

FANGS OF OATALI

Fangs of Oatali is an adventure for a group of four or five players of 6th-level characters using the fifth edition of the world's greatest roleplaying game.

BY KELSEY DIONNE

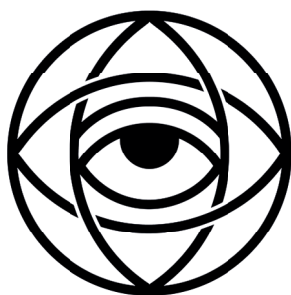


TABLE OF CONTENTS

Section	Page
Synopsis and Background	3
We're All Doomed	4
Up The River	5
Bloodspear Camp	6
Into The Eye	7
The Shrine	8
Three Altars	9
Chamber of the Couatl	10
Night-Cloaked Altar	11
Aftermath	12
Appendix A: Maps	13
Bloodspear Camp	13
Shrine of Oatali	14
Appendix B: New Monsters	15
Lizardfolk Chieftain	15
Pterodactyl	15
Viperian Sorceress	16
Appendix C: New Magic Items	17
<i>Fangs of Oatali</i>	17
Hidden Lore	18
Acknowledgements and Credits	19

SYNOPSIS

- The adventure begins when the characters become embroiled in a confrontation between a lizardfolk and a group of pirates.
- The lizardfolk, **Rivo**, asks the group to help him on a mission. He says his god is angry because a blasphemous tribe of lizardfolk stole a holy relic he protected called the *Fangs of Oatali*. Rivo must recover the *Fangs* before the full moon (in two days) or the god Oatali will unleash **cataclysm** on the land.
- The characters travel with Rivo into the jungle and confront the **tribe** that stole the *Fangs*. The group must find a way to recover the *Fangs* from the hostile tribe.
- The characters then go to a huge sinkhole that houses the **shrine** of Oatali. They must fight through lizardfolk enemies and mystical wards to return the *Fangs of Oatali* to their place and appease the god's anger.

BACKGROUND

- Rivo is one of few remaining shamans at the shrine of Oatali, a massive sinkhole housing a magical artifact called the *Fangs of Oatali*. The *Fangs* are a sacred relic created by an ancient couatl deity named **Oatali** ("wah-tah-lee").
- Four days ago, **Aresk**, the leader of a lizardfolk tribe, commanded his warriors to steal the *Fangs of Oatali* to honor Nathrexis, the evil snake goddess he recently began worshipping. **Yazra**, a viperian sorceress disguised as a lizardfolk shaman, manipulated Aresk into worshipping her goddess and stealing the *Fangs*.
- Following the theft, Rivo received a **vision** from Oatali promising great destruction on the faithless lizardfolk tribe if the *Fangs* aren't returned by the next full moon. In desperation to save his people, Rivo traveled to the nearest city to seek heroes' help recovering the *Fangs*.

A WORD TO THE GM

This adventure is meant to be run at a glance with **minimal preparation** and a **natural delivery**. This required re-thinking the normal adventure presentation a bit. Here's what you'll find included:

- Each encounter contained on one page.
- Bulleted lists. **Bolded** keywords.
- Hyperlinks to monsters and rules online for quick reference.
- Printable cards for each monster and PC so you can run encounters using a card stack. A short video walkthrough of this method can be found **here**.
- Printable cards for special treasure handouts.
- Short room and area descriptions. No paragraphs of droning flavor text — set the scene naturally and embellish as desired.
- Briefly explained non-encounter rooms. Again, embellish as desired!
- GM maps and player-safe digital maps for use with virtual tabletops.
- A short video walkthrough of the adventure that can be found **here**.

PACING/TRANSITIONS

A dramatic question is presented with most scenes. Once that question has been answered, the tension of the scene is resolved. That's your cue to work toward the **transition** provided at the end the scene — even if that means summarizing the end of a clearly decided combat, or in the case of clever players, skipping combat altogether. Keep the game moving toward the next challenge!

Room descriptions that are usually long blocks of literary read-aloud text have been left short and informational in this adventure. Many Game Masters prefer to paraphrase read-aloud text and set the scene based on what tone and level of detail his or her group finds engaging. Anything listed before a **Development** section is safe to share however you prefer to do so.

WE'RE ALL DOOMED

The PCs begin inside The Rusty Mug, a dockside tavern in a vibrant port city. The city should be surrounded by a tropical jungle and located along a river going inland.

Pirates, smugglers, and thieves fill the tavern. **Rivo**, a lizardfolk, is going from table to table gesturing wildly and saying, "death is coming!" The visibly annoyed patrons ignore him.

Use any of the following hooks to introduce the characters to the adventure:

APPEAL TO REWARD

Rivo approaches the characters and tells them a holy **relic** called the *Fangs of Oatali* (*wah-tah-lee*) has been stolen. He says the god Oatali will bring great cataclysm upon the jungle at the full moon (two days away) unless the relic is returned. Rivo tells the PCs he will give them his **sailing ship**, *Riverclaw*, if they recover the *Fangs* from the lizardfolk who stole it and return it to Oatali's shrine within two days.

APPEAL TO HEROISM

A group of drunk pirates has had enough of Rivo's pleading. Three **bandit captains** rise to pummel him into unconsciousness. The characters are the only heroes in sight. If they **intervene**, Rivo asks their help with recovering the *Fangs of Oatali* as per Appeal to Reward and Appeal to Discovery.

APPEAL TO DISCOVERY

Rivo approaches the PCs' table and pleads that they listen. He says there are many lost **treasures**, including the infamous *Ruby of Barbalt*, hidden in the jungle. If the PCs help him recover a stolen relic, his tribe will grant them permission to hunt for the ruby on their lands where it was last seen a century ago.

DRAMATIC QUESTION

Will the characters agree to help Rivo?

Rivo, NG lizardfolk

"Why does nobody listen? We will all die, I say!"

- **Appearance.** Thin. Red scales. Black feather tattoos on his chest and shoulders.
- **Does.** Prays quietly to Oatali in Draconic, especially while irritated.
- **Secret.** The chief of the tribe that stole the *Fangs* is his brother, Aresk, who usurped Rivo's role as chief three years ago.

WHAT RIVO KNOWS

- **What relic was stolen?** A magical, ancient string of jewels called the *Fangs of Oatali*.
- **How do you know cataclysm is coming?** I am a shaman at our people's shrine to Oatali. The god sent me a vision of burning cities and vast sinkholes beneath the full moon.
- **Why do you need us?** Only a few shamans of Oatali remain. Our way is old, forgotten. We are not strong enough on our own.
- **Who stole the Fangs?** A tribe of blasphemous lizardfolk, the Bloodspear.
- **Why did they steal it?** I do not know. They have lost the way. Their faith in Oatali falters.
- **Where is the tribe?** Deep in the jungle, up a river. I know the path. But it is dangerous.

Sidebar: Oatali, the Feathered Snake

- Characters with a passive Intelligence (History) score of 15 or higher know Oatali is an old god of the primal forces of nature.
- Characters with a passive Intelligence (History) score of 17 or higher know Oatali is depicted as a feathered snake who is distant but benevolent. Still, legends tell that when displeased, Oatali has opened sinkholes that have swallowed entire cities.

TRANSITION

If the characters agree to help Rivo, he urges them to gather what they need. Once they are ready, he takes them to board *Riverclaw* at the docks. Go to *Up The River*.

UP THE RIVER

ON THE RIVER

- Rivo skillfully steers **Riverclaw**, a narrow sailing ship with two masts, up the river.
- The dense, humid jungle brushes the sails, and shafts of sunlight dapple the water.
- Rivo tells the group the **journey** to the Bloodspear camp takes eight hours.

DEVELOPMENT

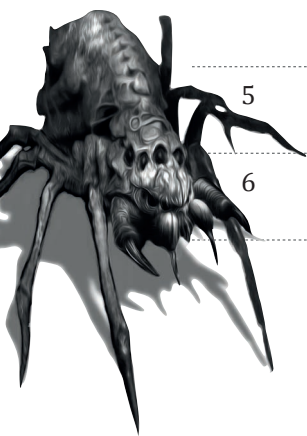
- A **giant crocodile** attacks anyone in the water after 1d4 rounds.
- An untrained sailor **steering** *Riverclaw* must use an action and pass a DC 16 Intelligence check. On a success, *Riverclaw* moves 30 feet. On a failure, or if un-piloted, *Riverclaw* drifts 20 feet in a random direction.
- During the course of the journey, roll three times on the River Events table. For each roll, if the PCs act as **lookouts** and pass a group DC 16 Wisdom (Perception) check, roll with disadvantage on the table.

DRAMATIC QUESTION

Can the group safely travel up the river?

RIVER EVENTS

D20	Detail
1	A large shadow under the water follows the boat for a time, then disappears
2	The branches overhead shake; 1d6 rattled tarantulas (spiders) fall on deck
3	A powerful wind whips up, then quiets
4	Dense vegetation! The PCs have disadvantage on their next Wisdom (Perception) checks
5	Oatali's favor: everyone gains 10 temporary HP
6	Whirlpool! Everyone must pass a DC 16 Dexterity save or fall overboard



7	A curious merfolk follows the boat
8	An ape bounds from the trees, grabs 1d4 un-held items, and jumps back
9	A giant constrictor snake with a bite out of its side falls onto a character
10	Snagging branches rip the sails! The DC to steer <i>Riverclaw</i> becomes 19
11	Shapes in the jungle; everyone must pass a DC 16 Dexterity save or be hit by thrown rocks for 12 (2d8 + 3) bludgeoning damage
12	Two indifferent pterodactyls try to eat rations out of bags on the ship deck
13	Treasure! An amulet of health glitters beneath water for the brave to claim...
14	A wounded couatl swoops in and crash lands on the deck. It's at 0 HP and must make death saves. If the PCs save it, it swears to help them in a time of need
15	1d6 merrow rear from the water, throw harpoons, and try to drag away any captured characters
16	A giant ape bursts from the jungle and throws rocks for 1d4 rounds
17	Oatali's rage causes a 20-foot tidal wave; everyone must pass a DC 16 Strength save or take 22 (4d10) bludgeoning damage and fall overboard
18	Pirates! A rowboat of 1d8 desperate, bedraggled bandit captains attacks
19	Unseen rocks! The ship starts taking on water and sinks in 2d4 rounds unless the characters close the breach. A giant ape stalks the group if they travel by foot on land
20	Roll twice, combining the results

TRANSITION

Rivo lands the ship onshore and the group heads into the jungle. Go to *Bloodspear Camp*.

BLOODSPEAR CAMP

THE CAMPSITE

- Rivo guides the group one mile through the jungle and stops near the **clearing** at the Bloodspear camp.
- Ten red-scaled **lizardfolk** patrol around small huts and a central **island** housing two larger huts. Rotting ladders cross the pond.
- Four **shrunk heads** on spears stick out of the ground around the island.

DEVELOPMENT

- Ten **lizardfolk** occupy the small **huts**. 1d6 emerge per round if they hear an alarm.
- **Chief Aresk** lounges with four other lizardfolk in his hut on the island. He's wearing and attuned to the *Fangs of Oatali*.
- The unoccupied hut on the island belongs to the tribe's shaman, Yazra. There is a **map** to the shrine of Oatali inside it.
- The four shriveled **heads** function as the audible version of the **alarm** spell. The spell covers the entire island. Bloodspear tribe members don't trigger the alarm. Destroying or dispelling the magic of at least two heads (AC 14, 8 HP) ends the spell.
- The **giant crocodile** in the pond attack any non-lizardfolk in the water after 1d4 rounds.

DRAMATIC QUESTION

Can the characters recover the Fangs of Oatali and escape the camp?

Sidebar: The Fangs of Oatali

- The *Fangs of Oatali* is an ancient artifact the god Oatali created for his faithful in times of great need. Its feathers and jewels form a mantle that grants magical benefits (see **Appendix C: New Magic Items**).
- If a non-worshipper of Oatali attunes to the *Fangs* or steals it from the shrine, Oatali centers a natural cataclysm on the offender at the next full moon, unless appeased.



Chief Aresk, CE **lizardfolk** gladiator

"I will dine on your flesh, meat-bones!"

- **Appearance.** A head taller than the other lizardfolk. Red scales. Feathered spear.
- **Does.** Shouts battle cries to Nathrexis and rattles his spear against his shield.
- **Secret.** Is blindly infatuated with Yazra and does anything she says. Worships Nathrexis at her behest.

SNEAKING INTO THE CAMP

- Characters must be out of plain sight to take the **Hide** action. Use a creature's passive Wisdom (Perception) score to detect sneaking or hiding characters.
- If a Bloodspear detects the characters, it screeches an alarm. Go to the combat section.

COMBAT

- Several **lizardfolk** try to grapple characters into the pond to feed to the **giant crocodile**.
- 1d6 lizardfolk emerge from the small huts each round (10 maximum).
- Chief **Aresk** charges from his hut and uses the *Fangs* to cast **fireball** on the PCs (and lizardfolk bystanders) before entering melee.
- Lizardfolk chase **fleeing** PCs for 1d6 rounds.

TRANSITION

If the PCs recover the *Fangs of Oatali*, Rivo guides them on the hourlong trek to Oatali's shrine. Go to *Into the Eye*.

INTO THE EYE

AREA 1: THE SINKHOLE

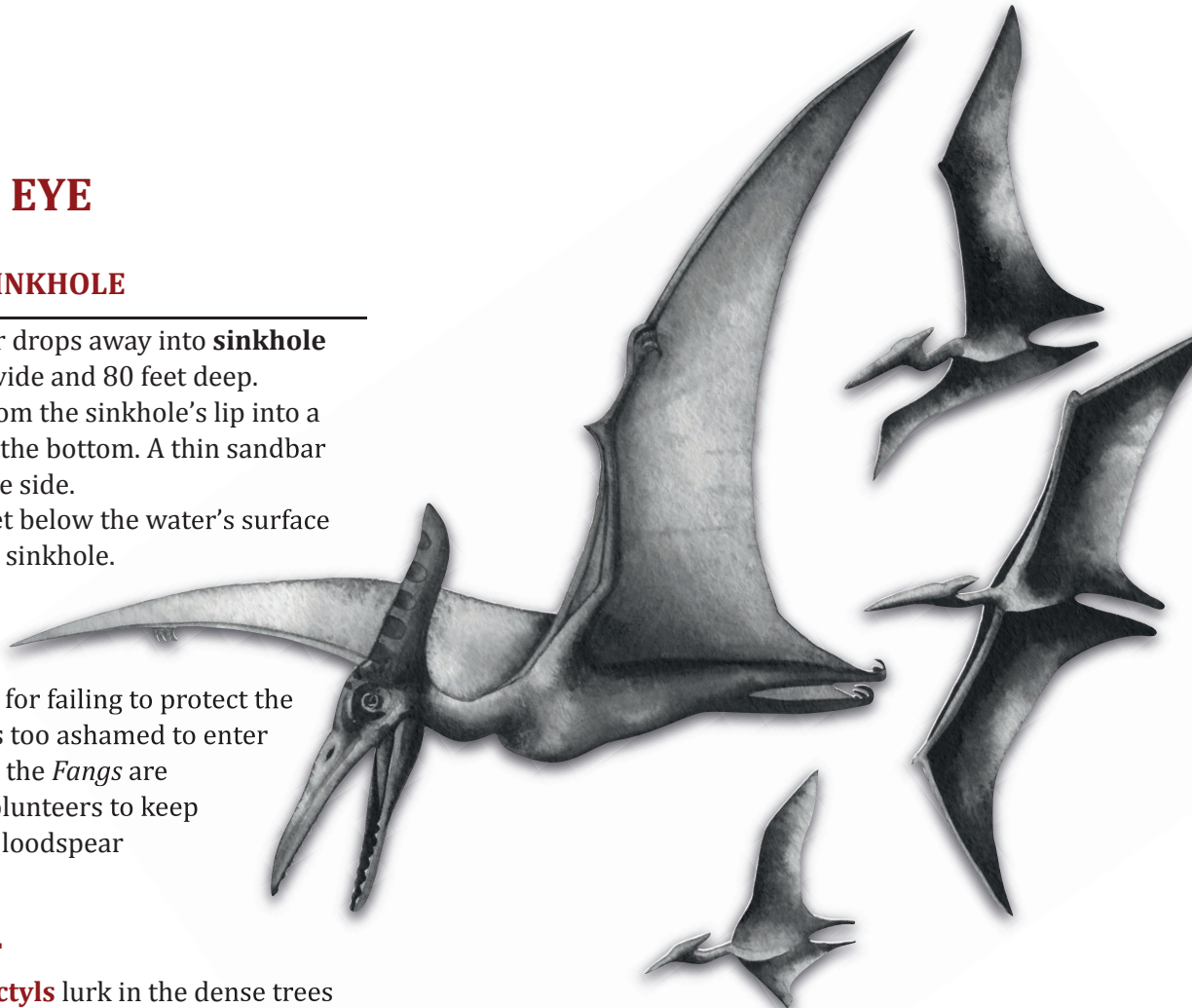
- The jungle floor drops away into **sinkhole** that is 60 feet wide and 80 feet deep.
- Vines dangle from the sinkhole's lip into a shallow lake at the bottom. A thin sandbar wraps along one side.
- A **tunnel** 10 feet below the water's surface leads out of the sinkhole.
- **Rivo** tells the group that Oatali is angry with him for failing to protect the *Fangs*, and he is too ashamed to enter the shrine until the *Fangs* are returned. He volunteers to keep watch for any Bloodspear pursuers.

DEVELOPMENT

- Three **pterodactyls** lurk in the dense trees outside the sinkhole. Characters whose passive Wisdom (Perception) score are 14 or higher spot them. When the PCs notice the pterodactyls or begin descending into the sinkhole, go to combat.
- The **vines** provide advantage on Strength (Athletics) checks for climbing.
- Characters who fall into the sinkhole take half the normal falling damage if they land in the water.
- The lake is 30 feet deep at its center.
- Swimming through the **tunnel** to Area 2 requires 30 feet of underwater movement. Characters can hold their breath for a number of rounds equal to their Constitution modifier (1 round minimum).

DRAMATIC QUESTION

Can the PCs enter the shrine?



COMBAT

- The pterodactyls try to knock characters off the edge of the sinkhole or vines using their Wing Slam attack.
- If they surprise the group, they dive at anyone who is descending into the sinkhole.

Treasure

Characters who swim down to the lakebed see two humanoid skeletons in the sand. One has a *berserker axe* buried in its skull.

TRANSITION

If the characters swim through the tunnel, go to *The Shrine*. For each hour the characters spend outside the shrine, there is a cumulative 20% chance a group of 2d6 Bloodspear **lizardfolk** ambushes them.

THE SHRINE

AREA 2: SHIMMERING HALLWAY

- The underwater lake tunnel exits into a natural pool on a **landing**. Stone stairs lead up into a winding, narrow hallway.
- The hallway glows with multicolored hues reflecting from a brightly lit chamber ahead.
- Dim natural **light** filters into the caves.

DEVELOPMENT

- PCs who inspect the walls notice the rainbow light shimmers along it in the shapes of giant, undulating snakes.

AREA 3: PRISMATIC ROOM

- An iridescent **orb** of light rolls and ricochets around this 15-foot high, circular chamber.
- The orb is ten feet tall and ten feet wide.
- The room has four locked stone doors.

DRAMATIC QUESTION

Can the group survive the magical orb?

DEVELOPMENT

- The **orb** is a magical trap created by Oatali's divine anger. It moves 15 feet in a random direction each round.
- A character **struck** by the orb must pass a DC 16 Dexterity save or suffer the effects of the *prismatic spray* spell (ignore the transportation effect of the violet color).
- Characters can cause the orb to wink out of existence for 1d6 rounds by successfully casting *dispel magic* on it. Treat the orb as an 8th-level spell.
- Characters who take a round to **inspect** the orb and who succeed on a DC 16 Intelligence (Arcana) check determine casting the *moonbeam* spell centered on the orb will hold it in place for as long as the spell lasts.
- Each locked **door** opens with a successful DC 18 Strength check or a DC 18 Dexterity check by characters proficient in thieves' tools.

TRANSITION

If the characters enter Areas 4, 5, or 6, go to *Three Altars*. If they enter Area 7, go to *Chamber of the Couatl*.



THREE ALTARS

AREA 4: ALTAR OF THE JUNGLES

- Chips of emerald cover the walls in a leafy jungle mosaic. A **jade altar** sit in an alcove.

DEVELOPMENT

- The first creature who says a prayer to Oatali at the altar each day gains the ability to cast *animal friendship* once in the next 24 hours.

AREA 5: ALTAR OF THE RIVERS

- Shards of sapphire form mosaics of rushing water on the walls. A **lapis lazuli altar** occupies in the rear alcove.

DEVELOPMENT

- PCs who inspect the altar notice it has blackening, cracked chips on its surface. Anyone who touches the altar or prays over it triggers a blast of **poison** from it and must succeed on a DC 16 Constitution save or take 2d12 poison damage (half on a success).

AREA 6: ALTAR OF THE SUN

- Ruby chips radiate along the walls in a mosaic of the sun and its rays.
- A wounded **lizardfolk** is tied atop the amber altar in the rear alcove. A **shrunk head** on a spear juts from the earth behind her.

DEVELOPMENT

- The **shrunk head** acts as the audible version of an *alarm* spell covering the room. Destroying or dispelling the magic of the head (AC 14, 8 HP) ends the spell. The alarm summons the **lizardfolk** from Area 7.
- The lizardfolk on the altar, **Sinta**, is a shaman at the shrine. She offers her knowledge to anyone who helps her.
- The first creature who says a prayer to Oatali at the altar each day gains the ability to cast *burning hands* once in the next 24 hours.

Sinta, NG **lizardfolk**

"We must be thankful to Oatali for his gifts."

- *Appearance.* Lithe. Green scales. Wears gold armbands that match her eye color.
- *Does.* Frequently tastes the air with her forked tongue, even mid-sentence.
- *Secret.* Is a runaway princess of a lizardfolk dynasty far to the west.

WHAT SINTA KNOWS

- The Bloodspear's shaman, Yazra, lead an **attack** on the shrine four days ago. Yazra is not a native Bloodspear. The attackers killed everyone except Sinta and Rivo, who escaped.
- Sinta suspects Yazra plans to sacrifice her in a ritual to Oatali's rival goddess, Nathrexis.
- **Nathrexis** is an evil snake goddess of the night, stars, and death. The lizardfolk's ancient enemy, the viperians, worship her.
- **Yazra** lurks in the shrine where the *Fangs* belong. The shrine is past the mosaic room where her lizardfolk warriors camp.



TRANSITION

If the characters enter Area 7, go to *Chamber of the Couatl*. If they backtrack, go to *The Shrine*.

CHAMBER OF THE COUATL

AREA 7: COUATL MOSAIC ROOM

- Four red-scaled **lizardfolk** stand around the chamber arguing in Draconic. They point their spears at each other and hiss.
- The walls, floor, and ceiling of this room are covered in a **mosaic** of precious stones and gems depicting a massive, winding couatl.

DEVELOPMENT

- The lizardfolk are **arguing** and do not hear most activity in Area 3. Characters who understand Draconic hear these phrases:
 - *Nathrex is our new god, just accept it!*
 - *Yazra has addled our minds. We're fools!*
- If the characters try to convince the lizardfolk to stand down, go to the **negotiation** section. If the characters succeed, the lizardfolk offer to fight against Yazra, who lurks in Area 8.



DRAMATIC QUESTION

Can the PCs get past the guards?

NEGOTIATION

Success if the conflict score reaches 0. Go to the combat section if it reaches 5.

- The lizardfolk begin with a conflict score of 2.
- Suggesting that Oatali might **forgive** them for their disloyalty reduces their score by 1.
- Telling them that **Chief Aresk** is dead reduces their score by 1.
- Displaying the **Fangs of Oatali** reduces their score by 1.
- A successful DC 15 **Charisma** check of any kind reduces their score by 1. A failed check increases their score by 1.
- A failed use of **Charisma (Deception)** increases their score by 2 instead of 1.
- A successful DC 15 **Wisdom (Insight)** check reveals one of the above details or the current conflict score.

COMBAT

- Every 1d4 rounds during combat, the ground shakes with Oatali's rage. A primal roar echoes as if from another plane, and all creatures in the room must pass a DC 15 Dexterity save or fall prone.
- The **lizardfolk** flee toward Area 1 if the battle turns against them.

Treasure

The lizardfolk have the **keys** that unlock the doors to Areas 4, 5, and 6. The gems in the mosaic can be pried free with successful DC 14 Strength checks. There are 20 in total, each worth 100 gp. Taking any gems causes Oatali to withhold his blessings in Area 8.

TRANSITION

If the characters move forward to Area 8, go to *Night Cloaked Altar*. If they return to Area 3, go to *The Shrine*.

NIGHT-CLOAKED ALTAR

AREA 8: OATALI'S ALTAR ROOM

- A golden-scaled lizardfolk stands before a gem-studded **altar** carved in the likeness of a rearing couatl. Beams of natural sunlight illuminate the altar's scintillating surface.

DEVELOPMENT

- The lizardfolk is **Yazra**. PCs must beat her passive Perception of 13 to enter stealthily.
- When Yazra detects the PCs, she polymorphs into her true form. If the PCs haven't attacked, she **offers** each of them 1,000 gp in gold ingots in exchange for the *Fangs*. If they accept, she leads them to a viperian stronghold, pays them, and offers to hire them as her favored spies and assassins.

Yazra, NE **viperian sorceress**

"Oatali's relic will be made to serve Nathrexis!"

- *Appearance.* Golden scales and red eyes.
- *Does.* Rants that Oatali is a false god who promises to protect his children but then threatens to destroy them.
- *Secret.* Sows chaos among the lizardfolk tribes so the viperians can enslave them in surprise attacks.

OATALI'S BLESSING

- If the characters place the *Fangs of Oatali* on the altar, Oatali grants them **boons**. Once each round while the PCs are in Area 8, roll on the Oatali's Blessing table. Each effect lasts one round.

OATALI'S BLESSING

D6	Detail
1	Enemies have disadvantage on attack rolls
2	Allies are under the effects of <i>bless</i>
3	Enemies are under the effects of <i>bane</i>
4	Allies gain 5 temporary HP
5	Enemies are under the effects of <i>faerie fire</i>
6	Allies roll critical hits on 18-20

DRAMATIC QUESTION

Can the group decide the *Fangs of Oatali's* fate and ally with or defeat Yazra?

COMBAT

- In the first turn of combat, three snakelike **shadows** who are allies of Yazra appear. They act on initiative count 20 (losing all initiative ties). Every 1d4 rounds, three more appear (maximum of 6 additional shadows).
 - Yazra casts *slow* on as many characters as possible. Then, she focuses her attacks on the character with the *Fangs of Oatali*, using *unseen servant* and *black tentacles* to disrupt attempts to place the *Fangs* on the altar.

Treasure

Yazra wears fine jewelry worth 600 gp. She also carries a holy symbol of Nathrexis that grants its owner advantage on one Charisma (Deception) check per day.

TRANSITION

Once the battle is over, go to *Aftermath*.



AFTERMATH

THE FULL MOON RISES?

- If the characters ally with Yazra or take more than two days to return the *Fangs of Oatali* to its resting place in the shrine, Oatali opens a giant **sinkhole** that swallows the entire Bloodspear camp.
- For the following week, Oatali invokes terrible storms, floods, fires, and animal stampedes in the jungle.
- Oatali causes the *Fangs* to become a nonmagical item worth 1,000 gp.

RIVO'S GRATITUDE

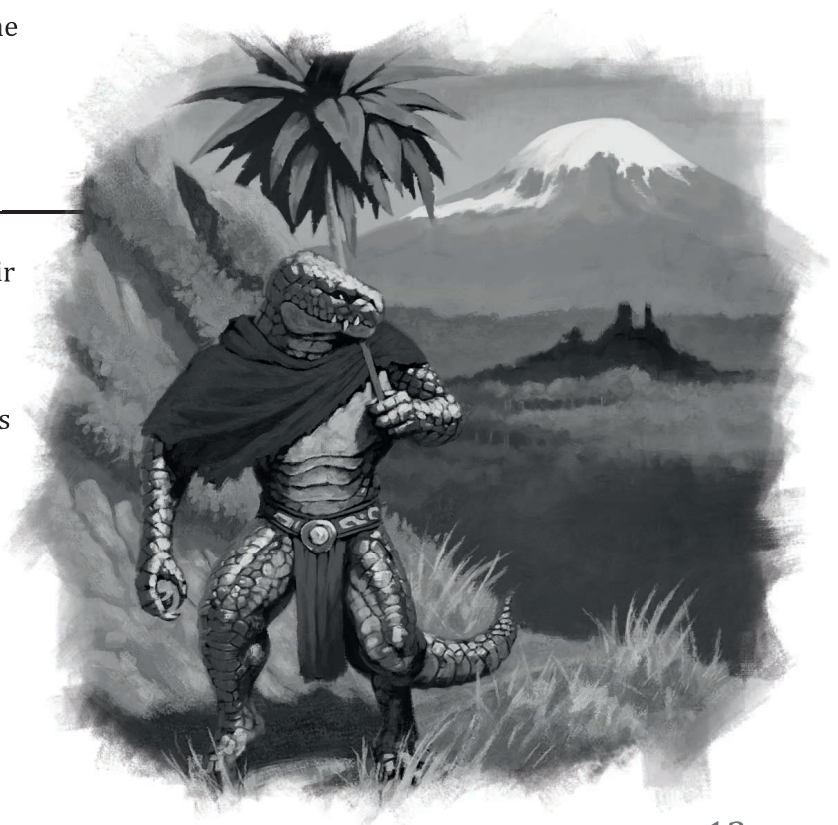
- If the characters defeat Yazra and return the *Fangs of Oatali* to their place, Rivo gives them his ship, **Riverclaw**.
- Rivo also gives each character a jeweled **armband** with a feather motif carved into it. Wearing the armband in lizardfolk territory shows they're Oatali's Champions. As long as they don't cause harm, all lizardfolk are friendly toward them.
- Rivo assumes his role as chieftain of the Bloodspear, returning the tribe to the peaceful worship of Oatali.

OATALI'S VISION

- If the characters succeed on their mission, Oatali appears to them in their dreams a few weeks later. He gives them a vision showing how to find his sacred **fountain** in the jungle. If they find the fountain and drink from the its water, each character chooses a statistic and permanently gains one point in it (one time only).

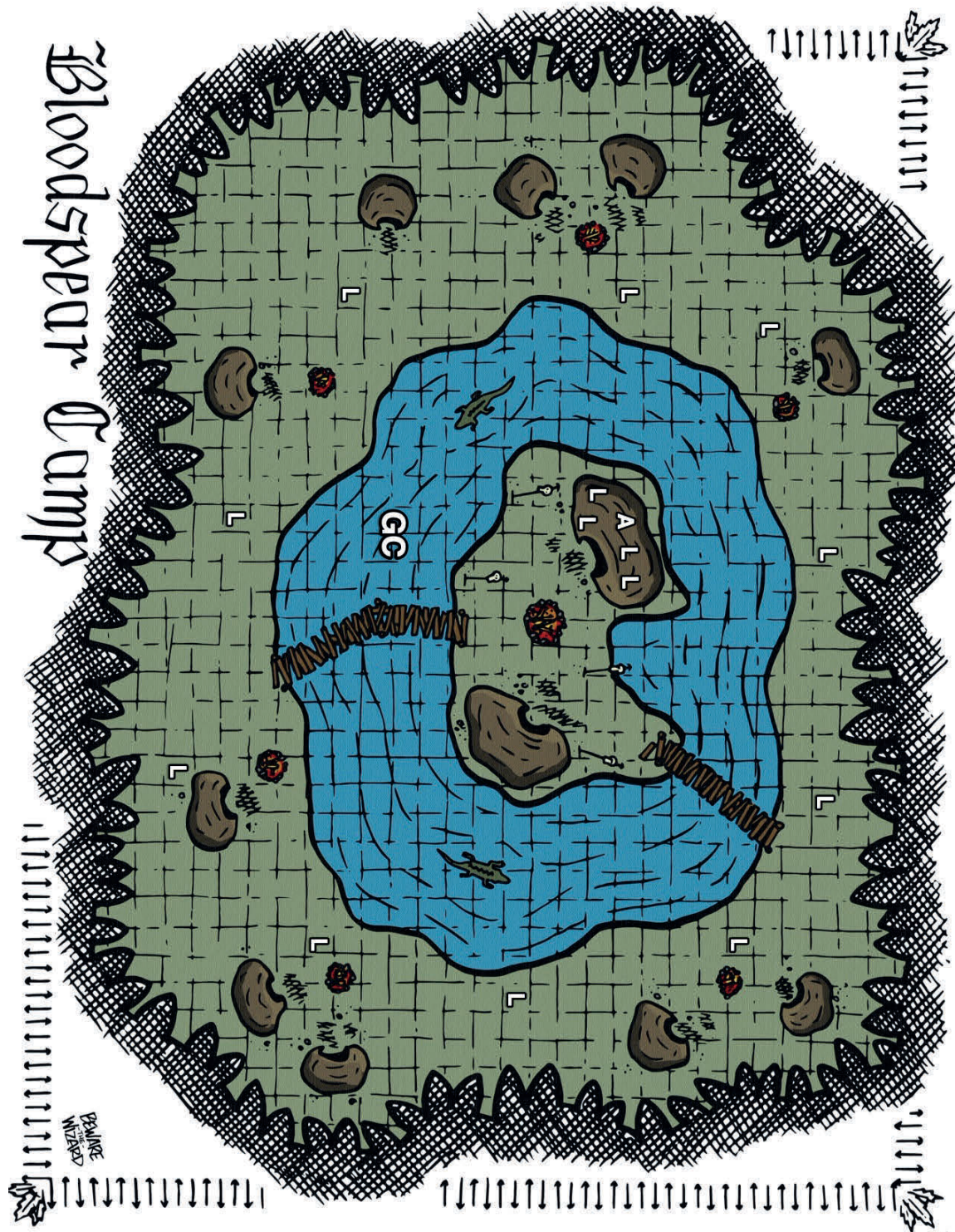
FUTURE ADVENTURE HOOKS

- If the characters **allied** with Yazra, she hires them as her favored spies and assassins. She sends them on missions to undermine the lizardfolk tribes but keeps a close eye on them in case they betray her.
- The **viperians** have lived in isolation for centuries after the fall of their cruel empire. But Yazra's appearance and the harm done to the Bloodspear tribe means they are stirring and plotting once again deep in the jungle.
- **Sinta** asks the characters to escort her to her homeland after deciding she has had enough of her self-imposed exile. It's a dangerous, long trek through unfamiliar lands that will be rewarded richly by her people.
- Rivo begins training a new flock of **shamans** to guard the Shrine of Oatali. Suitable lizardfolk are difficult to find, so he asks the characters to travel to the far-flung tribes to seek out new recruits.
- If the characters failed to return the *Fangs of Oatali* in time, they could perform **rescue missions** for those affected by the god's wrath.

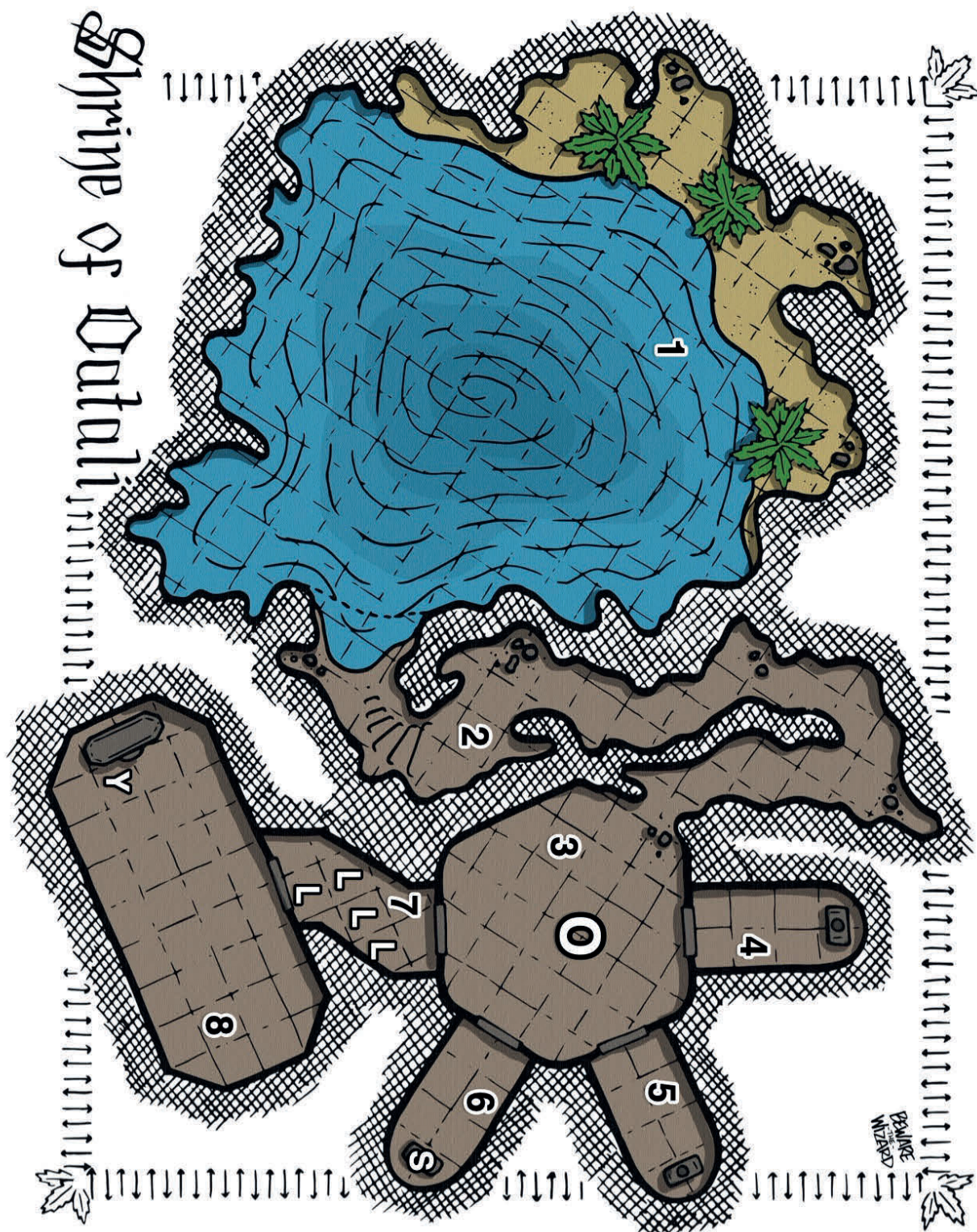


APPENDIX A: MAPS

BLOODSPEAR CAMP



SHRINE OF OATALI



APPENDIX B: NEW MONSTERS

Lizardfolk Gladiator

A muscular, scarred lizardfolk looms a head taller than the rest of the tribe. It prowls with the gait of an apex predator, and its brethren avert their eyes in fear and deference.

Honored Warriors. Lizardfolk gladiators have earned a position of respect by dominating others on the battlefield. They maintain their status provided they never turn down or lose to a challenger in single combat. In many cases, a lizardfolk gladiator usurps the leadership of its tribe in the absence of a shaman or worthy opponent.

LIZARDFOLK GLADIATOR

Medium humanoid (lizardfolk), neutral

Armor Class 16 (studded leather, shield)

Hit Points 112 (15d8 + 45)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	10 (+0)	12 (+1)	15 (+2)

Saving Throws Str +7, Dex +5, Con +6

Skills Athletics +10, Intimidation +5, Perception +4, Stealth +7, Survival +7

Senses passive Perception 14

Languages Draconic

Challenge 5 (1,800 XP)

Brave. The lizardfolk gladiator has advantage on saving throws against being frightened.

Brute. A melee weapon deals one extra die of its damage when the lizardfolk gladiator hits with it (included in the attack).

Hold Breath. The lizardfolk gladiator can hold its breath for 15 minutes.

ACTIONS

Multiattack. The lizardfolk gladiator makes three melee attacks or two ranged attacks.

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

Spear. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. and range 20 ft./60 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage, or 13 (2d8 + 4) piercing damage if used with two hands to make a melee attack.

Spiked Shield Bash. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 9 (2d4 + 4) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

REACTIONS

Parry. The lizardfolk gladiator adds 3 to its AC against one melee attack that would hit it. To do so, the lizardfolk gladiator must see the attacker and be wielding a melee weapon or a shield.

Pterodactyl

An angular shadow drifts over you. A leathery dinosaur with a head fin swoops in from the sky, its wings and beak pummeling you with the force of falling trees.

Opportunistic Predators. Pterodactyls attack in packs and try to drive large prey off cliffs before swooping in to carry off their injured victims.

PTERODACTYL

Large beast, unaligned

Armor Class 13 (natural armor)

Hit Points 90 (12d10 + 24)

Speed 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	15 (+2)	2 (-4)	12 (+1)	5 (-3)

Skills Perception +3, Stealth +4

Senses passive Perception 13

Languages —

Challenge 3 (700 XP)

ACTIONS

Multiattack. The pterodactyl makes one bite and one wing slam attack.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 13). Until this grapple ends, the target is restrained, and the pterodactyl can't bite another target.

Wing Slam. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 12 (2d8 + 3) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 13 Strength saving throw or be pushed 10 feet.

Viperian Sorceress

A too-perfect lizardfolk stands with eldritch lightning crackling around her golden claws. Her form melds and elongates, and an obsidian snake rears up from a maelstrom of sorcerous energy.

Cunning Infiltrator. Viperian sorceresses spend much of their lives in the guise of other reptilian humanoids. That, along with their insidious charm, makes them skillful infiltrators and spies.

Poisonous Influence. Viperian sorceresses leverage their abilities to expand the reach and influence of their people and their dark goddess, Nathrexis. They sow chaos and distrust to destabilize the viperians' foes and position the reclusive snake-folk for a decisive power grab.

A Growing Threat. The cruel viperian empire fell into dark legend centuries ago, but the snake-folk still brood in the trackless depths of the jungle. Their goddess, Nathrexis, stirs with growing power, and the viperians once again weave their subtle influence into the outside world.

VIPERIAN SORCERESS

Large viperian (shapechanger), neutral evil

Armor Class 12 (natural armor)

Hit Points 97 (13d10 + 26)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
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16 (+3)	14 (+2)	15 (+2)	17 (+3)	16 (+3)	18 (+4)
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Saving Throws Int +6, Wis +6, Cha +7

Skills Deception +7, Persuasion +7

Damage Immunities poison

Condition Immunities poisoned

Senses blindsight 10 ft., passive Perception 13

Languages Draconic

Challenge 8 (3,900 XP)

Hold Breath. The viperian sorceress can hold her breath for 15 minutes.

Shapechanger. The viperian sorceress can use her action to polymorph into a Medium reptilian humanoid or back into her true form. Her statistics, other than her size, are the same in each form. Any equipment she is wearing or carrying isn't transformed. She reverts to her true form if she dies.

Innate Spellcasting. The viperian sorceress is a 9th-level spellcaster. Her innate spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). She can

innately cast the following spells, requiring no material components:

At will: *charm person, eldritch blast, poison spray, unseen servant*

3/day each: *alarm, black tentacles, counterspell, darkness, dream, phantasmal killer, shield, slow, tongues*

ACTIONS

Multiattack. The viperian sorceress makes two bite attacks. She may replace one with a constrict attack.

Bite. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage.

Constrict. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) bludgeoning damage, and the target is grappled (escape DC 16). Until this grapple ends, the creature is restrained, and the viperian sorceress can't constrict another target.

LEGENDARY ACTIONS

The viperian sorceress can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creatures' turn. The viperian sorceress regains spent legendary actions at the start of her turn.

Slither. The viperian sorceress moves up to her speed without provoking opportunity attacks.

Constrict. The viperians sorceress makes a constrict attack.

Spell (Costs 2 Actions). The viperian sorceress casts an at-will spell.

APPENDIX C: NEW MAGIC ITEMS

FANGS OF OATALI

Wondrous item, legendary (requires attunement)

This mantle of multicolored feathers and fang-shaped jewels grants the following benefits:

- You can use an action to cast the following spells at will (save DC 18): *color spray*, *enlarge/reduce*, *hypnotic pattern*, *moonbeam*.
- You can use an action to cast the following spells once a day each (save DC 18): *control water*, *dominate beast*, *fireball*, *phantom steed* (the steed is a couatl).
- If you are a good-aligned worshipper of Oatali, you can use an action to cast *prismatic spray* once a day (save DC 18).

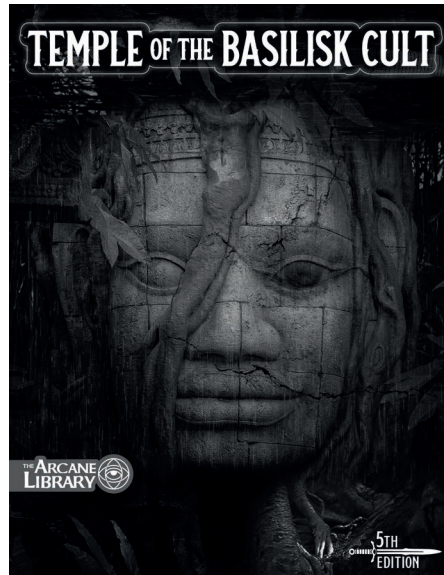
In addition, you gain the following benefits while wearing the mantle:

- You can read, speak, and write Draconic.
- You have a swim speed of 30 feet and can hold your breath for up to 15 minutes.
- You have a 50% chance each day of sprouting iridescent, multi-hued scales on your body. If you already have scales, they have a 50% chance each day of turning iridescent and multi-hued.

These effects end when you end attunement to the *Fangs of Oatali*.

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If you [join The Arcane Library](#)'s newsletter, you'll get a FREE copy of *Temple of the Basilisk Cult*, a 1st-level adventure set in the jungle!



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