

YUAN-TI

Yassir's magical eye soared upward, rapidly rising to the top of the stepped pyramid. He knew better, but he swore he could feel the heat radiating from the deep red stone. On the highest tier, a dozen people were sprawled lazily across stone benches, apparently doing nothing more important than sunbathing. A massive snakeman was curled on a raised plinth beyond them, the scales on his massive body shimmering an iridescent blue-green.

This had to be the "king" the captured creature had mentioned. The great beast appeared to be asleep, its humanoid torso resting on top of what seemed like endless coils of serpent tail. Yassir moved in close, curiously examining this creature out of legend. To his surprise, brilliant green eyes flashed open. A moment later, surprise turned to horror as the eyes focused directly on him. A hissing yet deep voice whispered in Yassir's mind. "Who are you, little watcher? We do not like spies here in Pranisskar."

He flinched back in horror and tried to retreat, but the voice spoke again. "I think not." The slit pupils widened, devouring the emerald irises to become pools of blackness. Yassir froze as the bottom of his stomach dropped out. He couldn't move, couldn't think straight, couldn't even end the spell. The rest of the world fell away as he was sucked into the hypnotic black pits of the snake lord's eyes.

Yuan-ti are feared throughout many worlds, not always rationally. Regardless of their motives, the cultures of the snakemen are almost always some of the most advanced in any given world they are on.

OPHIDIAN ORIGINS

Stories of where the yuan-ti came from vary, but it is certain that they used to be humans in ancient times. Some were slaves to even more ancient snake races and somehow bred with them overtime, eventually becoming the dominant species. Others were masters of great empires and made terrible sacrifices to reptilian gods to gain their current forms. Regardless of the details, the yuan-ti are not merely enhanced humans anymore. They have a vastly different view of the world, and this can lead to clashes between them and outsiders. Still, they retain a human curiosity, and while they dislike unexpected intrusions, they are often willing to chat with outsiders simply to satisfy that curiosity.

UTOPIAN IDEALS

In the modern worlds, yuan-ti are rarely numerous or outwardly powerful, but their cities are hidden and fiercely guarded bastions of magic and science. Technology that would make a gnome drool with envy is common in yuan-ti cities. Even in yuan-ti cultures that stratify their people into castes, all citizens have a high quality of life. Status is based less on having material possessions and more on how much responsibility you are required to shoulder within society. All yuan-ti children receive an extensive



Art: *'The Mightiest Python (Regular)'* by Ignacio Bazán Lazcano

education that adults can pursue further at their leisure. While competence, knowledge, and hard work are valued by yuan-ti, it is rare for one to have a particularly strenuous work schedule, with much of day-to-day work being handled by constructs or magic. Relaxation is a high priority, with several hours each day dedicated to sunbathing, and artistic endeavors are celebrated pastimes.

INSULAR PRIORITIES

Despite caring well for their own people, yuan-ti rarely share their technology with outsiders. In some societies, this is because the yuan-ti believe themselves to be superior and refuse to give the people they eventually plan to subjugate any advantage. In others, they simply see no reason to. The outside world does not provide much for them, so there is no need for reciprocity. Others have been rebuked by frightened outsiders before and the resulting violence against the yuan-ti discouraged them from trying again. As such, all yuan-ti societies prefer to keep to

themselves, though individuals will enter settlements out of curiosity or as the forward scout of a more aggressive yuan-ti party.

YUAN-TI NAMES

Yuan-ti names are generally multisyllabic and sibilant. There are few hard syllables in the language. Each person has a given name and a longer clan name, both of which have likely been passed down for generations. Due to how many children are born from each new clutch of eggs, many yuan-ti share given names, even within the same family. Epithets are common, and unique markings are painted or tattooed onto adolescents that are just as much an identifier as a spoken name.

Names: Asutali, Eztli, Hessatal, Hitotee, Issahu Itstli, Manuya, Meztli, Nesalli, Otleh, Shalkashlah Sisava, Sitali, Soakosh, Ssimalli, Suisatal, Talash Teoshi, Yaotal, Zihu

YUAN-TI TRAITS

Your yuan-ti character has the following racial traits.

Age. Yuan-ti generally age have similar lifespans to humans, though they are generally considered mature around 12 years old. Certain rituals may extend a yuan-ti's life unnaturally to a few centuries.

Alignment. Many yuan-ti cultures are considered evil by outsiders, but in general are more neutral, focused on their own well being and disinclined to help others without significant motivation.

Size. While the different forms of yuan-ti can vary greatly in size, your size is Medium regardless.

Speed. Your base walking speed is 30 feet.

Languages. You can speak, read, and write Yuan-ti, Common, and Draconic.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Hair of the...Snake? You have advantage on saving throws against poison, and you have resistance against poison damage.

Serpentkin. You have the ability to communicate in a limited manner with snakes. They can understand the meaning of your words, though you have no special ability to understand them in return. Unless provoked, they view you as an ally, and you have advantage on all Charisma checks you make to influence them.

Alternate Form. Once per long rest, you can transform into a serpent as a bonus action. The form of this serpent is determined by your subtype, which is chosen below. You retain your Intelligence, Wisdom, and Charisma scores as well as your alignment and hit point totals, but otherwise your statistics are replaced by those of the snake. You retain your skill and saving throw proficiencies. You retain the benefit of any features from your class, race, or other source and can use them if the new form is physically capable of doing so. Your snake form retains your natural darkvision. You cannot cast spells, speak, or do anything that requires the use of your hands. Transforming does

not break your concentration on a spell you have already cast, however, or prevent you from taking actions that are part of a spell. Your clothes and objects of your choice with a total weight no more than twice your humanoid Strength score merge into your new form. Equipment that merges with your snake form has no effect until you return to humanoid form. Anything else you are wearing or carrying falls to the ground. You remain a snake if you are killed in this form, and do not register as a shapechanger to magic that detects such things. You can return to your humanoid form as a bonus action.

Subtype. Yuan-ti come in several forms, each having different snake-like features. While some societies use this as a basis for caste systems, all yuan-ti are able to reproduce with each other, and most recognize equality between the different groups. Choose one of the following subtypes.

SSYDAR

Called purebloods by outsiders, ssydar are (ironically enough) the least obviously snake-like of the yuan-ti. They appear largely human except for a few random snake features such as slit pupils, scaly skin, or a forked tongue. Many can still pass for human if they avoid close scrutiny, and they are the most likely to be found outside yuan-ti societies. Whether they are serving as spies for their clan or are simply curious about how the primates live, they are quite skilled at concealing their true nature. They can even use magic to simply make someone walk away and forget them for a time.

Ability Score Increase. Your Dexterity score increases by 2 and your Charisma score increases by 1.

Alternate Form. Your *alternate form* feature allows you to transform into a poisonous snake (*Monster Manual* p.334).

Hidden Self. You have proficiency when using a Disguise Kit. Additionally, you have proficiency in your choice of two of the following skills: Deception, Perception, Persuasion, or Stealth.

Snake Tongue. Starting at 3rd level, you can cast the *suggestion* spell once with this trait, requiring no material components and regaining the ability to cast it this way when you finish a long rest. Charisma is your spellcasting ability for this spell.

USSDEN

Rather than a seamless blending of features like ssydar or ryssna, ussden (also called malisons or halfbloods) look like humans who have had snake parts grafted onto them in place of their usual limbs, with little in the way of consistency when it comes to which parts will be which. Some have snake heads on human bodies, while others have snakes for arms or legs. They generally serve as the warriors of a yuan-ti society, but are by no means dumb brutes, combining physical prowess with cunning, analytical minds. They delight in finding strategic advantages and setting traps, and often incorporate magic into their hypnotic fighting styles. A favored tactic is hiding above an enemy in snake form and dropping onto them mid-transformation.



Art: 'Cobra Warrior' by TestosteronMan

Ability Score Increase. Your Strength, Constitution, and Intelligence scores increase by 1.

Alternate Form. Your *alternate form* feature allows you to transform into a giant poisonous snake (*Monster Manual* p.327).

Lunge. You are quick to respond to threats, striking with lightning speed at anything that comes close. Other creatures provoke an opportunity attack from you when they enter your reach. Additionally, you can choose to extend your reach by 5 feet when determining whether an enemy provokes an opportunity attack, but doing so causes you to make the attack at disadvantage.

RYSSNA

Ryssna (also known as abominations) are the least common form of yuan-ti, having the bodies and heads of massive snakes but the scale-covered arms and torsos of a humanoid. Their physical brawn combined with their innate talent for magic means that more often than not, ryssna are the leading members of yuan-ti society based simply on merit, though many also prefer a more reclusive existence. The ryssna learn esoteric rites that even other yuan-ti are ignorant of and often serve as a kind of warped

priest, worshiping dark patrons who are not quite gods to gain even more power. Whether they use it for personal gain or the betterment of others varies from one ryssna to another. Either way, they are a force to be reckoned with when encountered on the battle field.

Ability Score Increase. Your Charisma score increase by 2 and your Constitution score increases by 1.

Alternate Form. Your *alternate form* feature allows you to transform into a constrictor snake (*Monster Manual* p.320), except its AC is 14.

Powerful Build. You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift, and you can grapple or shove creatures up to two sizes larger than you.

Reptilian Mind You have advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

RACIAL FEATS

SNAKECHARM

Prerequisite: Yuan-ti

Your eyes have an irresistible draw to them, and even a brief glance is enough to throw an enemy off balance. At the same time, you are less likely to fall under the sway of charming magical effects. You gain the following benefits:

- Increase your Charisma score by 1, to a maximum of 20.
- You have advantage on saving throws against being charmed.
- As a bonus action, a creature you can see and that can see you within 20 feet of you must make a Wisdom saving throw (DC 8 + your proficiency bonus + your Charisma modifier) or be stunned until the start of their next turn. You can use this feature once, after which you must complete a short or long rest before you can do so again.

SPIRIT OF THE WORLD SERPENT

Prerequisite: Yuan-ti, 8th level

One of the snake spirits or gods your people revere has blessed you, allowing you to take on a semblance of their mighty form. Your *alternate form* racial feature allows you to take the form of a great viper as well as the snake form you already have. Statistics for a great viper are given below. Your bite as a great viper does extra radiant or necrotic damage. The type of extra damage you do is chosen when you take this feat and cannot be changed. Additionally, if you transform into a great viper while you are affected by the poisoned, charmed, or frightened conditions, these conditions are removed.

GREAT VIPER

Huge beast

Armor Class 14

Hit Points 60

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	12 (+1)	N/A	N/A	N/A

Skill Proficiencies Perception

Condition Immunities charmed, frightened, poisoned

Senses blindsight 10 ft., darkvision 60 ft.

Languages understands your languages but can't speak

Actions

Bite. Your bite is a melee weapon you are proficient with. It has the reach property and on a hit does 2d6 + your Strength modifier piercing damage, as well as an additional 1d6 necrotic or radiant damage.

Constrict. You can make a melee weapon attack against a creature within 5 feet of you. On a hit, the creature takes 2d8 + your Strength modifier bludgeoning damage and is grappled. Until the grapple ends, the creature is restrained and you cannot constrict another creature.



Art: 'Green Snake' by Yamio ZH