Lair of the Spawn of Yeghniths

5th Edition Horror

A Horrific Battleground in the Frozen North for
Shadows over Vathak Horror Roleplaying Game

The Lair of the Spawn of Yeghniths © 2021 Fat Goblin Games

About Fat Goblin Games

Based in South Carolina, USA, Fat Goblin Games was founded in 2011 to create Pathfinder Roleplaying Game compatible products. With a focus on high-quality production values and providing a creative environment for our team of freelancers (The Fat Goblin Hoarde), Fat Goblin Games has quickly become a recognized force in the world of Third Party Publishers of not just the Pathfinder Roleplaying Game and 5th Edition Fantasy, but also supporting the vs. M Engine, our own Difference Engine, and TinyD6 games originally produced by Gallant Knight Games. With hundreds of support books, visual aids, campaign settings, and quality stock art, Fat Goblin Games continues to provide exciting content and fantastic worlds in which gamers can immerse themselves.

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Adventure Primer

The Lair of the Spawn of Yeghniths is intended for 3-5 players with an average party level of 7.

Adventure Background

The Lair of the Spawn of Yeghniths is an adventure intended for a party of 7th-level characters. The scenario is mostly set in an ice cave in the region of Moorhaven.

The town of Kandar has recently been shaken by a slew of shared nightmares that have afflicted the people. About the same time as the nightmares started, an earthquake shook the region, and explorers reported a new cave having opened up… A cave matching the one seen in the very nightmares people are experiencing. A few brave individuals have already tried to enter the cave, but none have returned. Hoping to stem the suffering of his people, Burgher Vantino has once again hired from outside of Kandar to solve the problem.

The party arrives in Kandar only a few days before a big winter storm. People are preparing provisions to ride out the tempest, and many of the townsfolk are too busy to speak to any newcomers. Those who do are preoccupied with the nightly dream terrors that seem to end the same way: Being eaten by a monster under the earth. If the townsfolk are sequestered during the storm, the darkness of the horrible weather will be all the harsher for the nightmares that will surely stalk them throughout.

Adventure Location

This scenario can be placed in any cold region of your campaign world that features a remote city and outlying bogs or marshes. As always, feel free to adapt the material presented here as you see fit to make it work within your campaign.

If you are playing Shadows over Vathak as your campaign setting, this adventure takes place in the city of Kandar, in the northern region of Moorhaven. Kandar is mostly inhabited by romni merchants, traders, hunters, and peat boggers.

Adventure Hooks

As the Gamemaster, you must decide how best to involve the players in this adventure. The easiest method is for them to simply be travelling through when they get swept into the events of the adventure.

- It is likely that the party will be conscripted into investigating the nightmares and the cave, and are presumably hired before the adventure even starts. If you take this route, make sure you discuss that with your players beforehand, and ensure that they are on board for the shorthand introduction to the adventure.

- It is possible that one or more of the characters are suffering from the same nightmares, especially if they have some sort of connection to the Old Ones, Kandar, or some other supernatural tie in. With nightmares happening almost nightly, they are likely to want to deal with the creature in the cave to stop the terrors. They should not suffer negative penalties for having the nightmares just yet, but hint that if they continue it could impede their ability to adventure.

- If the players have been travelling a while, they could be lost. In fact, with the weather growing increasingly worse, a person willing to give them direction to the city would be a welcome sight.

- If the players are hunting for a specific item, such as a relic of a saint, their search could lead them to the cave. Rumors of the creature holding on to some treasure or item of interest could be enough to garner their interest in defeating it.

Shadows over Vathak

Welcome to the world of Shadows over Vathak, a realm of dwindling hope and despair. As players, your characters fight to survive in a land threatened with destruction by the rise of the ancient and evil Old Ones and their spawn. Your characters may represent points of light in the darkness or give in to wicked temptations. Most will fall somewhere in between — survivors struggling to eke out another day. Though the followers of the One True God speak of divine providence while battling the Old Ones, the sins of the Church often rival those of their enemies. In the world of Vathak, your character's perceptions of heroes and villains is a thin line drawn by their own personal morality and, of course, determined by the victor.

This adventure is set in the dark fantasy world of Vathak. As such there are references to the history, characters, and locations of that world. However, with a little bit of alteration, these adventures can be suited for any horror themed 5th edition game.

If you are new to Shadows over Vathak, make sure you join our Patreon and receive a free copy of the *Explorer's Guide to Vathak*.

Running this Adventure

To run this adventure, it is recomended that you have copies of the 5th Edition core rulebooks.

In this adventure you might come across spells, abilities, creatures, magic items, and other references to content from these corebooks. When this happens that item will appear in bold/red text, like this:

"The **goblins** are waiting to attack the caravan as it comes around the steep bend."

If the content is new (such as monsters or equipment) and not included in one of the corebooks, we will make note of the source or include the item in an appendix to the adventure.

Abbreviations

The following are a collection of common abbreviations that might be used in this adventure.

AC	Armor Class		**GP**	Gold pieces
CE	Chaotic Evil		**HP**	Hit Points
CG	Chaotic Good		**LE**	Lawful Evil
CN	Chaotic Neutral		**LG**	Lawful Good
cp	Copper pieces		**LN**	Lawful Neutral
CR	Challenge Rating		**N or TN**	Neutral, or True Neutral
d%	Two d10s die one as the 10s the other as the 1s		**NE**	Neutral Evil
			NG	Neutral Good
d10	A die of 10 sides		**NPC**	Non-Player Character
d12	A die of 12 sides			
d20	A die of 20 sides		**PC**	Player Character
d4	A die of 4 sides		**pp**	Platinum pieces
d6	A die of 6 sides		**sp**	Silver Pieces
d8	A die of 8 sides		**Stats**	The statistical representation of a character
DC	Difficulty Class			
EL	Encounter Level			
EP	Electrum Pieces		**XP**	Experience Points
GM	Game Master			

Beginning the Adventure

Walking into the Kandar Town square, you see an abundance of leaves piled everywhere. No one is tending them, and those who walk the square do so in a rush, carrying provisions to and fro. Some shops are already starting to shutter their storefronts. Walking into the town hall, you make a few twists and turns before arriving at Burgher Vantino's office. Vantino, the town leader, is hurriedly packing away his office, and appears to have dark circles under his eyes. He beckons you in with a grunt and a welcome.

Burgher Vantino himself is not much help. When the party finally meets with him, he seems exhausted. He succinctly explains the situation: A recent earthquake has unearthed a cave and appears to be causing many of the townsfolk to suffer from night terrors. He himself has been suffering from the nightmares, and is desperate to make them stop. He will share that others have gone unprompted to try and find out what is in the cave, but none have returned.

Vantino is prepared to pay the group 800 gp each, but could be persuaded to pay up to 1000 gp with a DC 13 Charisma (Persuasion) check. He also offers a crude magical spear which is in actuality a staff with a +1 dagger tied to the end, which the party can keep after dealing with the creature. While no one has returned from the cave, everyone's nightmares seem to indicate that a massive snake-like creature nests there, and is hungry for human flesh. If the party has no other business with him, he shoos them from his office, locks it, and shuffles off to his home. If investigated, his office yields little of value, other than tax forms and a few doodles of the creature in the cave.

To the Cave

With few explorers or guides willing to take the group out, the trek to the cave can be dangerous. If the group pays 400 gp for an experienced guide, he or she can get them there without any issues. None of the guides are willing to negotiate this price, due to the coming storm as well as the pall of fear hanging over Kandar because of the nightmares.

Without a guide, the party must have someone make a Wisdom (Survival) check with a DC of 14. On
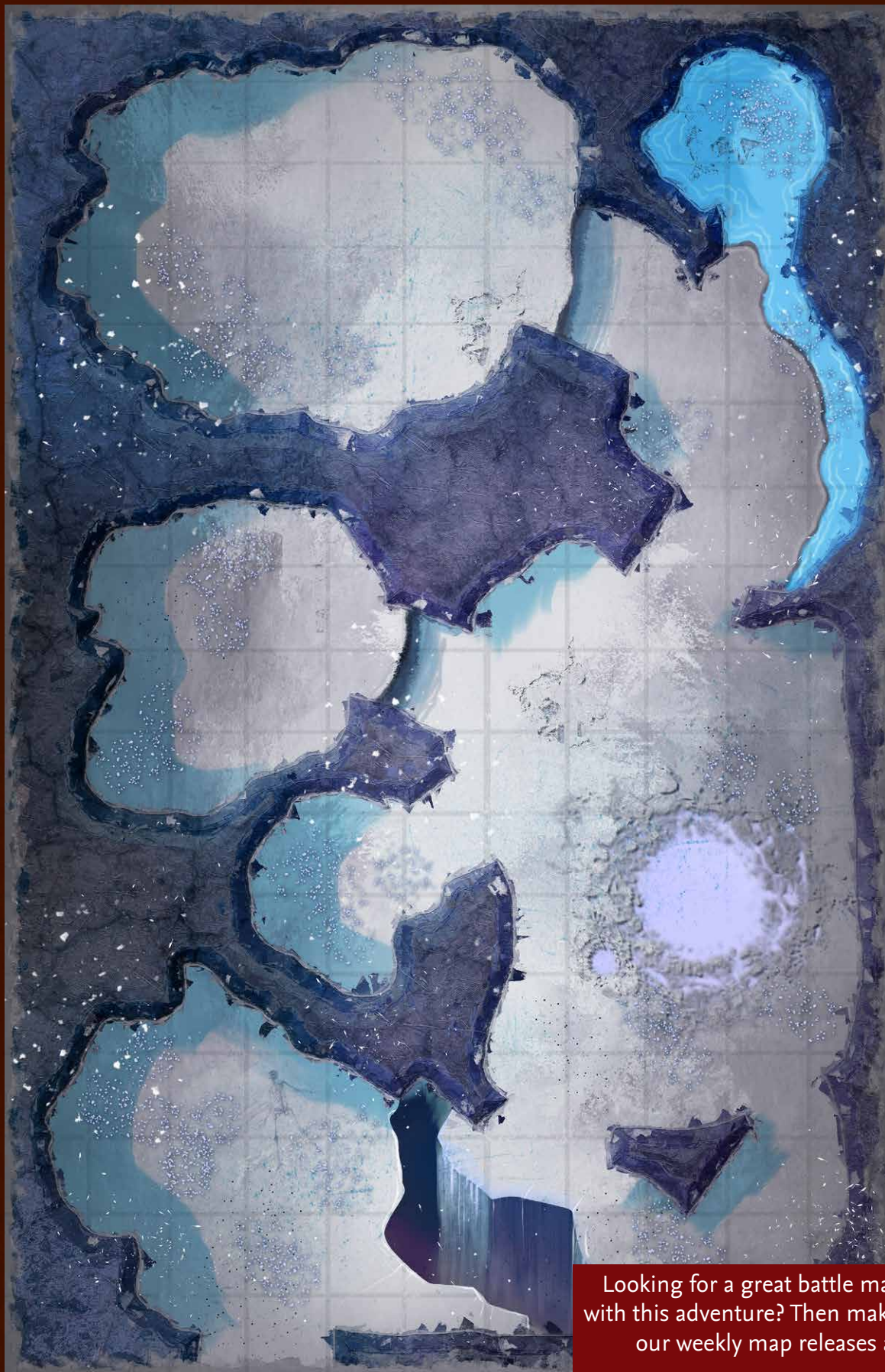
Looking for a great battle map to go along with this adventure? Then make sure you grab our weekly map releases at Patreon!

For this adventure make sure to grab our high quality Ice Caves Map!

a failure, the group runs into one of the following encounters (the GM can either pick one, or roll on 1d4):

1	Snakes! The party must contend with a **swarm of poisonous snakes**. A quick DC 10 Wisdom (Animal Handling) check can quell the snakes. They only want to be left alone to avoid the storm.
2	Twig blights! These creatures (2d4 in number) have been created by the proximity to the cave, and will fight to the death.
3	Dancing zombies! There are about 2d6 animated corpses dancing a jig in a clearing. When approached or attacked, they stop dancing, chant a dirge, then fall to the ground. Closer inspection reveals the bodies to be those of the people who tried to enter the cave. Their faces are frozen in terror, and their bodies are quite dead, but have not decomposed at all. They dance every hour on the hour unless disposed of in a respectful manner, or until the creature in the cave has been dealt with. They perform no other actions.
4	A trio of crazed **brown bears**! These bears appear to be frenzied. They are not rabid, but instead are being driven mad by the creature in the cave. They cannot be coerced with a Wisdom (Animal Handling) check, but they can be calmed by any of the following spells: *animal friendship, calm emotions, greater restoration, heal, lesser restoration*. Other spells may work as appropriate if approved by your dungeon master. Otherwise, the bears will attack until they are at half hit points, and will then flee into the forest. The GM may want to award experience to characters who manage to defuse the situation without unnecessary bloodshed.

If you would like to incorporate one or more of these encounters without requiring a Wisdom (Survival) check, you can do so and simply include them as part of the adventure.

THE LAIR

Once the party has arrived at the cave, they sense something dreadful within just by standing at the entrance. The cave is cold, even when compared to the weather outside, and the rim of the cave entrance is covered with frost. The cave itself is covered with patches of icy ground that are difficult terrain — anyone attempting to walk on such surfaces must succeed a DC 15 Dexterity check at the start of any declared movement, or they fall prone instead of performing their intended movement. Running on icy surfaces increases the DC to 20. Feel free to use or ignore this terrain feature depending on how powerful the party is. A patch of icy ground can be melted with 5 points of fire damage, but becomes icy again after a minute. The cave itself has 10 foot tall ceilings, and is completely dark unless described otherwise.

FIRST CHAMBER

Upon entering the cave, the party sees a manifestation of the nightmare. The large purple–hued snake monster is feasting on a pile of bodies, some still alive. Anyone who views this sight must succeed a DC 12 Wisdom saving throw, or become frightened of the creature for 10 minutes on a failure. The party may attempt to attack the creature, whereupon it fades as an obvious illusion. Otherwise, it fades after 1d4 rounds, in the case the party is plotting how to best attack it.

Going further into the cave requires the party to negotiate their way over a 10 foot wide, 20 foot deep crevice to the east. If they jump, it will require a simple DC 10 Strength (Athletics) check. Falling into the crevice incurs 7 (2d6) bludgeoning damage as normal, and the intense cold of the crevice gives 1 level of exhaustion for each full minute spent inside. Make sure to warn any player of this if their character falls in. A DC 17 Strength (Athletics) check is required to climb back up without a rope due to the slickness of the crevice walls. If a rope is used, the climb check is an automatic success.

Second Chamber

This long room has an ice pond near the center, two smaller chambers to the northwest, and one exit to another chamber in the northeast. The two smaller chambers glow with a soft light, and light blue orbs of light float silently in each chamber. If any character enters a chamber, the lights coalesce into ghosts!

Encounter: Ghosts of Autumn

Ghost (2) per sub-chamber.

The ghosts are the spirits of those who came to the cave and were slain by the creature within. Their faces are twisted in agony as they fight, and they do not stop until they are destroyed. If destroyed, expressions of gratitude and relief creep across the spirits' faces, and they are released from their supernatural servitude. After the spirits are defeated the rooms can be searched, yielding a sapphire that acts as a *gem of air elemental summoning* on a successful DC 16 Intelligence (Investigation) check.

The ice pond is a magical font that channels energies from deep within the earth, which sometimes manifest in strange and interesting ways, depending on the will and emotions of any sentient being that reaches into it. If the party is in search of a specific item, it might contain said item just beneath the surface. If a character attempts to break the ice, any remaining ghosts attack if they have not already been dealt with. If the ice is broken, any items within the ice pond can be recovered, and the ice patches start to melt away.

Third Chamber

Upon entering the northeastern chamber, there is an antechamber with a light blue pool of water. This water is supernaturally cold, and can sap energy in a way similar to the crevice in the first chamber. If the party has made it this far without fighting any creatures, you can have them be attacked by 3d4 **ice mephits**. Otherwise, let them proceed to the final chamber.

As they enter the furthest chamber inside of the cave, describe the massive creature curled up against the back wall. The massive snake-like creature is easily 15 feet long, as thick as an ogre, and has semi-translucent purple skin. Its head has an eyeless face with a slathering mouth full of razor sharp teeth, and out of its head grow two curved horns. The creature lashes out as soon as any character approaches within 60 feet without being stealthy, failing a DC 16 Dexterity (Stealth) check, or approaching within 30 feet of the creature, due to its blindsight. The Spawn of Yeghniths is in its lair, and will fight to the death.

Encounter: Spawn of Yeghniths

Spawn of Yeghniths (see appendix).

When the Spawn is defeated, the cave returns to its normal temperature, and a pile of slush reveals treasure a silvered skull that radiates magical light. If you want to be extra dramatic, explain that the cave begins to collapse during the rapid thaw.

Treasure: Silvered Skull

Wondrous item, rare (requires attunement)

This silvered skull has a soft blue glow about it. When you place both hands on this skull, you are invisible to aberrations, fiends, and undead. When you have one hand on this skull, you gain the benefits of the *protection from good and evil* spell. As an action, you can touch this skull to an aberration, fiend, or undead, and cast *banishment* on that creature. If you do so, the skull loses all abilities until it is bathed in the light of a full moon for 1 hour.

Conclusion

Once defeated, the Spawn of Yeghniths is destroyed for good, and the nightmares cease. Burgher Vantino is overjoyed and optimistic when he pays the party. He reminds them that they have a few days to leave before they are snowed in at Kandar.

If the party chooses to stay, let them know that the people show their immense gratitude for saving them from the nightmares, as well as from whatever the Spawn may have been planning, and they have free room and board until the next break in the storm. Approximately a week after the destruction of the Spawn, another earthquake is felt, and the cave disappears, leaving behind a deadzone of rock and dirt where the cave once was.

Appendix

The spawn of Yeghniths can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The spawn of Yeghniths regains spent legendary actions at the start of its turn.

Move. The spawn of Yeghniths flies, up to its movement speed, appearing to bend space around it as it does. This movement does not provoke attacks of opportunity.

Tail. The spawn of Yeghniths makes an attack with its tail.

Crash (Costs 2 actions). The spawn of Yeghniths moves into the space of up to three enemies, requiring them to make a DC 16 Constitution saving throw. Creatures who fail take 22 (4d10) bludgeoning damage and are knocked prone, while creatures that succeed take half as much damage and are not knocked prone.

Spawn of Yeghniths   5,900 XP total

Large aberration, chaotic evil

Armor Class 17 (natural armor)
Hit Point 161 (17d10+ 68)
Speed 40 ft., fly 60 ft.(hover)

Str	Dex	Con	Int	Wis	Cha
18 (+4)	10 (+0)	18 (+4)	6 (-2)	11 (+0)	12 (+1)

Saving Throws Dex +4, Con +8, Wis +4, Cha +5
Skills Perception +7, Stealth +4
Damage Immunities cold
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 17
Languages Common, Deep Speech
Challenge 10 (5,900 xp)

Frost Aura. The spawn of Yeghniths has a 20 ft. frost aura. Creatures that enter this aura for the first time in a turn or that start their turn in this aura must make a DC 16 Constitution saving throw or have their speed halved until the end of their next turn.

Actions

Multiattack. The spawn of Yeghniths makes two attacks; one with its bite, and one with its tail.

Bite. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. *Hit:* 15 (2d10+4) piercing damage plus 4 (1d8) cold damage.

Tail. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. *Hit:* 11 (2d6+4) bludgeoning damage.

Breath Weapon (Recharge 5-6). The spawn of Yeghniths exhales an icy blast in a 30 ft. cone. Each creature in that area must make a DC 16 Constitution saving throw, taking 44 (8d10) cold damage on a failed save, or half as much damage on a successful one.

Tactics

Before Combat The spawn of Yeghniths sleeps for decades before waking and feasting. It may either rampage and eat anything in its path, or summon creatures to bring the food to it. It is hostile to all non-aberration life, and will plot to kill and eat any such creatures of which it is aware.

During Combat When pressed into combat or when in a rampage, the spawn of Yeghniths tends to attack voraciously, killing first and eating later. It attacks indiscriminately, relying on its raw power to see it through any conflict.

Morale The spawn of Yeghniths will attempt to flee if brought below one third of its hit point total. If possible, it will command its minions to help it escape. In rare instances, it will attempt to parlay and plead for its life. If it is allowed to live, it will obsess about revenge against those who spared it. If encountered in its lair, it will fight to the death.

A Spawn of Yeghniths' Lair

The creature known as the Spawn of Yeghniths tends to boil up out of the ground like a cold cyst upon the earth, creating an open cave that freezes the area around it. Though this cave can manifest anywhere, it tends to appear more often in areas that are already given to cold weather.

These lairs are often presaged by terrible nightmares that plague man and beast alike within 20 miles. These nightmares act as omens, for the spawn of Yeghniths enjoys telling its victims how they will die. If undisturbed, the spawn wriggles out of the cave for nightly feedings, crashing through the countryside and into towns to feed its insatiable hunger.

The lair of a spawn of Yeghniths is often a crude cave covered in frost, ice, and snow. It seems to develop its own moisture that either bubbles up from natural springs, or magically from otherworldly sources. Often this moisture manifests as frozen ponds and ice formations that hint at the form of the spawn's dark master.

A spawn of Yeghniths encountered in its lair has a challenge rating of 11 (7,200 xp).

Lair Actions

On initiative count 20 (losing initiative ties), the spawn can take a lair action to cause one of the following magical effects; the spawn can't use the same effect two rounds in a row:

The spawn chooses a point within 30 feet. Any creature other than the spawn that is standing within 20 feet of that point must make a DC 16 Dexterity saving throw or become restrained until the end of their next turn.

The spawn causes the temperature in the lair to become dangerously low. Creatures who are not immune to cold damage must make a DC 16 Constitution saving throw, gaining a level of exhaustion on a failure. A creature that is resistant to cold damage has advantage on this saving throw.

The spawn causes a surge of necromantic energy that pulses from its body. Any creature within 20 feet of the spawn must make a DC 16 Wisdom saving throw, taking 14 (4d6) necrotic damage on a failed save, or half as much damage on a success.

A spawn of Yeghniths is so called for its affinity to the cold, and its voracious appetite. These creatures are infrequently encountered, and often leave little trace of their rampages. Some abandoned or destroyed villages in cold climates are attributed to the presence of a spawn of Yeghniths. Hearsay of such a creature is enough to keep the superstitious away.

At least one reliable story tells of a group of miners who stumbled upon a sleeping spawn of Yeghniths. One miner was left alive to tell the tale. Some historians believe this was a calculated action on the part of the spawn, as its legend has been perpetuated far and wide through that one account. Those who study such creatures shudder at the idea that they can enact such machinations.

Shadows over Vathak

5th Edition Horror Adventures

Shadows over Vathak blends the Otherworldly, Cosmic Horror themes of New England's Lovecraft, the Macabre Mysteries of Poe, and the sensibilities of Victorian, Gothic Horror Adventure into an original fantasy setting.

As players, your characters fight to survive in a land threatened with destruction by the rise of the ancient and evil Old Ones and their spawn. Your characters may represent points of light in the darkness or give in to dark temptations. Most will fall somewhere in between — survivors struggling to eke out another day.

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And much more!