

# KCI ATHUSSOS, THE GREAT SNAIL DRAGON



A Preview for the  
Monsters of Anchôromé Book

by Jon Hild



## ABOUT

This book contains the lore and statistics behind a new, powerful creature that is pulled from the legends of Algonquin tribes. Part of its description can be found here:

<http://www.native-languages.org/athussos.htm>

This book has been given the tag *ANM2* which is an acronym for an "Anchôromé Mini-Supplement." Books with this tag are article sized (or smaller) PDFs produced for the Anchôromé setting, a virtually untouched continent found far to the west of the main continent of Faerûn in the Forgotten Realms setting. All books designed for this setting are designed with material that is transferable to just about any setting, though you will get the most out of them if immersed in an Anchôromé Campaign.

So far, the products **ANC1 The Anchôromé Campaign Guide**, **ANS1 The Land of the Insect Men**, and **ANM1 The Bee Tribe of Anchôromé** (formerly ANSO) have been released for the campaign. This PDF is intended to be a preview into the upcoming **ANS2 Monsters of Anchôromé** where over thirty new creatures will be released, each loosely based on beings from Native and Indigenous American lore and never before found in an official D&D product.

Enjoy!

## ANCHÔROMÉ PRODUCTS

You may find each of the following on DMsGuild at the following links.

### **ANM1 THE BEE TRIBE OF ANCHÔROMÉ**

<https://www.dmsguild.com/product/278076/ANM1-The-Bee-Tribe-of-Anchorome>

### **ANC1 THE ANCHÔROMÉ CAMPAIGN GUIDE**

<https://www.dmsguild.com/product/280341/ANS1-The-Anchorome-Campaign-Guide>

### **ANS1 THE LAND OF THE INSECT MEN**

<https://www.dmsguild.com/product/280837/ANS1-The-Land-of-the-Insect-Men>

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## LEGAL

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# KCI ATHUSSOS, THE GREAT SNAIL DRAGON

The unique dragon-like being Kci Athussos has featured in legends and myth for as long as tribal elders have had a spoken or written history. With features reminiscent of a snail or similar invertebrate, it is truly a horror to behold and most certainly a hungry one.

**An Ancient Terror.** Kci Athussos is an unintelligent, but cunning creature that is nigh indestructible and believed to be immortal. It is only awake once every few centuries, but when active it can decimate entire tribes with its terrible hunger. Many heroes have attempted to slay the beast when it awakens, and their efforts have led to half a dozen legends of great bravery, but the beast has never been put down permanently.

Kci Athussos does not rest in the same location during each of its many century hibernations, and some would-be heroes have thought to slay the creature in its sleep. Every time this has been attempted has led to disaster however. If the creature is not slain immediately, it simply awakens prematurely and its hunger is no less fierce. Wise men and women know it is foolish to chance such calamity, and if the dragon's resting place is known they will guard it from interlopers. During particularly long sleeps, Kci Athussos will become surrounded by creatures who do not know what they lair beside. Small cults have even formed in the past who await the awakening intently. Fortunately, none have been so foolish as to intentionally wake the creature early, though charlatans have fooled their peers into believing they can prognosticate the beast's cycle.

**Father of the Wiwilomeq.** When Kci Athussos awakens, what few know is that eating is not the creature's only purpose or action. The snail-dragon is in fact the sole ancestor of every one of the snail-like wiwilomeq beasts. Wiwilomeqs themselves are born sterile, but shortly before Kci Athussos returns to its hibernation, it will lay hundreds of five foot tall blue-gray and slimy eggs in wet, remote regions. This is the only way the species propagates and Kci Athussos is both father and mother to them all.

Kci Athussos has never been slain, but those who are aware of its greater purpose wonder if the terrible slug creatures would become extinct if it were. Perhaps through some magical or instinctual process, one of the wiwilomeq might spontaneously evolve into a being like its parent, but since it has never been slain, no one knows for certain.

## KCI ATHUSSOS IN ANCHÔROMÉ

Kci Athussos, the great Snail Dragon, is one of a number of beings in Anchôromé known as the Great Beasts. Others of these creatures include the titanic frog Mitchehant and the mountain-sized Wuchowsen, believed to be the daughter of the eagle god Remnis. Great Beasts are not quite divine beings, but have become such an integral part of the continent of Anchôromé, that they are believed to be essential to its continued survival. While each Great Beast has its own origin and history, they all share certain traits in common, such as a colossal size, the shape (at least partially) of a normal animal and some strong effect on their immediate surroundings and environment.

Of all the Great Beasts, the Snail Dragon is perhaps the most aberrant in form and this is believed to be due to the actions of mortal men in the far distant past. Kci Athussos may have once simply appeared as a titanic snail before these events.

## KCI ATHUSSOS IN OTHER SETTINGS

The Great Snail Dragon is the approximate power level of an ancient dragon and can be used accordingly, though it is a unique being and should be steeped in legend and myth as an immortal creature.

Kci Athussos should be located in the deepest of wildernesses, in remote regions without cities or major population centers. An entire adventure could easily revolve around its awakening, even at lower levels. Once awakened, only characters of the highest tiers should face off against it.

## KCI ATHUSSOS' LAIR

The simple existence of Kci Athussos affects his environment whether or not it lies dormant.

## REGIONAL EFFECTS

A region within 5 miles of Kci Athussos' lair has the following magical conditions. If the snail-dragon is slain, the effects disappear gradually over a year period. There may be hitherto unknown effects upon the whole of the continent of Anchôromé should the creature be slain permanently.

- Water takes twice as long to evaporate, leaving the area moist for many days after a significant or even light rain.
- Normal (and possibly monstrous or magical) snails can be found in abundance. From tree snails to flail snails and wiwilomeq, such creatures leave trails of slime wherever they travel.
- A moist and perpetual fog blankets the region, causing visibility to be limited to 30 feet even on normally bright and sunny days. Light still penetrates the mist enough so that plants and animals are not adversely affected and in fact, plant growth is typically more verdant. Conditions can almost seem tropical during the summer months with the resultant humidity.

# KCI ATHUSSOS

Gargantuan dragon, unaligned

**Armor Class** 22 (natural armor)

**Hit Points** 462 (25d20 + 200)

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

STR	DEX	CON	INT	WIS	CHA
29 (+9)	13 (+1)	27 (+8)	5 (-3)	14 (+2)	12 (+1)

**Saving Throws** Dex +8, Int +4, Wis +9, Cha +8

**Skills** Perception +16

**Damage Immunities** acid

**Senses** blindsight 60 ft., darkvision 120 ft. passive

Perception 12

**Languages** -

**Challenge** 23 (50000 XP)

**Legendary Resistance (3/Day).** If Kci Athussos fails a saving throw, it can choose to succeed instead.

## ACTIONS

**Bite.** *Melee Weapon Attack:* +16 to hit, reach 15 ft., one target. *Hit:* 20 (2d10+9) piercing damage.

**Claw.** *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 16 (2d6+9) slashing damage.

**Multiattack.** Kci Athussos makes 3 attacks: one with its bite and two with its claws.

**Sticky Breath (Recharge 5-6).** Kci Athussos exhales af green acidic slime in a 120-foot line that is 10 feet wide. Each creature in that line must make a DC 23 Dexterity saving throw, taking 88 (16d10) acid damage on a failed save, or half as much damage on a successful one. In addition, on a failed save the target is restrained by the slime. As an action, the target may make a DC 23 Strength check to pull itself free from the slime on a success. Alcohol can also dissolve the slime giving advantage on the Strength check.

## LEGENDARY ACTIONS

The kci athussos can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The kci athussos regains spent legendary actions at the start of its turn.

**Detect.** Kci Athussos makes a Wisdom (Perception) check.

**Awaken.** If the Kci Athussos is asleep it awakens and moves up to half of its normal action.

**Bite (Costs 2 Actions).** Kci Athussos makes a bite attack.