to poison damage. Each ogre has a 50 percent chance of having a pouch containing 1d4 + 1 random gemstones worth 50 gp each.

### PTEROSAUR WING

The party encounters 1d4 **hatzegopteryxes** (page 61). There is a 50 percent chance they are stalking across the land in search of prey, in which case they attack the party only 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 passive Wisdom (Perception) 12 or

better spot the pterosaurs in the sky from a distance, giving them just enough time to attempt a DC 13 Dexterity (Stealth) check to find cover.

### 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), 1 **serpentfolk dinosaur rider** (page 64) mounted on a **chasmosaurus** (*Yig Snake Granddy Act 1*, page 73), and 1 **serpentfolk warrior** (page 67). The serpentfolk are each carrying coins or wearing bangles worth 1d6 × 10 gp.

### SERPENTFOLK SCOUTS

1d4 **serpentfolk dinosaur riders** (page 64) mounted on **riding crocs** (page 63) are patrolling Yilan in search of the characters. If the encounter occurs in open grassland, both parties become aware of each other at the same time; otherwise, they should make opposed Wisdom (Perception) checks to determine which party spots the other first.

### SWARM OF INSECTS

The characters stir up a particularly vicious swarm of biting insects appropriate to the terrain. 1d3 **swarms of insects** attack the party. These swarms might have a fly speed of 20 feet, per the GM's discretion.

### SWARM OF QUIPPERS

The party must cross a stretch of hip-deep water, and they can see silver flashes of fish moving through it. Characters succeeding on a DC 12 Intelligence (Nature) check identify them as quippers, a species of vicious, flesh-eating fish. There is a 50 percent chance that the quippers have fed recently and will not attack; otherwise, any characters who enter the water are immediately attacked by 1d3 **swarms of quippers**. Alternately, the characters can find a way around the water with a successful DC 10 Wisdom (Survival) check, blundering into another random encounter on a failure.

### THALASSODROMEUSES

The characters come across a group of 1d4 + 1 **thalassodromeuses** (*Yig Snake Grandaddy Act 1*, page 81). There is a 50 percent chance that they are feasting on a carcass and will not attack the players unless provoked or approached within 60 feet; otherwise, the creatures are in flight and will swoop down to attack the characters if they see them.

### TRAVELER

The traveler encountered depends on the terrain the characters are in.

**Forest.** Luxelti Ngarowe is a N female elf **druid**.



She is wandering the forests of Yilan studying the strange new plants that have been appearing (because of Gehir's rituals) and how they are affecting the native flora. If the characters tell her everything they know about the subject, she thanks them with two *potions of greater healing*. Aside from those two potions, Luxelti has a *feather token (tree)* and a pouch containing 45 gp and 30 sp. In addition to the abilities listed on her stat block, Luxelti can Wild

Shape as a 4th-level druid but with no limit on the time she can spend in her beast form. She will not accompany the characters if asked, insisting on staying to study the forests.

If the characters encounter Luxelti a second time, she has become extremely paranoid and spends all her time in the shape of a white **weasel**. She watches the characters curiously but immediately flees if spotted.



**Grassland.** Gerro Haumakhia is a CG male gnome **noble**. He is a merchant from Ventissa who has been on a months-long expedition into Yilan to gather lacquerberries, a valuable natural dye. Now he is returning south to Yilan, and while he is aware of the dangerous dinosaurs in the area, he does not know about the serpentfolk or Elder Things. Gerro is friendly and will invite characters to share his fire and have a drink with him.

Gerro is accompanied by his guards, Tolto (CN male half-orc **gladiator**) and Rell (NG female human **knight**). Tolto is tall, burly, and talkative. Rell is short, equally burly, and quiet. Gerro has a red-painted wagon with a canvas cover, pulled by a **draft horse**. It contains assorted supplies, four 50-pound crates of dried lacquerberries, 10 days of rations, a 10-gallon barrel of wine, and a chest containing 1,000 gp.

If the characters tell Gerro of the awakening of the Elder Things, he will try to find another route home.

Otherwise, he and his guards will eventually be captured by the Elder Things and sacrificed by Gehir. If this result is rolled a second time, the characters find only the burned remains of the red wagon and no sign of Gerro or his guards.

**Hills.** Klertho is a CE male human **obsessed artist** (SPCM 406). He has been driven mad by his occult studies and seeks to express his madness in his song and art. Klertho wanders the hills of Yilan wearing only a loincloth, his skin covered with scars that almost look like writing. He approaches the characters when they are making camp and asks to share their fire.

If they allow him, he regales them with rambling, mostly incomprehensible tales of his travels, including a cave he slept in for a year where the walls whispered the secrets of the ages to him (this is the Cave of Whispers, area 10 on the map of Yilan, and he happily gives the characters directions to get there and encourages them to visit it).





If the characters refuse, he leaves disappointed. That night, the characters can hear faint, arrhythmic singing drifting across the hills. Their sleep is troubled by strange dreams that vanish upon waking, leaving only a sense of foreboding doom. Each character must make a DC 15 Wisdom saving throw upon waking up, gaining 1 level of dread on a success or 2 levels of dread on a failed save.

**Rockland.** Olivia Surcouf is a CG female human **mage**. She is exploring the fossil beds of Yilan to learn more about ancient life forms. When the characters encounter her, she is making detailed drawings and notes of a fossil ichthyosaur embedded in a cliff. She hails from the Hall of Curiosities in Ventissa, where she studied under Master Algernon Mantell. She has had a few encounters with dinosaurs during her fieldwork here—which she found fascinating—but she prefers to work with their bones, which are significantly less likely to bite her. She will happily talk to the characters about dinosaurs and prehistoric life. If there is a snake totem anywhere within 5 hexes of where she was encountered, she can tell the characters exactly where it is. She can also tell them of the existence/location of the Cave of Whispers (area 10 on the map of Yilan) and warns them against entering it. She will not join the party if asked, preferring to continue her fieldwork here.

She has a *handy haversack* containing 20 days of rations, 50 feet of rope, a climbing kit, various and sundry adventuring supplies, 2 *potions of healing*, a *potion of climbing*, and 320 gp.

If this result is rolled a second time, re-roll.

**Swamp.** Uxanna is a **green hag** who haunts the swamps of Yilan. When the characters blunder into her territory, she uses her Invisible Passage action to follow them unseen, occasionally making strange animal noises with her Mimicry trait to unnerve them. Then she uses her Illusory Appearance action to appear to them as a pale, frightened woman in tattered rags. She tells the characters that she and her sister fled into the swamp to escape the monsters, but her sister is injured and needs help. She is vague about the details and urges haste. If the characters refuse, she turns invisible again and attempts to guide the characters to her lair by making threatening monster noises with her Mimicry trait, attacking only as a last resort. If the characters do follow her, she leads them deeper into the swamp to her lair.

Uxanna's lair is a pond, 60 feet in diameter and 20 feet deep. Characters with passive Wisdom (Perception) 16 or higher notice 4 **giant toads** in the pond right before they attack; otherwise, they are surprised. The toads attempt to swallow the characters and leap into the water. Uxanna also leaps into the water, revealing her true form. The water is so murky that everything within the pond is heavily obscured, but Uxanna and her toads have blindsight out to 60 feet within the pond. At the center of a pond is a nest of twigs and bones containing a jade idol of Tsathog-

gua worth 1,000 gp and weighing 5 pounds and a heavily tarnished silver candelabra worth 25 gp.

If this result is rolled again, run the formless spawn encounter instead.

### VOONITHS

1d4 **vooniths** (SPCM 391) burrow out of the muck or lunge out of the murky water, surprising the characters.

### WAMPS

The characters notice a low wall, toppled column, or oddly regular stone formation that was once part of a serpentfolk fortress, elven temple, or prehistoric city. With a monstrous howl, a pack of vicious **wamps** (SPCM 393) emerges from the ruin to attack the characters.

### YITHIAN

The characters come across a lone **past Yithian** (SPCM 398) on patrol, who will attack them on sight.

If this result is rolled before the characters experience the **Ritual on the Stone Plateau** dream (page 25), reroll.

# YIG SNAKE GRANDDADDY

## Act 3: The Prehistory War

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2



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