

THE SEA SPAWN OF PURPLE ROCKS

Visitors to a string of islands called the Purple Rocks (in the Forgotten Realms setting) might notice one curious fact about the islands' human inhabitants: no infants or elderly are among them. This is because babies born to the Rocklanders are cast into the sea and claimed by a kraken named Slarkrethel. The experience transforms the children into fanatics dedicated to the kraken. They return from the sea as humans, but when they reach old age, they transform into sea spawn and rejoin their master in the dark depths. Some children return having suffered partial transformations, leaving them semi-bestial until their full transformation when they reach old age. These wretches are hidden until their final change, to keep the secret of the Purple Rocks.

Kraken priests (described in appendix B) are the tenders of the kraken's flock. Most of the priests are island natives, but some are merfolk, merrow, or sea elves that live in the water around the Purple Rocks.

SEA SPAWN

Medium humanoid, neutral evil

Armor Class 11 (natural armor)

Hit Points 32 (5d8 + 10)

Speed 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	8 (-1)	15 (+2)	6 (-2)	10 (+0)	8 (-1)

Senses darkvision 120 ft., passive Perception 10

Languages understands Aquan and Common but can't speak
Challenge 1 (200 XP)

Limited Amphibiousness. The sea spawn can breathe air and water, but needs to be submerged in the sea at least once a day for 1 minute to avoid suffocating.

ACTIONS

Multiattack. The sea spawn makes three attacks: two unarmed strikes and one with its Piscine Anatomy.

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

Piscine Anatomy. The sea spawn has one or more of the following attack options, provided it has the appropriate anatomy:

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

Poison Quills. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 3 (1d6) poison damage, and the target must succeed on a DC 12 Constitution saving throw or be 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.

Tentacle. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage, and the target is grappled (escape DC 12) if it is a Medium or smaller creature. Until this grapple ends, the sea spawn can't use this tentacle on another target.



THEY ARE TRANSFORMED BY THE SEA AND ENSLAVED BY POWERS OF THE DEEPS. AND THE TRANSFORMATION IS MORE THAN MERE FINS AND TENTACLES; THEY COME TO LOVE THEIR SLAVERY. POOR SOULS.

—ELMINSTER

SEA SPAWN

Many of the stories sung as sea shanties and passed on as tales in dockside taverns tell of people lost to the sea—but not merely drowned and gone. These unfortunate are taken by the ocean and live on as sea spawn, haunting the waves like tortured reflections of their former selves. Coral encrusts them. Barnacles cling to their cold skin. Lungs that once filled with air can now breathe in water as well.

Tales provide myriad reasons for these strange transformations. “Be wary of falling in love with a sea elf or a merfolk,” some say. “Return to port before a storm, no matter how tempting the catch.” “Honor the sea gods as they demand, but never promise them your heart.” Such cautionary tales disguise the deeper truth: things lurk beneath the waves that strive to claim the hearts and minds of land dwellers.

Deep Thralls. Krakens, morkoths, sea hags, marids, storm giants, dragon turtles—all of these sea creatures and more can mark mortals as their own and claim them as minions. Such people might become beholden to their master through a bleak bargain, or they might find themselves cursed by such creatures. Once warped into a fishlike form, the person can't leave the sea for long without courting death.

Anatomical Diversity. Sea spawn come in a wide variety of forms. An individual might have a tentacle for an arm, the jaws of a shark, a sea urchin's spines, a whale's fin, octopus eyes, seaweed hair, or any combination of such qualities. Some sea spawn have piscine body parts that provide them with special abilities beyond those of an ordinary humanoid.

SHADOW MASTIFF

These black hounds of the Shadowfell move invisibly through the shadows, always on the hunt. In gloomy places where the veil between the Shadowfell and the Material Plane is thinnest, they can cross over into the dark realms of the world.

Ravenous Lurkers. Shadow mastiffs hunt in packs on the Shadowfell, so when one of them enters a rift between the planes, several more are sure to follow. Each pack is led by an alpha (male or female) that is the smartest and toughest one of the group. The alpha must remain sharp to keep the rest of the pack in line, lest it be killed and replaced.

When a shadow mastiff pack is hungry and senses prey nearby, the alpha lets loose a howl that strikes fear into the hearts of nearby beasts and humanoids. Its howl is also a signal to the rest of the pack to move in for the kill. Gloom provides a shadow mastiff with supernatural protection, granting it resistance to nonmagical weapons while in dim light or darkness. Shadow mastiffs can tolerate bright light, but they shun sunlight.

Summoned for Service. Some faiths devoted to deities of gloom and night, such as Shar in the Forgotten Realms, perform unholy rites to summon shadow mastiffs from the Shadowfell and then put them to work as temple sentinels, bodyguards, and punishers of nonbelievers, heretics, and apostates. The method for bringing shadow mastiffs into the world is also known by other strong-willed and evil-minded individuals, who find use for the hounds as guards in their strongholds.

Ethereal Sight. In addition to its other capabilities, a shadow mastiff can see creatures and objects on the Ethereal Plane. This extraplanar perception makes a mastiff an especially skilled guardian, especially in situations when magical or spiritual incursion is likely.

SHADOW MASTIFF ALPHA

A shadow mastiff alpha has the statistics of a normal shadow mastiff, with the following modifications:

- The alpha has above average (42–54) hit points.
- It has an Intelligence of 6 (–2).
- It has the Terrifying Howl action option described below.

Terrifying Howl. The shadow mastiff howls. Any beast or humanoid within 300 feet of the mastiff and able to hear its howl must succeed on a DC 11 Wisdom saving throw or be frightened for 1 minute. A frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to any shadow mastiff's Terrifying Howl for the next 24 hours.

SHADOW MASTIFF

Medium monstrosity, neutral evil

Armor Class 12

Hit Points 33 (6d8 + 6)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	13 (+1)	5 (–3)	12 (+1)	5 (–3)

Skills Perception +3, Stealth +6

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks while in dim light or darkness

Senses darkvision 60 ft., passive Perception 13

Languages —

Challenge 2 (450 XP)

Ethereal Awareness. The shadow mastiff can see ethereal creatures and objects.

Keen Hearing and Smell. The shadow mastiff has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Shadow Blend. While in dim light or darkness, the shadow mastiff can use a bonus action to become invisible, along with anything it is wearing or carrying. The invisibility lasts until the shadow mastiff uses a bonus action to end it or until the shadow mastiff attacks, is in bright light, or is incapacitated.

Sunlight Weakness. While in bright light created by sunlight, the shadow mastiff has disadvantage on attack rolls, ability checks, and saving throws.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.



SLITHERING TRACKER

Medium ooze, chaotic evil

Armor Class 14

Hit Points 32 (5d8 + 10)

Speed 30 ft., climb 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	19 (+4)	15 (+2)	10 (+0)	14 (+2)	11 (+0)

Skills Stealth +8

Damage Vulnerabilities cold, fire

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities blinded, deafened, exhaustion, grappled, paralyzed, petrified, prone, restrained, unconscious

Senses blindsight 120 ft., passive Perception 12

Languages understands languages it knew in its previous form but can't speak

Challenge 3 (700 XP)

Ambusher. In the first round of a combat, the slithering tracker has advantage on attack rolls against any creature it surprised.

Damage Transfer. While grappling a creature, the slithering tracker takes only half the damage dealt to it, and the creature it is grappling takes the other half.

False Appearance. While the slithering tracker remains motionless, it is indistinguishable from a puddle, unless an observer succeeds on a DC 18 Intelligence (Investigation) check.

Keen Tracker. The slithering tracker has advantage on Wisdom checks to track prey.

Liquid Form. The slithering tracker can enter an enemy's space and stop there. It can also move through a space as narrow as 1 inch wide without squeezing.

Spider Climb. The slithering tracker can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Watery Stealth. While underwater, the slithering tracker has advantage on Dexterity (Stealth) checks made to hide, and it can take the Hide action as a bonus action.

ACTIONS

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

Life Leech. One Large or smaller creature that the slithering tracker can see within 5 feet of it must succeed on a DC 13 Dexterity saving throw or be grappled (escape DC 13). Until this grapple ends, the target is restrained and unable to breathe unless it can breathe water. In addition, the grappled target takes 16 (3d10) necrotic damage at the start of each of its turns. The slithering tracker can grapple only one target at a time.



SLITHERING TRACKER

The quest for revenge sometimes leads one to undergo a ritual whereby they transform into a body of semiliquid sentience known as a slithering tracker. Innocuous and insidious at the same time, a tracker flows into places where a normal creature can't go and brings its own brand of watery death down upon its quarry.

Vengeance at Any Cost. The ritual for creating a slithering tracker is known to hags, liches, and priests who worship gods of vengeance. It can only be performed on a willing creature that hungers for revenge. The ritual sucks all the moisture from the person's body, killing it. Yet the mind lives on in the puddle of liquid that issues forth from the remains, and so too does the subject's insatiable need for retribution.

Stealthy Assassins. A slithering tracker tastes the ground it courses over, seeking any trace of its prey. To kill, a slithering tracker rises up and enshrouds a creature, attempting to drown the prey while also draining it of blood. A slithering tracker that has killed in this fashion becomes much easier to locate for a time, since its liquid form becomes tinged with blood and its body leaves a visible trail of the stuff behind it.

Descent into Madness. Achieving revenge against its target doesn't end a slithering tracker's existence, nor its hunger for blood. Some slithering trackers remain aware of their purpose and extend their quest for vengeance to others, such as anyone who supported or befriended the original target. Most of the time, though, a tracker's mind can't cope with being trapped in liquid form, unable to communicate, and driven by the desire for blood: after a tracker fulfills its duty, insanity takes over the creature, and it attacks indiscriminately until it is destroyed.



Kyuss has a lot to answer for. Sometimes you eat the worm—and sometimes the worm eats you.

—Volo



SOME WORMS ARE GOOD EATING. NOT THESE.

—ELMINSTER

SPAWN OF KYUSS

Kyuss was a high priest of Orcus who plundered corpses from necropolises to create the first spawn of Kyuss. Even centuries after Kyuss's death, his mad disciples continue performing the horrific rites he perfected.

Plague of Worms. From a distance or in poor light, a spawn of Kyuss looks like an ordinary zombie. As it comes into clearer view, one can see scores of little green worms crawling in and out of it. These worms jump onto nearby humanoids and burrow into their flesh. A worm that penetrates a humanoid body makes its way to the creature's brain. Once inside the brain, the worm kills its host and animates the corpse, transforming it into a spawn of Kyuss that breeds more worms. The dead humanoid's soul remains trapped inside the corpse, preventing the individual from being raised or resurrected until the undead body is destroyed. The horror of being a soul imprisoned in an undead body drives a spawn of Kyuss insane.

Corruption Without End. Spawns of Kyuss are expressions of Orcus's intent to replace all life with undeath. Left to its own devices, a solitary spawn of Kyuss travels aimlessly. If it stumbles across a living creature, the spawn attacks with the sole intent of creating more spawn. Whether they are dispersed or clustered, spawn reproduce exponentially if nothing stops them.

Undead Nature. Spawns of Kyuss require no air, food, drink, or sleep.

SPAWN OF KYUSS

Medium undead, chaotic evil

Armor Class 10
Hit Points 76 (9d8 + 36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	18 (+4)	5 (-3)	7 (-2)	3 (-4)

Saving Throws Wis +1

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 8

Languages understands the languages it knew in life but can't speak

Challenge 5 (1,800 XP)

Regeneration. The spawn of Kyuss regains 10 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight or a body of running water. If the spawn takes acid, fire, or radiant damage, this trait doesn't function at the start of the spawn's next turn. The spawn is destroyed only if it starts its turn with 0 hit points and doesn't regenerate.

Worms. If the spawn of Kyuss is targeted by an effect that cures disease or removes a curse, all the worms infesting it wither away, and it loses its Burrowing Worm action.

ACTIONS

Multiattack. The spawn of Kyuss makes two attacks with its claws and uses Burrowing Worm.

Burrowing Worm. A worm launches from the spawn of Kyuss at one humanoid that the spawn can see within 10 feet of it. The worm latches onto the target's skin unless the target succeeds on a DC 11 Dexterity saving throw. The worm is a Tiny undead with AC 6, 1 hit point, a 2 (-4) in every ability score, and a speed of 1 foot. While on the target's skin, the worm can be killed by normal means or scraped off using an action (the spawn can use this action to launch a scraped-off worm at a humanoid it can see within 10 feet of the worm). Otherwise, the worm burrows under the target's skin at the end of the target's next turn, dealing 1 piercing damage to it. At the end of each of its turns thereafter, the target takes 7 (2d6) necrotic damage per worm infesting it (maximum of 10d6). A worm-infested target dies if it drops to 0 hit points, then rises 10 minutes later as a spawn of Kyuss. If a worm-infested creature is targeted by an effect that cures disease or removes a curse, all the worms infesting it wither away.

Claw. Melee Weapon Attack: +6 to hit, reach 5 ft., one target.
Hit: 6 (1d6 + 3) slashing damage plus 7 (2d6) necrotic damage.

THE SHELLS OF TLINCALLI HAVE A POISONOUS COATING THAT CAN BE BOILED OFF WITHOUT LOSING ITS PARALYZING POWER, AND REUSED BY ALCHEMISTS. CAREFUL HANDLING REQUIRED.

—ELMINSTER



TLINCALLI

Tlincallis, also called scorpion folk, are chitin-covered creatures, humanoid from the waist up with the lower body of an enormous scorpion, complete with a stinger at the end of a long tail.

Desert Nomads. Tlincallis live austere. They range across arid lands, hunting at dawn and dusk. In the hours between, they wait out the day's heat or the night's cold by burying themselves in loose sand or earth or, if the terrain proves too inflexible, lurking in ruins or shallow caves. A tribe of tlincallis stays in one place for only as long as the hunting is good in the immediate area, though they might visit the same way stations over and over during their wanderings. The tribe also settles down temporarily whenever it's time to lay eggs and hatch a new brood of young.

Poisonous Eggs. Tlincallis deposit their eggs in warm places out of direct sunlight, often amid a stand of cacti near their present encampment. There the eggs lie protected by hard shells coated in paralytic poison similar to that produced by their stingers. A would-be predator that dares to break an egg is defenseless against the tlincallis that come to investigate.

Horrid Kidnappers. Tlincallis eat what they kill, but they also take some of their prey alive when they have new mouths to feed. After using their stingers to paralyze victims and their spiked chains to bind them, tlincallis take these prisoners back to their encampment and tie them to cactus or rock formations. There, victims wait until the sun sets and the newly hatched young emerge from the lair to eat them alive.

Prideful Hunters. Tlincallis see themselves as great hunters. If a tlincalli tribe encounters a more powerful hunter, such as a blue dragon, the tribe's leader must decide whether the group becomes obedient to the superior hunter, moves on, or fights to the death to defeat it.

Makeshift Weapons and Objects. Tlincallis are uncivilized and don't build cities, make clothing, or mine metals. Instead, they scavenge what they need or want. They do, however, know how to melt down scavenged metal to forge crude weapons and tools.

TLINCALLI

Large monstrosity, neutral evil

Armor Class 15 (natural armor)

Hit Points 85 (10d10 + 30)

Speed 40 ft.

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

Skills Perception +4, Stealth +4, Survival +4

Senses darkvision 60 ft., passive Perception 13

Languages Tlincalli

Challenge 5 (1,800 XP)

ACTIONS

Multiattack. The tlincalli makes two attacks: one with its longsword or spiked chain, and one with its sting.

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

Spiked Chain. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, and the target is grappled (escape DC 11) if it is a Large or smaller creature. Until this grapple ends, the target is restrained, and the tlincalli can't use the spiked chain against another target.

Sting. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 6 (1d6 + 3) piercing damage plus 14 (4d6) poison damage, and the target must succeed on a DC 14 Constitution saving throw or be poisoned for 1 minute. If it fails the saving throw by 5 or more, the target is also paralyzed while poisoned. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Trappers know when prey draws near, so explore ruins and dungeons with equal wariness. For dumb beasts, they know very well what treasure is, what treasure chests are, and how these lure the likes of us.

—Volo



TRAPPER

A trapper is a manta-like creature that lurks in subterranean and natural environments. It can change the color and texture of its tough, outward-facing side to help it blend in with its surroundings, while its soft, inward-facing side clings to the floor, wall, or ceiling in its hunting territory. It remains motionless as it waits for prey to come close. When a target is within its reach, it peels itself away from the surface and wraps around its prey, crushing, smothering, and then digesting it.

Versatile Camouflage. A trapper can alter the color and texture of its outer side to match its surroundings. It can blend in with any surface made of stone, earth, or wood, masking its presence to any but the most rigorous scrutiny. It can't change its texture to that of a grassy or snow-covered surface, but it can change its color to match and then conceal itself under a thin layer of vegetation or actual snow.

Stationary Hunters. A trapper needs to eat about a halfling-sized meal once a week to remain sated. It is content to stay in one place, given a steady supply of food, and thus trappers are a threat along any well-traveled dungeon corridor and on routes through the wilderness that see a lot of traffic. When prey is scarce, a trapper enters a state of hibernation that can last for months, though it is still aware when prey comes near. A trapper on the verge of starvation might defy its instincts and begin creeping along, abandoning its old territory in search of better hunting.

Beware of Leftovers. When its prey is dead, a trapper dissolves and absorbs the fleshy parts, leaving a scattering of bones, metal, treasure, and other indigestible bits in the place where the creature had been. A trapper that lurks on the floor of its hunting grounds can cover these remains with own body, making them look like irregularities in the surface. The creature might also attach itself to a wall or a ceiling close to a recent kill, effectively using the remnants as bait: a creature that stops to investigate the bones for valuables stands a good chance of becoming the trapper's next meal.

TRAPPER

Large monstrosity, unaligned

Armor Class 13 (natural armor)

Hit Points 85 (10d10 + 30)

Speed 10 ft., climb 10 ft.

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

Skills Stealth +2

Senses blindsight 30 ft., darkvision 60 ft., passive Perception 11

Languages —

Challenge 3 (700 XP)

False Appearance. While the trapper is attached to a ceiling, floor, or wall and remains motionless, it is almost indistin-

guishable from an ordinary section of ceiling, floor, or wall. A creature that can see it and succeeds on a DC 20 Intelligence (Investigation) or Intelligence (Nature) check can discern its presence.

Spider Climb. The trapper can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

Smother. One Large or smaller creature within 5 feet of the trapper must succeed on a DC 14 Dexterity saving throw or be grappled (escape DC 14). Until the grapple ends, the target takes 17 (4d6 + 3) bludgeoning damage plus 3 (1d6) acid damage at the start of each of its turns. While grappled in this way, the target is restrained, blinded, and at risk of suffocating. The trapper can smother only one creature at a time.

UNTIL YE'VE SEEN A KING'S HEAD TEAR OFF HIS SHOULDERS AND FLAP ALOFT AMID FOUNTAINING BLOOD, ONLY TO TURN AND LAP HIS OWN DYING GORE AS HIS BODY TOTTERS AND FALLS, YE HAVEN'T LIVED. AND IF YE WANT TO GO ON LIVING, YE MIGHT WANT TO STOP WATCHING IN FAVOR OF FLEEING.

—ELMINSTER



VARGOUILLE

Shrieking, flapping, and hideous to behold—with a body like a severed head and bat-like wings in place of ears—vargouilles boil out of the Abyss to infest other planes of existence, such as Carceri, where they are a menace. Each vargouille carries a disease that creates more of its kind; a flock of vargouilles on the wing is a plague of chaos and evil waiting to happen.

Abyssal Nuisances. Swarms of vargouilles flap through the caverns and skies of the Abyss. They are given little regard by powerful and intelligent demons since vargouilles can do them no harm. Even the weakest demon, such as a manes or a dretch, fears vargouilles only if they appear in great numbers. In the Lower Planes, vargouilles rarely get the chance to eat live prey other than vermin. More often, they lap up the ichor left behind when one fiend kills another.

The World Awaits. Because of their instinctive hunger for living prey, vargouilles are eager to escape the Lower Planes. On rare occasions, the summoning of a demon to another plane can bring a vargouille along for the ride, attaching itself like a tick. The precautions a mortal takes to contain and control a summoned demon rarely account for a stowaway, and thus a vargouille enters the world unbidden.

Ghastly Reproduction. Vargouilles that roam free on the Material Plane are a dire threat to all creatures, especially humanoid. Their awful shrieking can paralyze other creatures with fear, and such victims are helpless to resist a vargouille's accursed kiss.

The kiss of a vargouille infects a humanoid with a fiendish curse. If allowed to run its course, the curse brings about a gruesome transformation as an abyssal spirit invades the person's body. Over a period of hours, the victim's head takes on fiendish aspects such as fangs, tentacles, and horns. At the same time, the person's ears grow larger, expanding and transforming into wing-like appendages. In the final moments, the victim's head tears away from the body in a fountain of blood, becoming another vargouille, which often then eagerly laps up its own life fluids. Sunlight or the brilliant illumination of a *daylight* spell can delay this transformation, and vargouilles instinctively shun bright light as a result.

VARGOUILLE

Tiny fiend, chaotic evil

Armor Class 12

Hit Points 13 (3d4 + 6)

Speed 5 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	14 (+2)	4 (-3)	7 (-2)	2 (-4)

Damage Resistances cold, fire, lightning

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

Languages understands Abyssal, Infernal, and any languages it knew before becoming a vargouille but can't speak

Challenge 1 (200 XP)

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 5 (1d6 + 2) piercing damage plus 10 (3d6) poison damage.

Kiss. The vargouille kisses one incapacitated humanoid within 5 feet of it. The target must succeed on a DC 12 Charisma saving throw or become cursed. The cursed target loses 1 point of Charisma after each hour, as its head takes on fiendish aspects. The curse doesn't advance while the target is in sunlight or the area of a *daylight* spell; don't count that time. When the cursed target's Charisma becomes 2, it dies, and its head tears from its body and becomes a new vargouille. Casting *remove curse*, *greater restoration*, or a similar spell on the target before the transformation is complete can end the curse. Doing so undoes the changes made to the target by the curse.

Stunning Shriek. The vargouille shrieks. Each humanoid and beast within 30 feet of the vargouille and able to hear it must succeed on a DC 12 Wisdom saving throw or be frightened until the end of the vargouille's next turn. While frightened in this way, a target is stunned. If a target's saving throw is successful or the effect ends for it, the target is immune to the Stunning Shriek of all vargouilles for 1 hour.

VEGEPYGMIES

Vegepygmies are fungus creatures that live in simple tribal units, hunting for sustenance and spreading the spores from which they reproduce.

Primitive Plants. Vegepygmies, also called mold folk or moldies, inhabit dark areas that are warm and wet, so they are most commonly found underground or in dense forests where little sunlight penetrates. A vegepygmy instinctively feels kinship with other plant and fungus creatures, and thus vegepygmy tribes coexist well with creatures such as myconids, shriekers, and violet fungi.

Although they prefer to eat fresh meat, bone, and blood, vegepygmies can absorb nutrients from soil and many sorts of organic matter, meaning that they rarely go hungry. A vegepygmy can hiss and make other noises by forcing air through its mouth, but it can't speak in a conventional sense. Among themselves, vegepygmies communicate by hissing, gestures, and rhythmic tapping on the body. Vegepygmies build and craft little; any gear they have is acquired from other creatures or built by copying simple construction they have witnessed.

RUSSET MOLD

The fungus known as russet mold is reddish-brown in color and found only in places that are dark, warm, and wet. Russet mold that spreads out across a metal object can be mistaken for natural rust, and a successful DC 15 Intelligence (Nature) or Wisdom (Survival) check is required to identify it accurately by sight in such a case.

Any creature that comes within 5 feet of russet mold must make a DC 13 Constitution saving throw as the mold emits a puff of spores. On a failed save, the creature becomes poisoned. While poisoned in this way, the creature takes 7 (2d6) poison damage at the start of each of its turns, sprouting mold as it takes damage. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Any magic that neutralizes poison or cures disease kills the infestation. A creature reduced to 0 hit points by the mold's poison damage dies. If the dead creature is a beast, a giant, or a humanoid, one or more newborn vegepygmies emerge from its body 24 hours later: one newborn from a Small corpse, two from a Medium corpse, four from a Large corpse, eight from a Huge corpse, or sixteen from a Gargantuan corpse.

Russet mold can be hard to kill, since weapons and most types of damage do it no harm. Effects that deal acid, necrotic, or radiant damage kill 1 square foot of russet mold per 1 damage dealt. A pound of salt, a gallon of alcohol, or a magical effect that cures disease kills russet mold in a square area that is 10 feet on a side. Sunlight kills any russet mold in the light's area.

Mold Begets Mold. Vegepygmies originate from the remains left behind when a humanoid or a giant is killed by russet mold. One or more vegepygmies emerge from the corpse a day later. If a beast such as a dog or a bear dies from russet mold, the result is a bestial moldie called a thorny result instead of a humanoid-shaped vegepygmy. Thornies are less intelligent than vegepygmies, but have greater size and ferocity, as well as a thorn-covered body.

As a vegepygmy ages, it grows tougher and develops spore clusters on its body. Spore-bearing vegepygmies are deferred to by other vegepygmies, so outsiders refer to such vegepygmies as chiefs. A chief can expel its spores in a burst, infecting nearby creatures. If a creature dies while infected, its corpse produces vegepygmies the same way russet mold does.

No one knows for sure where russet mold came from. One historical account tells of adventurers in a forbidding mountain range discovering russet mold and vegepygmies in a peculiar metal dungeon full of strange life. Another story says that explorers found russet mold in a crater left by a falling star, with vegepygmies infesting the dense jungle nearby.

VEGEPYGMY

Small plant, neutral

Armor Class 13 (natural armor)

Hit Points 9 (2d6 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	14 (+2)	13 (+1)	6 (-2)	11 (+0)	7 (-2)

Skills Perception +2, Stealth +4

Damage Resistances lightning, piercing

Senses darkvision 60 ft., passive Perception 12

Languages Vegepygmy

Challenge 1/4 (50 XP)

Plant Camouflage. The vegepygmy has advantage on Dexterity (Stealth) checks it makes in any terrain with ample obscuring plant life.

Regeneration. The vegepygmy regains 3 hit points at the start of its turn. If it takes cold, fire, or necrotic damage, this trait doesn't function at the start of the vegepygmy's next turn. The vegepygmy dies only if it starts its turn with 0 hit points and doesn't regenerate.

ACTIONS

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 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.

CORPSES OF THOSE SLAIN
BY RUSSET MOLD GROW NEW
MOLDIES. NOT THE LEGACY
MOST OF US ASPIRE TO.
—ELMINSTER

VEGEPYGMY CHIEF

Small plant, neutral

Armor Class 14 (natural armor)

Hit Points 33 (6d6 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	7 (-2)	12 (+1)	9 (-1)

Skills Perception +3, Stealth +4

Damage Resistances lightning, piercing

Senses darkvision 60 ft., passive Perception 13

Languages Vegepygmy

Challenge 2 (450 XP)

Plant Camouflage. The vegepygmy has advantage on Dexterity (Stealth) checks it makes in any terrain with ample obscuring plant life.

Regeneration. The vegepygmy regains 5 hit points at the start of its turn. If it takes cold, fire, or necrotic damage, this trait doesn't function at the start of the vegepygmy's next turn. The vegepygmy dies only if it starts its turn with 0 hit points and doesn't regenerate.

ACTIONS

Multiattack. The vegepygmy makes two attacks with its claws or two melee attacks with its spear.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 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, or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack.

Spores (1/Day). A 15-foot-radius cloud of toxic spores extends out from the vegepygmy. The spores spread around corners. Each creature in that area that isn't a plant must succeed on a DC 12 Constitution saving throw or be poisoned. While poisoned in this way, a target takes 9 (2d8) poison damage at the start of each of its turns. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.



THORNY

Medium plant, neutral

Armor Class 14 (natural armor)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	13 (+1)	2 (-4)	10 (+0)	6 (-2)

Skills Perception +4, Stealth +3

Damage Resistances lightning, piercing

Senses darkvision 60 ft., passive Perception 14

Languages —

Challenge 1 (200 XP)

Plant Camouflage. The thorny has advantage on Dexterity (Stealth) checks it makes in any terrain with ample obscuring plant life.

Regeneration. The thorny regains 5 hit points at the start of its turn. If it takes cold, fire, or necrotic damage, this trait doesn't function at the start of the thorny's next turn. The thorny dies only if it starts its turn with 0 hit points and doesn't regenerate.

Thorny Body. At the start of its turn, the thorny deals 2 (1d4) piercing damage to any creature grappling it.

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.

Hit: 8 (2d6 + 1) piercing damage.

STEADFAST GUARDIANS WHO SPEAK LITTLE,
WOOD WOADS ARE THE PERFECT NEIGHBORS.
UNLESS YE'RE A WOODCUTTER.

—ELMINSTER

WOOD WOAD

A wood woad is a powerful plant in humanoid form invested with the soul of someone who gave up life to become an eternal guardian.

Born of Sacrifice. The ritual to create a wood woad is a primeval secret passed down through generations of savage societies and dark druid circles. Performing the ritual isn't necessarily an act of evil, if the victim-to-be has entered into a bargain that requires it to be a willing sacrifice.

In the ritual a living person's chest is pierced and the heart removed. A seed is then pushed into the heart, and it is placed in a tree. Any hollow or crook will do, but often a special cavity is carved out of the trunk. The tree is then bathed and watered with the blood of the sacrificed victim, and the body is buried among the tree's roots. After three days, a sprout emerges from the ground at the base of the tree and swiftly grows into a humanoid form.

This new body, armored in tough bark and bearing a gnarled club and shield, is at once ready to perform its duty. The one who performed the ritual sets the wood woad to its task, and the creature follows those orders unceasingly.

Pitiless Protectors. A wood woad has a hole where its heart would be, just as does the body of its former self, buried in the earth. Those who become wood woads trade their free will and all sense of sentiment for supernatural strength and a deathless duty. They exist only to protect woodlands and the people who tend them. A wood woad's face is void and expressionless, except for the motes of light that swim about in its eye sockets. Wood woads speak little, and when not being called upon to take action, they root themselves in the earth and silently take sustenance from it.

Uprooted by Immortality. Like a tree, a wood woad needs only sunlight, air, and nutrients from the earth to go on living. Because they are undying, some wood woads outlive their original purpose. The site a wood woad guards might lose its power or significance over time, or those whom it was assigned to guard might themselves die. If it is freed from its specific duties, a wood woad might roam to find another place of natural beauty or fey influence to watch over.

Wood woads are drawn to creatures that have close ties to nature, and that protect and respect the land, such as druids and treants. Some treants have wood woad servants by virtue of age-old pacts with druids or fey that performed the rituals, while others acquire the services of freed wood woads that find renewed purpose in the domain of a kindred guardian.



WOOD WOAD

Medium plant, lawful neutral

Armor Class 18 (natural armor, shield)

Hit Points 75 (10d8 + 30)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	10 (+0)	13 (+1)	8 (-1)

Skills Athletics +7, Perception +4, Stealth +4

Damage Vulnerabilities fire

Damage Resistances bludgeoning, piercing

Condition Immunities charmed, frightened

Senses darkvision 60 ft., passive Perception 14

Languages Sylvan

Challenge 5 (1,800 XP)

Magic Club. In the wood woad's hand, its club is magical and deals 7 (3d4) extra damage (included in its attacks).

Plant Camouflage. The wood woad has advantage on Dexterity (Stealth) checks it makes in any terrain with ample obscuring plant life.

Regeneration. The wood woad regains 10 hit points at the start of its turn if it is in contact with the ground. If the wood woad takes fire damage, this trait doesn't function at the start of the wood woad's next turn. The wood woad dies only if it starts its turn with 0 hit points and doesn't regenerate.

Tree Stride. Once on each of its turns, the wood woad can use 10 feet of its movement to step magically into one living tree within 5 feet of it and emerge from a second living tree within 60 feet of it that it can see, appearing in an unoccupied space within 5 feet of the second tree. Both trees must be Large or bigger.

ACTIONS

Multiattack. The wood woad makes two attacks with its club.

Club. Melee Weapon Attack: +7 to hit, reach 5 ft., one target.

Hit: 14 (4d4 + 4) bludgeoning damage.

XVARTS

Xvarts are cruel, cowardly humanoids spawned by a cowardly, renegade demigod. They have blue skin, vivid orange eyes, and receding hairlines, mirroring their creator's appearance. They stand about 3 feet tall.

Xvarts live in remote hills, forests, and caves. Each tribe is led by a speaker, who is usually the brightest one among them. The speaker serves as the tribe's ambassador, and often dons short wooden stilts and heavy robes to look taller and more imperious. The rest of the tribe hunts for food, plundering crops and livestock from nearby farms if the hunt goes poorly. Xvarts aren't much of a threat to civilized locations because they are somewhat fearful of humans, dwarves, and elves.

Raxivort's Betrayal. All xvarts are the degenerate offspring of an entity named Raxivort, who once served Graz'zt the Dark Prince as treasurer. Raxivort spent long centuries watching over the treasury, and in time he grew to lust after his master's riches. In one bold move, he plundered a treasure vault and fled to the Material Plane. One of the treasures he stole was the Infinity Spindle, a crystalline shard from the early days of the multiverse that could transform even a creature as low as Raxivort into a demigod.

After he ascended to godhood, Raxivort forged a realm called the Black Sewers, within Pandesmos, the topmost layer of Pandemonium. He enjoyed his divine ascension only briefly, though, before Graz'zt unleashed his vengeance. The demon prince had no need to regain the Infinity Spindle, since he already possessed power greater than what it could grant. Instead, he dispatched agents far and wide to spread news of what the spindle could do and the puny, pathetic creature that claimed its ownership. Soon enough, Raxivort was pursued by a variety of enemies, all eager to claim the Spindle as their own.

In the face of his imminent destruction, Raxivort hatched a plan. Fleeing to the Material Plane, he wandered across a variety of worlds and spawned creatures that were his exact duplicate. These are the xvarts, creatures that not only look identical to Raxivort in appearance but also foil any magic used to track him down. Spells, rituals, and other effects that could reveal Raxivort's location instead point to the nearest xvart.

Although the initial rush of enemies against him has subsided, Raxivort knows that the planar powers are patient. He remains in hiding, a wretch of a demigod who does little more than wander the planes, spawning ever more xvarts to ensure his continued safety.

Greedy Thugs. Xvarts have all of their creator's flaws and few redeeming qualities. They lack the physical equipment to reproduce, as well as the inclination to do so. They are greedy, conniving, and obsessed with the acquisition of valuables—the more ornate or bizarre, the better. They know they are flawed, and this minor amount of self-awareness only magnifies their other deficiencies. They hate almost any creature they perceive as better than they are, which includes almost anyone, but they lack the courage or wherewithal to act on their hatred most of the time. Their fear has led them to dwell either in gloomy places on the far fringes of civilized



When things go badly for them, they kidnap whoever's handy and sacrifice them to their craven god. Hmm. I guess they're not so different from a lot of humans, after all.

—Volo

lands or in areas neglected or forgotten by mightier creatures. In other words, xvarts usually live in places where normal vermin might flourish.

Despite their muddled nature, all xvarts have an unshakable devotion to Raxivort. The desire to please Raxivort weighs heavily on all their decisions. When things aren't going well for them, xvarts naturally assume that Raxivort is angry. To appease their troubled lord, they stage kidnappings. They fashion nets to capture their enemies, which are dragged back to the lair and sacrificed on a makeshift altar. Raxivort can hear their supplications, but he's too afraid to come out of hiding most of the time. Occasionally, he does appear before a tribe of worshipers as a 9-foot-tall xvart carrying an empty sack. In every such instance, Raxivort takes all of the treasure that the tribe has accumulated, stuffs it in his sack, and disappears, leaving nothing behind as compensation.

XVART SPEAKERS

A xvart tribe has one speaker that serves as its leader. The speaker has the statistics of a normal xvart, except that it has an Intelligence of 13 (+1) and knows one additional language (usually Common or Goblin).

Vermin Masters. Rats and bats (including giant-sized specimens) are naturally attracted to xvarts, and xvarts domesticate such beasts for food and battle. Xvarts also form alliances with wererats, although the lycanthropes are dominant in any such arrangement. This relationship traces back to Raxivort's divine nature. Even though the xvarts inherited Raxivort's greed and cowardice, they also gained his ability to form bonds with such creatures.

Xvart Warlocks. A xvart can forge a pact with Raxivort by stealing an item of such great value that the demigod himself appears before the xvart to claim it. After surrendering the item to Raxivort, the xvart asks for magical power so that it can find and deliver more great treasures into Raxivort's custody. If the demigod feels so inclined, he imbues the xvart with greater wisdom and charisma and grants it the spellcasting abilities of a warlock before returning to the howling chaos of Pandemonium. Raxivort's warlocks are respected and feared in xvart society, but they have little interest in political power. They scour the wilderness, old ruins, and dungeons for treasures, often with a handful of xvart sycophants and giant rat bodyguards in tow.

XVART

Small humanoid (xvart), chaotic evil

Armor Class 13 (leather armor)

Hit Points 7 (2d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	10 (+0)	8 (-1)	7 (-2)	7 (-2)

Skills Stealth +4

Senses darkvision 30 ft., passive Perception 8

Languages Abyssal

Challenge 1/8 (25 XP)

Low Cunning. The xvart can take the Disengage action as a bonus action on each of its turns.

Overbearing Pack. The xvart has advantage on Strength (Athletics) checks to shove a creature if at least one of the xvart's allies is within 5 feet of the target and the ally isn't incapacitated.

Raxivort's Tongue. The xvart can communicate with ordinary bats and rats, as well as giant bats and giant rats.

ACTIONS

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

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

If you say the name Raxivort three times while gazing at your reflection in a mirror, xvarts will visit you in the dead of night and steal a cherished trinket. —Volo

IF YE BELIEVE WHAT VOLO TELLS YE,
YE DESERVE NO LESS.

—ELMINSTER

XVART WARLOCK OF RAXIVORT

Small humanoid (xvart), chaotic evil

Armor Class 12 (15 with *mage armor*)

Hit Points 22 (5d6 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	12 (+1)	8 (-1)	11 (+0)	12 (+1)

Skills Stealth +3

Senses darkvision 30 ft., passive Perception 10

Languages Abyssal

Challenge 1 (200 XP)

Innate Spellcasting. The xvart's innate spellcasting ability is Charisma. It can innately cast the following spells, requiring no material components:

At will: *detect magic*, *mage armor* (self only)

Spellcasting. The xvart is a 3rd-level spellcaster. Its spellcasting ability is Charisma (spell save DC 11, +3 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells:

Cantrips (at will): *eldritch blast*, *mage hand*, *minor illusion*, *poison spray*, *prestidigitation*
1st–2nd level (2 2nd-level slots): *burning hands*, *expeditious retreat*, *invisibility*, *scorching ray*

Low Cunning. The xvart can take the Disengage action as a bonus action on each of its turns.

Raxivort's Blessing. When the xvart reduces an enemy to 0 hit points, the xvart gains 4 temporary hit points.

Raxivort's Tongue. The xvart can communicate with ordinary bats and rats, as well as giant bats and giant rats.

ACTIONS

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



YETH HOUND

Granted by powerful fey to individuals who please them, yeth hounds serve evil masters like hunting dogs. Yeth hounds fly in pursuit of their prey, often waiting until it is too exhausted to fight back. Only the threat of dawn drives the pack back into hiding.

Minions of a Dark Master. A pack of yeth hounds can be created by powerful fey such as the Queen of Air and Darkness. Once it is brought into existence, a pack must have a master, who is often someone the creator wishes to reward. The master can telepathically communicate with its yeth hounds to give them commands from afar. If the master of a pack is killed, the hounds seek and choose a new master, typically an individual of great evil such as a vampire, a necromancer, or a hag.

A yeth hound stands about 5 feet tall at the shoulder and weighs around 400 pounds. Often all that can be seen of one in the darkness is the red glow of its eyes against its night-black fur. The head of a yeth hound has a human-like face, held up by a neck more flexible than a dog's. The creature gives off an odor like smoke.

Sound of Looming Death. Yeth hounds make a ghastly baying sound that can be heard all around. Creatures that can see a hound when it bays are filled with supernatural fear and usually flee in terror. When a victim tries to run away, a hound delights in chasing after it and tormenting it before bringing the hunt to a close.

Those that stand their ground and fight back discover that mundane weapons partially pass through the hound as if it was made of fog, but magic weapons and silvered weapons can strike true.

Foiled by Sunlight. Yeth hounds can't stand sunlight. A pack never willingly prolongs a hunt beyond the night hours and always seeks to return to its dark den before the first rays of dawn. No amount of coercion by a pack's master can deter this behavior. If a yeth hound is exposed to natural sunlight, it fades away, vanishing into the Ethereal Plane, from where its master can retrieve it only after the sun has set.

YETH HOUND

Large fey, neutral evil

Armor Class 14 (natural armor)

Hit Points 51 (6d10 + 18)

Speed 40 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	16 (+3)	5 (-3)	12 (+1)	7 (-2)

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Condition Immunities charmed, exhaustion, frightened

Senses darkvision 60 ft., passive Perception 11

Languages understands Common, Elvish, and Sylvan but can't speak

Challenge 4 (1,100 XP)

Keen Hearing and Smell. The yeth hound has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Sunlight Banishment. If the yeth hound starts its turn in sunlight, it is transported to the Ethereal Plane. While sunlight shines on the spot from which it vanished, the hound must remain in the Deep Ethereal. After sunset, it returns to the Border Ethereal at the same spot, whereupon it typically sets out to find its pack or its master. The hound is visible on the Material Plane while it is in the Border Ethereal, and vice versa, but it can't affect or be affected by anything on the other plane. Once it is adjacent to its master or a pack mate that is on the Material Plane, a yeth hound in the Border Ethereal can return to the Material Plane as an action.

Telepathic Bond. While the yeth hound is on the same plane of existence as its master, it can magically convey what it senses to its master, and the two can communicate telepathically with each other.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage, plus 14 (4d6) psychic damage if the target is frightened.

Baleful Baying. The yeth hound bays magically. Every enemy within 300 feet of the hound that can hear it must succeed on a DC 13 Wisdom saving throw or be frightened until the end of the hound's next turn or until the hound is incapacitated. A frightened target that starts its turn within 30 feet of the hound must use all its movement on that turn to get as far from the hound as possible, must finish the move before taking an action, and must take the most direct route, even if hazards lie that way. A target that successfully saves is immune to the baying of all yeth hounds for the next 24 hours.

YUAN-TI

Yuan-ti malisons who become priestly devotees of a particular god—be it Sseth, Dendar the Night Serpent, or Merrshaulk—often rise through the ranks to become spiritual leaders among the serpent folk. These priests perform sacrificial rites to appease their vile gods.

Also described here are the degenerate yuan-ti brood-guard and the horrifying yuan-ti anathema.

YUAN-TI ANATHEMA

A yuan-ti abomination's quest for godhood might lead it to perform a ritual that, if successful, transforms it into an even greater form: a yuan-ti anathema. This ritual demands the sacrifice of hundreds of snakes and requires the abomination to bathe in the blood of its enemies. The transformation is quick yet painful.

Not all yuan-ti are eager to see one of their own become an anathema, since anathemas brutally subjugate their lessers for their own evil ends.

Not Quite Divine. An anathema considers itself a demigod on the path to greater divinity. It demands obeisance from weaker yuan-ti and uses every resource at



YUAN-TI ANATHEMA

Huge monstrosity (shapechanger, yuan-ti), neutral evil

Armor Class 16 (natural armor)

Hit Points 189 (18d12 + 72)

Speed 40 ft., climb 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	13 (+1)	19 (+4)	19 (+4)	17 (+3)	20 (+5)

Skills Perception +7, Stealth +5

Damage Resistances acid, fire, lightning

Damage Immunities poison

Condition Immunities poisoned

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

Languages Abyssal, Common, Draconic

Challenge 12 (8,400 XP)

Innate Spellcasting (Anathema Form Only). The anathema's innate spellcasting ability is Charisma (spell save DC 17). It can innately cast the following spells, requiring no material components:

At will: *animal friendship* (snakes only)

3/day each: *darkness*, *entangle*, *fear*, *haste*, *suggestion*, *polymorph*

1/day: *divine word*

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

Ophidiophobia Aura. Any creature of the anathema's choice, other than a snake or a yuan-ti, that starts its turn within 30 feet of the anathema and can see or hear it must succeed on a DC 17 Wisdom saving throw or become frightened of snakes and yuan-ti. A frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to this aura for the next 24 hours.

Shapechanger. The anathema can use its action to polymorph into a Huge **giant constrictor snake**, or back into its true form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed.

Six Heads. The anathema has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, or knocked unconscious.

ACTIONS

Multiattack (Anathema Form Only). The anathema makes two claw attacks, one constrict attack, and one Flurry of Bites attack.

Claw (Anathema Form Only). *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

Constrict. *Melee Weapon Attack:* +10 to hit, reach 15 ft., one Large or smaller creature. *Hit:* 16 (3d6 + 6) bludgeoning damage plus 7 (2d6) acid damage, and the target is grappled (escape DC 16). Until this grapple ends, the target is restrained and takes 16 (3d6 + 6) bludgeoning damage plus 7 (2d6) acid damage at the start of each of its turns, and the anathema can't constrict another target.

Flurry of Bites. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one creature. *Hit:* 27 (6d6 + 6) piercing damage plus 14 (4d6) poison damage.

MAKING A BROODGUARD

Yuan-ti create broodguards from captured humanoids. Each subject is fed a special potion that immediately renders it incapacitated and transforms it into a broodguard over the next 1d6 + 6 days. A subject forced to imbibe the brew can make a DC 15 Constitution saving throw; on a success, it takes 14 (4d6) poison damage and isn't otherwise affected.

A spell such as *lesser restoration* or *remove curse* can end the transformation process at any time before it runs its course. After the process is complete, only a *wish* spell can reverse the effect.

its disposal to launch small-scale wars against its neighbors. Each conquest brings new slaves and sacrifices, as well as glory and riches, that the anathema thinks it needs to achieve true divinity.

An anathema's most loyal yuan-ti followers see it as the pinnacle of the serpentine form, an unbelievable improvement on the nearly perfect abomination. Its devoted human followers think of it as "divine flesh in a mortal body," and cultists serving an anathema tend to be more bloodthirsty and self-sacrificing in its presence.

Immortal. Anathemas don't age, allowing them to pursue their goals until the end of days. Truly powerful ones can grow to rule multiple yuan-ti cities and bring entire regions, including humanoid realms, under yuan-ti control.

YUAN-TI BROODGUARD

Broodguards are humanoids transformed by yuan-ti into simple-minded, scaly creatures that do their masters' bidding. The transformation process warps not only a subject's body but also its mind, making it instinctively obey any yuan-ti and filling it with a seething rage that rises at the sight of non-reptilian creatures.

Although broodguards have low intelligence, they are able to perform simple yet important tasks in the community, such as guarding eggs or patrolling for intruders. The yuan-ti refer to broodguards as "histachii," which means "egg-watchers."

Human No More. Most broodguards are made from human prisoners forced to consume a magical brew that renders them helpless and unable to fight off the inevitable. A human transformed into a broodguard loses all semblance of who it once was, and even its human origin is barely discernible. A broodguard is hairless and emaciated, with yellow-green, scaly skin. It has beady, bloodshot eyes and a forked tongue, and smells faintly of rotting meat. Broodguards can speak but rarely do so, preferring to use snake-like hisses and guttural noises.

YUAN-TI MIND WHISPERER

Mind whisperers are malison spellcasters that enter into a pact with the serpent god Sseth, the Sibillant Death. They use their abilities to convert others to their faith, increase their personal power, and befuddle the minds of their enemies.

A mind whisperer is elusive, manipulative, unpredictable, and willing to cheat or kill comrades and rivals alike if doing so benefits it. The worshipers of Sseth have their hands in many schemes, often plying the



YUAN-TI BROODGUARD

Medium humanoid (yuan-ti), neutral evil

Armor Class 14 (natural armor)
Hit Points 45 (7d8 + 14)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	14 (+2)	6 (-2)	11 (+0)	4 (-3)

Saving Throws Str +4, Dex +4, Wis +2
Skills Perception +2
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 12
Languages Abyssal, Common, Draconic
Challenge 2 (450 XP)

Mental Resistance. The broodguard has advantage on saving throws against being charmed, and magic can't paralyze it.

Reckless. At the start of its turn, the broodguard can gain advantage on all melee weapon attack rolls it makes during that turn, but attack rolls against it have advantage until the start of its next turn.

ACTIONS

Multiattack. The broodguard makes three attacks: one with its bite and two with its claws.

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

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



middle ground between two factions, and thus spend a lot of energy making sure neither of their allies learn of their conflicting connections. Even among yuan-ti, mind whisperers are known for being self-important, sneaky, and prone to flee at the first sign of trouble.

This malison is the type that has a human body and a snake head.

YUAN-TI NIGHTMARE SPEAKER

Nightmare speakers are female yuan-ti malison priests that make a pact with the Dendar the Night Serpent to feed their deity the fears and nightmares of their victims in exchange for power in the mortal world. The priestesses receive nightmarish visions from Dendar, which they interpret as prophecies, and then use their magic and influence to make these visions come true.

The cruelest of all yuan-ti, nightmare speakers revel in torturing prisoners and slaves, leaving them in a constant state of fear and dread. They prefer to terrify rather than kill their opponents. They manipulate humanoid communities for the purpose of acquiring more victims, and enjoy the company of undead.

This malison is the type that has a human head and upper body with a serpentine lower body instead of legs.

YUAN-TI MIND WHISPERER

Medium monstrosity (shapechanger, yuan-ti), neutral evil

Armor Class 14 (natural armor)

Hit Points 71 (13d8 + 13)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	13 (+1)	14 (+2)	12 (+2)	16 (+3)

Saving Throws Wis +4, Cha +5

Skills Deception +5, Stealth +4

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft. (penetrates magical darkness), passive Perception 12

Languages Abyssal, Common, Draconic

Challenge 4 (1,100 XP)

Shapechanger. The yuan-ti can use its action to polymorph into a Medium snake or back into its true form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. If it dies, it stays in its current form.

Innate Spellcasting (Yuan-ti Form Only). The yuan-ti's innate spellcasting ability is Charisma (spell save DC 13). The yuan-ti can innately cast the following spells, requiring no material components:

At will: *animal friendship* (snakes only)

3/day: *suggestion*

Magic Resistance. The yuan-ti has advantage on saving throws against spells and other magical effects.

Mind Fangs (2/Day). The first time the yuan-ti hits with a melee attack on its turn, it can deal an extra 16 (3d10) psychic damage to the target.

Spellcasting (Yuan-ti Form Only). The yuan-ti is a 6th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells:

Cantrips (at will): *eldritch blast* (range 300 ft., +3 bonus to each damage roll), *friends*, *message*, *minor illusion*, *poison spray*, *prestidigitation*

1st–3rd level (2 3rd-level slots): *charm person*, *crown of madness*, *detect thoughts*, *expeditious retreat*, *fly*, *hypnotic pattern*, *illusory script*

Sseth's Blessing. When the yuan-ti reduces an enemy to 0 hit points, the yuan-ti gains 9 temporary hit points.

ACTIONS

Multiattack (Yuan-ti Form Only). The yuan-ti makes one bite attack and one scimitar attack.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage plus 7 (2d6) poison damage.

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



I'm the explorer who likes to travel on roads and spend my evenings in cozy inns, not hacking through jungles or trudging across deserts through blinding sand to learn the secrets of the serpent folk. I've met a few purebloods and broodguards in my day, but if I had met a yuan-ti pit master, I'm quite sure I'd not be here to tell the tale!

—Volo

YE ALMOST CERTAINLY WOULD NOT.

—ELMINSTER

YUAN-TI NIGHTMARE SPEAKER

Medium monstrosity (shapechanger, yuan-ti), neutral evil

Armor Class 14 (natural armor)

Hit Points 71 (13d8 + 13)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	13 (+1)	14 (+2)	12 (+1)	16 (+3)

Saving Throws Wis +3, Cha +5

Skills Deception +5, Stealth +4

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft. (penetrates magical darkness), passive Perception 11

Languages Abyssal, Common, Draconic

Challenge 4 (1,100 XP)

Shapechanger. The yuan-ti can use its action to polymorph into a Medium snake or back into its true form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. If it dies, it stays in its current form.

Death Fangs (2/Day). The first time the yuan-ti hits with a melee attack on its turn, it can deal an extra 16 (3d10) necrotic damage to the target.

Innate Spellcasting (Yuan-ti Form Only). The yuan-ti's innate spellcasting ability is Charisma (spell save DC 13). The yuan-ti can innately cast the following spells, requiring no material components:

At will: *animal friendship* (snakes only)

3/day: *suggestion*

Magic Resistance. The yuan-ti has advantage on saving throws against spells and other magical effects.

Spellcasting (Yuan-ti Form Only). The yuan-ti is a 6th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells:

Cantrip (at will): *chill touch*, *eldritch blast* (range 300 ft., +3 bonus to each damage roll), *mage hand*, *message*, *poison spray*, *prestidigitation*

1st–3rd level (2 3rd-level slots): *arms of Hadar*, *darkness*, *fear*, *hex*, *hold person*, *hunger of Hadar*, *witch bolt*

ACTIONS

Multiattack (Yuan-ti Form Only). The yuan-ti makes one constrict attack and one scimitar attack.

Constrict. Melee Weapon Attack: +5 to hit, reach 10 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage, and the target is grappled (escape DC 14) if it is a Large or smaller creature. Until this grapple ends, the target is restrained, and the yuan-ti can't constrict another target.

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

Invoke Nightmare (Recharges after a Short or Long Rest). The yuan-ti taps into the nightmares of a creature it can see within 60 feet of it and creates an illusory, immobile manifestation of the creature's deepest fears, visible only to that creature. The target must make a DC 13 Intelligence saving throw. On a failed save, the target takes 11 (2d10) psychic damage and is frightened of the manifestation, believing it to be real. The yuan-ti must concentrate to maintain the illusion (as if concentrating on a spell), which lasts for up to 1 minute and can't be harmed. The target can repeat the saving throw at the end of each of its turns, ending the illusion on a success, or taking 11 (2d10) psychic damage on a failure.



YUAN-TI PIT MASTER

Pit masters are yuan-ti malison priests that have made a pact with the god Merrshaulk and seek to rouse him from his slumber by sacrificing humanoid to him. They are the most traditionalist in attitude among yuan-ti and believe that they are best equipped to achieve the goals of their people.

Pit masters are deeply involved in the race's long-term plan to take over humanoid governments, as well as in the ongoing effort to protect their cities from discovery or attacks by hostiles. They oppose reckless behavior and argue for a slow, cautious approach in all matters.

This malison is the type that has a human head and body and snakes for arms.

YUAN-TI PIT MASTER

Medium monstrosity (shapechanger, yuan-ti), neutral evil

Armor Class 14 (natural armor)

Hit Points 88 (16d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	13 (+1)	14 (+2)	12 (+1)	16 (+3)

Saving Throws Wis +3, Cha +5

Skills Deception +5, Stealth +4

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft. (penetrates magical darkness), passive Perception 11

Languages Abyssal, Common, Draconic

Challenge 5 (1,800 XP)

Shapechanger. The yuan-ti can use its action to polymorph into a Medium snake 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.

Innate Spellcasting (Yuan-ti Form Only). The yuan-ti's innate spellcasting ability is Charisma (spell save DC 13). The yuan-ti can innately cast the following spells, requiring no material components:

At will: *animal friendship* (snakes only)

3/day: *suggestion*

Magic Resistance. The yuan-ti has advantage on saving throws against spells and other magical effects.

Poison's Disciple (2/Day). The first time the yuan-ti hits with a melee attack on its turn, it can deal an extra 16 (3d10) poison damage to the target.

Spellcasting (Yuan-ti Form Only). The yuan-ti is a 6th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells:

Cantrips (at will): *eldritch blast* (range 300 ft., +3 bonus to each damage roll), *friends, guidance, mage hand, message, poison spray*

1st–3rd level (2 3rd-level slots): *command, counterspell, hellish rebuke, invisibility, misty step, unseen servant, vampiric touch*

ACTIONS

Multiattack (Yuan-ti Form Only). The yuan-ti makes two bite attacks using its snake arms.

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

Hit: 5 (1d4 + 3) piercing damage plus 7 (2d6) poison damage.

Merrshaulk's Slumber (1/Day). The yuan-ti targets up to five creatures that it can see within 60 feet of it. Each target must succeed on a DC 13 Constitution saving throw or fall into a magical sleep and be unconscious for 10 minutes. A sleeping target awakens if it takes damage or if someone uses an action to shake or slap it awake. This magical sleep has no effect on a creature immune to being charmed.