

YIG SNAKE GRANDDADDY

Act 3: The Prehistory War



CTHULHU · MYTHOS · SAGAS

2





PETERSEN GAMES

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ACT 3: THE PREHISTORY WAR

A Cthulhu Mythos Adventure for 4 to 5 Characters of Levels 8-10

ADVENTURE SYNOPSIS

Our heroes, waging a guerilla war against Gehir and his eldritch allies, seek allies of their own in the Dreamlands. Dandelion, the messenger of Bastet, introduces them to Xuxuxlu, the leader of a rebel faction of yithians. If they can convince the prehistoric entity of their capabilities, he may prove an invaluable ally. In the waking world, the adventurers must deal with an unruly band of prisoners seemingly desperate to meet their untimely demise. Then they are mindswapped into yithian bodies for a daring sabotage mission deep within the yithian city. If they can master the high technology and their molluscid bodies, the adventurers can cripple the Great Race's long-range mindswapping capabilities, foiling their schemes. Finally, the adventurers cut to the heart of Gehir's plan to summon Yig when they hunt down and slay a fearsome prehistoric serpent required for the serpentfolk wizard's ritual. This adventure will see our heroes transformed from a ragtag band of rebels to a true fighting force capable of striking at the heart of the enemy, and not a moment too soon: the final battle for the fate of the world looms.

USING THIS BOOK

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

This adventure makes extensive use of *Sandy Petersen's Cthulhu Mythos (SPCM)* for 5e, and having a copy of that book is essential to running this adventure. Monster stat blocks, the Dread and Insanity mechanics, and the Yog-Sothothery skill from *SPCM* will all be referenced in this adventure.

Throughout this adventure, reference will be 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 four places: the appendices in this book, the appendices in a previous book in *Yig Granddaddy* campaign, in *SPCM*, or in the 5th Edition System Reference Document (SRD). If the reference is to *SPCM*, it will be followed parenthetically by *SPCM* and the page number. References to previous books in this campaign will be stated clearly and references to the appendices in this book will specify a page number. 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's characters from 1st to 14th level. At the end of each chapter, the PCs gain enough experience to progress to the following 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 NPC adventurers carried over from the previous book. Depending on how the adventures in the previous book played out, some of these NPCs may be alive and in the PCs' camp while others may be dead or in Gehir's custody. Regardless, updated statistics for all of them are provided in Appendix A.

USING NPCs

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

KILLING NPCs

None of these NPC adventurers individually are critical to the plot, so the GM should feel no 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 of a particular scene. If an NPC is present at a critical moment in battle, they can also interpose themselves between a wounded PC and an enemy's killing blow, sacrificing their lives for the greater good.



USING THE MAP

The map on page 35 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 5 terrain types expressed on the map: grasslands, forest, hills, swamp, and rocklands (representing plateaus, mesas, Karstland, and mountain ranges).

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

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

WHAT IF A CHARACTER DIES?

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



CHAPTER 1: DREAMS & NIGHTMARES

A Cthulhu Mythos adventure for four to five 8th-level characters

ADVENTURE SYNOPSIS

Having narrowly defeated a serpentfolk attack on their hideout, our heroes must begin the search for a safer base camp. Dandelion interrupts their trek through the wilderness with a trip to the Dreamlands, where she has arranged a meeting with others who seek to stop Gehir. At this war council, the adventurers learn of a series of Elder Thing attacks, of suspicious developments in Ventissa, and that the serpentfolk have got their hands on dangerous yithian technology. The characters' sojourn in the Dreamlands is cut short, however, when an attack in the waking world shows them firsthand, the dangers of yithian technology. Finally, the adventurers encounter a caravan of prisoners marching to their doom under the cruel control of the Elder Things. In the end they prevail, but victory brings a terrible dilemma.

MOVING OUT

It should be obvious after the attack on Perubasti that the ancient temple is now known to the serpent-

folk and is therefore no longer a safe hideout for the adventurers. The serpentfolk will be back, and in greater numbers. If the PCs do not come to this conclusion on their own, any number of NPCs (including Dandelion) can and will point it out. The adventurers must find a new base of operations.

LINGERING

If the PCs insist on staying in Perubasti, they are putting themselves at risk. If they are still in Perubasti 24 hours after the siege, a flock of $2d6 + 1$ **pterodactyls** (page 63) will settle on the rim of the box canyon and high in the ruins of the temple, keeping watch on the characters' every move. They fly off if attacked, only to return within the hour to keep harassing the PCs.

If the PCs are still in Perubasti three days after the siege, they must fend off the attack of another force of serpentfolk and dinosaurs. The force should be larger than the previous siege, and the GM is encouraged to make use of the serpentfolk and yithian dinosaur modifications outlined in Appendix C.

EQUIPMENT IN THE DREAMLANDS

You cannot take items with you into the Dreamlands, just as you cannot take dream items out of the Dreamlands. The GM has several options on how to approach the characters' equipment:

- **No Equipment.** The characters have none of their weapons, armor, or supplies. If the GM selects this option, they should ensure that combat encounters in this section take this restriction into account, and that the Dreamlands skeletons the PCs encounter are equipped with weapons and armor that the characters can make use of.
- **Some Equipment.** The characters have Dreamlands copies of the magic items they are attuned to. The psychic imprint of their attunement carries over to their dream selves. This might also apply to mundane but iconic items that are closely tied to each character part of their self-image, as it were.
- **Dream Equipment.** The characters have exaggerated Dreamlands copies of all their equipment. After all, their dream selves are adventurers too.

WANDERING

In lieu of finding a new base camp, the characters may decide to adopt a tactic of continually wandering Yilan, always moving so they can't be pinned down. While this strategy does have its advantages, the larger their group, the more likely they'll run into wilderness encounters. For each NPC member of the party (not including Dandelion, who spends most of her time away from the group), add 1 to your rolls when checking for random encounters.

SETTLING DOWN

The characters may have run into locations during their travels through Yilan that make passable candidates for a new base, though none as ideal as Perubasti. They might decide to settle in Althe Yinumel once it is purged of its serpentfolk inhabitants, though the serpentfolk know this place well and that process could take a long time. The

PCs could settle in the swamps if they don't mind the smell and the foul creatures that dwell therein. Particularly brave or foolhardy adventurers might make a dwelling in the Cave of Whispers. Of course, Yilan is full of hidden nooks, uncharted caves, and nameless ruins, and the GM should feel free to insert one in a place that the characters want to settle. A few examples are provided below:

THE WOODED ISLE

A small split in the river has created a tear-drop-shaped island 150 feet long and 50 feet wide. The island is wooded, protecting a potential camp from being spotted from the air. The nearby river fulfills triple duty as a moat, water source, and dependable fishing spot. The only problem is that the island has become a favorite rest area for **giant crocodiles**. Every day the characters spend on the island, there is a 25% chance that 1d4 of the beasts wander into their camp in search of food.

THE CAIRN

An oddly regular hill turns out to be an ancient megalithic cairn, its entrance blocked by a heavy but movable stone and obscured by tall grass. Within, a 5-foot-wide, 10-foot-long passage leads to a chamber 20 feet in diameter with a 6-foot ceiling. To occupy this tomb, the characters will have to defeat its current inhabitants, a pair of **wraiths**. Untouched riches within might include a random uncommon or rare magic item plus gold jewelry worth 2d6 x 100 gp.

THE TOPPLED WATCHTOWER

An ancient elven watchtower made of rosy granite once stood here, though the ages have reduced it to a ruin. What remains is a 25-foot-diameter circular chamber enclosed by three-quarters of the tower wall, over which

the ruined second story acts as a ceiling. It is leaky and somewhat open to the elements, but it would make a functional shelter.



UNFINISHED BUSINESS

During this portion of the adventure, the characters are encouraged to continue pursuing leads from the previous adventures, including tracking down and destroying additional snake totems, exploring Yilan, and researching in their Mythos texts. In particular, their recently acquired copy of *The Pnakotic Manuscripts* should provide a wealth of valuable information.

THE WAR COUNCIL

As the characters make camp for the night for the first time after leaving Perubasti, Dandelion appears with an urgent summons:

Dandelion's rasping, undead purr grates on your ears. "Your campaign against the snake totems has been a resounding success. You have blunted the fangs of Gehir's expansion. Yet we still lack the strength to take him on directly, especially as he gathers allies to his cause. We need a plan, and we need allies of our own. That's why I have arranged a meeting—a council of those opposed to Gehir. For practical reasons, this meeting will take place in the Dreamlands. I will guide you there."

Dandelion will answer any questions the characters may have about the Dreamlands, but she urges haste. The GM is encouraged to read about the Dreamlands on pages 81-83 of *SPCM*. When the characters are ready, Dandelion will cast *dream guide* (*SPCM* 101) as a ritual, taking the PCs into the Dreamlands and leaving any NPCs behind to guard their corporeal forms.

Upon waking in the Dreamlands, spellcasters find all their spell slots refreshed as if from a long rest, and spellcasters who prepare or select spells each day find that whatever spell selections they last made are still in effect. They cannot prepare or select new spells while in the Dreamlands.

INTO THE DREAMLANDS

You drift off to sleep, Dandelion's dry chanting echoing in your heads. You have a vague recollection of a fiery chamber, passing through a gate guarded by two tall figures, and descending an endless stair in a sea of blazing stars. You are struck by a sense of familiar unease, as if you caught sight of a dead friend's face in a crowd or you opened a door that you had never noticed in your own home. When you wake—or seem to wake—the sky is a deep magenta and dark trees rise like menhirs all around you. What you first took to be an odd crescent moon is actually the sun in a permanent state of partial eclipse.

The characters are in the Dreamlands version of Yilan, which bears a resemblance to the real place

Dreamlands Random Encounters

d20	Encounter
1-12	No encounter
13	A ravenous gug (<i>SPCM</i> 332) burrows out of the earth, surprising any PCs who fails a DC 22 Wisdom (Perception) check.
14	The characters stumble across the path of a Leng folk necromancer (<i>SPCM</i> 339) and his 4 dreamlands skeleton warrior (page 55). The necromancer will offer to buy the characters' weapons and equipment for eight fist-sized moonstones worth 750 gp each. Whether or not the characters accept, he will attack them afterwards; a DC 18 Wisdom (Insight) check reveals his true intentions.
15	A hound of Tindalos (<i>SPCM</i> 334) flies out of the sky to attack the characters.
16	Passing through an outcropping of stone, the characters notice a gnorri statuette carved from a fire opal worth 1,000 gp. The statuette is the trigger item for a boulder-capped pit trap (<i>SPCM</i> 341). There is a 25% chance that the trap's creator, an old Leng spider (<i>SPCM</i> 343) is lurking nearby ready to strike; otherwise, it will come to check the trap within 1d4 hours.
17	A flock of 2d4 nightgaunts (<i>SPCM</i> 350) swoop down to attack the characters.
18	With a crack of thunder, three servitors of the outer gods (<i>SPCM</i> 367) appear out of thin air 15 feet above the characters and begin piping.
19-20	A Martian Dreamlands cat (page 60) approaches the characters and offers its services as a guard on the way to Perubasti. Dandelion grows discomfited if the PCs accept, out of jealousy that they don't rely solely on her.

but with exaggerated features. Cliffs become towering precipices, ruins labyrinthine mazes, forests dark fae kingdoms, etc. Dandelion leads the PCs across this surreal landscape toward Perubasti, where the meeting is supposed to take place. But like the waking Yilan, this land is not without its dangers.

Creatures. Before the characters have walked far, a group of hideous, malformed skeletons rises out of the ground. The attackers consist of 3 **Dreamlands skeleton warriors** (page 55), 2 **Dreamlands skeleton archers** (page 53), and a **Dreamlands skeleton mage** (page 54) mounted on a **nightmare**. At the GM's option, these skeletons' weapons and armor might resemble that of NPCs the PCs have encountered before, or perhaps the PCs themselves.

DREAMLANDS TREK

As you trek across the otherworldly dreamscape, a great shadow takes shape on the horizon. In the direction that would hold the Serpent's Head in your world, there is a colossal snake bigger than



any mountain. It coils directly below where the eclipsed sun hangs low in the sky, as if the black beast has been eating it.

The journey from the characters' camp back to Perubasti takes as long in the Dreamlands as it would in real life. For each hex they cross on the Map of Yilan (page 35), roll on the following table:

TEMPLE OF THE NINTH LIFE

As you approach the Dreamlands reflection of Perubasti, you come upon a series of great black cliffs. A crack of white light splits the edifice, opening wider to reveal a monumental sandstone staircase. Dandelion leads the way. You ascend the stair, passing between white marble obelisks inscribed with glowing blue hieroglyphics, lotus-columned archways, and towering feline colossi with cold, jet-black eyes. You come to an ornate gate of gold surmounted by a gaunt stone face of vaguely feline shape with six eyes.

The gate will not open until each character (who is not a Dreamlands cat) makes an offering of their own blood by cutting their palm and pressing it against the door. The wound must deal at least 1 point of damage. Dandelion happily explains the requirements of passage and even offers to slash the characters' palms with her claws.

As they press their bloody palms against the door, the blood is absorbed into the gold, tinging it with rosy swirls before disappearing. Once all the characters have made their offering, read or paraphrase the following: The golden doors swing open, and you step into the gleaming white temple set upon a high outcropping of black stone. Several figures sit around a stone table beneath a golden statue of Bastet. You recognize Lord Axina Redwind, the elven mayor of Althe Yinumel, and Nesmenhit, high priestess of Bastet from the temple in Ventissa. The third figure makes you stop in your tracks, and you stare at the 10-foot-tall, cone-shaped mound of rubbery, nacreous flesh. Two of its four twisting limbs terminate in razor-sharp claws, the third ends in five throbbing, trumpet-like cones, while the last limb is topped with an array of black orbs and delicate tentacles. What is a yithian doing at this war council?

If this is the characters' first time encountering a yithian in person, not just in one of Dandelion's dream-sendings, they must succeed on a DC 12 Wisdom saving throw or gain one level of dread lasting for 15 minutes.

A MEETING OF MINDS

Dandelion begins by introducing the characters to the others at the table. The yithian's name involves the clacking claws and the thrumming of alien organs, but he goes by Xuxuxlu for the sake of hu-

manoid speech. Xuxuxlu is a rebel within the yithan community who does not want to see the Great Race allied with Gehir and the serpentfolk. Each of the representatives makes their report:

AXINA REDWIND

"I remain a prisoner of Gehir within Serpent's Head. Very few of my people are still alive; the serpentfolk take them for sacrifices regularly. Each day, the radius of Yig's prehistoric influence grows, and the serpentfolk keep delving, carving out new chambers within Bald Hill. I overheard guards speaking of hatcheries, and I believe they are making great strides in reviving the serpentfolk race. I see more and more of them now. I estimate their number have doubled in the last week alone. And they gather ever more of these dinosaurs. I have personally seen Gehir work a spell that returns flesh and life to fossil bones. And they speak now of fusing yithian technology with dinosaur flesh." He looks suspiciously at Xuxuxlu. "I hope for rescue, but I know Gehir's fortress would take an army to breach. Until I am sacrificed, I will continue to share what intelligence I can from within the enemy's lair."

NESMENHIT

"I bring grave news from Ventissa. The creatures you call 'Elder Things' have been raiding the city, attacking at night and carrying off citizens. Several days ago, the raids stopped, but something changed. The Elder Things remained. They stand on the walls, watching over the city. The gates are sealed, and the governor has holed up in the citadel, urging cooperation with the creatures. Soon after, some of the Elder Things led a column of a dozen prisoners out of the city, toward Yilan. I and some of the other priestesses have taken refuge in ritual chamber beneath the temple."

After Nesmenhit speaks, Xuxuxlu interrupts the proceedings.

XUXUXLU'S CHALLENGE

"I was told that this would be a meeting of potential allies. So far, you have offered me only cowards and prisoners. The age of humanoids is a civilizational low point in the history of this planet. I object on principle to the Great Race tethering itself to the serpentfolk and to Yig, but I fail to see why we need the help of a group of hairy bipeds and the only Elder God eccentric enough to tolerate them." He gestures at you with a claw. "Demonstrate your value or I shall leave."

Proving Their Worth. The PCs must attempt to explain how they have fought against Gehir so far,

what strengths they bring to the fight, and/or how they plan to help in the future. To convince Xuxuxlu, they must succeed on a DC 15 Charisma (Persuasion) check, which they can make as a group or through one speaker. The PCs get a +1 bonus to their check for each of the following topics they mention: ley lines, snake totems, *The Eltdown Shards*, the Cave of Whispers, *The Pnakotic Manuscripts*, the Yig-summoning ritual mentioned therein, and preventing the tyrannosaurus skulls from reaching Gehir (if they were successful in the **Sauropod Assault** encounter in Book 2).

If the characters fail to convince Xuxuxlu, he will grant them one more chance: defeat him in combat here and now. Xuxuxlu is a **past yithian** (SPCM 398) without a lightning gun. He will yield if reduced to 25 or fewer hit points, and he will claim victory if the characters yield or are all reduced to 0 hit points. **Nesmenhit** (page 50) will heal any party that is dropped to 0 hit points—including Xuxuxlu, who admires the characters' tenacity if they succeed at such a feat. If Xuxuxlu perishes (for instance, if the PCs don't allow him to surrender), he wakes up, vanishing from the Dreamlands. He is not present to give the report below but remains impressed with the PCs' abilities; he may aid them in the future. If Xuxuxlu is victorious, he will say, "Don't contact me again unless you have something of actual value to offer."

Xuxuxlu's Report. If Xuxuxlu is convinced of the characters' worth through their words or through combat, he will deliver the following intelligence to the council:

"Perhaps allying with you WILL bring some benefit. But what can I offer? You will naturally look upon me with suspicion. After all, is the Great Race not allied with Gehir and the serpentfolk? When Gehir offered us an alliance, our leadership was opposed, but a large faction incorrectly saw it as the best opportunity for our survival. They prevailed through force of arms, and those of us who oppose this plan were driven underground. I have kept my sympathies a secret and continue to work as a scientist within our Reconnaissance Department. I may soon be able to secure some of our advanced weapons and technology for you to use against Gehir. For now, I can only provide information.

I can confirm the reports of your priestess: the Elder Things have secured your city, and we have taken control of its government with our mind-swapping technology. They will feed a constant stream of sacrificial victims to Gehir so that the land will be returned to its ancient state, as it was when our three civilizations vied for control of this planet. We have also begun supplying Gehir with dinosaurs implanted with our weapons technology. Meanwhile, now that your city is secured, the Elder Things have likely begun working to produce a shoggoth. No mortal army of this age can stand against such a weapon."



A PLAN?

Once all participants have delivered their intelligence, Dandelion suggests formulating a war plan. The PCs should be encouraged to contribute their ideas. In addition, the other councilmembers will make suggestions as appropriate:

- ◇ **Axina Redwind.** Axina desperately wants to be rescued but believes that any attempt to storm Gehir's fortress now would be foolhardy at best. He advises finding a way to cut off Gehir's supply of sacrifices.
- ◇ **Dandelion.** Dandelion urges caution in all things. The liberation of both Ventissa and Bald Hill should wait until the perfect moment. Until then, the council should work to uncover Gehir's plans and separate him from his allies.
- ◇ **Nesmenhit.** Nesmenhit believes the best way to cut off Gehir's supply of sacrifices would be to liberate Ventissa, though the massive Elder Thing presence between the characters and Ventissa makes that a difficult proposition. She also urges further research into Gehir's plans. The council must identify how he means to summon Yig and work to prevent him from achieving that goal.
- ◇ **Xuxuxlu.** Xuxuxlu believes that if Gehir is forced to revive more of the yithian city, his faction may have the opportunity to seize back control during the resulting factional struggle. Meanwhile, he suggests waiting until he can provide yithian technology before any attempt to storm Gehir's fortress.

The discussion can go on for as long as the PCs remain interested, but before any definite conclusions are reached, they start to disappear one by one from the Dreamlands.



A RUDE AWAKENING

The characters are shaken out of their Dreamlands visit at the hands of the NPC(s) guarding their corporeal forms; if there are no such NPCs, instead they awake to find a Martian Dreamlands cat that Dandelion set to guard them. Their camp is under attack by a scout force of serpentfolk and dinosaurs.

Creatures. There is a **serpentfolk** (SPCM 365), a **serpentfolk dinosaur rider** mounted on a **Yig-touched dilophosaurus** (page 72), an **electro-tank ankylosaurus** (page 56), and 3 **teleporting velociraptors** (page 71).

Any NPCs present will aid the PCs in the fight. After the first round of combat, **Dandelion** (page 48) will appear and join the fight. The **Martian Dreamlands cat** (page 60), if present, will participate in the fight and disappear afterwards.

THE PRISONERS' DILEMMA

After the war council in the Dreamlands, the characters are free to go about their business in Yilan: establishing a new base camp, hunting down the remaining snake totems, or whatever goals they might have. After several days, per the GM's judgement, the following encounter occurs while the characters are trekking through the wilderness:

PRISONER TRANSFER

The character with the highest passive Perception score notices the sound of marching coming from the south. The characters have one round to prepare before the source of the sound comes into view.

You see a column of a dozen ragged prisoners shambling slowly through the wilderness. Those in the rear wear surcoats with the sigil of the Rockbreakers. A bulbous, tentacled Elder Thing flies low over the column, followed by a thundering predatory dinosaur with grotesque tentacles protruding from its distended sides.

Prisoners. The prisoners are Rockbreakers Lieutenant Vadim Bolkorr (LN male dwarf **veteran**), 4 other Rockbreakers (LN dwarf **thugs**), and 7 **commoners** from Ventissa. None of them have armor or weapons. If the characters agreed to send an NPC south to find surviving Rockbreakers (see **Setting up Basecamp** in Book 2, Chapter 2), that character is there in place of one of the captive Rockbreakers. All the "prisoners" are, in reality, mindswapped yithians. They will not assist their rescuers, attempting only to keep moving in the direction they were headed: toward Serpent's Head.

Creatures. The prisoners are guarded by an **Elder Thing** (SPCM 307) and an **eldritch host allosaurus** (page 51). The dinosaur will fight to the death, but the Elder Thing will retreat if reduced to 25 or fewer hit points.

Nightly Yithian Attacks

d8	Encounter
1-3	No encounter
4-5	One past yithian (SPCM 398) teleports into the midst of the characters and attacks.
6	6 teleporting velociraptors attack the characters while a past yithian (SPCM 398) under the effects of a <i>potion of invisibility</i> attempts to free the prisoners.
7	1d2 Elder Things (SPCM 307) searching for their lost prisoner caravan stumble across the characters.
8	The yithians send a hunter-killer allosaurus (page 52).

THE DILEMMA

The mindswapped prisoners seek only to reach Serpent's Head so they can mindswap back, leaving the helpless humanoids in the custody of Gehir. The yithians are not adept at using humanoid bodies, so they suffer disadvantage on all attack rolls and ability checks with Strength, Dexterity, or Constitution. They will not willingly reveal that they are yithians, but they do not act naturally as humanoids. They do not sleep during their captivity, and only eat and drink as much as they require to keep their host bodies alive. A DC 12 Wisdom (Insight or Perception) check is sufficient to notice their strange behavior, but the PCs do not know what is wrong unless one of them makes a DC 20 Wisdom (Insight) check or a DC 16 Wisdom (Yog-Sothothery) check. Realizing the truth of the prisoners' condition prompts the PC who realizes it to make a DC 14 Wisdom saving throw or gain 1 level of dread that lasts 1 hour.

Unlike mindswaps conducted with the yithian's innate mindswap ability, these mindswaps have been conducted with a mindswap machine, which allows the yithians to swap minds over large distances of time and space but leaves the yithians unable to use their mindswap or amnesia abilities.

To prevent the prisoners from going to Gehir, the characters will have to capture and restrain them and keep watch over them indefinitely while the prisoners use every means to escape.

The yithians will abandon their prisoner-bodies after 5 days, mindswapping back so they can focus on capturing new prisoners. Until then, so long as the characters hold the prisoners captive, the yithians know their location and will attempt to attack them every night for 5 nights or until all the prisoners escape.

Roll or select on the following table to determine what the attack consists of.

AFTERMATH

There are three possible endings to this scenario.



THE PRISONERS ARE KILLED

The characters might decide to kill the prisoners rather than let them fall into Gehir's hands. If the yithian is conscious and aware of the killing it will leave its host body at the last second, leaving the confused prisoner to die in its place. If the character that struck the killing blow succeeds on a DC 15 Wisdom (Insight) check, they can tell that the original mind has returned to the dying body (and potentially administer healing magic to save the victim's life, depending on the method of execution). Regardless, the characters who carry out the killings must succeed on a DC 15 Wisdom saving throw or suffer dread according to their alignment:

- ◇ Good-aligned characters gain 3 levels of dread
- ◇ Neutral characters gain 2 levels of dread
- ◇ Evil-aligned characters suffer no dread

THE PRISONERS ESCAPE

If any of the prisoners escape and successfully deliver their captive bodies to Gehir for sacrifice, read the following text on the sixth night:

A flash of blazing white light in the direction of Serpent's Head tells you that the deed has been done. Minutes later, warm air billows over your campsite, the humid shockwave of the ritual. Your heart sinks with this physical confirmation of your failure to save their lives.

The characters must succeed on a DC 15 Wisdom saving throw or gain 1d4 levels of dread. They have advantage on this save if less than half of the prisoners escaped, but they have disadvantage on the save if they let the prisoners go on purpose.

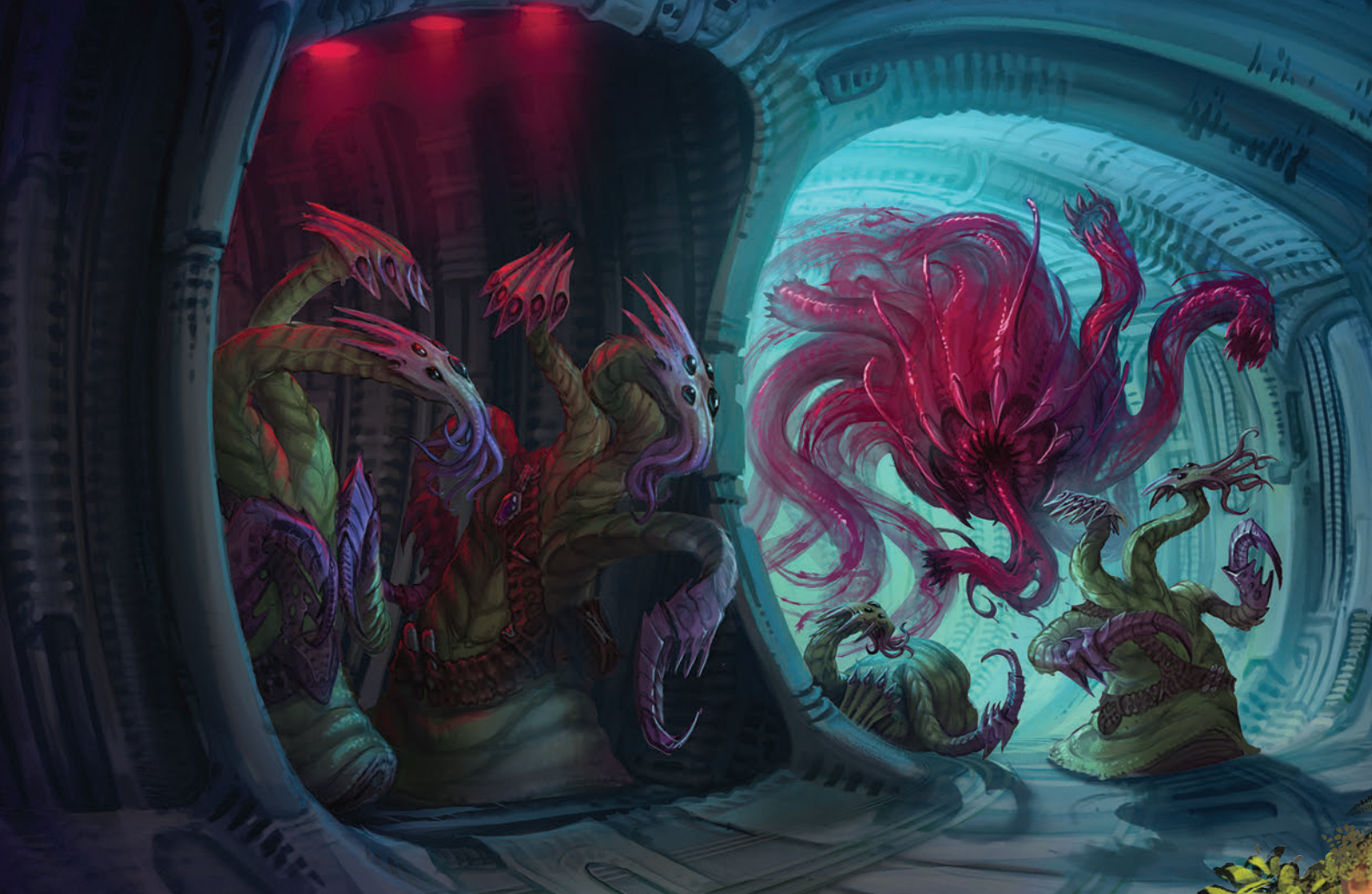


THE PRISONERS ARE RECOVERED

Once the yithians leave their host bodies, the prisoners are disoriented and incapacitated for 24 hours. Thereafter, they suffer from a random insanity (*SPCM 76*). If interrogated about their time trapped in yithian bodies, they recall being encased in cylinders of metal and glass, subjected to prodding and electrical shocks, and being questioned endlessly on every mundane detail of their lives. They shudder from the recollection and attempt to change the subject. If one of the prisoners was the NPC previously sent south to get help, they might re-join the party now. Otherwise, the rescued prisoners want to make a break for freedom southwards, attempting to avoid the Elder Things and hide out in the hills around Ventissa. They will reluctantly stay with the PCs only if they insist; after all, few people are mad enough to choose the life of a guerilla in an active war zone with aliens and dinosaurs rather than trying to find a safe corner of the world to hide out in.

LEVELING UP:

At the end of *Dreams & Nightmares*, all characters gain sufficient experience to reach 9th level.



CHAPTER 2: AMONG THE YITHIANS

A Cthulhu Mythos adventure for four to five 9th-level characters

ADVENTURE SYNOPSIS

Surprised to wake up in yithian bodies, our heroes must navigate a dangerous alien facility swarming with enemies. While mastering their new bodies, they must also familiarize themselves with the Great Race's advanced technology, from computers to lightning guns. Their mission: to destroy the yithian mind swap facility. The adventurers will need to use all their wits to succeed, but if they do, it will mark a turning point in the war against Gehir.

MIND SWAPPED

As the characters go about their routine one morning, having prepared their spells and eaten breakfast, they are struck with a sudden paralysis. Numbness moves through their body until they lose all motor control and collapse in a heap. Any NPCs present rush over, worried but helpless.

Your vision blurs and goes black. You awake disoriented, flooded with strange sensations,

held immobile by some force within a cylinder of glass and metal. A sudden sharp pain strikes you in what might be your upper back or the base of your skull, but as it fades you feel motion returning to your limbs. But what limbs are these? Your hands have been replaced with grasping claws like a crab's! With some effort, you figure out how to move your head, which seems to be mounted on a long, fleshy tube. Looking to your left, you see another tube with a cluster of trumpet-like cones; you intuit this strange organ to be your mouth. But your legs! Your legs are gone! Your body is a cone-shaped mass of molluscoid flesh. As the disorientation clears, it is replaced with dawning terror at the realization that your mind has been swapped with a yithian's!

At that moment, a familiar figure slides into view. "Greetings," says Xuxxlu. "It seems I have found a use for your unique talents after all."

Unbeknownst to the characters, Dandelion and Xuxxlu have arranged for the PCs to be mind-swapped into yithian bodies in order to sabotage the yithian



mind swap device. Dandelion slipped a powerful paralytic into the characters' breakfast so that the yithians who inhabit their bodies would not be able to move or attack. As the PCs are waking up in their yithian bodies, Dandelion is explaining this to the NPCs back at camp and asking them to guard their bodies as they did during their Dreamlands excursion.

XUXUXLU EXPLAINS

The characters may have questions for Xuxuxlu. He will answer them as best he can, and when he has the opportunity, he will explain what he wants the characters to accomplish.

THE MISSION

Xuxuxlu explains the mission thus:

"We have spent the last seven days refitting this building to function as a massive mind swap facility. Until now, we have been using several smaller mind swap machines with a total capacity of twenty-four. When this facility is activated tomorrow, we will be able to take control of ninety minds at a time, feeding sacrifices to Gehir at an unprecedented rate. The whole continent will revert to its prehistoric grandeur within weeks. As much as the Great Race would benefit from such a development, I cannot risk furthering the goals of Yig. Put simply, I need your help to destroy this building.

"There is a guard armory on the lower floor. You'll need to secure demolition charges there and plant them at each of the psionic amplifier arrays. They will be located at the four corners of the building. You will need to blend in. Security is high in this facility, and we do not want to draw attention to our operation here. I have contingency plans, of course, but we want things to go smoothly. Do you understand what you need to do?"

QUESTIONS & ANSWERS

Use these prepared responses as a guideline for answering the party's questions. Mostly, Xuxuxlu delivers explanations in a bored manner, like this should be obvious to a child:

- ◇ **Demolition charges? Psionic amplifier arrays?** "Demolition charges are a type of tool or weapon. They explode like a fireball, but you can trigger them remotely with a special device, so you don't have to be there when they explode. And psionic amplifier arrays are... you would not understand. They'll look like silver pillars. They are what lets our mind swap devices find distant targets. You will find them at the four corners of this structure."
- ◇ **Why us?** "This mind swap project is very important to our leadership, and it is protected by a lot of

A DREADFUL AWAKENING

The horror of waking up in these new bodies, mind-swapped unexpectedly and against their will, might very well prompt the characters to save against dread, but the actual mechanics of dread don't necessarily fit this situation. It would make it awkward if they end up frightened of their own bodies and unable to move for some time. To this end, the PCs suffer initial awkwardness about their new bodies (see **Initial Disorientation**, page 13).

If the GM has a clever interpretation of how to make dread work here, consider prompting each PC to make a DC 12 Wisdom saving throw or gain 1 level of dread that lasts until the end of their first combat as yithians, at which point they become unsettlingly comfortable with their bodies.

security. I am the only member of my faction who has been able to get a position here. With more time, we might be able to infiltrate the facility, but as I said, this will activate tomorrow. Regrettably, bringing you here was our best option. Getting in is the hardest part, and you... are in."

- ◇ **How do we get back to normal?** "When you have retrieved the demolition charges and placed them at the psionic amplifier arrays, return here and I will swap your minds back to your proper bodies. Not before."
- ◇ **What if we die?** "Then you will be dead. If you die in this body, your... what you might call a *soul* will pass on. Your old body will go on living, just not with your mind. I strongly advise you not to die."
- ◇ **Do you realize how horrifying this is?** "I hadn't considered it, nor do I particularly care. Your minds are fragile, but no doubt they will repair themselves. It is a commendable trait of your lesser species."
- ◇ **Aren't we at the mind swap machine now? Let's just destroy it.** "We are in one of several mind swap chambers right now, but even if we destroyed those, they could be rebuilt. If we destroy the entire facility, we will set the mind swap project back by months. I calculate that we have insufficient materials to build another facility at this scale. This will stop the flow of sacrifices to Gehir *and* force him to restore another area of our ancient city, giving my faction another chance to seize control."
- ◇ **Why can't you do it?** "I do not have the security clearance to get into those areas. Even if I tried, I am one against many. You are *many* against many. You will go out, obtain the charges, plant them at the arrays, and return here. I will coordinate things from here and operate the mind swap machine when you get back."
- ◇ **Why should we trust you?** "You should not trust me, you should obey me. I'm the only one who can return you to your bodies. But you must know

that I am as opposed to Gehir as you are. For the moment, our goals are aligned.”

- ◇ **Security?** “This is a secure facility. Guards are posted throughout the building and make frequent patrols. Many doors are restricted and require certain badges to open. The individuals whose bodies you are inhabiting have violet security clearance, but you may be able to obtain higher security badges within the facility.”
- ◇ **How will we deal with the language barrier?** “Your inability to speak our language or use telepathy will be a liability. You may be able to get by with any telepathic spells you might have, but I recommend you avoid interacting with others as much as possible.”
- ◇ **Why don't you just mind swap with Gehir and end this?** “Gehir is protected by some outside force, possibly Yig himself. This protection seems to extend to the serpent-folk around him as well. Our scanners have been unable to penetrate his fortress at Serpent's Head.”

COMMUNICATION

Xuxuxlu can communicate with the characters via a psionic communication chip that he implanted in their yithian bodies. This functions as the *telepathic bond* spell, except that the duration is permanent. The chips also allow Xuxuxlu to monitor the characters' locations within the facility. He can tell them some information about violet areas of the map, little information about orange areas, and nothing about black areas.

BALDRIC-BELTS

Yithians do not wear clothing, but some of them wear a utilitarian accessory called a baldric-belt that allows them to carry objects on their persons. This is simply a leather belt that fits around the yithian's midsection, attached to a second leather strap that wraps diagonally across their torso, passing over what could almost be considered a shoulder between one of the creature's arms and its headstalk. Many items (including security badges, grenades, and yithian potions) are designed to clip onto a baldric-belt. The belts often have small satchels attached to them to carry even more small objects and holsters for weapons. Most yithians in this facility will be wearing baldric belts.

The yithians whose bodies the PCs are inhabiting all had baldric-belts with violet security passes clipped to them. If the PCs have not already asked, Xuxuxlu will helpfully point these out as they prepare to leave the mind swap chamber.

PLAYING AS YITHIANS

The characters will be inhabiting yithian bodies for this entire chapter of the adventure. Aside from the mechanical effects detailed below, this will take some getting used to. Yithians grab large objects like weapons with their claws, but they can also grab smaller objects with their “head” tentacles, which are used for fine manipulation. They eat and consume potions through the feeding tubes of their “second head.” They glide across the floor on a slug-like foot rather than teetering on two articulated legs. Their molloscooid blood runs bluish-purple with hemocyanin, unlike mammals' hemoglobin-rich red blood. Encourage the players to experiment with their new bodies.

The characters have none of their weapons, armor, equipment, or magic items. For spellcasters, this includes spellbooks, spellcasting foci, and component pouches. This may make spellcasting difficult until suitable replacements are found.

INITIAL DISORIENTATION

At first, the PCs are disoriented in their yithian bodies. Until the end of their first combat as yithians, they have disadvantage on attack rolls and ability checks. This is independent of any dread effects they may be suffering.

MECHANICAL CHANGES

The characters' statistics and abilities are affected in the following ways while in a yithian body:

Hit Points and Hit

Die. You have 126 hit points and a pool of 12 hit die (d10s).

Armor Class. Your armor class is 16 (13 + your Dexterity modifier). You retain any armor

class related abilities that derive from your spirit or training, such as a barbarian's or monk's Unarmored Defense, but not those deriving from physical attributes like a draconic bloodline sorcerer's Draconic Resilience.

Speed. You have a speed of 20 feet and a climb speed of 10 feet.

Ability Scores. You have the physical ability scores of a yithian: 25 Strength, 16 Dexterity, and 20 Constitution. You retain your mental ability scores.

Proficiencies. You retain your proficiency bonus and all your proficiencies in weapons, armor, saving throws, skills, and tool kits. In addition, you are proficient with the yithian's pincer attack and with all attack rolls made with yithian technology, such as lightning guns.





Damage Resistances and Immunities. You gain resistance to acid and fire damage, plus bludgeoning, piercing, and slashing damage from nonmagical attacks. You lose any other resistances or immunities you would normally have.

Condition Immunities. You retain immunity to any condition you are normally immune to.

Senses. You gain blindsight and darkvision out to 60 feet.

Type. You count as an aberration and a yithian for the purposes of spell effects and magic items.

Languages. You retain any languages you can normally speak. Being in a yithian body does not grant you any knowledge of the Yithian or Aklo languages, nor does it allow you to use yithian telepathy.

Spellcasting. You retain any spells you had prepared and any innate spellcasting abilities you had. You can perform the verbal and somatic components of a spell just as easily in a yithian body as you could in your regular body, though you will have to procure the material components. You do not gain a yithian's innate psionic spellcasting abilities.

Special Abilities. You retain any race- or class-based abilities, including extra attacks, unless the GM rules that such an ability would be impossible in a yithian body. You also retain any applicable bonuses or abilities from feats and backgrounds. You do not gain a yithian's Amnesia, Mind Swap, or Multiattack abilities.

Attacks. You gain the following attack:

Pincer. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 20 (3d8 + 7) bludgeoning damage. If you score a critical hit with this attack, it inflicts triple the normal damage, rather than double.

EXPLORING THE YITHIAN FACILITY

This building is a massive trapezoidal block of dark, solid stone. Its hallways are smooth, seamless, and polished to a glossy finish. Because yithians are much larger than humans, their buildings are constructed on a far grander scale. Rooms and hallways all have 20-foot ceilings unless otherwise noted.

Many walls feature fixtures or panels of gleaming, un tarnished silver or a brassy metal with a slight rainbow sheen, often with buttons, switches, dials, or glowing crystal lights. What furniture there is—mostly tables, as the conical, legless yithians require neither beds nor chairs—is mainly carved from stone or from one of the aforementioned metals. Illumination is provided throughout the building by circular panels in the ceiling that emit a diffuse blue-green light. These light fixtures are seemingly made of the same stone as the walls themselves and are just as hard.

Alarm Consoles. At strategic points throughout the facility (marked **a** on the map) are metal panels

featuring a single button covered with an orange glass box. Any adjacent creature can smash the glass and press the button as an action. Pressing the button triggers the alarm (see **Alarm** below). Once triggered, the alarm can only be turned off from a console in the general's office or quarters (Areas N and S). The console is an object with AC 10 and 10 hp. If the alarm console is directly damaged (not just caught in an area of effect), roll 1d6 to determine the result:

d6	Result
1-2	no result
3-4	alarm triggered
5-6	alarm console disabled

Computer Consoles. At certain locations throughout the facility (marked **c** on the map) there are metal plates set into the walls at the height of a yithian head. These feature a hood-shaped indentation filled with black glass above an array of seven holes. These are computer consoles. A yithian who places their head in the hood and inserts seven of their face-tentacles into the holes can navigate the computer's system of electronic records and information with a combination of tentacle movements and telepathic commands. The PCs in unfamiliar yithian bodies will have less success in navigating the computer systems, but they might be able to call up some information by making a concerted effort. A PC can attempt to use a computer console by thinking about what information they want and making a DC 10 Intelligence (Arcana) check, gaining advantage on the check if they employ any form of magical telepathy. On a failure, they take 1d10 psychic damage. On a success, they can gain limited information on the subject they were inquiring about, as follows:

- ◇ **Map Console.** This console displays a simple map of the facility, including a dot marking the character's location. Rooms are labeled in Yithian. Secure areas are color coded by security clearance level.
- ◇ **Magic Console.** This console displays information the yithians have collected about magic. It is all in Yithian, but a spellcaster that normally uses a spellbook can glean enough information from the flashing glyphs that they can spend one hour at the console to prepare their spells as if using their own spellbook. They can also attempt to prepare a spell that is on their class list but not in their spellbook, assuming they can cast spells of that level, by succeeding on an Intelligence (Arcana) check with a DC equal to 10 + the spell's level.
- ◇ **Medical Console.** This console displays a simple map of the facility with a red dot marking the character's location and the Med Bay (Area O) flashing in blue.
- ◇ **Psionic Amplifier Array.** This console displays a simplified map of the facility with the psionic amplifier arrays appearing as highlighted yellow pillars running up the four corners of the building.

It also displays a detailed schematic of the arrays with notes that would be unintelligible even if the character could read Yithian.

- ◇ **Scanner Console.** This console displays a simple map of the facility with the character's location marked in red and the location of the scanner room marked in flashing yellow.
- ◇ **The Great Old Ones.** Instead of a standard interface, this console floods the user's mind with strange sensations, unplaceable images, and a sense of inevitable doom. The interfacing character must make a DC 15 Wisdom saving throw, gaining 1d3 levels of dread and a phobia of the dark on a failure, or only one level of dread on a success. If they gain the phobia, they constantly fear horrible cosmic creatures looming out of dark rooms or hallways. Either way, the character becomes proficient in the Yog-Sothothery skill.

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

Some doors are restricted to certain security clearances. These doors are marked with a stripe of the color corresponding to the level security clearance, and they only open when they detect the appropriate security badge. On the map, these doors are marked with a letter corresponding to their security level: **v** for violet, **o** for orange, **b** for black.

Each door is made of 5 inches of solid metal. They have AC 19, 40 hit points, and a damage threshold of 10. They are resistant to fire and lightning damage and immune to cold, poison, and psychic damage. Prying open a door requires a successful DC 27 Strength check. Dealing 20 or more total damage to a security door triggers the alarm (see **Alarm** below).

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

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

Security Badges. These are metal disks set with a colored, intricately faceted gemstone. Yithians working in this facility pin these badges to their belts or baldrics so they can be read by the various security doors. There are three levels of security, each with their own color. Higher level security badges also unlock all the lower security levels.

Color	Clearance Level	Gem
Black	Administrator	Black diamond (carbonado)
Orange	Guard	Orange topaz
Violet	Scientist	Amethyst

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

OTHER YITHIANS

Yithians within the facility do not expect mind-swapped prisoners in yithian bodies to be wandering around, so they will assume that the PCs are yithians. Yithians tend to greet each other in the Yithian language, moving to telepathy for more in-depth conversations or to convey complex ideas. Since the PCs do not speak or understand the Yithian language and cannot respond to telepathic messages, this can lead to trouble. Some yithians might assume that the PCs seemingly ignoring them are rude or busy. Yithian guards are more likely to become suspicious, especially if the PCs ignore demands to stop or identify themselves. A suspicious yithian will make a Wisdom (Insight) check contested by the character's Charisma (Deception) check, then follow up with *detect thoughts* if their suspicions aren't allayed. If the yithian's suspicions are confirmed, they will rush to the nearest security point to trigger the alarm (see **Alarm** below) and engage in combat if necessary, under the assumption that the PCs are infiltrating resistance members.

DANDELION

At some point when the characters are alone, **Dandelion** will appear to the characters. She explains that she coordinated with Xuxuxlu to arrange this mind swap. She didn't tell the PCs beforehand, because it would be more amusing this way. She explains that the NPCs (or a pair of Martian Dreamlands cats) will stand guard over the PCs' paralyzed, yithian-infested bodies until they swap back into them. She also asks the PCs to undertake another mission while they are here, a mission Xuxuxlu doesn't know about. She asks them to find some yithian scanning technology and use it to locate the nohestan.

If the characters haven't heard of the nohestan yet, either from the mind-swapped serpentfolk in Area G2



or from their research in *The Pnakotic Manuscript*, Dandelion explains that, while performing some espionage, she heard the name come up in association with Gehir's plans to summon Yig. After explaining all of this, Dandelion will vanish around the same corner she emerged from.

ENCOUNTERS

Most of the encounters in this facility will be with other yithians, oftentimes with a different selection of weapons and equipment than the standard yithian stat block. Below, you will find explanations of several different yithians with alternate weapons and equipment that will be referenced in the room descriptions in this chapter, including yithian scientists, guards, elite guards, and soldiers. Aside from the lightning gun (seen in the **past yithian** stat block, *SPCM* 398), rules for all these weapons and technological items can be found in Appendix C.

While in the facility, the GM may be asked to roll for a random encounter, with certain rooms specifying different dice depending on what encounters are likely to occur in that location.

Unless otherwise stated, these rolls are made upon first entering the room, and once more for each subsequent hour spent in that location. Regardless of the die, all these rolls are made on the same table below. For hallways, roll 1d6+1. Generally, 1d6+1 or 1d8 are rolled for less dangerous areas, 1d10 or 1d10+6 for more dangerous areas, and 1d20 when the entire facility is on alert.

STAR VAMPIRE

This encounter only occurs if the star vampire from Area P has escaped, otherwise treat this as a no encounter result. The first time this encounter is rolled, the PCs stumble across the slumped over corpse of a yithian scientist, limp but still standing. A successful DC 12 Wisdom (Medicine) or Intelligence (Investigation) check

Mind Swap Facility Encounters

Roll	Encounter
1-5	No encounter
6	1d4-1 (minimum 1) yithian scientists
7-8	1 yithian guard
9	2 yithian guards
10	1 yithian elite guard
11-15	No encounter or star vampire (see text)
16-17	1 yithian elite guard and 1d2 yithian guards
18-19	1 yithian soldier
20	1 yithian soldier and 1d2 yithian elite guards

reveals that the corpse is covered in strange, suppurating wounds and is drained of blood. The second time this encounter is rolled, it will be a **star vampire** (*SPCM* 379), which stalks the PCs and then attacks them, fleeing if badly wounded. The star vampire has adapted to hunting yithians and is invisible even to their Blindsight.

Each subsequent time this result is rolled, alternate between these two options until the star vampire is killed; afterward, treat this as a no encounter result.

YITHIAN SCIENTIST

This is a **past yithian** (*SPCM* 398) that is not armed with a *lightning gun* (*SPCM* 126). If a yithian scientist becomes suspicious of the PCs, they will likely attempt to summon a guard, running for the nearest alarm console if attacked. Yithian scientists are not eager combatants, but they will fight if necessary. Each yithian scientist wears a violet security badge.

YITHIAN GUARD

This **past yithian** (*SPCM* 398) is armed with a *lightning gun* (*SPCM* 126) and an *electro-glaive* (page 79) and is wearing a *force field projector*. If they become suspicious of the PCs, they will attempt to verify their suspicions, then apprehend or attack them. If overpowered, they will retreat to the nearest alarm console.

Each yithian guard carries 1 *recharge cell* (page 81) and 1 *stun grenade* (page 81) and wears an orange security badge.



YITHIAN ELITE GUARD

This **past yithian** (SPCM 398) is armed with a *lightning gun* (SPCM 126), a *singularity projector* (page 81), and a *psionic lash* (page 81). They are armored with an adaptive shield array. Their CR becomes 12 (8,400 XP).

Each yithian elite guard carries 1 *recharge cell* (page 81) and 2 *stun grenades* (page 81) and wears an orange security badge.

YITHIAN SOLDIER

This **past yithian** (SPCM 398) is armored in a *yithian panoply* (page 82), granting them AC 20 and resistance to lightning damage. They carry a *matter disruptor* (page 80) and a *lightning gun* (SPCM 126). Their CR becomes 12 (8,400 XP). A yithian soldier opens fire at the slightest provocation.

Each yithian soldier carries 2 *recharge cells* (page 81), 2 *force grenades* (page 80), 1 *potion of superior healing*, and wears a black security badge.

ALARM

A screeching horn sounds and the lights in the building dim to a dull orange. Xuxuxlu's voice in your mind says, "What have you fools done now? That's the security alarm. Hurry it up. My allies in the resistance will erect a barrier around the building, but it can only hold for so long. Plant those explosives and get back here before we're swarmed by security forces!"

If the alarm is triggered, all doors in the facility lock, requiring an orange or higher security badge to open, except the doors to outside (including doors to the gardens) which now require a black security badge to open. All grav chutes default to downward travel, and only creatures wearing an orange or black security badge can travel upwards (the chutes can still be climbed up). The lights in the facility dim to a dull orange color.

When the alarm is triggered, members of the yithian resistance coordinating with Xuxuxlu activate a shield around the entire building to keep additional yithian security forces from entering. This shield is powered by yithian technology and functions as a gigantic *wall of force*. Xuxuxlu stresses that this is only a temporary measure and that the characters must hurry because the security forces will soon find a way to breach the shield.

Once the alarm goes off, all random encounter rolls are made with a d20. Yithian scientists encountered will be swiftly making their way to the exits and are unlikely to bother the PCs.

THE FACILITY

A. MIND SWAP CHAMBERS

The walls of this room are lined with cylinders of glass and metal, identical to the machines you emerged from earlier. Twisting tubes fill the empty space like vines in a dense jungle, and glowing nodes blink like fireflies in the morass of strange technology. What looks like a metal writing desk covered with knobs, plates of glass, and glowing crystal studs stands in place of one of the cylinders.

There are six such mind swap rooms within this facility, containing a total of 90 cylindrical mind swap machines. Each mind swap machine can hold one yithian and all are controlled from the room's single control console. Using information relayed from the scanning room (Area R), the operator at the control console can direct the mind-swap of up to twenty yithians at once. The workings of the console are completely indecipherable to the PCs.

AI. XUXUXLU'S MIND SWAP CHAMBER

This is the room that the characters have been mind-swapped into. Xuxuxlu stands at the control console, where he will track the PC's progress and keep in touch with them via psionic communication chips. The characters can return to this room in order to take short rests; Xuxuxlu is authorized to be here and he can assure any visiting guards that everything is under control as long as the PCs are resting inside the mind swap machines.

Treasure. The only useful pieces of equipment to be found here are the baldric-belts of the yithians whose bodies the PCs are inhabiting, each of which has a violet security badge clipped to it.

A2 – A6. OTHER MIND SWAP CHAMBERS

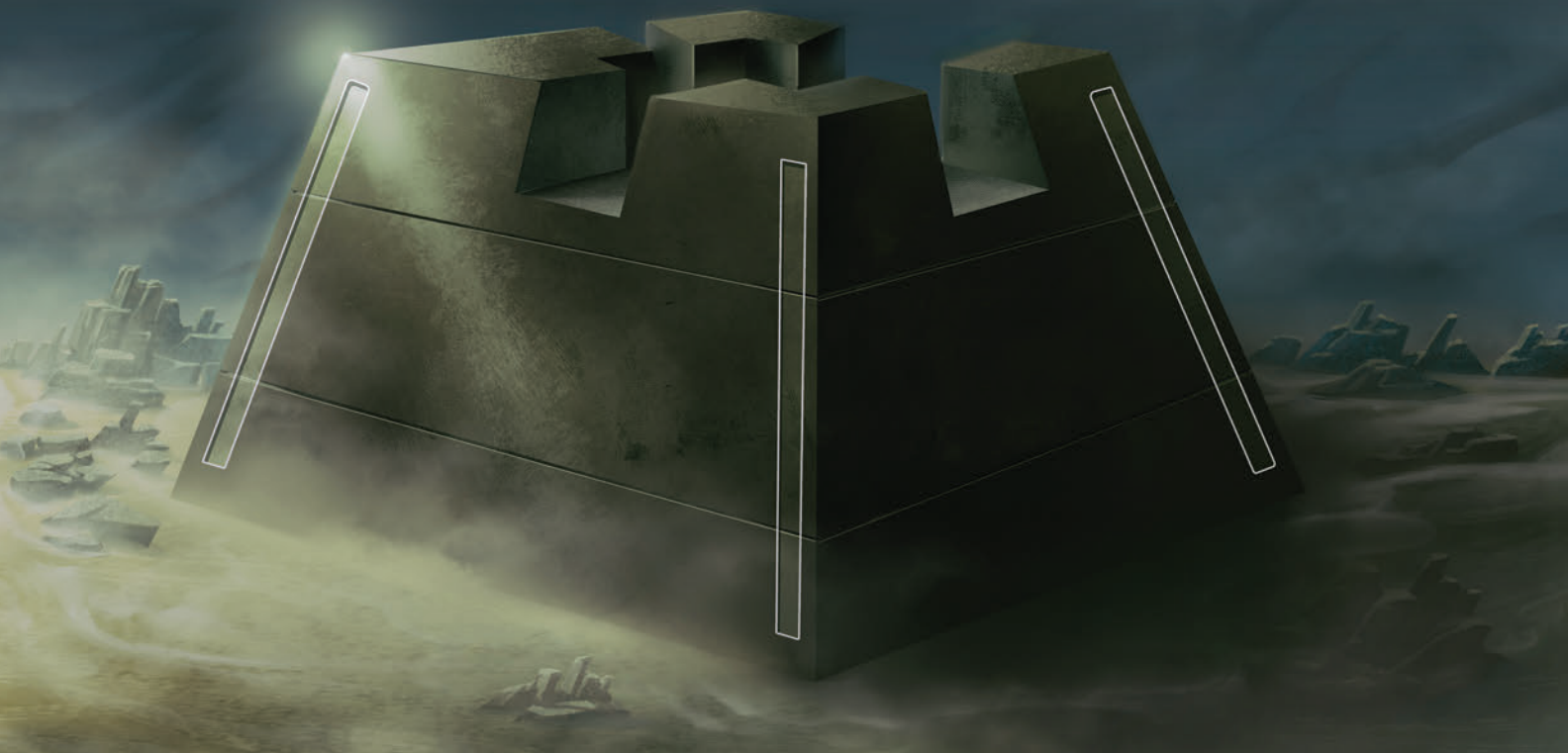
The other mind swap chambers are unused but ready to be activated the following day when the mass mind swap project begins.

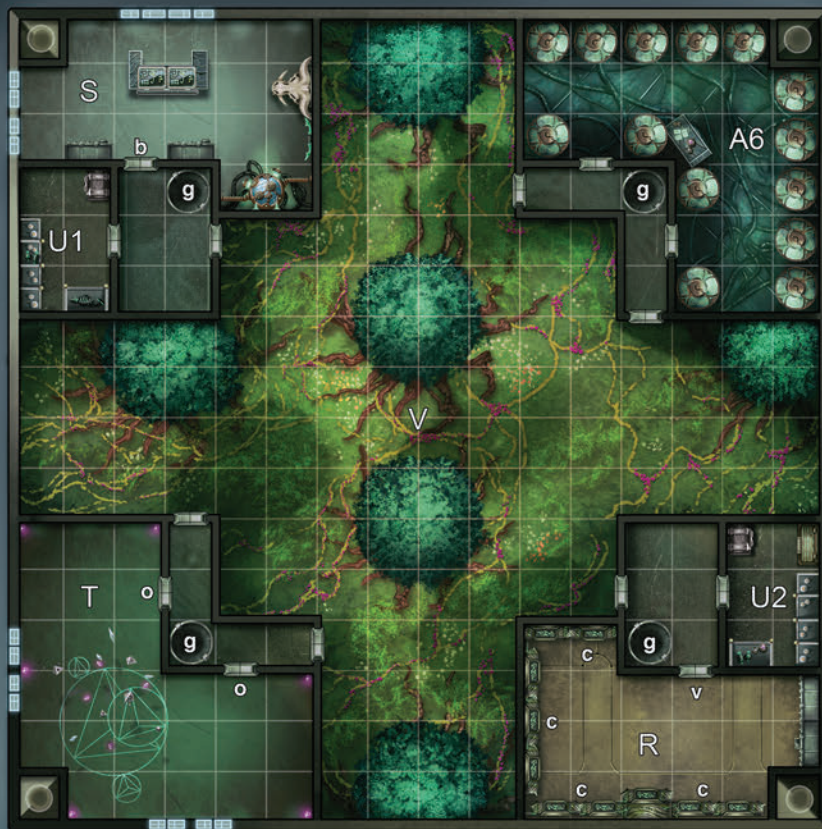
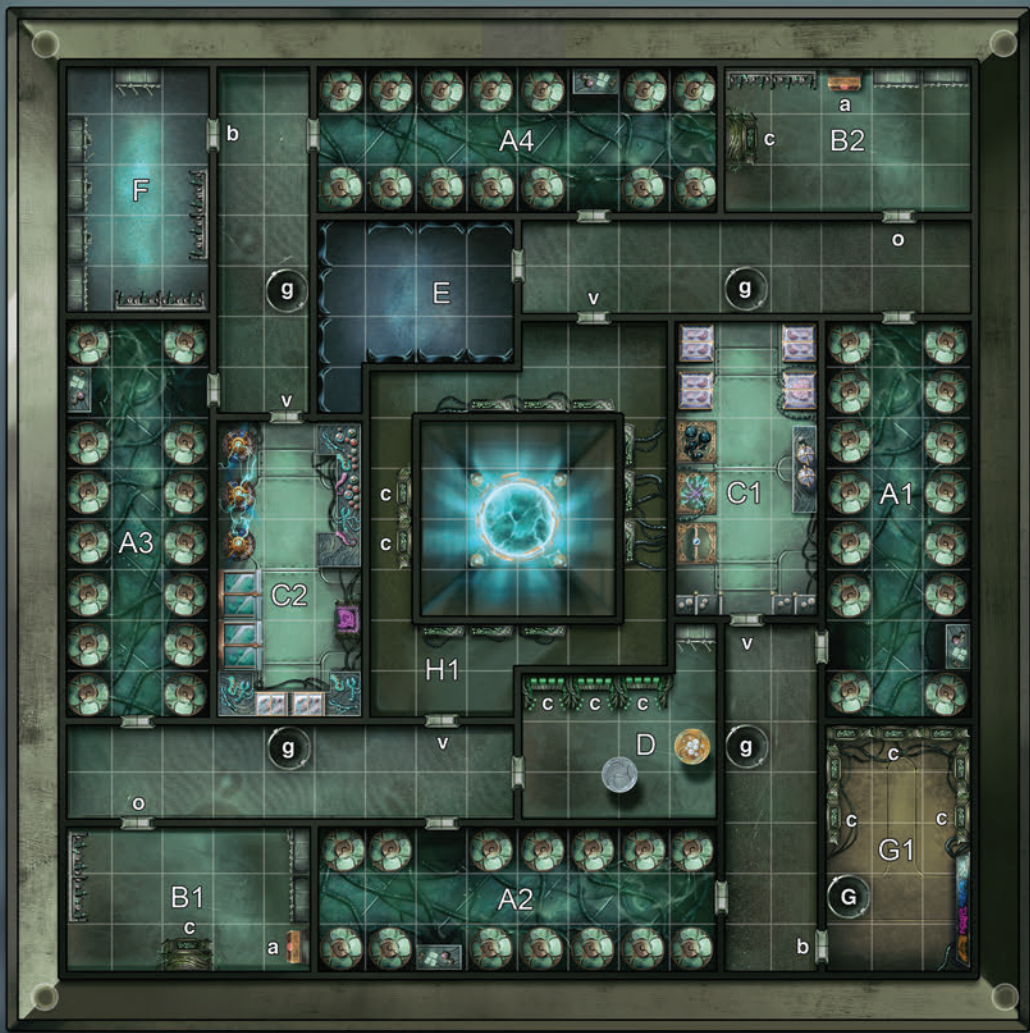
Creatures. Roll 1d8 on the random encounters table.

Psionic Amplifier Array. In Area A6, the column of the psionic amplifier array is contained within a square casement in the corner of the room. A panel can be pried off to gain access to the silver column of machinery within.

B. SECURITY OUTPOSTS

These austere rooms are security stations where guards gather between patrols. Security outposts typically feature racks of weapons, a computer console, an alarm console, and storage cabinets with emergency supplies.







B1. SECURITY OUTPOST, 2ND FLOOR

Creatures. A single **yithian elite guard** (page 17) occupies this room. For each hour the PCs spend here, roll 1d10+6 on the random encounter table.

Treasure. There are 3 *lightning guns* (SPCM 126) and an *electro-glaive* (page 79) in a rack on the wall. A wall cabinet holds 2 *potions of greater healing*, and a second wall cabinet holds 2 *stun grenades* (page 81).

Psionic Amplifier Array. The psionic amplifier array runs up the corner of the structure, housed within the stone walls. Characters succeeding on a DC 17 Intelligence (Investigation) or Wisdom (Perception) check find the edges of a removable access panel. If the panel is pushed inward with force, it will unlatch and protrude from the wall, allowing anyone to take it off the rest of the way and gain access to the array housed within.

B2. SECURITY OUTPOST, 2ND FLOOR

Creatures. A single **yithian guard** (page 16) occupies this room. For each hour the PCs spend here, roll 1d10+6 on the random encounter table.

Treasure. There are 2 *lightning guns* (SPCM 126) and 2 *electro-glaives* (page 79) in a rack on the wall. A wall cabinet holds 2 *recharge cells* (page 81), and a second wall cabinet holds 1 *stun grenade* (page 81).

Psionic Amplifier Array. The psionic amplifier array runs up the corner of the structure, housed within the stone walls. Characters succeeding on a DC 17 Intelligence (Investigation) or Wisdom (Perception) check find the edges of a removable access panel. If the panel is pushed inward with force, it will unlatch and protrude from the wall, allowing anyone to take it off the rest of the way and gain access to the array housed within.

B3. SECURITY OUTPOST, NORTH ENTRANCE

The security outposts at the north and south entrances serve the guards who stand watch over the entrances. In addition, the north entrance security outpost is connected to the brig (Area M) where yithian prisoners are held for disciplinary purposes.

Creatures. 1 yithian elite guard and 1 yithian guard occupy this room. For each hour the PCs spend here, roll 1d10+6 on the random encounter table.

Treasure. There is 1 *lightning gun* (SPCM 126) and 1 *electro-glaive* (page 79) in a rack on the wall. A wall cabinet holds 2 *potions of superior healing*, and a second wall cabinet holds 1 *recharge cell* (page 81) and 2 *stun grenades* (page 81).

B4. SECURITY OUTPOST, SOUTH ENTRANCE

Creatures. 1 **yithian elite guard** (page 17) and 1 **yithian guard** (page 16) occupy this room. For each hour the PCs spend here, roll 1d10+6 on the random encounter table.

Treasure. There are 2 *lightning guns* (SPCM 126), 1 *electro-glaive* (page 79), and 1 *singularity projector* (page 81) in a rack on the wall. A wall cabinet holds 2 *potions of superior healing*, and a second wall cabinet holds 1 *recharge cell* (page 81) and 2 *stun grenades* (page 81).

C. LABORATORIES

This room looks like the nightmare of a mad wizard. Flashing crystals line the walls, lightning jumps along coils of copper, strange glyphs of magenta and yellow scroll across lenses of black glass, and lumps of alien flesh slowly writhe in fluid-filled vitrines.

Yithian laboratories feature all sorts of strange experiments and devices. Xuxuxlu advises the PCs not to touch anything unless absolutely necessary.

Treasure. Given a successful DC 15 Intelligence (Investigation) check or 10 minutes of searching in any lab, there is a 1 in 2 chance of finding any given spell components a character needs for one of their spells, so long as those components have a value of less than 1 gp.

CI. PSIONICS LAB

The counter space of this lab is cluttered with crystals and strange metal devices of unknown purpose. Along one wall, brains of strange provenance float in tanks of viscous fluid, occasionally twitching.

The assorted items include: a collection of spherical crystals filled with tiny star-like motes of light; a branching crystal which pulses with light, hooked up to a system of wires; a smooth, silver object roughly the shape of a chess pawn that creates a tingling sense of unease when touched; a rod of gold, about 2 feet long, with a core of blue crystal; and an empty cylinder of glass and metal like the ones that the brains are floating in.

One of the brain jars contains a massive lump of brain in the rough shape of a rounded cone. It has metal plates attached to parts of it, and wires plugged into holes inside the tank. A successful DC 20 Wisdom (Yog-Sothothery) check reveals that this is a yithian brain. Another tank contains a five-lobed brain with wires coming out of only one of the lobes. A successful DC 20 Wisdom (Yog-Sothothery) check reveals that this is an Elder Thing brain. Three more tanks contain what appears to be a bisected human brain, a long brain tapering at both ends, and an incredibly small brain connected by wires and metal sheathing to a larger brain. The final brain cylinder in the row is covered by a black cloth. Under the cloth, a human brain floats in a tank. There are three small metal objects lying next to it which look like they could fit into sockets in the tank.

Creatures. Roll 1d6+1 on the random encounters table. The brain under the black cloth is a **sorcerer brain cylinder** (SPCM 284). The three metal objects lying nearby are its *sensory machines: basic sense (hearing), basic sense (sight), and speech*. If all three are plugged in, the brain cylinder, driven mad by its captivity, will begin attacking any creatures it can see. The brain cylinder knows the following sorcerer spells:

Cantrips (at will): *acid splash, dancing lights, fire bolt, mage hand, prestidigitation*
1st level (4 slots): *color spray, magic missile, thunderwave*

2nd level (3 slots): *gust of wind, shatter*

Treasure. Characters proficient with the Arcana skill can tell that the crystal orbs and the rod of gold and crystal can function as arcane foci. The empty tank is a *faulty brain cylinder* (SPCM 123). Characters who succeed on a DC 15 Intelligence (Investigation) check or spend 10 minutes searching find a *potion of clairvoyance* and a *potion of mind reading* in a cabinet under the counter among some empty yithian potion bottles.

C2. BIOLOGICS LAB

The counter space of this lab is covered with severed body parts bristling with wires and metal studs, vials of blood and other fluids, and twitching muscles in glass cases. Some black device projects lifelike anatomical diagrams of various species in pink light into the air above it. In one corner, a humanoid corpse, heavily augmented with metal parts, sprays the floor with a green mist and then flashes a beam of dark purple light.

The anatomical diagram machine is a computer that projects holograms. It is currently cycling through a number of species including yithians, Elder Things, serpentfolk, humans, elves, dwarves, goblins, and velociraptors, showing (as applicable) their muscular systems, skeletons, vascular systems, and nervous systems.

Creatures. Roll 1d6+1 on the random encounters table. Posted in this lab is a **re-animated laborer** (SPCM 359) with the sterilizer variant action and the explosive variant trait, except its explosion deals acid damage instead of fire. The corpse has metal joints fastened to its biological ones, its left arm has been replaced with a grasping claw, and its right arm has an acid-sprayer connected via a rubber hose to a tank of acid where its lungs should be. A single metal and black



glass lens has been plugged into both its eye sockets, while its mouth has been replaced with an ultraviolet light. Despite its fearsome appearance, the laborer is not a guard and will not attack unless it is attacked first.

Treasure. One of the vials of fluid on the counter is *formless spawn residue* (SPCM 120). Characters who succeed on a DC 15 Intelligence (Investigation) check or spend 10 minutes searching find a *potion of lightning resistance* and a *potion of invisibility* in a cabinet under the counter among some empty yithian potion bottles.

C3. TECHNOLOGY LAB

Much of this laboratory space is taken up with large, clunky machines with spinning parts and flashing lights. Electricity arcs between antennae seemingly at random. Flashing screens display unparseable data. One of the hooded machines that Xuxuxlu calls a computer console is attached to a large machine covered with pipes and several metal tanks.

The technology lab is where yithian scientists and engineers collaborate to push the bounds of technology. Most of the machines within are worthless to the PCs, but the machine with a computer console attached is an autoforge.

Autoforge. The autoforge is essentially a 3D printer for metal objects. It is controlled with a specialized computer console which uses psionic circuits to interpret the thoughts of the user, translating mental images into a 3D model which is displayed on the console screen. Once the user is satisfied with the model, they can order the autoforge to forge the object. The autoforge can create any object that fits within a four-foot cube, using any combination of the following metals: lead, copper, tin, steel, silver, gold, and tungsten. It stores 50 pounds of each metal in heated tanks mounted to the top of the machine. The object created can have only simple moving parts, such as a pin-hinge, not complex mechanisms like a lock. The autoforge takes one minute to create an object, which it dispenses from a hatch on its side when complete.

Creatures. Roll 1d8 on the random encounter table.

Treasure. Scattered across the work benches are 4 *recharge cells* (page 81), a *stun grenade* (page 81), and a *lightning gun* (SPCM 126) with 6 charges left. Characters who succeed on a DC 15 Intelligence (Investigation) check or spend 10 minutes searching find a *heat pistol* (page 80) and a *bead of force* in a cabinet under the counter. If a character requires a spellcasting focus (other than a druidic one), they can use the autoforge to design and create a makeshift one.



D. RECREATION ROOM

There is little of interest in this sparsely furnished room. A bank of computer consoles line one wall. A tall silver table stands empty, and another made from brass holds a cluster of hovering spheres that slowly revolve around each other (this is a decoration; the spheres fall inert if removed from their orbits, returning to motion if replaced). A cabinet contains 24 tins of powdered meat infused with minerals (yithian rations).

Creatures. This room is empty when first encountered. For each subsequent hour, roll 1d8 on the random encounter table.

E. RESTING ROOM

This room is dark and empty, seemingly lit only by dim purple lights even to your yithian darkvision. A constant low sound reminiscent of rushing wind suffuses the air.

This is a resting room, where yithian workers can catch some sleep. The strange lighting and white noise interfere with a yithian's darkvision, blindsight, and telepathy, creating a restful environment. The area is heavily obscured to blindsight and darkvision, and telepathy and the *detect thoughts* spell do not function in this room.

Creatures. Roll 1d6+1 on the random encounter table. Any scientists in the room when the PCs enter are sleeping.

F. BARRACKS

This austere room appears to be some kind of barracks or armory for yithian soldiers.

Creatures. The 2 **yithian soldiers** (page 17) in this room will be immediately suspicious of any strangers entering the room and will pursue them out into the hallway if they retreat.

Treasure. A rack on the wall holds 4 *lightning guns* (SPCM 126), 4 *heat pistols* (page 80), and a *force field projector* (page 79). One cabinet holds 6 *recharge cells* (page 81), a second holds 3 *force grenades* (page 80), and a third holds 2 *potions of greater healing* and 2 *potions of superior healing*.

Psionic Amplifier Array. The psionic amplifier array runs up the corner of the structure, housed within the stone walls. Characters succeeding on a DC 17 Intelligence (Investigation) or Wisdom (Perception) check find the edges of a removable access panel. If the panel is pushed inwards with force, it will unlatch and protrude from the wall, allowing anyone to take it off the rest of the way and gain access to the array housed within.

G. INTELLIGENCE OFFICE

This chamber is the headquarters of one of many yithian intelligence gathering operations. It is spread across two floors with a private grav chute running from the analysis bank down to the interrogation chamber.

G1. ANALYSIS BANK

The walls of this dimly lit room are covered with computer consoles and large windows of black glass displaying yithian glyphs and strange diagrams. Directly to the left of the door stands the hollow cylinder of a grav chute leading downwards. One of the consoles is occupied by a yithian who seems wholly engrossed in their work. Two other yithians, armed and armored, are busy poring over some aspect of what is being projected on the great screen before them.

This is the analysis bank, where data collected from countless mind swaps and other intelligence gathering missions are compiled and analyzed. In addition to the normal functions of a computer console, the consoles here can be used to access and remotely operate the scanner in the Scanning Room (Area R). Unlike the three-story grav chutes elsewhere in the facility, the grav chute in this room has no control buttons: it simply leads between G1 and G2.

Creatures. 1 **past yithian** (SPCM 398) is working at a computer console facing away from the door. He is completely engrossed in his work and insensate to the world outside of his console; he will not leave it unless he is attacked. If attacked, he will withdraw from the console, revealing that his eyes have been replaced with cybernetic prongs that interface specifically with the computer console; he cannot see and lacks darkvision, but he retains his blindsight.

The other two in the room are a **yithian soldier** (page 17) and a **yithian elite guard** (page 17). They are also engrossed in their work, but they will become suspicious if the characters draw attention to themselves in any way.

All three yithians have black security badges.

Psionic Amplifier Array. The psionic amplifier array runs up the corner of the structure, housed within the stone walls. Characters succeeding on a DC 17 Intelligence (Investigation) or Wisdom (Perception) check find the edges of a removable access panel. If the panel is pushed inwards with force, it will unlatch and protrude from the wall, allowing anyone to take it off the rest of the way and gain access to the array housed within. This activity will surely provoke the suspicion of any yithians still in the room.

G2. INTERROGATION CHAMBER

This dark room is hemmed in by walls of whirring machines: metallic black boxes with flashing

lights that let out occasional chirps. In the center is a trio of mind swap machines, one of which is occupied by a restrained yithian which convulses under a scintillating yellow light. Before the machine stands a console with a panel of buttons, one of which is flashing yellow.

The whirring machines along the walls are processing computers which power the computer consoles in the room above. The mind swap machines are used for high-value intelligence gathering which needs to be done in secrecy—in this case, interrogating a mind-swapped serpentfolk warrior.

Mind-Swapped Serpentfolk. The yithian in the mind swap machine has the mind of a serpentfolk warrior. While the yithian is using his body to infiltrate Gehir's fortress, the yithians here are interrogating the serpentfolk's mind. The yellow light is a sort of psionic torture device built into the mind swap machine, rendering the serpentfolk unconscious.

They yellow button on the console turns on and off the yellow light. If the characters press other buttons, they have a random result (roll 1d6: 1 – the prisoner's restraints are removed; 2 – the prisoner is shocked for 1d10 lightning damage; 3 – a blue light paralyzes the prisoner; 4 – the door of the mind swap machine opens/closes; 5 – nothing happens; 6 – the mind of the **past yithian** (SPCM 398) is returned to the body). If the yellow button on the control console is pushed, the yellow light will stop and the serpentfolk will wake up and ask (in the Serpentfolk language), "What do you sssnails want with me now?" The psionic torture affects the prisoner with a compulsion to tell the truth for the 10 minutes upon waking, as if by a *zone of truth* spell. The prisoner is a guard who has been present at several of Gehir's planning sessions. He believes that the PCs are more yithian interrogators and will answer questions they put to him. They can communicate with him in any language that he knows (Aklo, Common, or Serpentfolk). Use the following sample questions and responses as a guide:

◇ **What are Gehir's Plans?** "Gehir wants to restore this land to its perfect primeval state, as it was when we ruled the world. With the help of the Elder Things and you yithians, we plan to conquer the world and spread Gehir's magic across every continent. Soon, we will have the aid of Yig himself."

◇ **How will Gehir summon Yig?** "Gehir knows a ritual to bring Yig into this world. It requires a certain ancient species of snake, and a lot of blood."

◇ **What is this snake you are looking for?** "The nohestan, a giant viper from the time of the dinosaurs. Its scales are made of bronze and its venom is powerful enough to slay a tyrannosaurus. They went extinct long ago, but they used to live in this land, so Gehir's magic will soon bring one back. Our scouts search for it day and night. The last I heard, there had been some promising signs of it in the elven forest."

◇ **What are Gehir's plans for the yithians and Elder Things?** "We need them for now, to conquer the world and restore it to its natural state, but we are not natural allies. Sooner or later we must fight each other, and I am sure—with the aid of Yig—we will prevail."

Creatures. If the characters damage the computers, roll 1d10+10 on the random encounter table. The encounter will arrive in 1d4 minutes. If a no encounter result is rolled, the alarm is triggered instead.





Treasure. A cabinet between two banks of computers contains 2 *recharge cells* (page 81), a *psionic lash* (page 81), and 2 *potions of greater healing*.

Psionic Amplifier Array. The psionic amplifier array runs up the corner of the structure, housed within the stone walls. There is no access panel to the array in this room; characters would need to break through the computer banks and the walls to reach it.

H. POWERPLANT

The center of the lower two floors of the structure is taken up by its powerplant.

H1. UPPER WALK

This room forms a narrow walkway around the perimeter of another room on the floor below. From that room, where yithian workers are busy tweaking strange machines, rises a pillar of glass containing crackling blue energy and surrounded by spinning panels of copper. Occasionally, a bolt of lightning arcs out to a smaller pillar of copper coils in the room below. This upper walkway is unoccupied, lined with consoles, panels of flashing lights, and panes of black glass with shifting glyphs and diagrams.

This is a secondary control and monitoring station for the powerplant. The center of the room is open to Area H3. There are no guardrails around the walkway, to allow yithians to slide over the edge and down the wall on their mollusk feet.

Creatures. There are no yithians in this area when the characters first enter it. For each successive hour, roll 1d8 on the random encounter table.

H2. CONTROL ROOM

This horseshoe-shaped room features many panels of strange instruments and controls, flashing lights, and panes of black glass displaying glyphs and zig-zagging lines. Along one wall stand three open closets; two of them are empty, while one contains a cone of jointed ceramic panels roughly the size and shape of a yithian body. Several yithian scientists work on the panels and controls.

This is the reactor control room. Yithians operating the control panels can shut off or restart the reactor or even initiate remote repairs, causing the core to heal 5 points of damage per round.

Treasure. The cone of ceramic panels is a *yithian panoply* (page 82).

Creatures. There are three **yithian scientists** (page 16) in this room. They are preoccupied with the business of running the reactor and pay the characters little mind unless provoked.

H3. REACTOR

A pillar of glass orbited by whirring panels of copper rises forty feet from the floor to the ceiling of this room. The pillar crackles with energy which occasionally overflows, arcing to one of the four shorter columns of copper coils in a square around it. Yithians covered in protective ceramic armor move through the room adjusting dials.

This is the reactor core of the facility. The 40-foot pillar of electricity rises from the center of the room, and the four 20-foot pillars of copper coils create a 20-foot square around it. Any creatures entering that 20-foot square for the first time or beginning their turn there take 33 (6d10) lightning damage as a bolt of blue energy arcs out from the core. The core itself is an object with an AC of 17, 50 hp, resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks, and immunity to cold, fire, lightning, poison, and psychic damage. If the core takes 5 or more points of damage, one randomly selected creature each round in Areas H1 and H3 takes 33 (6d10) lightning damage at the start of its turn.

Development. If the pillar is destroyed, the power shuts off in the facility. When emergency power (from an external source) comes on in 1d4 rounds, the alarm also goes off. If the power goes off, the star vampire in Area P escapes.

Creatures. Working in the reactor are two **past yithians** (SPCM 398), each wearing a *yithian panoply* (page 82). They pay no attention to characters moving through area H1 above them but become suspicious of anyone entering area H3.

I. SINGULARITY CORE

At the center of this room is a sphere of nothingness, blacker than anything you have ever seen. Your eyes instinctively reject its dimensionless form. You know it must be a sphere because of the metal bands encircling it equatorially and meridionally, but light finds no purchase on its blackness, revealing nothing of its contours. It looks from every angle to be a perfect circle excised from reality.

This room is the singularity core, a laboratory where a gravitational singularity has been harnessed to power some of the yithian technology found within this facility. This device is a separate entity from the reactor core in Area H2. It does not provide electricity to the facility, but some other kind of energy. If asked, Xuxuxlu says he is unable to find the words in the PCs' primitive language to explain its function, and attempting to convey the concepts mentally runs the risk of damaging their minds. Aside from the singularity, there is little else in this large room; only a few cabinets, countertops, and computer consoles.

The singularity is an immobile *sphere of annihilation*. It is held in place by the metal bands that wrap around it, drawing from it some form of energy.

Creatures. A single **yithian scientist** (page 16) is operating a computer console in this room.

Treasure. One cabinet contains 2 *singularity projectors* (page 81). Another contains an oddly shaped panel of black glass with a rubbery seal around it and an adjustable strap. This is a pair of yithian goggles, though their blackness is unusual. If worn, the character can see nothing with their normal vision or darkvision except a faint halo of pale green light around the singularity. Characters examining the singularity closely can see faint wisps of this energy being drawn into the metal bands around the sphere. A similar halo appears around a micro-singularity fired from a singularity projector. Through some unintended quirk of the lens, these goggles also allow the wearer to see invisible creatures.

J. ARMORY

This room is filled with enough equipment for a small army of yithians. Strange pieces of technology are arrayed in racks upon the walls, yithian lightning guns and other mechanical weapons. Two more doors, one of them banded with black, hint at other secrets to be uncovered.

Orange security doors lead to the hallway and to the simulation room (Area K). The door to the simulation room has a panel with 7 buttons next to it, each labeled in yithian glyphs. The buttons select what simulation the characters encounter in Area K: 1 – mi-go; 2 – Elder Things; 3 – hunting horror; 4 – dark young; 5 – flying polyps; 6 – shoggoth. The seventh button ends any simulation in progress and unlocks the door.

When the characters find the 3 demolition charges, Xuxuxlu reminds them that they need 4, and suggests there might be more in the closet if they can obtain a black security badge.

Creatures. 2 yithian elite guards are stationed in this room. For subsequent encounters, roll 1d10+6 on the random encounter table.

Treasure. Racks on the wall hold 5 *lightning guns* (SPCM 126), 5 *electro-glaives* (page 79), 5 *heat pistols* (page 80), 2 *singularity projectors* (page 81), and 2 *force field projectors* (page 79). Wall-mounted cabinets hold 8 *potions of healing*, 2 *potions of superior healing*, 6 *stun grenades* (page 81), 4 *force grenades* (page 80), and 10 *recharge cells* (page 81). There is also a chest containing 3 *demolition charges* (page 79).

A closet secured with a black security door contains 1 *yithian panoply* (page 82), 1 *adaptive shield array* (page 79), 5 *matter disruptors* (page 80), 4 *force grenades* (page 80), 1 *potion of supreme healing*, 1 *potion of heroism*, 1 *potion of invulnerability*, 5 *recharge cells* (page 81), and 3 *demolition charges* (page 79).



K. SIMULATION ROOM

This large room is paneled with gleaming black granite, with lines of pink crystal running between the panels. It is empty save for a flashing pink light hovering in the center of the room.

This room houses holographic training equipment which lets yithian soldiers practice for combat against some of their most dangerous enemies. When the light in the center of the room is touched, the door seals and locks and the lights go out. There is a blinding flash of pink light, then a horrific creature stands in the far corner of the room. The type of creature depends on what button was pressed before entering the room (see Area J for the buttons). If no button was pressed, the encounter will be random.

Creatures. Depending on what button was pressed, the creature(s) in the room will be either: 3 **mi-go warriors** (SPCM 345), 3 **Elder Things** (SPCM 307), 1 **hunting horror** (SPCM 337), 1 **mature dark young** (SPCM 295), 2 **flying polyp bodies** (SPCM 318), or 1 **shoggoth** (SPCM 371). This creature is actually a hologram controlled by a powerful yithian computer and projected into this room by a network of psionically resonant crystals. The hologram is programmed with all of the yithians' knowledge of the actual creature, so it looks, sounds, moves, and fights just like that creature would. The psionic effects are so powerful that the PCs feel the effects of



the creature's attacks just as if they were real, even if they realize that the creature is illusory. Keep track of the health that each character loses in this fight; the damage is illusory, so they will return to their starting health when the simulation ends (note that any healing the characters receive, any items used, and any damage they do to each other is not illusory and so still affects the characters as it would in a normal combat, including expending spell slots, item uses, potions, etc.). Characters reduced to 0 hit points by the psionic attacks do not die as a result, automatically succeeding on their death saves, but must attempt a Wisdom DC 15 saving throw or gain 1 level of dread. Whether the characters fail or triumph, the monster dissolves at the end of the simulation, the PCs' wounds disappear, and the lights go back up.

Psionic Amplifier Array. The psionic amplifier array runs up the corner of the structure, housed within the stone walls. There is no access panel immediately accessible from this room; characters would need to destroy the walls to reach it.

L. ENTRANCES

These chambers serve as the main entryways for the facility. A large door—twice the size of other doors in this building—leads to the outside. Two yithian guards stand on either side of door, checking that everyone entering has the proper security badges. They detain and question any yithians who look suspicious.

Development. Xuxuxlu, tracking the PCs' move-

ments, warns them not to go through the entryways. If the characters do leave, they are greeted by the massive yithian city of the Stony Plateau. They see more buildings like this one and scores of yithians going about their business. Four yithian soldiers stand outside the entrance, ready for action. If the alarm has gone off, the PCs are instead confronted by the massive, impenetrable *wall of force* that has been erected around the building.

Creatures. There are always 2 **yithian guards** (page 16) on duty here. In addition, roll 1d10 on the random encounter table every 10 minutes.

L1. NORTH ENTRANCE

The large door to the north leads out. The door to the south leads into the hallway, and the door to the west leads to Area B3.

L2. SOUTH ENTRANCE

The large door to the south leads out. The door to the north leads into the hallway, and the door to the east leads to Area B4.

M. BRIG

This hallway opens into five small cells, each gated with a shimmering wall of light. A panel on the opposite wall features five switches and a small sensor like those seen on security doors, bound by a black square.

Each 10-by-20-foot cell is sealed with a permanent *wall of force* that can be turned on and off with the bank of switches on the wall. The switches can be turned on with an orange security badge but require a black security badge to turn off if there is a prisoner in the cell.

Development. If the characters are captured in the course of this mission, they will end up in cells here until they can formulate an escape plan with Xuxu-xlu, as the yithians do not terminate their telepathic bond.

N. ADMINISTRATIVE OFFICE

This sparsely furnished room appears to be some sort of office. An officious and heavily armed yithian looks up as you enter. He stands behind a desk of huge slabs of polished bone, working over a console of black glass and flashing lights. On the wall behind him, a hemisphere of clear glass holds a preserved head, bifurcated by its bear-trap-like mouth full of curving teeth.

This administrative office is where the business of the facility is coordinated. The screen on the dinosaur-bone desk displays a complete map of the facility, as well as a great deal of indecipherable information in Yithian glyphs. A successful DC 15 Intelligence check allows a creature brandishing a black security badge to flip a switch on the desk that deactivates the alarm. Characters who have not seen a gug before can identify its mounted, severed head with a successful DC 16 Wisdom (Yog-Sothothery) or DC 18 Intelligence (Arcana) check.

Creatures. There is a 1 in 4 chance that the **yithian general** (page 74) is in this office; otherwise it is occupied by a **yithian elite guard** (page 17) with a black security badge. The yithian on duty will be suspicious of the characters if they enter this room. He will use an intercom on his desk to call guards from Area B3.

Treasure. The desk drawers contain 1 *potion of supreme healing* and 2 *recharge cells* (page 81). Characters succeeding at a DC 18 Intelligence (Investigation) check on the desk discover a secret drawer that contains a *heat pistol* (page 80) and 132 perfect 2.5-inch cubes of gold-plated tungsten (yithian money).

Psionic Amplifier Array. The psionic amplifier array runs up the corner of the structure, housed within the stone walls. Characters succeeding on a DC 17 Intelligence (Investigation) or Wisdom (Perception) check find the edges of a removable access panel. If the panel is pushed inward with force, it will unlatch and protrude from the wall, allowing anyone to take it off the rest of the way and gain access to the array housed within.

O. MEDICAL BAY

This sterile white room appears to be a surgery or an alchemist's laboratory. Several racks on the walls hold yithian potion bottles. Two large glass tanks hold viscous fluids, one bluish and one clear. In the center of the room stands a three-quarters cylinder of brass and white ceramic, just the right size for a yithian body to enter. In the back of the room, a glass vat full of blue liquid hosts a slowly swirling mass of severed yithian limbs and strange organs.

This is the facility's medical bay. The cylinder in the center is an autonomous medical unit which is more than capable of dealing with most medical emergencies outside of death and dismemberment. The tank in the back of the room is a collection of severed yithian limbs and organs waiting to be recycled into living bodies. The two glass tanks of viscous fluids contain purplish-blue yithian blood and clear coelomic fluid (part of the yithian hydrostatic skeleton).

Creatures. Roll 1d8 on the random encounter table. Yithians wounded in nearby battles will retreat here for healing.

Treasure. Most of the potion bottles are empty. There are 8 *potions of healing* and 2 *potions of superior healing* among them. Characters who succeed on a DC 15 Intelligence (Investigation) check or spend 10 minutes searching find a case in a cabinet that contains 1 *potion of cloud giant strength* and 1 *potion of vitality*.

Autonomous Medical Unit. Characters who enter the autonomous medical unit are scanned by a beam of red light, then (if the character is injured) tiny robotic arms emerge from within the cylinder and begin injecting them with fluids and knitting their wounds together. The process takes 1 minute, after which the character is healed to full hp and cured of any poison, disease, or exhaustion. If the character leaves the unit before the process is complete, they do not recover any hit points but instead take 1d10 points of piercing damage as they rip free of the unit's surgical arms.

P. HIGH SECURITY WARD

This dimly lit room features three cells gated by shimmering walls of light. One of them contains a yithian which slowly spins in place, muttering incoherently. Another cell contains only a potion bottle.

This high-security research area is used to store captured monsters, security threats, and mind-swapped creatures which have gone mad. There is a panel on the wall with three switches and a black-rimmed sensor. Characters wielding a black security badge can flip the switches to turn on and off the permanent *walls of force* that gate the individual cells.



Cells. The leftmost cell contains a **past yithian** (SPCM 398) that has been mind-swapped with a **cult mastermind** (SPCM 405). The mastermind has been driven insane by his stay in the yithian's body, and the yithian inhabiting his original body died before it could mind swap back, so the administrators of the facility stuck the poor creature in this cell for later study. If he is released, he will fight to the death.

The middle cell is empty.

The rightmost cell contains a potion bottle (empty, though the PCs can't tell it's empty without inspecting it close up) and an invisible **star vampire** (SPCM 379). This particular star vampire has learned to be invisible even to the yithians' blindsight. The empty potion bottle, once filled with blood, was used to lure the vampire into the cell. If freed, the star vampire will immediately fly past the PCs (characters with a passive Perception score of 14 or higher notice a breeze as if something had moved past them) and escape into the facility, using its amorphous nature to squeeze through vents as it stalks its yithian captors. Once the star vampire escapes, it will take 1d6+1 minutes before one of its victims is discovered and the alarm is raised. For further star vampire encounters, see the random encounter table above.

Psionic Amplifier Array. The psionic amplifier array runs up the corner of the structure, housed within the stone walls. The rightmost cell is the closest spot in the room to it. There is no access panel in this room; characters would need to destroy the walls to reach it.

Q. DINOSAUR BIOLOGICS/CYBERNETICS

LABORATORY

The massive door opens to reveal an oversized room with five similarly large doors. Smears of dirt, mud, and fouler substances mar the cavernous chamber's rough stone floor. A single yithian standing by a row of switches watches as you enter.

This facility is the dinosaur laboratory, where captured dinosaurs are fitted with cybernetic enhancements and stored for later use.

QI. DINOSAUR STABLES

This main room serves as the dinosaur stables. Three dinosaur holding chambers open off this room, as well as one door to the cybernetic surgery lab (Area Q5) and a door to the outside. A panel on the wall to the left of the hallway door has six switches, each controlling one of the doors in this room. The black-bordered switch for the outside door requires a black security badge to operate. The switch for the hallway door is up, allowing it to open and close automatically as normal. When thrown down, it locks the door (to keep dinosaurs from escaping into the facility).

Creatures. A single yithian scientist stands by the door switches. He is suspicious of the PCs, who obviously have no business here, and if his suspicions are confirmed, he will throw the switches to Areas Q2-Q4, releasing the dinosaurs (see Q2-Q5 for dinosaurs). He will then telepathically command the control-chipped dinosaurs to attack the PCs. If the dinosaurs are not commanded to attack the PCs, they will act neutrally toward them.

Q2. ANKYLOSAUR STABLE

This chamber contains an **electro-tank ankylosaurus** (page 56).

Q3. THERIZINOSAURUS STABLE

This chamber contains a **siege-claw therizinosaurus** (page 69).

Q4. ALLOSAURUS STABLE

This chamber contains a **hunter-killer allosaurus** (page 52).

Q5. CYBERNETIC SURGERY LAB

The floor and walls of this chamber are rent with claw marks and stained brown with splotches of blood. In the center of the ceiling is an octopus-like mechanism of mucus-covered tentacles tipped with sharp metal implements arrayed around a blue lens. To either side of the door in the east wall are thick windows offering a glimpse of a room full of machinery.

This is where dinosaurs are surgically implanted with cybernetic enhancements. The windows are 6-inch-thick armored glass as hard as solid rock. The paralysis beam and surgical tentacles on the ceiling are controlled from the Cybernetics Foundry (Area Q6).

Q6. CYBERNETICS FOUNDRY

This room is cluttered with machinery and spare parts. An autoforge (see Area C3) stands in one corner, near a stack of steel and ceramic armor plates. Below one window that looks out on the surgery lab is a control panel featuring a vast array of buttons, dials, and switches, including one large orange switch. The orange switch activates the paralysis field in the surgery lab. All creatures within a 20-foot-diameter, 20-foot-high cylinder of blue light centered in the middle of the room must succeed on a DC 15 Constitution saving throw or become paralyzed until the beam is turned off. The rest of the panel controls the surgical tentacles; this is too complex for the PCs to operate, but randomly mashing the buttons will cause the tentacles to slash and jab wildly, dealing 3d10 slashing and 3d10 piercing damage to any creature within the paralysis field's area of effect unless





that creature succeeds on a DC 20 Dexterity saving throw for half damage.

R. SCANNING ROOM

The walls of this room are covered with consoles and panes of black glass displaying incomprehensible data. Several yithians are busy monitoring their consoles, and a guard stands on duty within the chamber.

This is the scanning room, where machinery hooked up to the psionic amplifier arrays remotely searches through Yilan and beyond, allowing the yithians to select individuals to target with their mind swap machines.

The computer consoles in this room can be used normally, and a creature can use them to search for the nohestan with a successful DC 15 Intelligence (Nature) check. After 10 minutes of scanning, it reveals that the nohestan is currently residing in the woods near Althe Yinumel. The characters lack the mindpower or training to search for anything other than this unique beast.

Creatures. There are two **yithian scientists** (page 16) at work on their consoles, and a single **yithian guard** (page 16) watching over the facility. If the characters fail to blend in, the guard will become suspicious of them. If combat occurs, the scientists will try to flee rather than fight.

Psionic Amplifier Array. The column of the psionic amplifier array is contained within a square casement in the corner of the room. A panel can be pried off to gain access to the silver column of machinery within.

S. GENERAL'S QUARTERS

This well-lit room has small windows that look out on the yithian city. A pair of crossed electro-glaives hangs on the wall near another strange device, this one bristling with nozzles and hoses. Hanging on another wall is the tusked skull of a great draconic beast.

This is the personal quarters of the general who oversees this facility.

Creatures. If the PCs have not already encountered the **yithian general** (page 74), such as in Area N, then he is here. He is immediately suspicious of the characters and will attack them if given the slightest provocation. In combat he will make use of any potions in the room and the *mist projector* hanging on the wall, along with any of his other weapons. The yithian general has a black security badge.

Treasure. 2 *electro-glaives* (page 79) and a *mist projector* (SPCM 127) hang on the wall. A cabinet holds a *potion of speed*, a *potion of superior healing*, and a crystal decanter containing *wine of Pnoth* (SPCM 121).

Psionic Amplifier Array. The column of the psionic amplifier array is contained within a square casement in the corner of the room. A panel can be pried off to gain access to the silver column of machinery within.

T. PSION'S CHAMBER

The dim green lighting of this room accentuates its strangeness. The windows look out on a black volcanic hellscape, one which surely is not visible from this building, if it exists at all. Crystal spheres and metal tetrahedrons hover in this room, slowly rotating. In the center of it all sits a yithian with a purple sheen to its bloated, pulsating body-cone. It turns its black eyes upon you as you enter.

This is the meditation chamber of a yithian psion. The windows are actually screens displaying images from the planet's deep past.

Creatures. The **yithian psion** (page 76) is immediately suspicious of the characters disturbing its meditation. It will swiftly use its powers to determine the character's true nature and attack them. The yithian psion has a black security badge.

Psionic Amplifier Array. The column of the psionic amplifier array is contained within a square casement in the corner of the room. A panel can be pried off to gain access to the silver column of machinery within.

U. STORAGE ROOM

These small rooms are cluttered with scraps of metal, worthless tools, and assorted gadgets with no discernable function.

U1. NORTHWEST STORAGE

Characters succeeding on a DC 15 Intelligence (Investigation) check or spending 10 minutes searching find 2 *recharge cells* (page 81) amidst the clutter.

U2. SOUTHEAST STORAGE

Characters succeeding on a DC 15 Intelligence (Investigation) check or spending 10 minutes searching find a *force grenade* (page 80) amidst the clutter.

V. GARDEN

The lush, primordial greenery of this rooftop garden contrasts with the harsh naked stone of the building it rests upon. Four structures of stone, the crown of the building, rise from the four corners of the garden, while the spaces between form canyons through which one can view the strange yithian city extending out to the stony plateau whence it was wrenched by Gehir's prehistoric magic. Within the garden of primitive grasses, flowering vines, and low trees, several titanic creatures browse on the greenery.

Rooftop gardens such as this are common in yithian buildings, serving simultaneously as a relaxing retreat and an assertion of the Great Race's mastery over the natural world.

Creatures. There are a **therizinosaurus** (page 68) and a **lambeosaurus** (page 59) grazing in the garden. In addition, roll 1d10 on the random encounter table. The dinosaurs are unaltered except for control chips, and if combat occurs in the garden, the nearby yithians will telepathically command the dinosaurs to fight for them.

Treasure. Druids succeeding on a DC 10 Intelligence (Nature) check identify a species of primitive mistletoe that can be harvested for use as a druidic focus.

DETONATION

When the PCs plant the last explosive, they receive a message from Xuxuxlu, which varies depending on whether they've managed to elude detection.

If the alarm has not gone off, Xuxuxlu congratulates the PCs as follows:

"You did well, given your limited brainpower. Now return to me and we can put you back in your inferior humanoid bodies."

If they place the final explosive and the alarm *has* gone off, Xuxuxlu contacts them with urgent instructions:

"They have broken through the shield. Security forces can teleport anywhere in the building now. Plant that last charge and get back here as fast as possible!"

No sooner does Xuxuxlu finish his communication than two **yithian soldiers** (page 16) appear, either happening upon them by chance (if the alarm hasn't gone off) or actively pursuing them (if the alarm *has* gone off). After the first round of battle, the alarm goes off if it hasn't already; one of the soldiers telepathically signaled for a comrade to pull the alarm.





In any case, once the PCs have dealt with the soldiers, they should return with the remote detonators to Area A1 where Xuxuxlu is waiting. If they attempt to set off the explosives themselves, Xuxuxlu will remind them that destroying the facility prematurely will trap them in their yithian bodies and/or kill them.

When the characters arrive back where they started, they see Xuxuxlu has been busy: Xuxuxlu has attached a number of other devices to the mind swap chamber's control panel, which is now blinking with a dozen urgent lights. He presses one of them. "The doors are locked. That should keep them at bay for a few minutes." As if to punctuate this, there is a blast at the door you just came through, denting it inwards. "Give me the detonators and get in your machines. I will send you back and destroy this building."

If the characters are reluctant to go along with this, Xuxuxlu reminds them that he is the only one who can send them back to their bodies.

With another button press, Xuxuxlu closes the glass hatches over your cylinders, trapping you inside. He then fiddles with the four detonators with his face-tentacles before setting them down on the control panel. He presses a few more buttons, the light on one of his devices starts blinking, and the hatch on another mind swap machine opens. He slides into the machine across from you. Just as his hatch is closing, the door to the room bursts inwards. Yithian soldiers, armed and armored, file into the chamber. The light in Xuxuxlu's cylinder flashes green a split second before the machine is rent asunder by a cascade of lightning bolts. The soldiers turn their lighting guns toward you, blue energy crackling at their forked tips. You are bathed in numbing green light for a brief instant, then everything goes black.

WAKING UP

You wake up in your old bodies, disoriented and nauseated. You feel small and vulnerable, painfully aware of your own bones, the isolation of your head, and the joints in your limbs. Sometimes you try to flex a limb that isn't there or try to move without stepping. When you blink, you see clacking claws, tentacles writhing in green light, or flashes of blue lighting.

Each character must make a DC 15 Wisdom saving throw. On a failure, they gain 3 levels of dread that last 24 hours or, at the GM's discretion, a dissociative insanity or a random insanity (*SPCM* 76). On a success, they only gain 1 level of dread and no insanity.

The sentry NPCs (or Martian Dreamlands cats) and Dandelion are there when the PCs wake up. Dandelion gives the characters each a silver *circlet of mind swap protection* (page 79), explaining that it is a piece of yithian technology that Xuxuxlu modified for them in the past and left for her to find: it will prevent the yithians from swapping minds with them, either in person or from afar.

"Rest up," Dandelion purrs. "You'll need to be in top fighting shape tomorrow when we hunt the nohestan."

LEVELING UP:

At the end of *Among the Yithians*, all characters gain sufficient experience to reach 10th level.



CHAPTER 3: THE BRAZEN SERPENT

A Cthulhu Mythos adventure for four to five 10th-level characters

ADVENTURE SYNOPSIS

Still recovering from their mind swap experience, the heroes go out in search of the nohestan. Meanwhile, the serpentfolk are hunting the same bronze-scaled prehistoric snake, which Gehir needs in order to summon Yig. It's a race against the serpentfolk as the adventurers brave the dangers of the primeval forest in search of the venomous dinosaur-killer. But in the end, they might be walking into a serpentfolk trap!

PREPARING FOR THE HUNT

The PCs are likely still recovering from their mind-swapped adventure in the yithian facility, but time is of the essence if they are to track down the nohestan before Gehir's forces can reach it.

If they have not learned about the nohestan from their copy of *The Pnakotic Manuscripts*, now would be a good time to find a way to encourage them to do so. If they were able to use the yithian scanner to locate the nohestan, as Dandelion asked them to,

they know it was recently somewhere in the forest surrounding Althe Yinumel, which should make a good place to start their hunt. If they did not succeed at that task, however, they won't even know where to start looking. In such a case, it may be useful to describe an unusually large formation of pterosaur-mounted serpentfolk scouts flying high above them, headed in the direction of Althe Yinumel.

While the PCs are occupied with the hunt for the nohestan, Dandelion will lead any NPCs in performing various acts of surveillance and sabotage on Gehir's serpentfolk and probing the Karstlands for a safe passage south.

SERPENTFOLK CAVALRY

As the PCs approach the forest of Althe Yinumel, a force of dinosaur-mounted serpentfolk scouts crests a low rise nearby.

You spot a formation of serpentfolk outriders coming over a grassy ridge. They are mounted on swift, bipedal dinosaurs, orange pennons flapping from the shafts of their lances in a reptilian paro-

dy of questing knights. As one, the dinosaur riders wheel toward you, preparing to charge.

Creatures. Four **serpentfolk dinosaur riders** (page 64)—two mounted on **Yig-touched dilophosauruses** (page 72), the other two mounted on dome-headed **pachycephalosauruses** (page 62)—charge the characters from 120 feet away. Aside from their normal equipment, each dinosaur rider carries a *potion of greater healing* and one of them is wearing *+1 studded leather armor*. These serpentfolk outriders are patrolling the perimeter of the forest in case the nohestan leaves, but they are more than happy to attempt to capture the PCs.

THE FOREST OF THE NOHESTAN

The forest around Althe Yinumel is full of the prehistoric creatures brought into this world by Gehir's magic. Pterosaurs and giant dragonflies have driven out the hawks and songbirds of the wood, tree-climbing lizards have eaten the squirrels, deer and boar have been displaced by hadrosaurs and ceratopsians, and even the bears and wolves have lost out to allosauruses and velociraptors. If the PCs have not yet destroyed the snake totem here, the forest itself has become a steaming primeval jungle of towering trees, vines, and cycads. If the snake totem has been destroyed, this area only extends for about ten miles around the shattered totem.

Even if the PCs know that the nohestan's last known location was this forest, that still leaves a lot of ground to cover. Fortunately, a snake big enough to eat dinosaurs can leave quite a trail. On the forest map (page 35), characters exploring certain marked hexes will find signs of the snake and clues as to what direction it was heading, requiring Wisdom (Survival) checks to follow (as noted below). The signs of a creature's passing, consisting of its tracks, droppings, the remains of its prey, and any other signs it leaves on the surrounding landscape

or vegetation, are known collectively to hunters as the creature's *spoor*. If the characters lose the spoor, it shouldn't take much wandering before they run into another sign, or even the snake itself.

RANDOM ENCOUNTERS

As always while navigating the hexmap of Yilan, the GM is encouraged to check for a random encounter each time the characters enter a new hex or spend 8 hours in the same hex, with a result of 16 or higher on the d20 indicating a random encounter. See the random encounter table in Appendix D.

A. SNAKE TOTEM

If the characters have not destroyed the snake totem here, see the "Snake Totem of Althe Yinumel" section in Book 2, Chapter 3 of this adventure. If they have destroyed it, they find the area much as they left it.

Spoor. Characters succeeding on a DC 15 Wisdom (Survival) check find areas of vegetation flattened by something long and heavy moving through them. These tracks are several days old and indicate that the creature was moving westward.

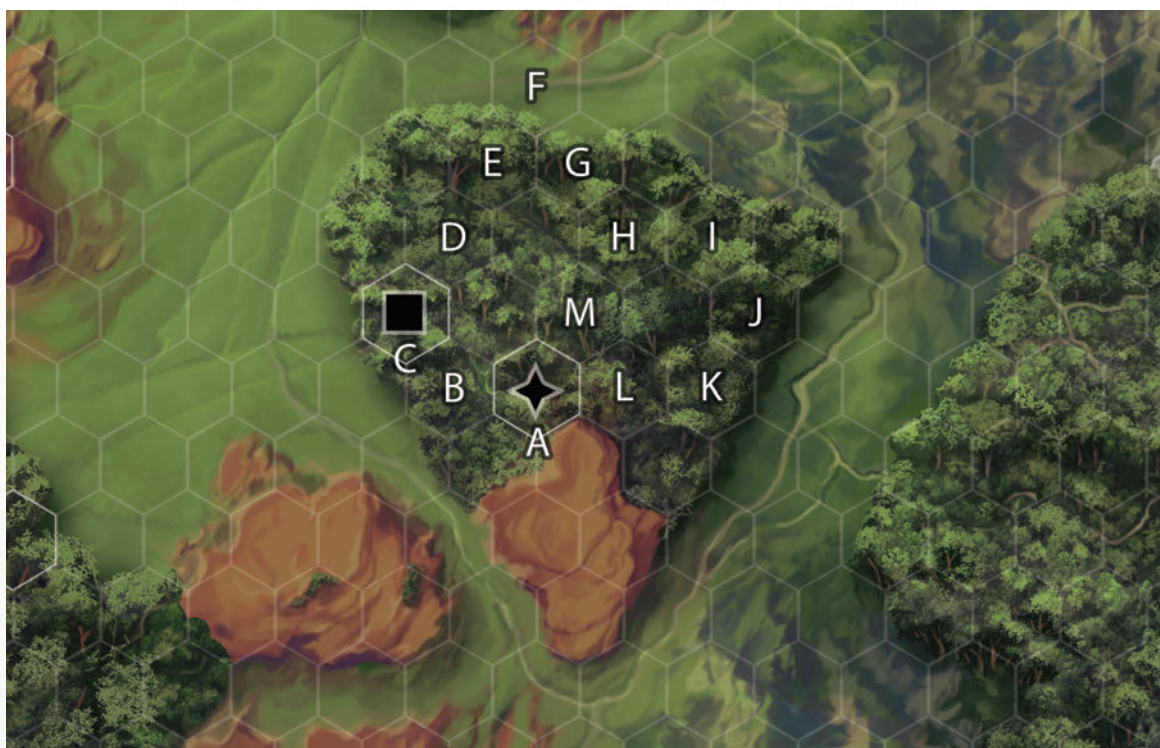
B. DRIED TRACKWAY

As you pass through this section of the forest, you come upon a shallow streambed with wide, muddy banks, cracked and drying in the unseasonable heat.

This small stream is of little consequence, but clever characters might think to check the muddy banks for signs that the snake passed through here.

Spoor. Characters succeeding on a DC 15 Wisdom (Survival) check find a place along either bank where the mud has been noticeably disturbed by something large sliding through it. The tracks seem to indicate the snake was headed in a northwesterly direction, toward Althe Yinumel. Characters examining the tracks can determine with a successful DC 10 Intelligence check that the snake must be about four feet wide.





C. ALTHE YINUMEL

If the characters have not yet visited serpentfolk-infested Althe Yinumel, consult the **Althe Yinumel** section in *Yig Snake Granddaddy* Book 2, Chapter 3. If they have already visited it, they now find the former elven village abandoned to the elements. Doors and shutters hang open, exposing darkened interiors devoid of domestic comforts. A few **velociraptors** (page 70) and **pterodactyls** (page 63) scutter through the empty streets and buildings, fleeing at the sight of the adventurers. Only one building, the Spiralstone Tavern, shows signs of inhabitation. A thin wisp of smoke curls at its chimney, and at night the open windows glow orange from the hearth fire within.

Under New Management. A small cabal of Yig-worshipping human cultists has been drawn to this place by the call of the Father of Serpents. Some of them are opportunists from Ventissa looking to join what they see as the winning side. Others are touched by the mad inspiration of the serpentine Great Old One. They have taken up residence here in the Spiralstone Tavern, smearing its beautiful interior with crude Yiggish sigils and drinking the last of the elven wine ritually mixed with serpentfolk venom. A concave bronze scale the size of a dinner plate, tinged with verdigris, sits on the bar in a place of honor. This is a scale of the nohestan, shed as it passed by here three days ago.

Creatures. The Spiralstone is host to a **witch of the woods** (SPCM 407), a **cult killer** (SPCM 404), 2 **blessed berserkers** (SPCM 404), and 2 **cultists**. Their bodies are painted or tattooed with scales and they bear a moon-shaped marking on their foreheads.

Their devotion to Yig grants them all resistance to poison damage. The cult killer is armed with a *+1 battleaxe*.

Treasure. A chest of loot sits behind the bar, containing 1,607 gp, 540 sp, two 500 gp aquamarines, and a vial of *oil of sharpness*.

Spoor. Characters questioning any captured Yig cultists can learn, with a successful DC 15 Charisma (Intimidation) check, that a gigantic bronze serpent passed by the settlement three nights ago, heading northeast. Alternately, characters succeeding on a DC 15 Wisdom (Survival) check can find tracks in the woods outside of town indicating that some giant snake passed by here several days ago, heading northeast.

D. DRIED SNAKE DROPPINGS

Fist-sized cockroaches scatter as you approach. They had been feeding on a cracked and drying boulder of dung. Shards of acid-pitted bone protrude from the crumbling feces. The uric stench is overwhelming.

Characters succeeding on a DC 15 Intelligence (Nature) check can positively identify the feces as coming from a snake, albeit a very large one. The bones belong to a **pachycephalosaur** (page 62).

Spoor. Characters succeeding on a DC 15 Wisdom (Survival) check can find traces of tracks leading away from the droppings indicating that the snake continued northeast.



E. TREE MARKS

The bark has been scraped off the bottoms of the tall pines in this section of the forest, great gouges taken out of their sides. The culprit is obvious enough, given that one of the trees has a hand-sized bronze scale embedded in it.

The nohestan rubbed against these trees in the early stages of its molting, its tough bronze scales chewing up the bark like a carpenter's rasp.

Spoor. Characters succeeding on a DC 10 Wisdom (Survival) check can tell that the tracks run between the southwest and the northeast. Those with a check result of 15 or more can tell that the snake was moving to the northeast.

F. ARGENTINOSAURUS CORPSE

On the edge of the forest lies the corpse of a titan. It is a long-necked dinosaur nearly 100 feet long, much like the castle-bearing one that you encountered under serpentfolk control. It lies on its side, its neck and tail arched in horrifying rictus. Then you see it move, rocking slightly as if from a spasm or a great blow. There is a crunch and the sound of tearing flesh. Over the crest of this rotting hill you see the massive head of a predatory dinosaur rearing back to let a chunk of rank offal slide down its toothy maw. Its beady yellow eye narrows as it spots you, cocking its head and snorting before going back to its meal.

The corpse of an **argentinosauros**, bloated with decay and torn asunder by scavengers, lies at the northern edge of the wood. Its current scavengers are two tyrannosauruses situated on the other end of the corpse from the characters.

Creatures. The two **tyrannosaurus rex** are preoccupied with their meal, but they will attack the characters if provoked. If the PCs approach within 60 feet of the predators or fail two ability checks near this corpse, the tyrannosauruses will assume the characters are trying to steal their meal and attack them to drive them off.

Spoor. A successful DC 14 Wisdom (Medicine) check determines the sauropod's cause of death to be a snakebite, judging by the two large puncture wounds at the base of its neck and signs that the creature was poisoned. Characters exceeding the DC by 4 also note that long tracks of bruises indicate the creature was constricted.

A successful DC 8 Intelligence (Nature) check suggests that snakes do not normally kill with both venom and constriction, as typically the same snake doesn't exhibit both abilities. Characters exceeding that check by 2 note that the snake would have had no hope of swallowing such a large creature, suggesting that the nohestan might be lashing out randomly.

Characters succeeding on a DC 10 Wisdom (Survival) check can tell that the snake tracks run both southwest and southeast. Those with a check result of 15 or more can tell that the snake came from the southwest and headed southeast a few days ago.

G. SHED SCALES

You come across a strange sight: thousands of patinaed bronze scales, ranging in size from a hand to a saucer, all held together by a thin, semitransparent skin with a sheen of verdigris. The gigantic snakeskin is torn into several pieces and has collapsed under its own weight, but the immensity of the animal it belonged to is staggering.

The shed skin of the nohestan indicates that the animal is about 40 feet long.

Spoor. Characters succeeding on a DC 15 Wisdom (Survival) check can tell that the snake passed through this area about two days ago, heading southeast.

H. LAMBEOSAURUS NESTING GROUNDS

This patchy section of forest is filled with trumpeting calls. A herd of colorful, elephant-sized reptilian creatures has taken up residence here. They have bright crests on their heads, fleshy noses that inflate when they trumpet, and duck-like beaks with which they crop and chew vegetation. These dinosaurs have excavated a dozen circular dirt nests full of large, oblong eggs covered with leaves and branches.

Creatures. There are 32 **lambeosauruses** (page 59) clustered around 13 nests scattered throughout this hex. They are cautious around the characters but are unfamiliar with humanoids and do not register them as predators. They will defend their nests if necessary. Characters succeeding on a DC 15 Wisdom (Animal Handling) check intuit that the lambeosauruses are on edge, but about what they cannot say.

Spoor. Characters succeeding on a DC 10 Wisdom (Perception or Survival) check note that two nests have been crushed by something large and heavy, and subsequently abandoned. Due to the high traffic in this area, the nohestan's tracks are hard to pick out. Characters succeeding on a DC 25 Wisdom (Survival) check can tell that the nohestan came from the northwest and headed east one or two days ago.

I. TRACKWAY

A large swath of dried mud preserves some of the nohestan's trackway in this part of the forest.

Spoor. Characters can easily tell that the snake went either southeast or due west. Those succeeding on a DC 20 Wisdom (Survival) check can determine that southeast was the direction of travel.

J. FRESH SNAKE DROPPINGS

A mound of foul-smelling leavings testifies to the recent presence of the nohestan in this part of the forest.

The acrid mound of nohestan dung contains the bones of a grizzly bear.

Spoor. Characters succeeding on a DC 15 Wisdom (Survival) check can tell that the dung is only a day old or less, and that the snake's tracks lead southwest.

K. FRESH TRACKS

In a patch of loose sand below a crumbling bluff, you note the telltale trough-like indentation of the nohestan's passing.

Spoor. Characters succeeding on a DC 10 Wisdom (Survival) check can tell that the nohestan passed through this area heading due west less than a day ago.

L. REGURGITATED PREY

A grisly sight greets you in this section of the forest. The disfigured corpse of a dinosaur lies on the loam, half-digested and crushed into a long, sausage-like shape, though the creature must have been at least 20 feet long and quite bulky in life. Its skin is bloated and sloughing off, and the whole pathetic mass is covered with sputum and digestive juices.

The abandoned meal was a juvenile lambeosaurus, easily identifiable as such by any character who has previously encountered the distinctively crested creatures. Characters succeeding on a DC 15 Intelligence (Nature) check know that snakes sometimes regurgitate their half-finished meals when threatened so that they can more easily escape.

Spoor. Characters succeeding on a DC 15 Wisdom (Survival) check can tell that the nohestan passed through this area heading northwest only a few hours ago. Those who exceed this

result by 5 or more also note several stray tracks that seem to belong to serpentfolk. Characters with a passive Perception score of 18 or higher can hear occasional trumpeting bleats coming from the northwest; those who have encountered lambeosauruses before can easily identify this as one of their calls.

M. NEARING THE QUARRY

The bleating of a panicked lambeosaurus echoes through this swath of the woods; characters succeeding on a DC 15 Wisdom (Perception) check can follow the trumpeting calls to their source at the center of the hex. When the party moves in that direction, proceed to the following scene.

The GM should not roll for random encounters in this hex before the nohestan encounter occurs.

Spoor. Characters succeeding on a DC 15 Wisdom (Survival) check can find traces of the nohestan's passage, but no clues as to what direction it was headed.





THE NOHESTAN

The forest abruptly opens up to a small clearing, at the center of which stands a large, beaked dinosaur with a stiff tail and a red crest on its head, bleating and trumpeting in panic. It is helplessly tethered to a wooden platform by means of a stout chain. Strung above the clearing like a spiderweb is a great net of hempen rope secured to the bowing pine trees.

This 50-foot-diameter clearing has been set up as a trap for the nohestan by the serpentfolk. The lambeosaurus in the center of the clearing was drugged and chained to the 30-by-30-foot platform of roughly hewn logs. Four U-loops driven into the corners of the platform hold the chains that restrain the creature: they can each be removed with a successful DC 20 Strength check. The weighted rope net strung 30 feet above the clearing is meant to catch the nohestan. There are four serpentfolk in the trees who will drop the net as soon as the nohestan is entirely within the clearing. When the net falls, all Medium or smaller creatures must succeed on a DC 13 Dexterity saving throw or fall prone beneath the heavy rope, while all Large or larger creatures are restrained, requiring a successful DC 18 Strength or Dexterity check to escape.

Creatures. The restrained creature in the center is a **lambeosaurus** (page 59). Characters with a passive Perception score of 16 or higher notice the four **serpentfolk trappers** (page 65) in the trees 30 feet up. The trappers may notice the characters as well, but their first priority is trapping the nohestan. They will not attack the characters until after the nohestan is trapped, unless they are attacked or their trap is threatened. They will not willingly leave their positions in the trees until the trap has been released. There is also a **serpentfolk warrior** (page 67) waiting 60 feet off in the woods, equipped with a *serpentfolk taming elixir* (book 2, page 70) and a *metamorphic greatsword* (SPCM 126-27). When the trap is released, he will rush in and attempt to administer the elixir to the nohestan, seeking to bind it to his will.

After coming across this scene, the characters have 2 rounds (12 seconds) until the **nohestan** (page 61) appears at the opposite end of the clearing, moving toward the helpless lambeosaurus.

At the GM's option, **serpentfolk dinosaur riders** (page 64) mounted on **hatzegopteryxes** (page 58), **pachycephalosauruses** (page 62), or **Yig-Touched dilophosauruses** (page 72) might intervene if the battle is weighted too heavily in the PCs' favor.

BURNING THE BODY

The characters know that Gehir needs the nohestan to summon Yig, and they know he can restore life and

flesh to a fossil. They might reasonably (and correctly) assume that Gehir could resurrect the nohestan with just one of its bones. If they do not come to this conclusion on their own, Dandelion will appear and suggest this to them.

Constructing a large bonfire for the nohestan's corpse should not be a problem, using the lambeosaurus platform as a base and adding wood from the surrounding forest. A large, hot bonfire should even be able to melt the creature's bronze scales.

The flame rises higher and higher, engulfing the coiled body of the brazen serpent, cooking it in its own metal scales until boiling fat runs out, sizzling on the hot ash like caustic venom. The column of smoke rises thick and black, a load-bearing pillar of some ancient nebulous temple. Soon the fire grows so hot that even the bronze scales melt, sloughing off to reveal a dark forest of charred bones. A bolt of lightning flashes down the center of the smoke column, rending the air with a blast of thunder. When your eyes recover from the blinding shock, the shattered pyre is smoldering, the blackened bones vaporized. Dandelion purrs her death-rattle purr beside you. "My goddess has not received such a worthy sacrifice in centuries. You did well today. You have dealt Gehir a great blow. Now we must deny him a chance to recover. Cut him off from his allies. Then bring the fight to him."

At long last, you feel you might be entering the final stages of this war. One great serpent has fallen at your hand. All that remains is to bring low the Father of Serpents and cast his followers into the ash-heap.

LEVELING UP:

At the end of *The Brazen Serpent*, all characters gain sufficient experience to reach 11th level.

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.

MAXX

"I'm trying awful hard to find a bright side here."

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

TRAITS

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



MAXX

Medium humanoid (tiefling), chaotic good

Armor Class 15 (studded leather)

Hit Points 44 (8d8 + 8)

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 3 (700 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: *darkness*, *hellish rebuke* (2nd level)

Spellcasting. Maxx is a 5th-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*

3rd level (2 slots): *song of Hastur* (SPCM 114)

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

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

ACTIONS

Rapier. *Melee Weapon Attack:* +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.

REACTIONS

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

SARAI NINEFINGERS

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

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

TRAITS

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



SARAI NINEFINGERS

Medium humanoid (half-elf), chaotic good

Armor Class 16 (studded leather)

Hit Points 55 (10d8 + 10)

Speed 30 ft.

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

Saving Throws Dex +6, 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 4 (1,100 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 4th-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, true strike*

1st-2nd level (2 2nd-level slots): *expeditious retreat, hellish rebuke, mirror image, misty step, 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:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

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



GUNNAR'S TEAM

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

ment and charity is more valuable than treasure. All members of Gunnar's Team incorporates 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 78 (12d8 + 24)

Speed 30 ft.

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

Saving Throws Wis +5, Cha +6

Skills Athletics +5, Insight +5

Condition Immunities disease

Senses passive Perception 12

Languages Common

Challenge 5 (1,800 XP)

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

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

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

Aura of Protection. Whenever Gunnar or an ally within 10 feet of him makes a saving throw, they gain a +3 bonus on that saving throw. Gunnar must be conscious to grant this bonus. This has not been factored into his saving throws.

ACTIONS

Multitack. Gunnar makes two melee weapon attacks.

Longsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.

Smite (Recharges after a Short or Long Rest). *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage plus 13 (3d8) radiant damage. If the target is a fiend or an undead, the radiant damage increases by 1d8.

Lay on Hands (6/Day). Gunnar touches one creature, restoring up to 5 hit points to the target, curing the target of one disease, or neutralizing one poison affecting it.

REACTIONS

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





ENIVWENAYE

“Generosity is never wasted.”

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

TRAITS

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

ENIVWENAYE

Medium humanoid (human), lawful good

Armor Class 15 (unarmored defense)

Hit Points 58 (9d8 + 18)

Speed 45 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 3 (700 XP)

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

Ki-Empowered Strikes. Enivwenaye’s unarmed strikes

count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

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

ACTIONS

Multiattack. Enivwenaye makes three unarmed strike attacks.

Unarmed Strike. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage and the target must succeed on a DC 12 Dexterity saving throw or be knocked prone.

Wholeness of Body (Recharges after a Long Rest). Enivwenaye regains 18 hit points.

REACTIONS

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

THE ROCKBREAKERS

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

CATHBAD

“Sooner or later, nature always wins.”

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

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

TRAITS

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



CATHBAD

Medium humanoid (human), neutral

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

Hit Points 60 (11d8 + 11)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	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 4 (1,100 XP)

Spellcasting. Cathbad is a 6th-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, moonbeam, protection from poison, spider climb*

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

ACTIONS

Multiattack. Cathbad makes two melee or ranged weapon attacks.

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

Javelin. *Melee or Ranged Weapon Attack:* +5 to hit, range 30/120, one target. *Hit:* 6 (1d6 + 3) piercing damage.



‘SHORTY’ McCALLAM

“Cooking is what separates us from the beasts.”

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

TRAITS

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

SHORTY

Small humanoid (halfling), neutral

Armor Class 13 (leather armor)

Hit Points 36 (8d6 + 8)

Speed 25 ft.

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

Skills Stealth +4, Survival +4

Senses passive Perception 12

Languages Common, Halfling

Challenge 2 (450 XP)

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

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

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

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

ACTIONS

Multiattack. Shorty makes two melee or ranged attacks.

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

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



VITYA BOLKORR

“Perfect is close enough.”

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

TRAITS

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

VITYA

Medium humanoid (dwarf), lawful neutral

Armor Class 16 (chain shirt, shield)

Hit Points 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 characters and the priestesses of Bastet in Ventissa. Like Bastet, Dandelion is occasionally amused by individual mortals and would rather not see them enslaved by the servants of Yig. She contacts and aids the characters only when ordered to by the Cult of Bastet, although characters who cultivate a good relationship with the mummified cat may earn preferential treatment from her. Because she is a Dreamlands cat, she can move between worlds with ease and even carry small objects with her on her journeys.

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



DANDELION

Tiny undead, chaotic neutral

Armor Class 13 (natural armor)

Hit Points 59 (17d4 + 17)

Speed 40 ft., climb 30 ft.

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

Saving Throws Wis +5

Skills Perception +5, Stealth +4

Damage Vulnerabilities fire

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks.

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 15

Languages Common, Cat

Challenge 3 (700 XP)

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)

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*

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.

NESMENHIT

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

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



NESMENHIT

Medium humanoid (human), neutral

Armor Class 12

Hit Points 121 (22d8 + 22)

Speed 30 ft.

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

Saving Throws Wis +7, Cha +6

Skills History +4, Religion +4

Damage Resistances poison

Senses passive Perception 14

Languages Common, Cat

Challenge 7 (200 XP)

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

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

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

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

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

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

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

6th level (1 slot): *heal*

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

ACTIONS

Multiattack. Nesmenhit makes two melee or two ranged attacks.

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

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

ALLOSAURUS

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

Eldritch Host Allosaurus. The Elder Things have long been masters of shaping biology to their whims. They have altered the physiology of this allosaurus with alien tentacles and replaced its internal organs with a shoggoth-like mass of protoplasm, giving it immense stamina and an insatiable hunger.



This predatory dinosaur has slick black skin and a maw lined with saw-like teeth. In place of its arms, two writhing tentacles sprout from its oddly lumpy torso.

ELDRITCH HOST ALLOSAURUS

Huge aberration, unaligned

Armor Class 14 (natural armor)

Hit Points 104 (11d12 + 33)

Speed 60 ft.

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

Senses passive Perception 11

Languages –

Challenge 6 (2,300 XP)

Eldritch Death-Throes. When the allosaurus is reduced to 0 hit points, its corpse bursts open and fills a 25-foot square centered on itself with flailing tentacles for one minute. The affected area becomes difficult terrain for the duration. When a creature enters the affected area for the first time on a turn or starts its turn there, the creature must succeed on a DC 15 Dexterity saving throw or take 10 (3d6)

bludgeoning damage and be restrained by the tentacles until the effect ends. A creature that starts its turn restrained by the tentacles takes 10 (3d6) bludgeoning damage. A creature restrained by the tentacles can use its action to make a DC 15 Strength or Dexterity check, freeing itself on a success.

ACTIONS

Multiattack. The allosaurus makes two tentacle attacks and a bite attack.

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

Tentacle. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 10 (1d12 + 4) bludgeoning damage. If the target is a Large or smaller creature, it is grappled (escape DC 15). Until this grapple ends, the target is restrained. The allosaurus has two tentacles, each of which can grapple one target.

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



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

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

Tamed Dinosaurs

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

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



HUNTER-KILLER ALLOSAURUS

Huge beast, unaligned

Armor Class 16 (natural armor)

Hit Points 104 (11d12 + 33)

Speed 60 ft.

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

Skills Perception +4

Damage Resistances lightning

Senses passive Perception 14

Languages –

Challenge 7 (2,900 XP)

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

ACTIONS

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

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

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

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

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

REACTIONS

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

DREAMLANDS SKELETONS

Dreamlands skeletons are psychically powered remnants of those who have died in the Dreamlands, distorted by nightmare forces beyond comprehension. They often have the hooves and horns of the Leng folk or the slithering tail and multiple arms of the gnorri. These undead creatures viciously attack Dreamers and other non-natives of the Dreamlands. They are even known to manifest in the waking world on rare occasions.

Wreathed in black flame, a chattering skeleton bursts from the ground, irregular anatomy evident in its odd joints and extra bones.



DREAMLANDS SKELETON ARCHER

Medium undead, chaotic evil

Armor Class 14 (studded leather)

Hit Points 19 (3d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	15 (+2)	6 (-2)	12 (+1)	7 (-2)

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, frightened, poisoned

Senses passive Perception 11

Languages the languages it knew in life

Challenge 1 (200 XP)

Fear Gaze. As a bonus action, the skeleton turns its baleful gaze on one creature it can see within 30 feet of it. If the target can see the skeleton, the target must succeed on a DC 10 Wisdom saving throw or be frightened of the

skeleton for 1 minute. The target can repeat this save at the end of each of its turns, ending the effect on a success. Creatures that successfully save against this effect are immune to that skeleton's fear gaze for 24 hours.

Feed on Fear. The skeleton has advantage on attack rolls against creatures that are frightened or suffering from dread.

Regeneration. The skeleton regains 5 hit points at the start of its turn if it has at least 1 hit point. If the skeleton takes radiant damage or damage from holy water, this trait doesn't function at the start of the skeleton's next turn.

Turning Defiance. The skeleton has advantage on saving throws against effects that turn or otherwise repel undead.

ACTIONS

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

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

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

DREAMLANDS SKELETON MAGE

Medium undead, chaotic evil

Armor Class 12 (15 with mage armor)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+2)	14 (+2)	14 (+2)	6 (-2)	11 (+0)	16 (+3)

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, frightened, poisoned

Senses passive Perception 10

Languages the languages it knew in life

Challenge 3 (700 XP)

Spellcasting. The skeleton is a 6th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It has the following sorcerer spells prepared:

Cantrips (at will): *acid splash*, *chill touch*, *fire bolt*, *shocking grasp*, *true strike*

1st level (4 slots): *burning hands*, *lethargy of Tsathoggua* (SPCM 106), *mage armor*

2nd level (3 slots): *blur*, *darkness*, *scorching ray*

3rd level (2 slots): *fear*, *fireball*, *shrivel* (SPCM 113)

Fear Gaze. As a bonus action, the skeleton turns its baleful gaze on one creature it can see within 30 feet of it. If the target can see the skeleton, the target must succeed on a DC 10 Wisdom saving throw or be frightened of the skeleton for 1 minute. The target can repeat this save at the end of each of its turns, ending the effect on a success. Creatures that successfully save against this effect are immune to that skeleton's fear gaze for 24 hours.

Feed on Fear. The skeleton has advantage on attack rolls against creatures that are frightened or suffering from dread.

Nightmare Magic. When the skeleton casts a spell that deals acid, cold, fire, or lightning damage, it can choose to deal either necrotic or psychic damage with that spell instead.

Regeneration. The skeleton regains 5 hit points at the start of its turn if it has at least 1 hit point. If the skeleton takes radiant damage or damage from holy water, this trait doesn't function at the start of the skeleton's next turn.

Turning Defiance. The skeleton has advantage on saving throws against effects that turn or otherwise repel undead.

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

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





DREAMLANDS SKELETON WARRIOR

Medium undead, chaotic evil

Armor Class 18 (scale mail and shield)

Hit Points 32 (5d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	15 (+2)	6 (-2)	8 (-1)	7 (-2)

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, frightened, poisoned

Senses passive Perception 9

Languages the languages it knew in life

Challenge 2 (450 XP)

Fear Gaze. As a bonus action, the skeleton turns its baleful gaze on one creature it can see within 30 feet of it. If the target can see the skeleton, the target must succeed on a DC 10 Wisdom saving throw or be frightened of the skeleton for 1 minute. The target can repeat this save at

the end of each of its turns, ending the effect on a success. Creatures that successfully save against this effect are immune to that skeleton's fear gaze for 24 hours.

Feed on Fear. The skeleton has advantage on attack rolls against creatures that are frightened or suffering from dread.

Regeneration. The skeleton regains 5 hit points at the start of its turn if it has at least 1 hit point. If the skeleton takes radiant damage or damage from holy water, this trait doesn't function at the start of the skeleton's next turn.

Turning Defiance. The skeleton has advantage on saving throws against effects that turn or otherwise repel undead.

ACTIONS

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

Battleaxe. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage or 7 (1d10 + 2) piercing damage if used with two hands.

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



ELECTRO-TANK ANKYLOSAURUS

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

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

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

ELECTRO-TANK ANKYLOSAURUS

Huge beast, unaligned

Armor Class 19 (natural armor)

Hit Points 68 (8d12 + 16)

Speed 20 ft.

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

Damage Resistances lightning

Senses passive Perception 10

Languages –

Challenge 4 (1,100 XP)

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

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

ACTIONS

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

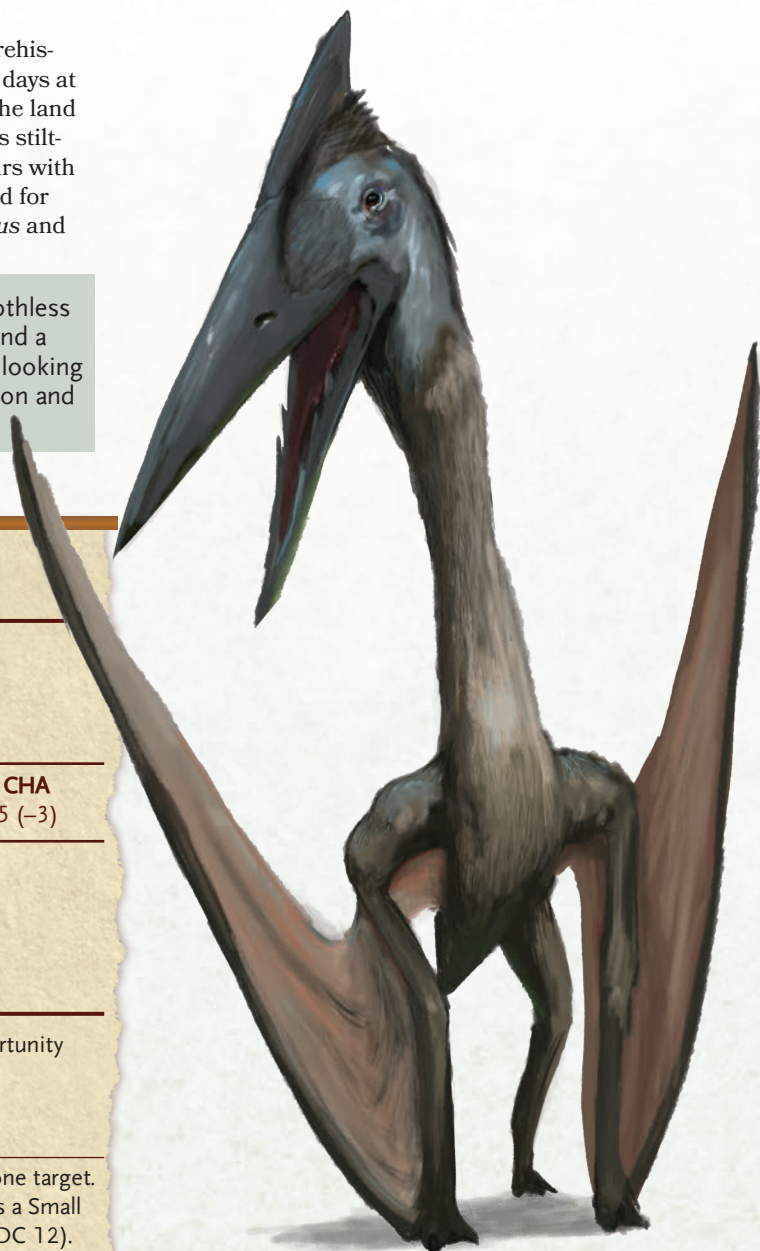
Lightning Turret (Recharge 5-6). The ankylosaurus fires a bolt of lightning in a 60-foot line that is 5 feet wide. Each creature in that line must make a saving throw, taking 27 (5d10) lightning damage on a failed save or half as much damage on a successful one.



HATZEGOPTERYX

Hatzegopteryx is a gigantic pterosaur. This prehistoric flying reptile can soar at great speed for days at a time. When it comes time to feed, it stalks the land like a massive heron, using its folded wings as still-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.

LAMBEOSAURUS

Lambeosaurus is a large herbivorous dinosaur that can walk on two or four legs. It is identifiable by its distinctive crest, which also serves as a resonating chamber for its distinctive trumpeting call. It stands about 13 feet tall at the hip and is 30 feet long from head to tail. Lambeosauruses travel in large herds.

This elephant-sized reptile has a duck-like beak, a colorful crest on its head, and a long tail that sticks out stiffly behind it.

LAMBEOSAURUS

Huge beast, unaligned

Armor Class 13 (natural armor)

Hit Points 34 (4d12 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	15 (+2)	2 (-4)	12 (+1)	6 (-2)

Skills Perception +3

Senses passive Perception 13

Languages –

Challenge 1 (200 XP)

Wary. Lambeosaurus has advantage on initiative checks.

ACTIONS

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

Hit: 8 (1d8 + 4) bludgeoning damage.



MARTIAN DREAMLANDS CAT

Hailing from the barren deserts of the red planet, Martian Dreamlands cats' toughness reflects their harsh environment. They are powerful leapers, fast runners, and fierce hunters, making optimal use of their six limbs. Like other Dreamlands cats, they are intelligent beasts that pass between the waking world and the Dreamlands, living complex lives and exploring their worlds with preternatural curiosity.

This roaring, red-furred feline has six muscular limbs and powerful jaws lined with dagger-like teeth.



MARTIAN DREAMLANDS CAT

Medium beast, any alignment

Armor Class 12

Hit Points 19 (3d8 + 6)

Speed 50 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+1)	15 (+2)	14 (+2)	9 (-1)	12 (+1)	13 (+1)

Skills Perception +3

Senses darkvision 60 ft., passive Perception 13

Languages Cat, understands but can't speak one other language

Challenge 1 (200 XP)

Nine Lives. When killed, the cat's mind and consciousness shifts reflexively back into a dream form, creating a new dream body if necessary. It must then rest for 1d3 days in the Dreamlands, at which point it can return to the waking world. It can revive itself in this manner up to eight times, giving it nine lives in all. Resurrections from other methods (such as via a *raise dead* spell or other powerful magic) do not count against this limit.

Pounce. If the cat moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 12 Strength saving

throw or be knocked prone. If the target is prone, the cat can make one bite attack against it as a bonus action.

Astounding Leap. The cat's long jump is 30 feet and its high jump is 15 feet, with or without a running start. The cat doesn't provoke opportunity attacks when it jumps out of an enemy's reach.

ACTIONS

Multiattack. The cat makes four claw attacks. If it hits the same creature with at least two claw attacks, it can make a bite attack against that creature as a bonus action this turn.

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

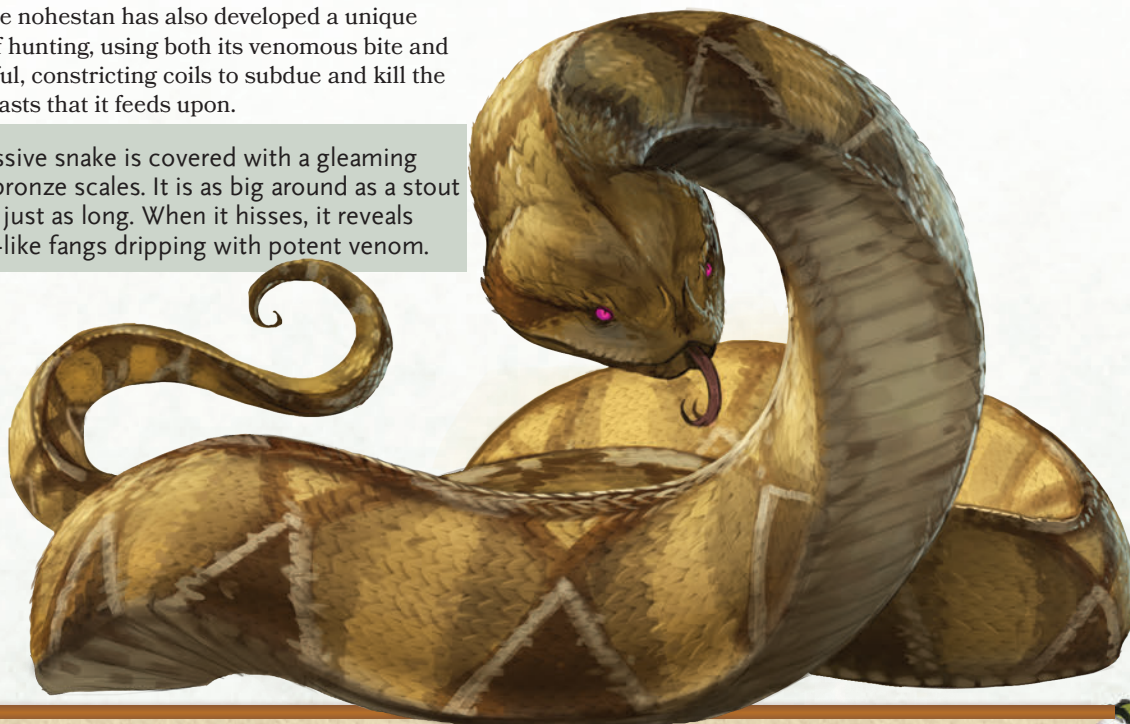
Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage.

Moon Jump (2/Day). If the cat is in the Dreamlands, it can jump from a planet to its moon or other satellites (or vice versa). This movement provokes opportunity attacks normally, but the flight is supernaturally fast. En route, the cat is protected within a small demiplane. A group of four Dreamlands cats can bring a single Small creature with them when the group Moon Jumps, while a group of eight Dreamlands cats can bring a single Medium creature. When the cat uses Moon Jump to return to a planet or moon it left via Moon Jump, it returns within 1 mile of where it departed that body.

NOHESTAN

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

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



NOHESTAN

Huge monstrosity, unaligned

Armor Class 18 (natural)

Hit Points 149 (13d12 + 65)

Speed 30 ft.

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

Saving Throws Wis +5

Skills Perception +5

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities poisoned

Senses passive Perception 15

Languages –

Challenge 9 (5,000 XP)

ACTIONS

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

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

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

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

REACTIONS

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

PACHYCEPHALOSAURUS

This dinosaur uses its thick dome-like skull as a battering ram to smash into rivals or predators.

This swift, bipedal creature runs with its body horizontal, its head lowered and its stiff tail sticking out behind it. It is crowned with a dome of thick bone surrounded by spiky nodules.



PACHYCEPHALOSAURUS

Large beast, unaligned

Armor Class 14 (natural armor)

Hit Points 45 (6d10 + 12)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	15 (+2)	2 (-4)	11 (+0)	5 (-3)

Damage Resistances bludgeoning from nonmagical attacks

Senses passive Perception 10

Languages –

Challenge 2 (450 XP)

Charging Headbutt. If the pachycephalosaurus moves at least 20 feet straight toward a creature and then hits it with a headbutt attack on the same turn, the pachycephalosaurus rolls damage dice twice for the headbutt attack and that target must succeed on a DC 13 Strength saving throw or be knocked prone.

ACTIONS

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

PTERODACTYL

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

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

PTERODACTYL

Tiny beast, unaligned

Armor Class 10

Hit Points 2 (1d4)

Speed 10 ft., fly 60 ft.

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

Skills Perception +3

Senses passive Perception 13

Languages —

Challenge 0 (10 XP)

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

ACTIONS

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



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

TRAPPER

Serpentfolk trappers make use of their keen senses and natural cunning to lay ambushes. They excel at tracking and trapping anything from humanoids to mighty dinosaurs.

This serpent-headed reptilian humanoid is clad in studded leather armor and a hooded cloak. It bears a bow, a net, and a halberd.



SERPENTFOLK TRAPPER

Medium monstrosity (shapechanger), neutral evil

Armor Class 16 (studded leather)

Hit Points 67 (9d8 + 27)

Speed 30 ft.

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

Skills Animal Handling +5, Arcana +6, Perception +5, Stealth +6, Survival +5, Yog-Sothothery +5

Damage Immunities poison

Condition Immunities frightened, paralyzed, poisoned

Senses blindsight 30 ft., darkvision 60 ft., passive Perception 15

Languages Aklo, Common, Serpentfolk

Challenge 4 (1,100 XP)

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

At will: *minor illusion*

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

Envenom Weapon. As a bonus action, the serpentfolk can apply its natural venom to one weapon or piece of ammunition that deals slashing or piercing damage. A creature hit by the poisoned weapon or ammunition must make a DC 13 Constitution saving throw, taking 9 (2d8)

poison damage on a failure or half as much damage on a success. Once applied, the poison retains potency until delivered through a wound or for 1 minute before drying.

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

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

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

ACTIONS

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

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

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

Longbow. *Ranged Weapon Attack:* +6 to hit, range 150/600 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Net. *Ranged Weapon Attack:* +6 to hit, range 5/15 ft., one target. *Hit:* A Large or smaller creature is restrained until it is freed. A creature can use its action to make a DC 10 Strength check, freeing itself on a success. Dealing 5 slashing damage to the net (AC 10) also frees the creature without harming it; this ends the effect and destroys the net.

SERPENTFOLK WARRIOR

Elite warriors of the serpentfolk often hone their skills in battle by shapechanging into humanoid form to fight as mercenaries. While they may rely on brute strength more than the average serpentfolk, they are no less insidious and cunning than the rest of their kind.

This serpent-headed humanoid is outfitted for battle with a gleaming breastplate, a battleaxe, and a black longbow. Its yellow eyes dart from target to target, ready to strike.



SERPENTFOLK WARRIOR

Medium monstrosity (shapechanger), neutral evil

Armor Class 16 (breastplate)

Hit Points 85 (10d8 + 40)

Speed 30 ft.

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

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

Damage Immunities poison

Condition Immunities frightened, paralyzed, poisoned

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

Languages Aklo, Common, Serpentfolk

Challenge 5 (1,800 XP)

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

At will: *minor illusion*

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

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

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

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

ACTIONS

Multiaction. 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.



THERIZINOSAURUS

Although awkward looking with its oversized belly, simian arms, and shaggy feathers, this massive dinosaur is more than capable of defending itself. It may be slow and lumbering, but its scythe-like claws can eviscerate potential predators just as easily as they can grasp tree branches to gain access to the nutritious leaves it eats.

This gigantic reptile has sweeping arms ending in meter-long claws. Its long neck holds aloft a small head with a toothless beak, and its distended gut bulges out between its sturdy legs. A shaggy coat of long feathers gives this awkward creature a rough, disheveled appearance.



THERIZINOSAURUS

Huge beast, unaligned

Armor Class 13 (natural armor)

Hit Points 95 (10d12 + 30)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	17 (+3)	2 (-4)	11 (+0)	9 (-1)

Senses passive Perception 10

Languages –

Challenge 5 (1,800 XP)

ACTIONS

Multiattack. The therizinosaur makes two claw attacks.

Claw. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 15 (2d8 + 6) slashing damage. If the therizinosaur scores a critical hit, it rolls damage dice three times instead of twice.

Siege-Claw Therizinosaurus. This lumbering dinosaur has been transformed through yithian cybernetic implants into a living siege weapon. Its thick body is plated with scales of steel-ceramic composite armor, allowing it to shrug off attackers, and its powerful claws have been reinforced with adamantine and a kinetic overdrive engine, letting it shred through stone and send enemies flying.

This gigantic reptile has sweeping arms ending in meter-long adamantine claws that crackle with energy. Its long neck holds aloft a small head with a toothless beak, and its distended gut bulges out between its two sturdy legs. Its shaggy coat of long feathers is partially obscured by plates of ceramic armor and Yithian machinery.



SIEGE-CLAW THERIZINOSAURUS

Huge beast, unaligned

Armor Class 16 (natural armor)

Hit Points 114 (12d12 + 36)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	17 (+3)	4 (-3)	11 (+0)	9 (-1)

Damage Resistances lightning

Senses passive Perception 10

Languages –

Challenge 6 (2,300 XP)

Control Chip. The dinosaur obeys to the best of its ability the most recent command issued to it telepathically by a

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

ACTIONS

Multiattack. The therizinosaurus makes two adamantine claw attacks.

Adamantine Claw. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 20 (3d8 + 7) slashing damage and the target must succeed on a DC 13 Strength saving throw or be pushed 10 feet away and knocked prone. If the therizinosaurus scores a critical hit, it rolls damage dice three times instead of twice. Attacks that hit structures or objects are automatic critical hits.

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.

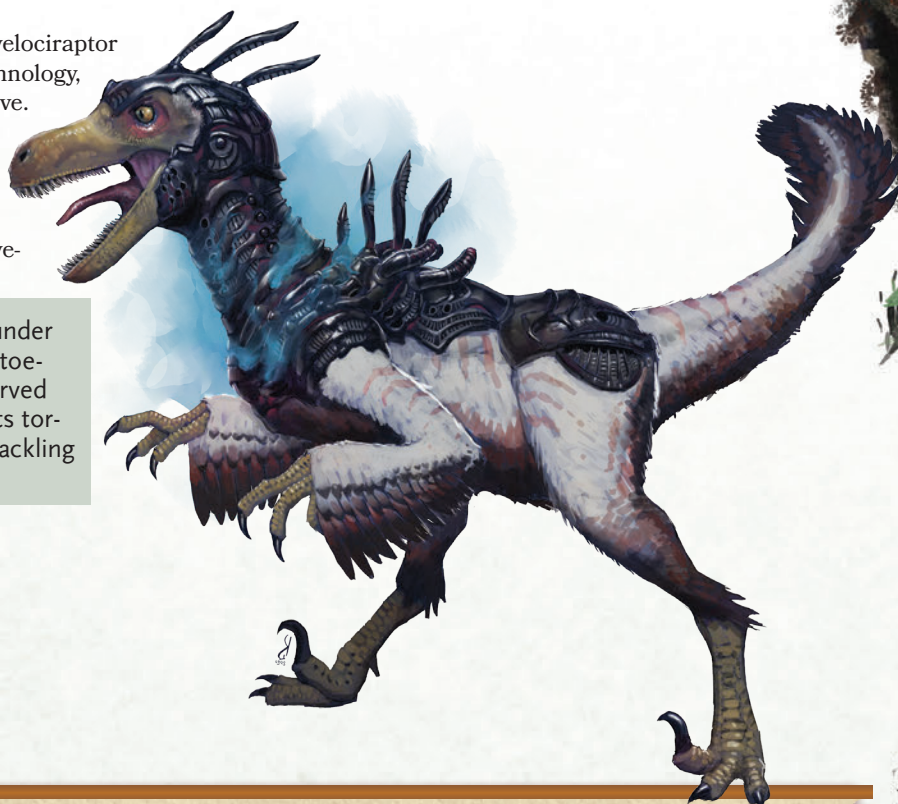
Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

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.



Teleporting Velociraptor. This velociraptor has been modified with yithian technology, making it faster and more aggressive. Most notably, an experimental blink engine has been implanted in its torso, allowing it to repeatedly teleport short distances. This makes the tiny predator's movements completely unpredictable.

This small, feathery dinosaur is under two feet tall, with sickle-shaped toe-claws and a mouth lined with curved teeth. Machinery embedded in its torso surrounds the beast with a crackling blue nimbus.



TELEPORTING VELOCIRAPTOR

Tiny beast, unaligned

Armor Class 14 (natural)

Hit Points 28 (8d4 + 8)

Speed 40 ft.

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

Saves Dex +5

Skills Perception +3

Senses passive Perception 13

Languages –

Challenge 1 (200 XP)

Aggressive Attacks. If the velociraptor hits with one or more of its melee weapon attacks on its turn, as a bonus action it can repeat one of those attacks on the same target.

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

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

Pack Tactics. The velociraptor has advantage on an attack roll against a creature if at least one of the velociraptor's allies is within 5 feet of the creature and the ally isn't incapacitated.

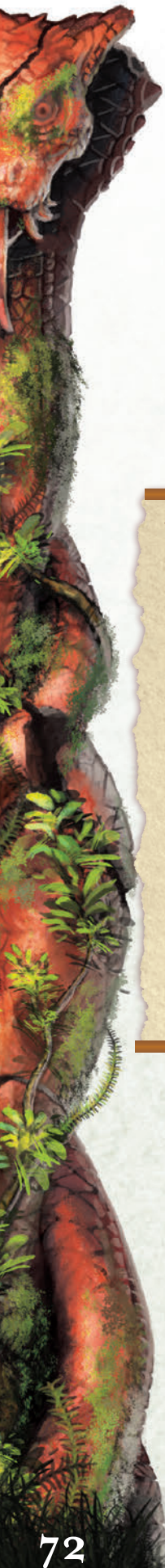
ACTIONS

Multiattack. The velociraptor makes two attacks: one with its bite and one with its claw.

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

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage and the target is grappled (escape DC 13). Until the grapple ends, the target is restrained if it is Small or smaller, and the velociraptor can't attack another target.

Teleport (Recharge 4-6). The velociraptor magically teleports, along with any equipment it is wearing or carrying, up to 40 feet to an unoccupied space it can see. Before or after teleporting, the velociraptor can make one melee weapon attack.



YIG-TOUCHED DILOPHOSAURUS

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

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

YIG-TOUCHED DILOPHOSAURUS

Large beast, unaligned

Armor Class 15 (natural armor)

Hit Points 76 (9d10 + 27)

Speed 50 ft.

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

Damage Immunities poison

Condition Immunities poisoned

Senses passive Perception 11

Languages –

Challenge 4 (1,100 XP)

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

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

ACTIONS

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

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

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

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



YITHIAN GENERAL

The yithian general is a powerful veteran of the Great Race's prehistoric wars. A master of every weapon and fighting technique known to its kind, this ancient being is a force to be reckoned with on the battlefield. Having studied—and even participated in—the great battles of the past and future, a yithian general is an incomparable war leader.

This yithian is encased in battle armor and brandishes a wicked looking weapon. The creature sizes you up instantly, centuries of experience reading on its alien faces.

YITHIAN GENERAL

Large aberration, lawful neutral

Armor Class 20 (yithian panoply)

Hit Points 189 (18d10 + 90)

Speed 20 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	16 (+3)	20 (+5)	25 (+7)	19 (+4)	18 (+4)

Saving Throws Con +10, Int +12, Wis +9, Cha +9

Skills Arcana +12, History +17, Insight +9, Nature +12, Persuasion +9, Yog-Sothothery +14

Damage Resistances acid, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks

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

Languages Aklo, Yithian, any 10 other languages, telepathy 100 ft.

Challenge 15 (13,000 XP)

Innate Spellcasting (Psionics). The yithian's spellcasting ability is Intelligence (spell save DC 20, +12 to hit with spell attacks). It can innately cast the following spells, requiring no components:

At will: *detect thoughts*, *hold monster*, *modify memory*
1/day: *astral projection* (self only)

Practiced Reloader. The yithian general can use a *recharge cell* as a bonus action.

Keen Sight. The yithian has advantage on Wisdom (Perception) checks that rely on sight.

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

Special Equipment. In addition to its armor and weapons, the yithian general has an *adaptive shield array* (page 79), 2 *potions of superior healing*, 2 *recharge cells* (page 81), and a *belt of cloud giant strength*.

ACTIONS

Multiattack. The yithian makes three melee or three ranged attacks, or it makes two attacks and casts an at-will innate spell.

Pincer. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 21 (3d8 + 8) bludgeoning damage. If the yithian scores a critical hit, it rolls damage dice three times instead of twice.

Matter Disruptor (4/day). *Ranged Spell Attack:* +12 to hit, range 100/400 ft., one target. *Hit:* 19 (3d12) necrotic damage. A creature killed by this attack is disintegrated.

Amnesia (Recharge 5-6). DC 19. See **past yithian** (SPCM 398).

Mind Swap. DC 20. See **past yithian** (SPCM 398).

REACTIONS

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





YITHIAN PSION

The Great Race master psychic powers just as they master technology, but there are those among them who are born with an abnormally large brain, making them so adept at psionics as to outpace the rest of their species. A yithian psion eschews technological weaponry, preferring to use their incredible mind as both a weapon and a tool to accomplish their obscure goals.

This yithian's conical body seems oddly bloated at the dorsal end. It moves with uncharacteristic speed, keeping all but one of its eyes closed.

YITHIAN PSION

Large aberration, lawful neutral

Armor Class 16 (natural armor)

Hit Points 178 (17d10 + 85)

Speed 20 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	16 (+3)	20 (+5)	26 (+8)	19 (+4)	18 (+4)

Saving Throws Con +10, Int +13, Wis +9, Cha +9

Skills Arcana +13, History +18, Insight +9, Nature +13, Persuasion +9, Yog-Sothothery +14

Damage Resistances acid, fire; bludgeoning, piercing, and slashing from nonmagical attacks

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

Languages Aklo, Yithian, any 10 other languages, telepathy 100 ft.

Challenge 14 (11,500 XP)

Innate Spellcasting (Psionics). The yithian's spellcasting ability is Intelligence (spell save DC 21). It can innately cast the following spells, requiring no components:

At will: *detect thoughts*, *hold monster*, *lethargy of Tsathoggua* (SPCM 106), *modify memory*, *telekinesis*

3/day: *blur*, *levitate*, *mirror image*, *mislead*, *phantasmal killer*

1/day: *astral projection* (self only), *temporal energy nexus* (SPCM 115)

Focused. The yithian psion can maintain two concentration spells at once.

Keen Sight. The yithian has advantage on Wisdom (Perception) checks that rely on sight.

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

Swift Motion. The yithian's movement never provokes opportunity attacks. It can use a bonus action to make a Dash or Disengage action.

ACTIONS

Multiattack. The yithian makes three pincer attacks, or it makes two claw attacks and casts an at-will innate spell.

Pincer. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 21 (3d8 + 7) bludgeoning damage. If the yithian scores a critical hit, it rolls damage dice three times instead of twice.

Telekinetic Throw. *Ranged Spell Attack:* +13 to hit, range 30/90 ft., one target. *Hit:* 15 (2d6 + 8) bludgeoning damage. The psion makes this attack by telekinetically throwing a Tiny object at a nearby enemy.

Amnesia (Recharge 5-6). See **past yithian** (SPCM 398).

Mind Swap. See **past yithian** (SPCM 398).

REACTIONS

Foresight. When the yithian would be hit by a melee or ranged attack, it can choose not to be.

LEGENDARY ACTIONS


The yithian psion 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. The psion regains spent legendary actions at the start of its turn.

Autohypnotic Healing. The psion regains 2d10 + 8 hit points

Telekinetic Throw. The psion makes one telekinetic throw attack.

Minor Psionics. The psion casts one of its innate, at-will spells.





Time's endless vista spread before my thought
With its vast pageant of unceasing change
And sempiternal strife of force and will;
I saw the ages flow in stately stream
Past rise and fall of universe and life;
I saw the birth of suns and worlds, their death,
Their transmutation into limpid flame,

-H. P. Lovecraft

ALIEN TECHNOLOGY & MAGIC ITEMS

ADAPTIVE SHIELD ARRAY

Wondrous item, very rare (requires attunement if worn by a non-yithian)

This hexagonal plate of geometrically etched metal is designed to be strapped across the torso of a yithian, but with some creative adjustments could be fitted to a Small or Medium creature. When worn, it generates a shield of force around the wearer. When the wearer takes damage, they can use their reaction to gain resistance to that damage type until the end of their next turn. Whenever an attack, spell, or effect deals more than 40 damage of a single type to the wearer (before applying resistance), roll a d20. On a roll of a 1, the adaptive shield array shorts out and breaks.

This item cannot be used at the same time as a *forcefield projector*; the items generate interference that causes both items to short out, rendering them both non-functional for 24 hours.

CIRCLE OF MIND SWAP PROTECTION

Wondrous item, very rare (requires attunement)

This appears to be a simple silver circlet, though the inside is etched with strange lines and inset with hexagonal plates of copper. When the wearer is attuned to this item, they become immune to the yithian's Amnesia and Mind Swap abilities, the magic jar spell, and similar effects that separate the mind/soul from the body.

DEMOLITION CHARGE

Wondrous item, rare

This is a block of an explosive substance, twelve inches in length and six inches in width and depth. It weighs 4 pounds. The substance is inert until a catalyst in its built-in detonator is released, so it will not be set off by fire or a stray spark. One face of the block is malleable and sticky. If pressed firmly to a surface, it will adhere to it. Removing it from a surface is easy but requires enough effort that it won't happen by accident.

Another face of the block holds a remote detonator affixed by magnetism and easily removed. The detonator has a dial and a small pane of black glass which displays Yithian glyphs when the dial is pulled out and turned. The countdown displayed with these glyphs is useless to anyone who cannot read



Yithian and has no knowledge of their system of timekeeping – if activated by someone without that knowledge, the timer will be set for 1d100 minutes. Once the dial has been pulled out, rotated, and depressed, the countdown begins. This functions as long as the detonator is within 1 mile of the charge.

When the charge detonates, it deals 6d10 fire and 6d10 force damage to all creatures and objects within 30 feet. Creatures within the blast radius that succeed on a DC 20 Dexterity saving throw take half as much damage.

ELECTRO-GLAIVE

Weapon (glaiive), rare

This polearm is a piece of yithian technology designed to be wielded with one claw, though Medium and Small creatures can wield it as they would wield an ordinary glaiive. The head of the weapon is a long, curving blade with geometric patterns etched into it. When brandished, the weapon crackles with electricity as an arc of brilliant white energy runs across the edge of the blade.

This weapon functions as a magic glaiive. On a hit, it deals 5 (1d10) slashing damage when wielded by a non-yithian, or 11 (2d10) slashing damage when wielded by a yithian. No matter the wielder, it also deals 5 (1d10) lightning damage, and on a critical hit, the target must succeed on a DC 13 Constitution saving throw or be stunned until the end of their next turn.

FORCE FIELD PROJECTOR

Wondrous item, rare

This mechanical disc is designed to be strapped across the torso of a yithian, but with some creative adjustments could be fitted to a Small or Medium creature. When worn, it generates a shield of force around the wearer. When the wearer takes damage, the shield absorbs half of it (rounded up). The shield provides no protection against necrotic, poison, psychic, or radiant damage. Once the force field has absorbed 50 damage in this way, the adaptive shield array shorts out and breaks.

This item cannot be used at the same time as an adaptive shield array; the items generate interference that cause both items to short out, rendering them both non-functional for 24 hours.



FORCE GRENADE

Weapon (grenade), uncommon

This sphere of dull black metal has a silver belt clip on its side and a plunger on its top. It weighs 1 pound. As an action, you can depress the plunger and throw the sphere up to 20 feet at short range or 60 feet at long range, targeting a point on the ground. If the attack roll is 10 or more, the grenade lands on target, otherwise it lands 1d10 feet away in a random direction (roll 1d8 to determine the direction, 1 being north, 2 northeast, and so on). When the grenade lands, it explodes in a 10-foot radius sphere, dealing 3d8 force damage to all creatures in the area. Creatures damaged by this explosion must succeed on a DC 15 Strength saving throw or be pushed to the edge of the area of effect. Creatures pushed by the force grenade do not provoke opportunity attacks with this movement.

HEAT PISTOL

Weapon (unique), rare

This technological weapon created by the great race of Yith weighs 5 pounds and can be wielded in two hands by a Small creature or one hand by a Medium or Large creature. It is a two-foot-long metal device with a copper-banded tube running its entire length on one side. On the end of the tube is a concave disk of obsidian which glows white when the weapon is fired. The range of its attacks is 40/120 feet and it has 20 charges. By spending your action, you can ex-

pend 1 charge to make a ranged attack roll (including your proficiency bonus if you are proficient with any crossbows) against your target. The weapon fires a beam of shimmering heat, dealing 1d10 fire damage on a hit; this damage is not modified by your Dexterity modifier. On each subsequent round that you hit that same target, the damage increases by 1d10 (up to a maximum of 5d10), resetting back to the beginning if you do not hit the target on that round. On a critical hit, the weapon does not inflict additional damage, but the target gains one level of exhaustion.

The heat pistol regains 1d20 charges at dawn.

MATTER DISRUPTOR

Weapon (unique), very rare

This piece of yithian technology weighs 15 pounds and is a heavy, two-handed, martial ranged weapon, although Large creatures can wield it one-handed. The range of its attacks is 100/400 feet, and it has 12 charges. It looks like a three-foot-long mass of pipes and metal cylinders split horizontally in two, with a rack of green crystal disks running down the middle of the device.

When you make an attack with this weapon it is a ranged spell attack using your Intelligence modifier, and you choose to expend a number of charges less than or equal to your Intelligence modifier. On a hit, the matter disruptor deals 1d12 necrotic damage per charge expended. A creature killed by this attack is disintegrated. If you can normally make multiple attacks in a round, you can do so with this weapon, so

long as the number of charges you expend in a round does not exceed your Intelligence modifier.

You can add your proficiency bonus to attack rolls made with this weapon if you are a yithian, if you are proficient with all martial weapons, or if you know or have prepared any spell that deals necrotic damage.

The matter disruptor regains 1d12 charges at dawn.

PSIONIC LASH

Weapon (whip), rare

This jointed metal whip resembles a spinal column wrought of brass and silver. Its links glow with a pulsing purple light. Its curved handle has ratcheting leather straps meant to secure it to the underside of a yithian's claw, though it can be wielded by humanoid hand just as easily. It automatically returns to a coiled position after use.

You gain a +1 bonus to attack and damage rolls made with this weapon. On a hit, this whip deals an additional 2d6 psychic damage and the target must succeed on a DC 14 Wisdom saving throw or gain one level of dread for 1 hour. The psionic lash can never increase a creature's dread above level 3.

RECHARGE CELL

Wondrous item, uncommon

This small, copper-banded cylinder of red ceramic imparts a slight tingling sensation to the touch. You can take the Use an Object action to press it to a piece of alien technology that uses charges, such as a yithian lightning gun or mi-go mist projector. That item regains all its charges, and the recharge cell is expended.

SINGULARITY PROJECTOR

Weapon (unique), very rare

This bulky piece of yithian technology looks like an adamantine cannon with five silver spider legs protruding from the barrel and a rotating cylinder of greenish-black crystal in the breech. It weighs 20 pounds and is a heavy, two-handed, martial ranged weapon. The range of its attacks is 50/100 and it has 6 charges.

By spending your action, you can expend 1 charge to make a ranged spell attack roll against your target, using your Intelligence modifier. If the target is an inanimate object, the attack automatically hits. If the target is a creature and the attack misses, it hits the nearest inanimate object including floors and walls. The weapon fires a microsingularity: a black sphere surrounded by swirling energy with an incredible gravitational pull. If the target is a creature, the attack deals 4d10 force damage and the target is restrained until the beginning of the wielder's next turn. Regardless of whether the attack hits a creature

or an object, all creatures within a 20-foot-radius sphere centered on the microsingularity must succeed on a DC 20 Strength check or be moved 10 feet closer to the center of the area (if possible) and restrained until the beginning of the wielder's next turn. At the beginning of your next turn, if you are still wielding the projector, you can expend a charge as a bonus action to keep the microsingularity in place, automatically repeating the effects of a hit. Creatures restrained by the microsingularity can use an action to make a DC 20 Strength check, escaping on a success. The singularity projector can only maintain the existence of one microsingularity at a time.

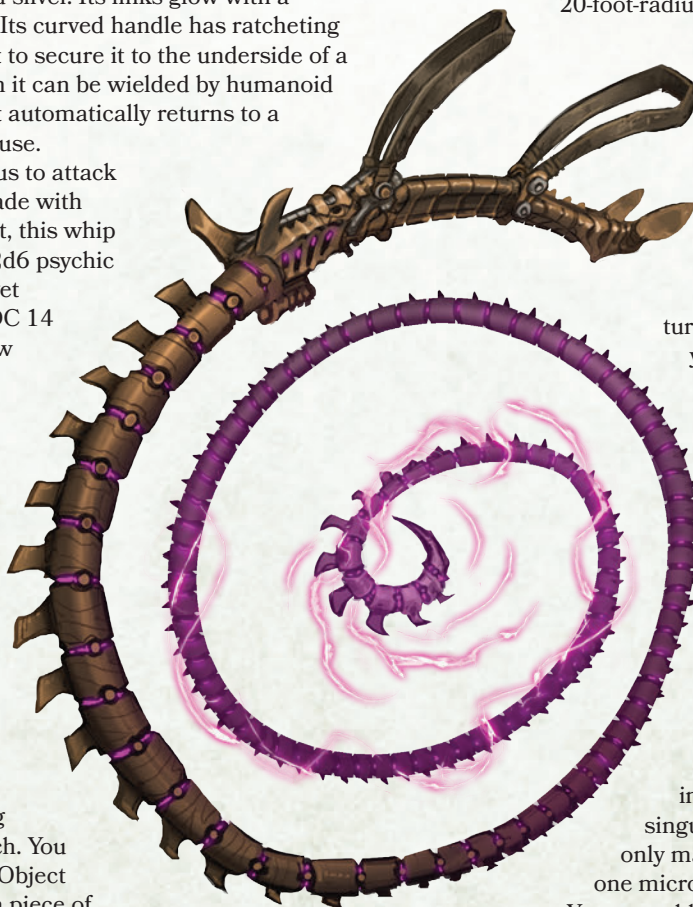
You can add your proficiency bonus to attack rolls made with this weapon if you are a yithian, if you are proficient with all martial weapons, or if you have ever successfully controlled a sphere of annihilation.

The singularity projector regains 1d6 charges at dawn.

STUN GRENADE

Weapon (grenade), uncommon

This oblate sphere of gleaming silvery metal has a belt clip on its side and a plunger on its top. It weighs 1 pound. As an action, you can depress the plunger and throw the sphere up to 20 feet at short range or 60 feet at long range, targeting a point on the ground.





If the attack roll is 10 or more, the grenade lands on target, otherwise it lands 1d10 feet away in a random direction (roll 1d8 to determine the direction, 1 being north, 2 northeast, and so on). When the grenade lands, all creatures in a 10-foot radius sphere must succeed on a DC 15 Constitution saving throw or be stunned until the end of their next turn.

YITHIAN PANOPLY

Armor (heavy), rare

This suit of armor is specially crafted to fit over a yithian's conical, molluscoid body, complete with flexible, jointed tubes that protect the creature's necks and limbs. It cannot be worn by any creature other than a past yithian. It is made of overlapping plates of steel and an ultra-durable ceramic compound. Holding down a button on the back of the armor for 6 seconds causes the armor to open, allowing a yithian to slide into or out of it.

The armor gives the wearer Armor Class 20 (no Dexterity modifier) and grants resistance to lightning damage. It weighs 200 lbs.

RANDOM ENCOUNTERS

The GM should feel free to employ random encounters at their discretion during the PCs' adventures in Yilan. In the following table you will find random encounter tables for each terrain type on the map (forest, grasslands, hills, rocklands, and swamp) plus areas patrolled by Elder Things and yithians. The GM can roll a d20 to check for a random encounter, rolling on the appropriate table if the result is a 17 or higher (11 or higher in the Elder Thing or yithian patrol zones). For each NPC member of the party (not including Dandelion, who spends most of her time away from the group), add 1 to your rolls when checking for random encounters. The GM is encouraged to check for an encounter each time the characters enter a new hex or spend 8 hours in a single hex.

ALLOSAURUS

The characters encounter 1d2 **allosauruses** (book 1). If it is only one allosaurus, it is hunting the PCs if they can be detected with a passive Perception score of 11. If two allosauruses, they are sparring with each other for territory, but will put aside their differences to attack the PCs if approached within 100 feet. In yithian lands, the allosauruses are instead **hunter-killer allosauruses** (page 52) patrolling yithian territory and hunting for intruders. In Elder Thing territory, they are **eldritch host allosauruses** (page 51).

ANKYLOSAURUS

A small herd of 1d4 **ankylosauruses** (act 2) are grazing here. They are extremely territorial and will attack if approached. In yithian lands, they are instead 1d3 **electro-tank ankylosauruses** (page 56) patrolling the territory and attacking non-yithians on sight.

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 1 in 4 chance that the characters encounter a group of 2d6 free **debased serpentfolk** (act 2) who are just as hostile to Gehir as they are to the characters. Otherwise they encounter a work gang of 1d10 **debased serpentfolk** (act 2) 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 3 **serpentfolk trappers** (page 65) and 1 **serpentfolk warrior** (page 67) are in the process of capturing and taming a dinosaur. The warrior has a serpentfolk taming elixir (act 2). Roll a 1d8 to determine what dinosaur they are dealing with:

- 1 – **pachycephalosaur** (page 62),
- 2 – **ankylosaurus** (act 2),
- 3 – **kentrosaurus** (act 1),
- 4 – **dilophosaurus** (act 1),
- 5 – **triceratops**,
- 6 – **allosaurus** (act 1),
- 7 – **therizinosaurus** (page 68),
- 8 – **tyrannosaurus rex**.

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.





Encounter						Elder Thing	Yithian
	Forest	Grass	Hills	Rock	Swamp	Lands	Lands
Allosauruses (Book 1, page 70)	01-05	01-05	--	--	--	01-04	01-05
Ankylosaurus (Book 2, page 57)	06-10	06-09	01-04	--	--	05-08	06-10
1 Argentinosaurus (Book 2)	--	10	--	--	--	--	--
1d4 black puddings	--	--	--	01-04	01-05	09-12	--
1d6 camarasauruses (Book 1, page 72)	11-12	11-14	--	--	--	--	--
2d4 chasmosauruses (Book 1, page 73)	13-15	--	05-06	--	--	13-14	--
2d6 crocodiles	--	--	--	--	06-10	--	--
Debased serpentfolk (Book 2)	16-20	15-18	07-10	05-08	11-15	--	--
1d6 dilophosauruses (Book 2, page 60)	21-25	19-21	11-12	--	--	15-16	--
Dinosaur trappers	26-27	22-23	13-14	--	16-17	--	--
Edible plants	28-32	24-28	15-19	09-13	18-22	17-21	11-15
Elder thing	--	--	--	--	--	22-36	--
Elder thing patrol	--	--	--	--	--	37-66	--
Flying scouts	--	29-36	20-29	14-27	23-28	--	--
Formless spawn	--	--	--	--	29-33	--	--
2d4 giant centipedes	33-34	--	--	--	34-38	--	--
1d2 giant constrictor snakes	35-36	--	30-31	28-29	39-43	--	--
Giant crocodile	--	--	--	--	44-48	--	--
2d4 giant lizards	37-38	--	32-33	30-33	49-52	--	--
Giant poisonous snake	39-43	37-39	34-36	34-36	53-56	--	--
Giant scorpion	--	--	--	37-40	57-61	--	--
Hazard	44-48	40-44	37-41	41-50	62-66	--	--
Hatzegopteryxes	--	45-47	42-46	51-60	67-71	67-70	16-20
Hound of Tindalos	49	48	47	61	72	--	--
1d4 kentosauruses (Book 1, page 76)	50-54	49-52	48-50	--	--	71-74	21-25
Lambeosaurus herd	55-59	53-56	51-52	--	--	--	26-30
Ogres	--	--	53-57	62-71	--	--	--
1d4 pachycephalosauruses (page 62)	60-64	57-61	58-62	72-75	--	--	--
Serpentfolk patrol	65-71	62-69	63-70	--	73-74	--	--
Serpentfolk outriders	72-79	70-77	71-78	--	75-80	--	--
Serpentfolk scouts	80-87	78-85	79-86	76-85	81-86	--	--
1 shantak (SPCM 368)	--	--	--	86-90	--	--	--
1 slime mold (SPCM 378)	--	--	--	--	--	75-82	--
Swarm of quippers	--	--	--	--	87-91	--	--
Thalassodromeuses	--	86-88	87-89	91-95	--	83-84	--
Therizinosaurus	88-92	--	90-91	--	92-95	85-88	31-35
1d6 triceratopses	93-97	89-93	92-96	--	--	89-92	36-40
1d2 tyrannosaurus rex	98-00	94-96	97-98	--	--	93-96	41-45
Velociraptors	--	97-00	99-00	--	--	--	46-50
Vooniths	--	--	--	--	96-00	--	--
Wamps	--	--	--	96-00	--	97-00	51-55
Yithian	--	--	--	--	--	--	56-70
Yithian patrol	--	--	--	--	--	--	71-00

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 1 in 2 chance the elder thing is flying, otherwise it is on the ground. It is not specifically looking for the characters, but it

will attack them if it sees them. If the characters were being stealthy, they can avoid the elder thing with a group Dexterity (Stealth) check of 15 or better.

ELDER THING PATROL

A trio of **Elder Things** (SPCM 307) patrols their territory, looking for humanoids to capture as part of their agreement with Gehir. There is a 1 in 4 chance that the elder things are patrolling on land, in which case they also have an **eldritch host allosaurus** (page 51) which obeys their commands. Otherwise, the elder things are flying.

FLYING SCOUTS

The characters encounter a patrol of 1d6 **serpentfolk dinosaur riders** (page 64) mounted on the same number of **hatzegopteryxes** (page 58). There is a 1 in 4 chance the patrol is 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 CROCODILE

Characters succeeding on a DC 15 Wisdom (Perception) check notice 1d3 **giant crocodiles** in the water right before they attack, 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 sleeping characters and will attack them if disturbed unless the snake is removed with a successful DC 16 Wisdom (Animal Handling) check.

GIANT SCORPION

1d3 **giant scorpions** scurry out of their hiding place to attack the characters. If this encounter occurs in the swamp, each scorpion has a flat, paddle-like tail, a mottled green carapace, and a 40 ft. swim speed.

HAZARD

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

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

Grassland – Sinkhole. A sinkhole opens up beneath the feet of the character in the lead, who falls in. Any characters directly behind them must succeed on a DC 12 Dexterity saving throw or fall in as well. The hole is 10 feet in diameter and 1d6 x 10 feet deep.

Hills – Thunderstorm. A flash of lightning announces the sudden onset of a thunderstorm. Each character has a 1 in 20 chance of being struck by lightning, increasing to 1 in 10 chance if they are wearing metal armor or carrying a long weapon like a spear or halberd. Characters struck by lightning

take 6d6 lightning damage and must succeed on a DC 15 Constitution saving throw or become deafened and blinded for 24 hours.

Rockland – Rockfall. A ledge of rock suddenly gives way. All characters must make a DC 15 Dexterity saving throw, taking 4d6 bludgeoning damage on a failure or half as much on a success.

Swamp – Quicksand. Characters must succeed on a DC 15 Wisdom (Survival) check or become restrained by the sucking mire. They can be freed with a successful DC 15 Strength check, but each failed check causes them to sink 1 foot deeper into the mud. Characters whose heads sink below the mud begin to suffocate.

HATZEGOPTERYXES

The party encounters 1d6 **hatzegopteryxes** (page 58). There is a 1 in 2 chance they are stalking across the land in search of prey, in which case they will only attack the party if provoked or if one of the characters approaches to within 60 feet of them. Otherwise the hatzegopteryxes are flying and will drop down to attack the players if they can see them; characters with a passive Perception of 12 or better spot the pterosaurs in the sky from a distance, giving them just enough time to attempt a Dexterity (Stealth) check to find cover.

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.

LAMBEOSAURUS HERD

A herd of 4d6 **lambeosauruses** (page 59) is moving through the area. There is a 1 in 4 chance that they are fleeing from a predator. Roll 1d6 to determine the predator: 1 – 1d6 **velociraptors** (page 70); 2-3 – 1d4 **dilophosauruses** (act 1); 4-5 – 1d2 **allosauruses** (act 1); 6 – a **tyrannosaurus rex**.

OGRES

The ogres of the hill country have begun to worship Yig, recognizing the power of the Father of Serpents 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 2d4 **ogres**. Through their worship of Yig, the ogres have gained resistance to poison damage. Each ogre has a 1 in 2 chance of having a pouch containing 1d4+1 random gemstones worth 50 gp each.

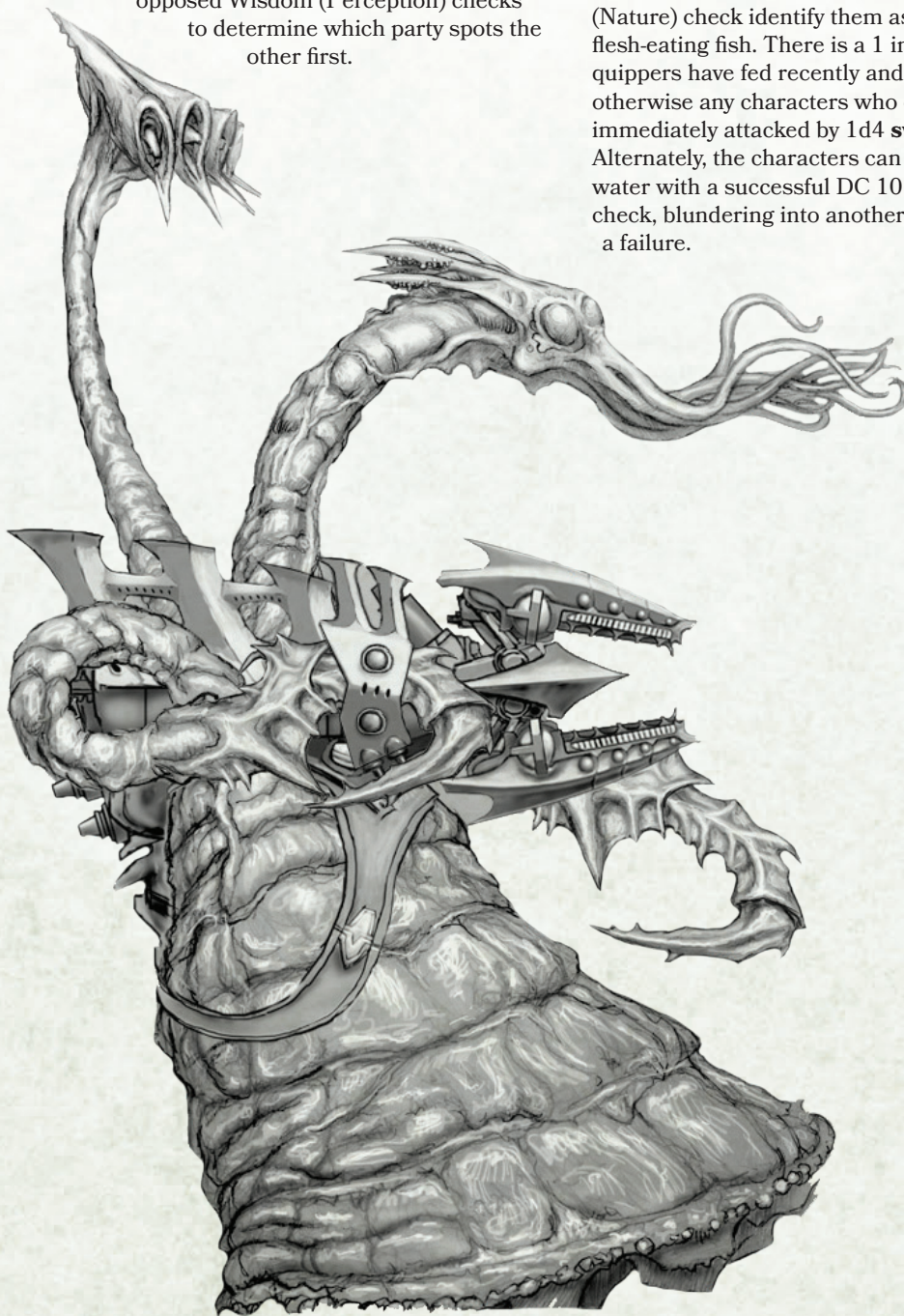
SERPENTFOLK PATROL

A group of armed serpentfolk patrols 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 1d4 **serpentfolk** (SPCM 365), 1 **serpentfolk dinosaur rider** (page 64) mounted on a **triceratops**, and 1 **serpentfolk warrior** (page 67). The serpentfolk are each carrying coins or wearing bangles worth 1d6 x 10 gp.

SERPENTFOLK OUTRIDERS

A band of 1d4 **serpentfolk dinosaur riders** (page 64) mounted either on **pachycephalosauruses** (page 59) or **Yig-touched dilophosauruses** (page 72) is patrolling this land. 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.



SERPENTFOLK SCOUTS

1d4 **serpentfolk trappers** (page 65) mounted on **riding crocs** (act 1) 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 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 vicious flesh-eating fish. There is a 1 in 2 chance that the quippers have fed recently and will not attack, otherwise any characters who enter the water are immediately attacked by 1d4 **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 1d6+1 **thalassodromeuses** (act 1). There is a 1 in 2 chance that they are feasting on a carcass and will not attack the players unless provoked or approached within 60 feet, otherwise the pterosaurs are in flight and will swoop down to attack the characters if they see them.

THERIZINOSAURUS

The characters stumble across a group of 1d3 **therizinosauruses** (page 68). They will defend themselves if attacked but otherwise ignore the PCs. If this encounter takes place in yithian lands, they are instead **siege-claw therizinosauruses** (page 69) who attack the PCs on sight.

VOONITHS

1d6 **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 a part of a serpentfolk fortress, elven temple, or prehistoric city. With a monstrous howl, a pack of 2d4 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.

YITHIAN PATROL

The characters encounter a patrol of 1d2 **past yithians** (*SPCM* 398). If there is only one yithian, it is accompanied by a dinosaur. Roll 1d6 to determine the dinosaur: 1-2 – **electro-tank ankylosaurus** (page 56); 3-4 – **siege-claw therizinosaurus** (page 69); 5-6 – **hunter-killer allosaurus** (page 52).

YIG SNAKE GRANDDADDY

Act 4: The Ancient Ages Again

CONCLUDING NEXT MONTH!

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2



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