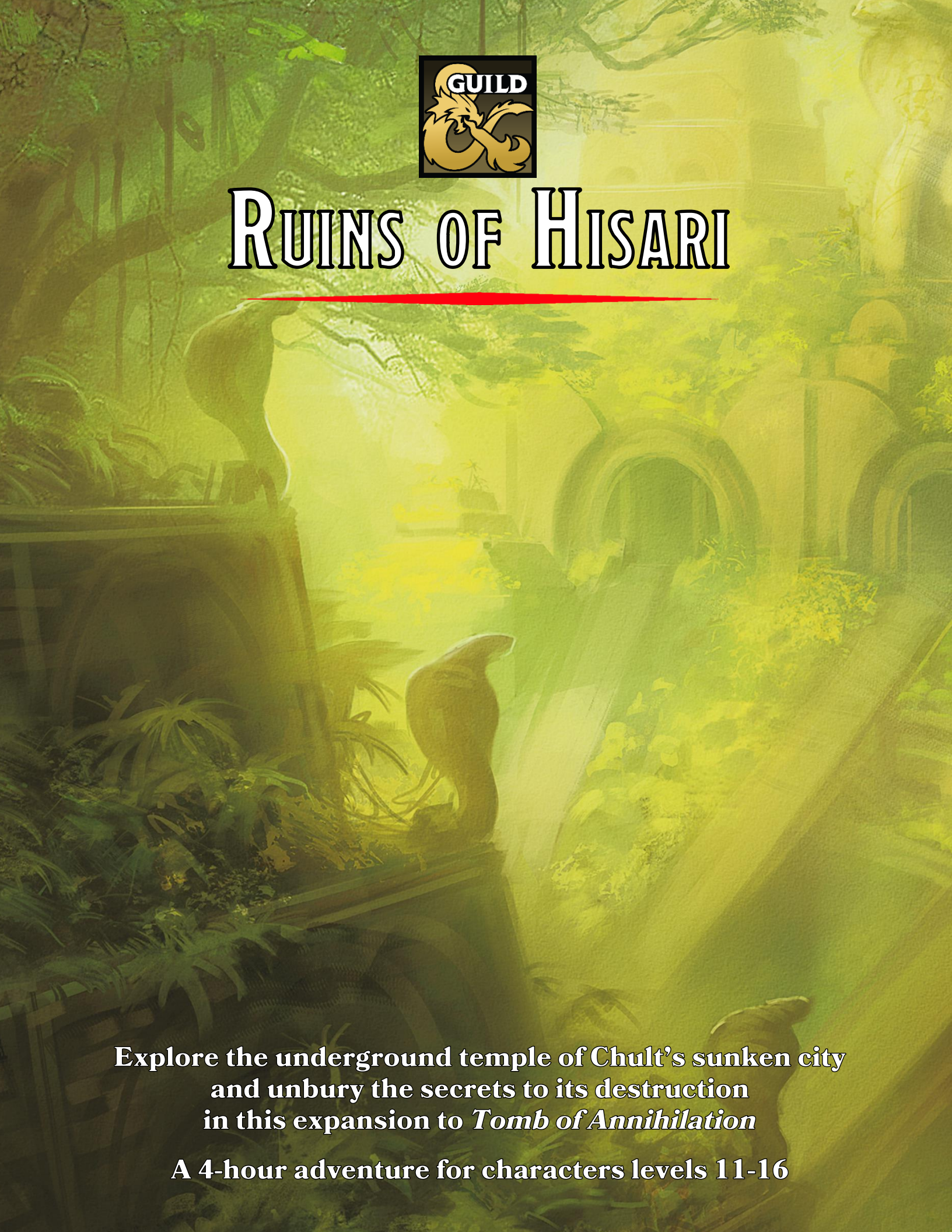


Ruins of Hisari

Explore the underground temple of Chult's sunken city and unbury the secrets to its destruction in this expansion to *Tomb of Annihilation*

A 4-hour adventure for characters levels 11-16

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Introduction

Hidden in the jungles below the fuming volcano of Chult's Sky Lizard Mountains lie the ruins of Hisari, a once mighty yuan-ti city forgotten, abandoned and swallowed by the earth. You are about to explore the depths of Hisari's sunken temple and unbury secrets that reveal what destroyed this empire one hundred years ago and what happens when yuan-ti go a slither too far.

Ruins of Hisari is an adventure for characters levels 11-16, optimized for a party of five characters at level 12. It is designed as an "expansion pack" for groups who have completed *Tomb of Annihilation* and would like to continue exploring the peninsula of Chult. However, it also can be enjoyed as a standalone adventure in most any jungle setting.

Adventure Background

Fifty years ago, Hisari's nightmare speakers, yuan-ti warlocks who honor Dendar the Night Serpent, dreamt up a dangerous and sickening experiment to reach new heights in their journey toward power and physical perfection. They captured a creature fearsome despite its non-serpentine form, a beholder from whose dreams sprung forth living nightmares in new beholder forms. The nightmare speakers hypothesized that a superior breed of yuan-ti could be produced by torturing a beholder, who believes its own form to be perfection, with yuan-ti toxins, and they began secret experiments at the top of the Hisari temple. Visited by the prophetic, nightmarish visions of Dendar, what sort of being could a beholder create?

What emerged from the beholder's mind was a terror beyond the nightmare speakers' worst nightmare. A writhing ball of a million snakes and blinking eyes. Stalks of dancing cobras with beholder eyes in their mouths. A tormented creature with a yuan-ti's cunning, a beholder's madness and the selfish sense of superiority of both. This new beholder – Snake Eyes – was beholden to neither of its creators the nightmare speakers were disappointed to discover as the destruction began. Few of the malison warlocks survived as the freshly born Snake Eyes disintegrated the temple walls in its first moments. With terrifying ease, it decimated the beholder captive, before descending down the temple pyramid in a manic and malicious fury that left a trail of blood. The ruin of Hisari and potential extinction of the yuan-ti before them, the remaining malison warlocks called unto their gods to contain the beast. The gods answered.

As Snake Eyes reached the base of the temple, the earth began to shake and tremble. The yuan-ti and cultists of Hisari flooded its golden streets and fled into the surrounding jungles as the ground opened up and the earth swallowed the city and its dread experiment never to be repeated. Snake Eyes, the temple of Hisari and the surviving yuan-ti within, tumbled into the depths. Above ground, the gods' last gift is a ward that shields the ruins and warns all yuan-ti never to return.

A half century later, the jungle has overtaken what remains of a once mighty civilization. Vines and creeping flowers engulf the ruins of Hisari. A lone weretiger is the first to discover an abyss amidst the rubble and the temple within. Climbing deeper and deeper down, he hits the edge of the ward that repels yuan-ti at the surface and meets the Voice Behind the Curtain. The Voice tells him that the yuan-ti survive below, despite the monster who continues to stalk them. The Voice tells him the yuan-ti have discovered a means to escape their dread prison. The Voice tells him whatever a lonely, sad creature wants to hear. With the weretiger's help, the yuan-ti wait to lure adventurers below Hisari. The last ingredient they need...

About the Yuan-Ti

The yuan-ti are an ancient empire of humans who underwent profane, cannibalistic rituals to transform themselves into serpent creatures. With individuals all different mixes of human and snake features, yuan-ti society follows a strict caste system based on "levels of snakiness," but all yuan-ti share a deceitful, emotionless nature. Obsessed with achieving physical perfection, the yuan-ti constantly undergo rituals and experiments to climb the ladder of transformation.

The yuan-ti worship three gods, among other serpent deities. Followers of Dendar the Night Serpent – called nightmare speakers – honor her through acts of terror and torture; they receive horrible nightmares from Dendar which they interpret as visions. Followers of Merrshaulk – called pit masters – honor him through ritual murders that they believe will wake their dormant god. Followers of Sseth – called mind whisperers – believe their god to be an alternate savior to Merrshaulk and are known for being sneaky, two-faced and underhanded even among yuan-ti. All of these factions appear in this adventure.

More about the yuan-ti and the malison warlocks that follow Dendar, Merrshaulk and Sseth can be found in *Volo's Guide to Monsters.*

About Beholders

Gracing the cover of the *Monster Manual* itself, beholders need no introduction. They are aggressive, hateful, greedy and arrogant, with each beholder believing itself to be the most perfect and powerful creature. Beholders produce others of their own kind through their dreams. When beholders dream of beholders, a new fully formed beholder springs forth as if out of thin air in a nearby space. More information about beholders and their variants can be found in *Volo's Guide to Monsters*.

Adventure Overview

The adventure is broken up into three parts:

Part 1. Characters explore the crumbled remains of Hisari's surface, encountering plant monsters amidst the overgrowth, jungle beasts who have moved in and even treasure left behind. They stumble on a vegepygmy colony and its "fight club" and face the vegepygmies' unwelcome new neighbors – a pair of girallons.

Part 2. Characters descend into the caverns below Hisari and discover the city's sunken temple and its weretiger inhabitant. The characters face challenges of strength, agility and cunning as they continue the climb into the depths. Unbeknownst to the characters, these are tests of their skills and preparation for a ritual to transform them into yuan-ti if they are indeed the adventurers the yuan-ti seek.

Part 3. To regain their humanity and escape Hisari, the characters must assist the surviving nightmare speakers with a ritual to turn them all into humanoids but first they must traverse the cave systems below and all its dangers. Upon completing the ritual and returning to their old selves (and character sheets), the characters battle Snake Eyes and his mind whisperer minions.

Adventure Hooks

Meant as an expansion for characters who have completed *Tomb of Annihilation*, the adventure assumes characters are exploring the jungles of Chult and drops them off right at the borders of Hisari.

Whispers in Omu. The yuan-ti of Omu are expatriates of Hisari, a brood that relocated when their home city was destroyed. Characters who have adventured to this forbidden city in *Tomb of Annihilation* might have heard rumors of Hisari's sudden downfall, from the yuan-ti or other explorers in Omu. Something truly dangerous must reside in the ruins if the yuan-ti fled.

Tales from Carter Tuttletomb's Map Library. Hidden in a small, dark side street of Port Nyanzaru's market district is a map shop filled with dusty shelves of foreign coins, stone-carved buttons, jars of grung toes and other curios that belong to archaeologist Carter Tuttletomb. Once a hardened adventurer himself, this now wizened gnome was forced into retirement when an encounter with a cursed artifact left him with an extreme fear of rain – quite a problem when stranded in Chult's wet climate! He has since spent the past decades sequestered in his shop where he remembers his adventures fondly by drawing map after map. Do the adventurers seek gold or glory? Tuttletomb can provide the rare visitor with maps of Chult and enthusiastic tales of its fascinating ruins from Hisari to Ishau to Mezro and beyond.

Tuttletomb also is featured in *Ruins of Mezro,* a Guild Adept adventure site by Will Doyle available on www.dmsguild.com.

Part 1: First Rule is Don't Spore about Fight Club

Characters begin the adventure exploring the remains of Hisari's surface. Crumbled buildings overgrown by vines and moss hide jungle beasts, plant creatures and stories and treasures left behind by yuan-ti. After encountering a colony of vegepygmies and being invited to join their fight club – and face a pair of girallons encroaching on vegepygmy turf – the characters find the entrance to Hisari's sunken temple.

Getting to Hisari

If characters have played *Tomb of Annihilation*, then the dangers of traversing the jungle are well known to them. **Appendix 2** offers rules for an alternate route via the River Olung for daring characters who don't mind the splash zone.

Exploring Hisari

The ruined yuan-ti city stands in the jungle at the foot of the Crown, a fuming volcano that marks the western end of the Sky Lizard Mountains of Chult.

Antipathy Ward

A powerful ward similar to that of an *antipathy/sympathy* spell prevents yuan-ti from entering the city. Any yuan-ti that come within 60 feet of Hisari become frightened and must move away from the city until it is no longer within sight.

The ward similarly affects characters of the yuan-ti pureblood race. It is up to your discretion whether yuan-ti pureblood characters can play this adventure. If so, there should be extreme consequences for entering the ward to stress its power and validity. For example, characters must succeed on a DC 20 Wisdom saving throw or take 55 (10d10) psychic damage and fall prone inside the ward, taking half as much damage on a success.

Dreams

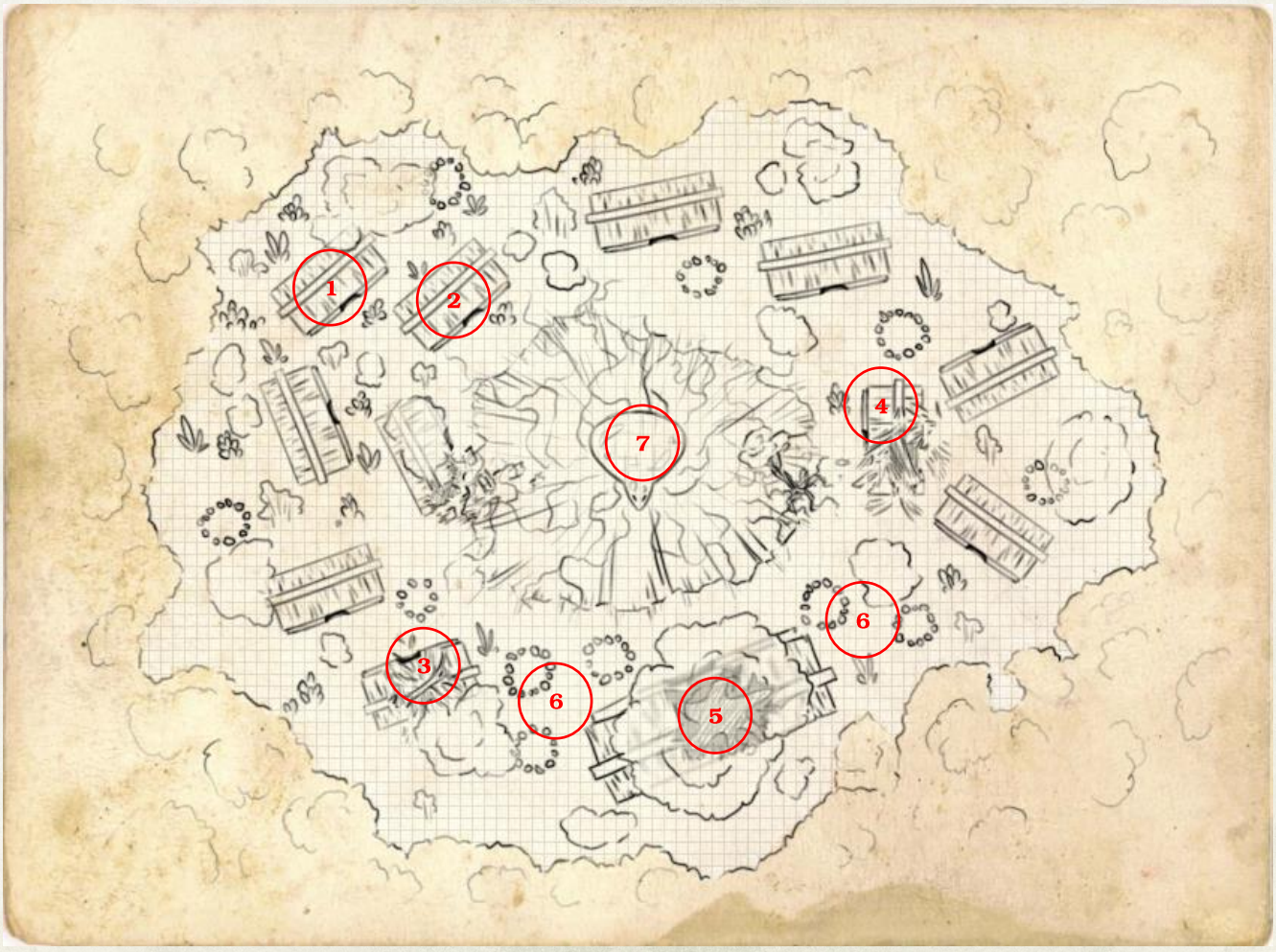
Born of nightmares, the dreams and memories of Snakes Eyes are a fearsome force even at the surface of Hisari. Any creatures that sleep or fall unconscious within the borders of Hisari are visited by visions broadcast from Snake Eyes' powerful mind. Similarly, divination magic is disrupted by these dreams. The visions are from Snake Eyes' point of view, never revealing the creature itself but providing clues to Hisari's destruction. Feel free to dream up your own visions on behalf of Snake Eyes, or use the table below.



Snake Eyes' Dreams

Snake Eyes' Dreams

d8	Vision
1	You see a beholder wrapped and chained in a metal apparatus. As you watch, the beholder's flesh begins to melt from its bones.
2	You glide down golden steps, yuan-ti running and slithering away as you approach. One stops, stunned in place, before you. Its skin wrinkles and ages before sloughing off as the body crumbles.
3	You feel slithering bodies all over you, moving, writhing, twisting on each other and around you.
4	You are falling, falling, falling, the sky above a distant speck of light slowly winking out.
5	You glide through a dark tunnel. You reach a wall, and the earth parts before you.
6	You are surrounded by chanting women with snakes' tails in place of legs. They charge at you and then leap away as one of them is blown back and explodes into dust.
7	Men with snakes' heads kneel before you.
8	You are in a dark cavern. Men with writhing snakes in place of arms jump from the shadows and fall to the ground as stone statues amidst the rubble.





The Adventure Begins...

As the characters approach the ruins, read the following:

> The jungle parts and gives way to a large clearing covered in moss and vines, the uneven ground below your feet a bed of twisted roots and ash. Hulking structures, crumbling with weather and age, rise from the earth engulfed in greenery. The only hint that these are remnants of Hisari's mighty buildings is the occasional gleam of tarnished gold bricks spotted between the leaves. The ground gently slopes toward a crater in the center of the ruined buildings.

With a successful DC 15 Wisdom (Perception) or Intelligence (Investigation) check, characters exploring the ruins also spot:

- Large footprints of some kind of beast disturb the bed of roots and moss.
- Scattered across the ruins and focused around Area 5 are circles of rocks deliberately placed. The ground is worn inside these circles. See Area 6 for more details.

1. Nasty Plants

> Sunshine yellow flowers striped with purple streaks dot the vines that engulf this building and block any windows or doors.

The building is surrounded by five **yellow musk creepers** that will attack any creatures attempting to enter the building.

The building once housed yuan-ti cultists and is filled with the remains of a shared

bedroom. Furniture knocked around the room gives a clue to the panicked nature in which these chambers were abandoned.

Characters can find under one of the beds a humanoid doll with a snake's head and a golden lockbox worth 200gp. The box can be opened with successful DC 13 Dexterity check with thieves' tools and contains 600gp and a marbled pink and green sphere that is an Ioun Stone of Leadership.

2. Loud Plants

The door to this building has fallen off its hinges and the inside is accessible through a curtain of vines.

> Hazy beams of soft sunlight speckle the room through crumbled holes in the golden domed ceiling. Patches of dense green moss cover the floor.

The ground is covered three patches of **shrieker** moss, which will shriek loudly if a creature is inside the building.

The building once housed an altar at which yuan-ti cultists worshiped. Stains from blood sacrifices still coat the floor in rusty patches underneath the moss. If the moss is removed, an unlocked wooden box can be found that contains a potion of greater healing and a potion of poison.

3. Actually Pleasant Plants

> This building is covered in a cascade of white orchids striped with magenta pink veins. They give off a faint perfume of sweet vanilla.

The building once housed a public bath for yuan-ti cultists. Inside is a pool filled with water green with algae and a tiled mosaic floor that displays different forms of yuan-ti and combinations of snake and humanoid in the yuan-ti hierarchy. This culminates in the image of an anathema, an abomination with clawed hands and six snake heads.

4. Kamadan Cave

> A quarter of this building has crumbled to form a cave-like opening surrounded by brambles.

A pair of **kamadans** rest here. They hide behind the brambles and attempt to surprise the characters if they hear their approach (for instance, if the characters set off the shriekers) and if the characters attempt to enter their lair. Hidden in the kamadans' lair is a small horde of trinkets, which include a whip that has been rolled into a ball and that has a clenched humanoid hand still attached, a headless mouse and various small golden trinkets and gems worth 200 gp.

5. This is Vegepygmy Turf

> A magnificent moss-covered tree grows atop this building, its roots piercing the ceiling and weaving through the walls to expose the golden bricks underneath the flora.

Hundreds of **vegepygmies** and a dozen **vegepygmy chiefs** reside inside this building. The mold folk initially look like a bed of fungus but become apparent as they begin to move and turn their faces toward the characters.

The vegepygmies are excited the characters are here and will approach cautiously but curiously, attempting to communicate first through puffs of spores and body tapping and then rudimentary charades.

The vegepygmies have been having trouble with a pair of girallons who recently moved into the nearby jungle (see Area 6 for more details), and the characters might just be the solution to their problems. They will invite the characters to their fight circles.

6. Fight Circles

Each circle has six **vegepygmies** wrestling and competing to become chiefs worthy of facing the girallons. If characters are stealthy, they might catch the fight club in action; otherwise, the vegepygmies hide in the grass or retreat to Area 5. If characters sneak up on the vegepygmies, one will try to fetch the rest of their clan while the rest interact with the characters as described in Area 5.

Once all the vegepygmies are assembled, the chiefs will try to impress the characters with their own feats of strength (picking up a large pebble, picking up another vegepygmy while he has picked up a large pebble, snapping a twig over his knee) as the crowd claps and beats their chests. If the characters do not reciprocate, the vegepygmies act disappointed.

If they do reciprocate, the vegepygmies begin to jump in unison, creating a steady rhythmic beat that summons two angry **girallons**.

7. Crater

The ground of Hisari gently slopes toward a crater in the center of the ruined city.

> Gnarled tree roots line the floor of this crater and lead toward the center where a giant golden snake's head peeks out from a hole in the ground. A curtain of vines circles this hole and descends into the darkness below. This is the entrance to the sunken Hisari temple.



Girallon

Part 2: The Voice Behind the Curtain

Descending below Hisari's surface, characters meet a lonely weretiger eager for company before exploring the true depths of the city's sunken temple. At each level, which each housed different members of yuan-ti hierarchy at Hisari's height, the characters face challenges of strength, agility and cunning to test their skills and secretly prepare them for a yuan-ti ritual.

Entering the Temple

Scaling down the golden snake statue requires squeezing through a narrow, rocky crevice but eventually opens up into a cavern. The statue ends at a platform with stairs leading downward.

Candlelight on the malison level signals that the temple ruins are not so abandoned as they might seem, but lower levels provide no light source far below the sunlit surface.

Malison Level

As characters climb down the stairs, they startle Solum, a **weretiger** currently in human form, who has made the temple ruins his home.

> Dirt and debris have been pushed to one side of this room. Although surprisingly free of the dust that has coated Hisari's ruins thus far, the floors and walls bear holes and scorch marks. In one corner of the room is a giant skull draped with sheets of rough cloth. A hand sticks out from the drapery, waving a small piece of white cloth. A voice echos out, "I mean no harm!"



Solum has made a bed from the remains of the beholder that created Snake Eyes. In addition to the hole where its central eye used to be, there is a large hole where Snake Eye's rays blasted his maker. A successful DC 13 Intelligence (Investigation) roll discerns that only one of the holes is a smooth eye socket, the other, an injury.

Solum has been waiting for adventurers to find his lair for some time and will greet the characters with a genuine excitement. An outcast from human society since he was infected with lycanthropy, Solum arrived at Hisari starved for companionship; unbeknownst to the characters, Solum already has found a companion in a yuan-ti nightmare speaker who hides behind a curtain at the base of the temple. He calls her "the voice." Falling in love with this yuan-ti despite never seeing her, Solum has followed her instructions to rig a series of challenges for any skilled adventurers who travel to Hisari, and his true motivations are to lure the characters through these challenges in the levels below.



Bedholder

Solum has no intentions to reveal this information.

- Solum makes it clear he means the characters no harm and is surprised others have ventured into the abandoned city.
- Solum will offer the characters food and drink from his "meager supply." In truth, he will feed them food tainted with traces of yuan-ti venom, set aside for this purpose.
- Solum will ask characters about their adventures thus far. In truth, he is evaluating whether they are the skilled explorers he seeks.
- If asked what he is doing here, Solum will share that he has always been an outcast and set out on his own. He will lie and say he has not encountered any other creatures except the vegepygmies and plants above.
- Solum has tried exploring the temple further, but the levels below have crumbled. With company to explore, however, it might be worth the dangerous climb, he will suggest with excitement. He will say anything he needs to say to encourage the characters to continue exploring.
- If characters become suspicious, Solum is willing to reveal his weretiger nature as a red herring.

The Library

Adjacent to Solum's bedroom is the former office of the malison warlocks. A hole has been blasted through one of the walls and jagged rock can be seen beyond. The following items can be found here:

- The shelves are lined with dust-covered books written in yuan-ti, draconic, abyssal and common among other languages. Although many of the pages are rotting, the library seems to be dedicated to the study and interpretation of dreams.
- With a successful DC 15 Intelligence (Investigation) check, characters find several books about beholders
- The desk drawers contain notes written in abyssal and a golden ring shaped like a snake eating its own tail. The notes read as a dream journal (from the beholder experiment), and the ring is planted by Solum at the yuan-ti's request.
- With a successful DC 15 Intelligence (Investigation) check, characters find a secret compartment within the top desk drawer. Inside is a golden cylinder with a stopper on one end. Inside the cylinder is a sheet of parchment with a diagram of an unusual helmet drawn on it. The helmet has many mechanical arms, some ending in needle points, some attached to vials and flasks. The compartment also holds spell scrolls of *detect thoughts* and *hypnotic pattern.*
- With a successful DC 17 Intelligence (Investigation) check, made with advantage if characters discovered the helmet diagram, metal scraps and shards can be found in the rubble Solum has pushed to one side of the room.

Development

After interacting with Solum and exploring the library, characters can descend to the next level by climbing down a rope ladder Solum built during his initial exploration. Solum will join the characters if they allow.

Make note of any characters who hold golden snake rings.

Abomination Level

The characters face a test of strength.

> Rubble and bone crunch underfoot and skip across the slightly tilted floor before falling off a jagged ledge. It seems half of this level has tumbled further into the abyss below. What remains are piles of fanged skulls and spinal columns that snake around fallen stones from the crumbled roof above.

A successful DC 11 Wisdom (Perception) or Intelligence (Investigation) check notices the bones are marked with infernal runes the color of dried blood.



Two **yuan-ti abomination skeletons** rise and attack.

The yuan-ti abomination skeletons each wear one golden ring shaped like a snake eating its own tail.

Development

The next level is 120 feet below. Characters can either scale the rock face or lower a rope and climb down, both of which are difficult but doable tasks that do not require a check.

Make note of any characters who hold a golden snake ring.

Pureblood Level

The characters face a test of agility.

> After a long climb, you touch down in what might have once been an armory, racks of long-rusted weapons and armor toppled onto the floor. A fluttering noise echoes softly amidst the crumbling walls.

- There is a jagged cliff wall at the southwest corner of this level, which provides easy handholds for climbing further downward.
- Ten **cloakers**, who have built nests throughout this section of the temple, swoop menacingly overhead. They will attack once characters step foot on a ladder and approach their nests. Their goal is to scare off the characters, not necessarily kill them, and they will attack one or two at a time and will not pursue characters that retreat to levels above or below. Make it clear that as one cloaker falls, another takes its place, and the goal should be to cross this level as quickly as possible.

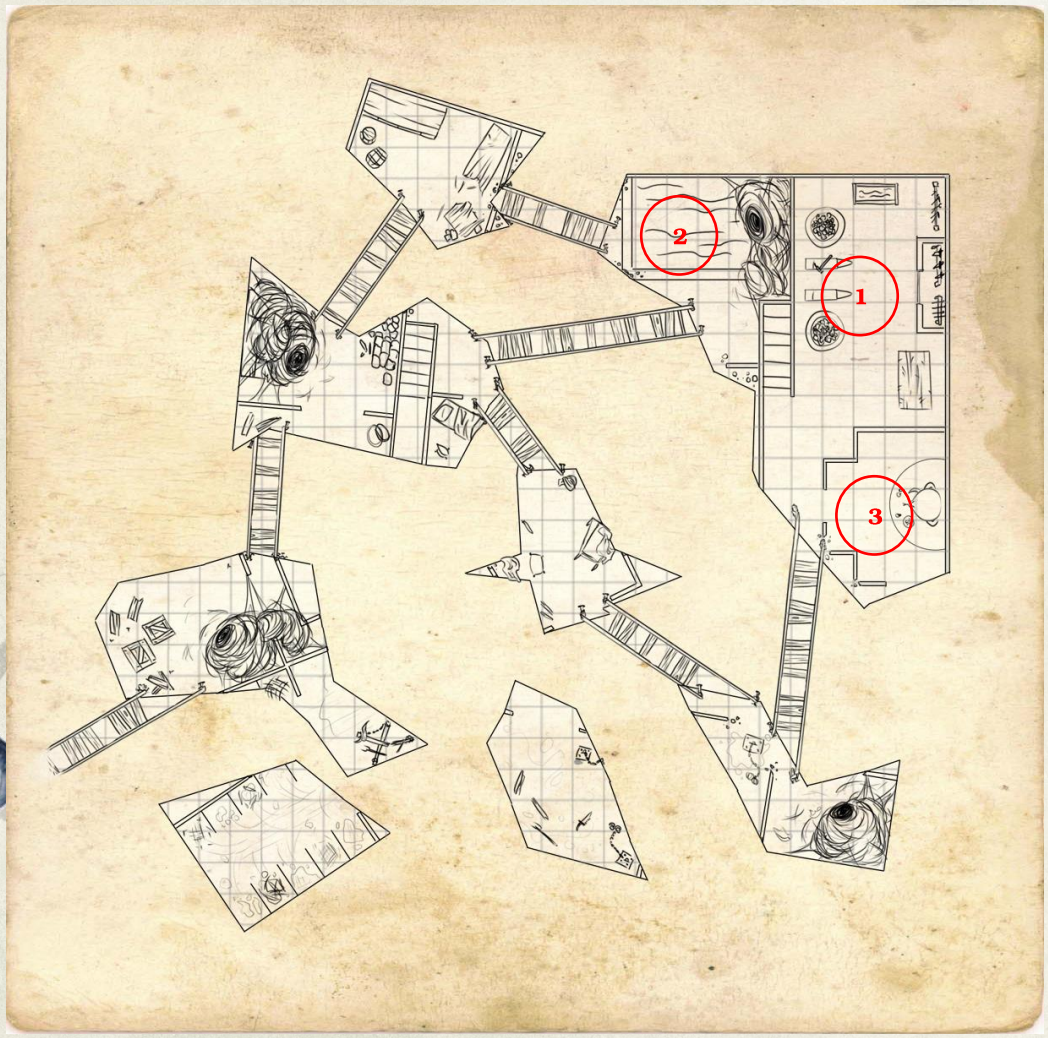
- Sections of this level of the temple are held up precariously on ledges and mountainous stalagmites throughout this large cavern. Someone (Solum) has built rope bridges between the sections, but if Solum is present, he will act surprised.
- One set of adamantine armor (type determined by characters) can be found in the armory (Area 1).
- The heated bath (Area 2) is filled with a green liquid that is yuan-ti venom. Characters who touch this liquid must succeed on a DC 13 Constitution saving throw or be poisoned for one hour.
- The altar (Area 3) has three statues representing Dendar, Merrshaulk and Sseth. An offering bowl contains a ball of writhing snakes carved from wood (worth 50 gp) and a golden ring of a snake eating its own tail.
- A character crossing a bridge must succeed on a DC 15 Dexterity saving throw or fall prone and stop moving. If the saving throw fails by 5 or more, the character falls off the bridge onto a ledge 20 feet below and takes 2d6 bludgeoning damage. The character can use their movement on their next turn to climb back up.

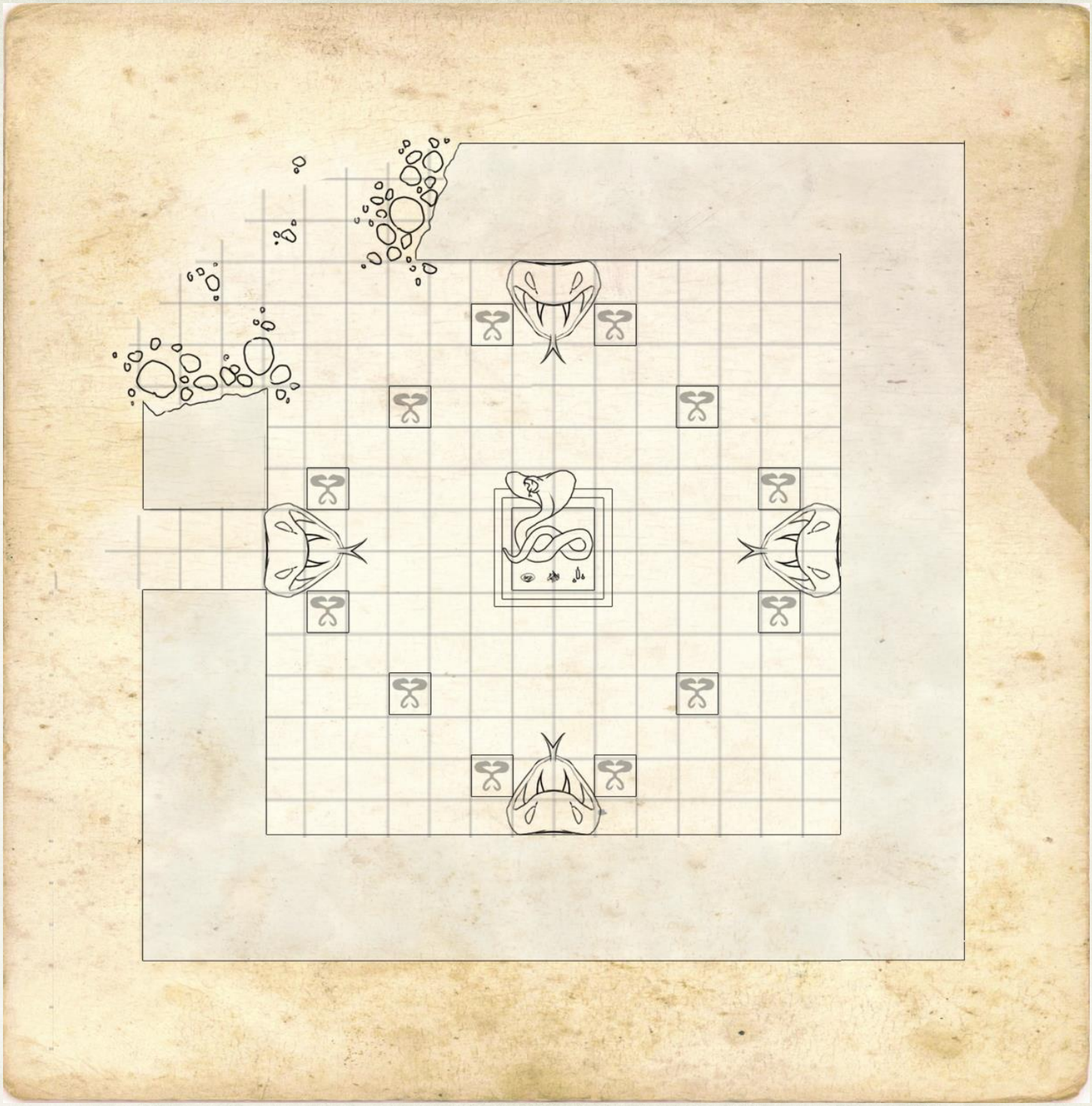
Development

Make note of any characters who hold a golden snake ring.



Cloaker





Cultist Level

The characters face a test of cunning.

> The room trembles as you reach the next level of the temple, and rocks fall off in chunks from the cavern walls, erasing the handholds that made for an easy climb. You find yourself surrounded by worn frescoed walls of a yuan-ti temple. Images of serpent gods surround large statues of snake heads that jut out from the center of each wall. Tiles along the floor display more images of intertwined snakes. An altar in the center of the room displays a statue of a snake swallowing the world whole.

Three of the large snake head statues are labeled in abyssal with the names Dendar, Merrshaulk and Sseth. The fourth, which blocks a secret tunnel, is unlabeled.

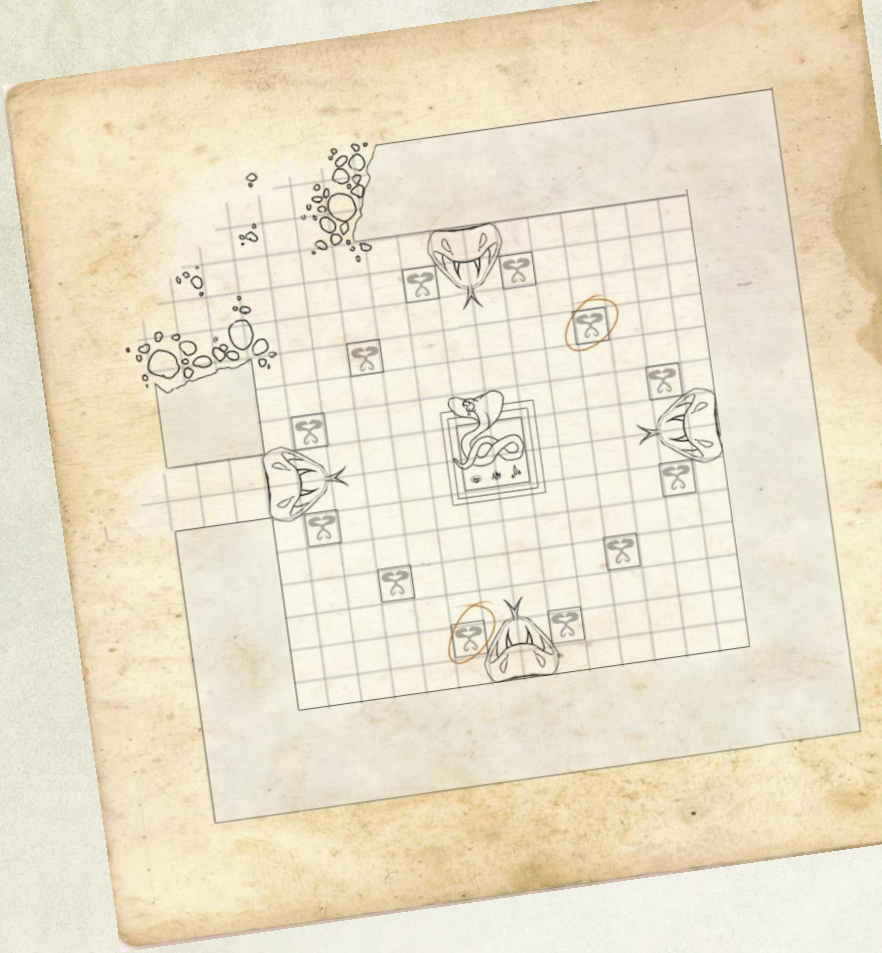
As characters explore this room, the mouths of the three labelled snake heads open and lava begins to trickle out. The characters must solve a puzzle to escape the room now filling with lava. Roll initiative. At the start of each round, fill 1-3 squares with lava. Any characters entering or starting their turns in lava take 14 (4d6) fire damage.

The tiles with images of intertwined snakes are the key to this puzzle (**Player Handout A**). If needed, give characters a clue that the tiles are raised off the rest of the floor.

Characters must stand on the two matching tiles (Do not fill these with lava!!) to trigger the unlabeled snake head statue to open its mouth, revealing a path. If the characters step off the tiles, the mouth closes again.

Pulling a lever in the wall on the other side of the statue will hold the mouth open.

This puzzle is not inherently difficult but becomes more so when players feel a sense of urgency. Yelling at them that "THE ROOM IS FILLING WITH LAVAAA!" is encouraged.



The Voice

Finally the characters meet the yuan-ti who has been waiting for them so long. The winding path behind the statue's mouth ends in what first seems like darkness but which reveals itself to be a heavy black curtain on closer inspection.

> The curtain ripples slightly, and a voice hisses from the other side, "Sssolum? Isss that you? Not a padded paw. I hear footstepsss. Yesss... Dendar blessssed. She hasss delivered you at lasssst."
>
> The curtain is thrown back, and a woman with a snake's tail instead of legs reveals herself, contorting her body in a twisted dance. As she chants, you feel your skin split itself into a million scales and your tongue rip in half to form a fork. You collapse in a blaze of pain, your brain pulsing, throbbing, with only one thought in mind. You must reach the other side of the curtain to survive.

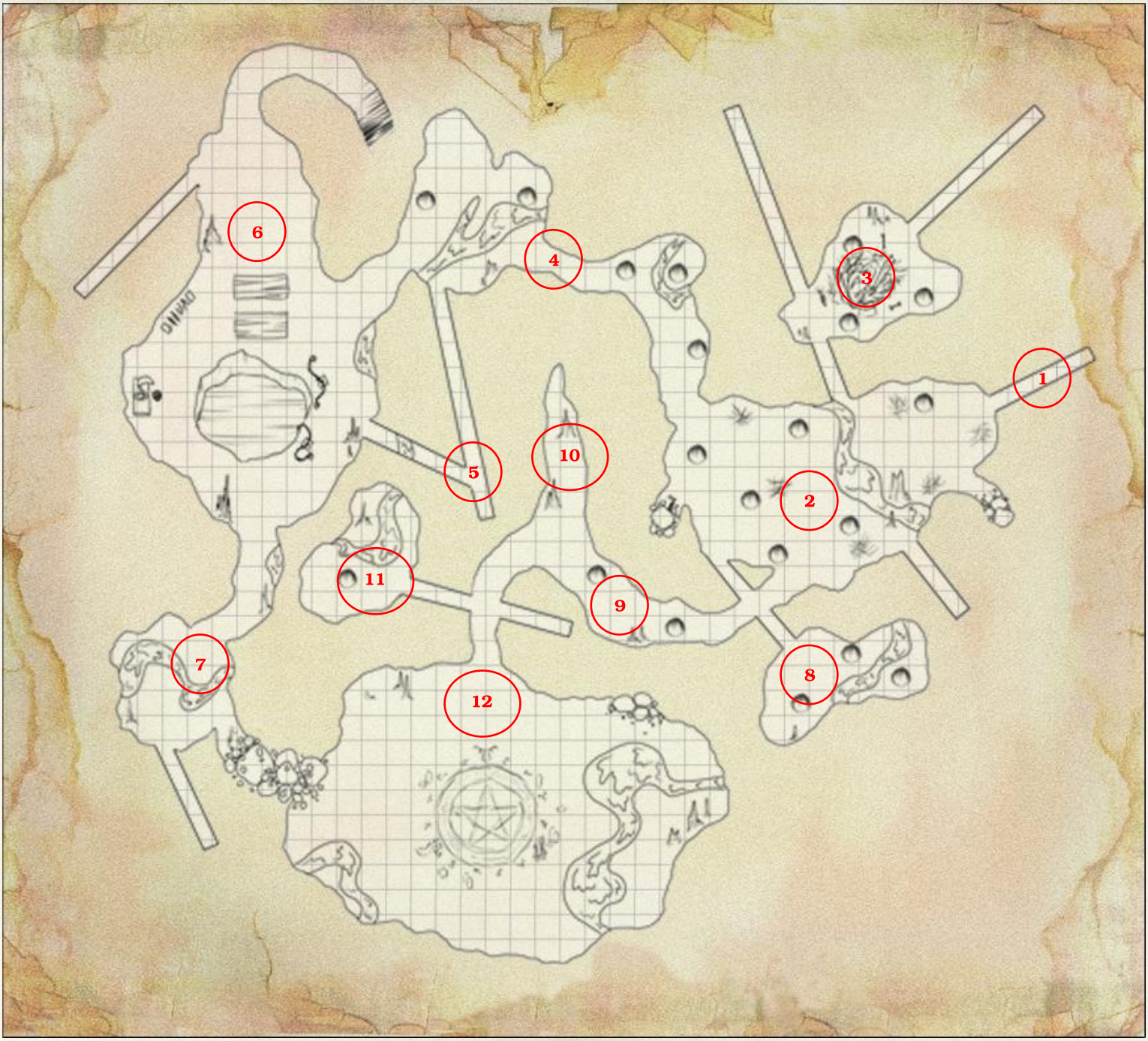
The characters and their equipment have transformed into yuan-ti malisons which are listed on **Player Handout B**. Have players role to determine what type of malison they are or distribute portions of the handout at your discretion. If any characters had golden rings in their inventory, they felt the ring meld into their flesh during the transformation and are able to choose special traits from the last section of the handout.

The woman is Sitlali, a **yuan-ti nightmare speaker** and descendant of Snake Eyes' creators. Sitlali wears a cloak of arachnida and a +3 scimitar. She can share any of the adventure background with the characters as well as this information:

- The survivors of Snake Eyes' creation have been living underground for 50 years. The curtain marks the edge of their territory, where the antipathy bubble ends. The caverns beyond are constantly changing from cave-ins and from Snake Eyes' rays building and destroying tunnels.
- The followers of Dendar have devised a plan of escape, which will return the characters to their normal selves. Using the characters as a last ingredient, the nightmare speakers will cast a ritual to transform the characters and the yuan-ti malisons into humanoids who can escape the antipathy bubble.
- The ritual requires the characters' emotions, a concept Sitlali understands intellectually but can only imitate superficially.
- Other factions of yuan-ti exist and compete. The pit masters would not hesitate to sacrifice the characters to their gods. The mind whisperers have even joined Snake Eyes as his minions. There are many dangers underground between the curtain and the nightmare speakers' ritual circle.
- If Solum is still with the characters, he will profess his love for Sitlali, having completed the tasks she set before him. If the characters attack Solum, she will not stop them. If they do not, Sitlali will kill Solum herself. He was not strong enough for the ritual, and he is of no use to her now.

Roleplaying Sitlali

Sitlali was born underground and knows little of Hisari's glory days except the stories the other nightmare speakers told her, some of which might have been exaggerated and all of which she accepts as complete fact. She sees omens in even the most mundane events and actions. Devoid of emotions like all yuan-ti, Sitlali knows they are the key to her people's escape and struggles to understand them, although she would never admit this, awkwardly imitating emotions in a campy fashion.


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Part 3: Blood, Laughter and Tears

To return to their humanoid forms and escape Hisari, the characters need the nightmare speakers, and the nightmare speakers need them. Would-be enemies work together to traverse dangerous caverns full of warring yuan-ti factions and underdark creatures before they can perform a ritual harnessed by the characters' emotions.

Exploring the Caverns

The tunnels and caves under Hisari's sunken temple are everchanging. Lava flows carve out rough natural passages while Snake Eyes' disintegration ray has melted some of the stone into perfectly smooth halls. Paths blocked by caved-in rubble and the occasional tremble of the ground mark the nearby volcano's influence on the caverns. Deep pits that riddle the floor represent the caverns' general instability as well.

1. The Curtain

> Just past the black curtain is a perfectly round and smooth tunnel lit by a dim red glow of the room beyond. As you cross the curtain, distant screams of pain and terror echo from afar.

The characters are hearing the confrontation between Snake Eyes and the pit masters.

2. Many Paths

> This large cavern is lit by a hellish red glow from the stream of magma that flows across and divides the room. Seven tunnels branch off the room in all directions.

As characters cross the stream of lava, molten rock flairs. Characters must make a DC 15 Dexterity saving throw or take 14 (4d6) fire damage or half as much on a success.

3. Empty Nest

Sitlali advises against exploring this area, which she knows is a recent lair of Snake Eyes and his followers.

> A giant nest woven from a tangle of translucent milky white strands fills this room.

Investigation of this nest reveals it is made from hundreds of shed snake skins. A successful DC 13 Intelligence (Investigation) check reveals that the pits in this room are surrounded by fresh dirt and are newer than those in other rooms.

4. Frozen Warriors

> As you round the corner of this rough tunnel, you are confronted by a grey-skinned yuan-ti warrior with snakes where his arms should be. The snakes' mouths are wide open, fangs bared, ready to bite.

The yuan-ti pit master actually has been turned to a stone. Behind him, the lava casts shadows of other snake-armed figured running mid-stride and yet unmoving. Statues of fleeing pit masters fill this tunnel, the remains of a confrontation with Snake Eyes.

5. The Half-Stone Man

One of the **yuan-ti pit master** warriors has turned half to stone and is crawling down this tunnel to escape Snake Eyes as the stone consumes the rest of his body. He has nothing but disdain for Sitlali and the nightmare speakers and says the creature will come for them next.

6. Lair of the Pit Masters

> The stench of rot is overwhelming as you enter this cave. Near the center of this room, a large pit is filled with writhing snakes that feed on the limp lifeless yuan-ti whose arms are chained overhead, wrists red with struggle, bodies draped over the edge of the pit.

Three **yuan-ti pit masters** stand at high alert having just been attacked by Snake Eyes. They are convinced the only way to escape Snake Eyes is to appeal to their god Merrshaulk, the Master of the Pit, with many ritual murders. They will try to capture the characters alive, so they can chain them to the pit as sacrifices.

A gold ritual bowl intricately carved with winding snakes (worth 300gp) can be found filled with blood.

7. No Littering!

> Charred bones and bodies are piled on either side of the lava that flows through this room. Suddenly, a blackened skull is tossed out of the stream and rolls at your feet.

The pit masters have been tossing the remains of their sacrifices into this lava flow after their snakes have drained the blood. Two **salamanders** are clearing the lava flow of this "litter".

When they notice the characters, the salamanders, unable to communicate verbally unless characters speak Ignan, will gesture wildly to express that they do not appreciate the pollution in their home. If the characters do not understand, the salamanders will become frustrated, possibly attacking. Characters can

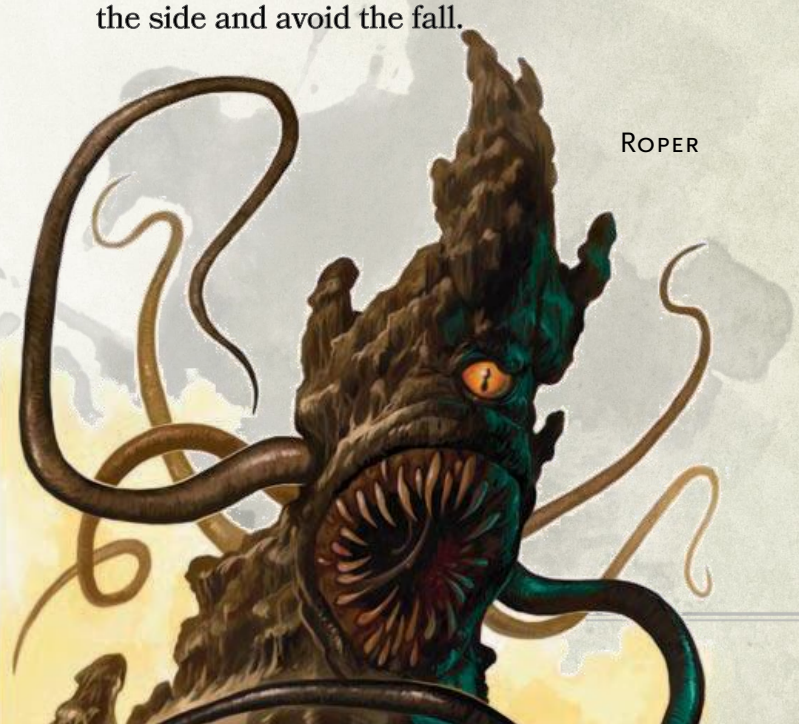
sway the salamanders to peace with a successful DC 13 Charisma (Persuasion) check or Charisma (Performance) check if charades are involved. The check is made with advantage if the characters help fish bodies out of the lava. Happy salamanders will give disappear into the lava momentarily and return with a sword forged from glistening obsidian, which they will offer as a gift. This sword acts as a flame tongue.

8. Ruby Walls

The walls of this small cave sparkle with ruby geodes made redder by the glow of lava. A successful DC 15 Wisdom (Survival) check harvests the geodes in larger chunks worth 1,000 gp. Otherwise, the geodes can be harvested in smaller broken chunks worth half as much.

9. Unstable Ground

As characters cross this pit-riddled tunnel, the ground gives way underneath them forming a 10-foot diameter hole. Characters must success on a DC 15 Dexterity saving throw or fall 20 feet and take 7 (2d6) bludgeoning damage. On a success, the characters are able to jump to the side and avoid the fall.



Roper

10. Just a Stalagmite

> Glittering geodes sparkle in this dark corner, encrusting the walls stalagmites that jut from the ground.

A **roper** hides in this corner and will attack if someone disrupts the gems. The rough gem geodes are worth 500gp.

11. Phoenix Blessing

If asked about this cave, Sitlali explains that there is nothing of interest – "just some bird."

> The image of a bird wreathed in feathery flame flits about this pool of lava as if soaring across a red sky. As you near, the bird stops and stares at you, and you are overwhelmed by feelings that wash over you in waves: surprise, betrayal, resolution, gratitude.

The image is a fire spirit who communicates through emotion. It senses that the characters were tricked and appreciates their helping others. It will offer a gift to whomever it feels has the purest heart.

A globe of lava will rise from the pool, reflecting in it each character's deepest desire. Go around the table, ask each character to describe what they see, and determine whose motives are the purest. That character can reach into the globe to retrieve a perfect sphere of obsidian worth 450gp and finds themselves under the effects of the *bless* spell for 24 hours. Any other character attempting to reach into the globe receives 7 (2d6) fire damage.

If anyone attacks the image, it disappears, along with the globe.

12. Lair of the Nightmare Speakers

Twenty **yuan-ti nightmare speakers** currently reside in this room. They are on high alert having overheard the attack on the pit masters and will start at the characters' arrival.

> This large cave is aglow with candle and molten rock. In the center of the room is a rough circle etched into the blood-stained floor and surrounded by other carved symbols. Anxious hisses fill the room as the other yuan-ti surround you.
>
> "The lasssst ingredient..."
>
> "No time to wasssste..."
>
> "The creature is on the move..."
>
> You are pushed into the circle, which holds a brazier carved from stone and covered in claw marks as if carved by tooth and nail. The ritual begins.

Sitlali and the other nightmare speakers pass around a jagged dagger, each cutting the palm of their hand and squeezing a drop of blood into the brazier. Sitlali speaks:

"Fury flows in their veins,
Rage brought to the surface by blade's edge,
Let us feel their pain,
Let us see through eyes red."

Sitlali hands the dagger to the characters and asks them to sacrifice their blood while imaging their most painful, maddening memory or perhaps a heightened moment in battle. Go around the table, and ask the players to describe their memories. As the last drop of blood is added, the brazier springs alive with red fire.

Next, Sitlali says:

"Water wash away redness,
Pain in the heart, not the hand,
Salt of sorrow and sadness,
A sea without sand."

Sitlali asks the character to imagine their saddest memory and collects their tears in the brazier. Likewise, go around the table, and ask the players to describe their memories. As the last tear is added, the fire in the brazier sizzles out, leaving a steaming red liquid.

Finally, Sitlali says:

"No joy without sorrow,
Laughter too brings tears,
Water cleanses tomorrow,
Smile banishes fears."

The characters and yuan-ti drink from the brazier, and Sitlali instructs the characters to tell a "joke," although she does not understand the concept. At first the yuan-ti hiss in frustration and confusion, but then the hisses turn to chuckles and then a room of guffaws. Before them, the characters see the yuan-ti's snake appendages split into legs as everyone in the room transforms into humanoids.

As the characters return to their true selves, read the following:

> Suddenly, laughter gives way to screams as one side of the room erupts in a shower of earth and stone. Rising from the hole in the ground is a massive ball made from writhing snakes that slither and wriggle over eyes that blink and stare underneath the undulating surface. Ten of the snakes rise out from the ball, twisting in all directions. One opens its fanged jaw to reveal an eyeball looking about the room spastically. It settles on you.

Yuan-ti mind whisperers climb out of the hole. The nightmare speakers engage them, but the characters must face **Snake Eyes** themselves.

Aftermath

If the characters escape and/or defeat Snake Eyes, the surviving former nightmare speakers run with them. Some of them, having experienced terror, happiness and other emotions for the first time, are ready to begin life anew in their humanoid forms. Others will seek out their yuan-ti brethren, eager to perform the rituals necessary to return them to their snakey selves. Sitlali will gift the characters her cloak of arachnida and +3 scimitar in gratitude... while she can still feel it.

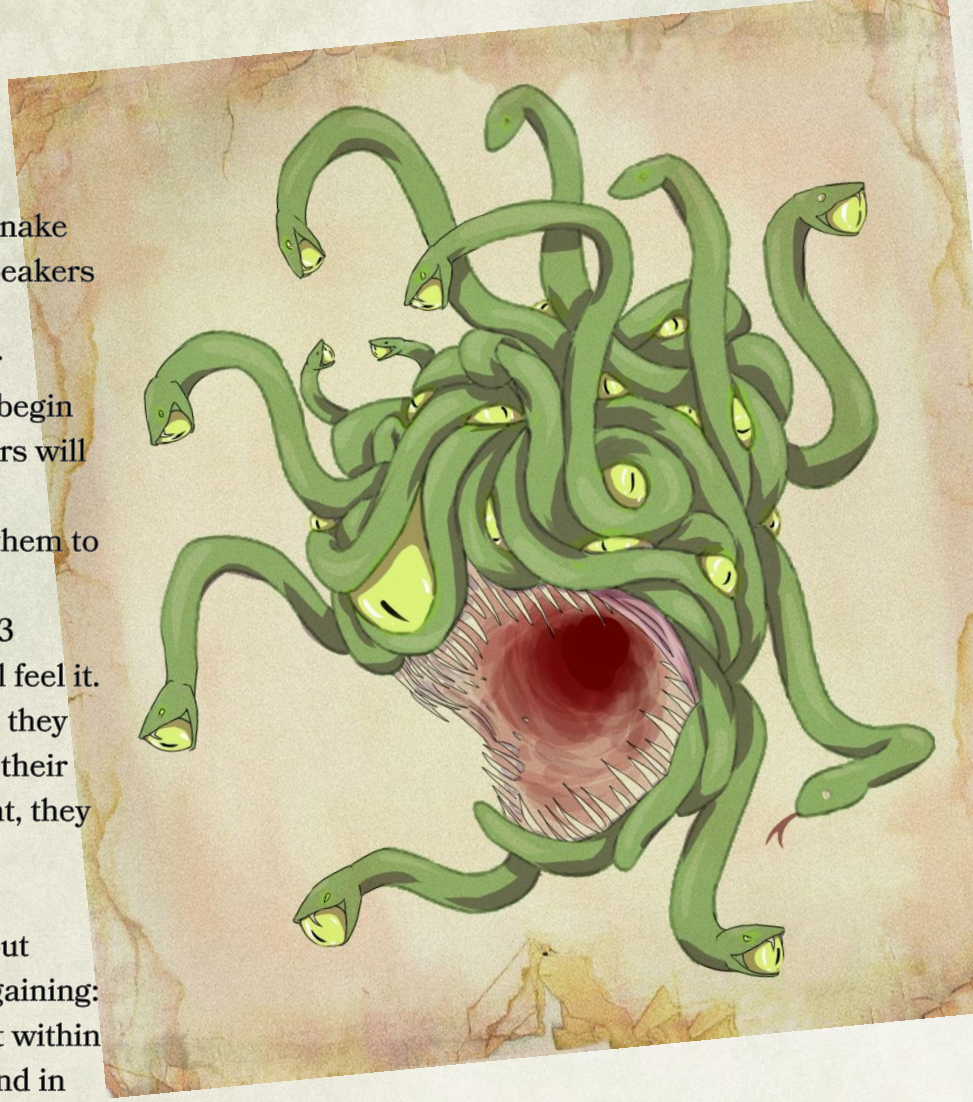
The characters' blood is tainted, and they will always carry with them the scars of their adventure. If they like, at any future point, they can seek out the yuan-ti to exploit this connection and transform into a yuan-ti pureblood, keeping their ability scores but losing their current racial features and gaining:

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.

Innate Spellcasting. You know the *poison spray* cantrip. You can cast *animal friendship* an unlimited number of times with this trait, but you can target only snakes with it. Starting at 3rd level, you can also cast *suggestion* with this trait. Once you cast it you can't do so again until you finish a long rest. Charisma is your spellcasting ability for these spells

Magic Resistance. You have advantage on saving throws against spells and other magical effects.

Poison Immunity. You are immune to poison damage and the poisoned condition.



Snake Eyes

Appendix 1: Monster/NPC Statistics

Beholder (Snake Eyes)

Huge monstrosity, chaotic evil

Armor Class 18 (natural armor)
Hit Points 180 (19d10 + 76)
Speed 0 ft., fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	18 (+4)	17 (+3)	15 (+2)	17 (+3)

Saving Throws Int +8, Wis +7, Cha +8
Skills Perception +12
Damage Immunities poison
Condition Immunities prone, poisoned
Senses darkvision 120 ft., passive Perception 22
Languages Abyssal, Common, Deep Speech, Draconic, Undercommon
Challenge 14 (11,500 XP)

Charming Cone. The beholder's central eye emits an invisible, magical 150-foot cone. At the start of each of its turns, the beholder decides which way the cone faces and whether the cone is active. Any creature in the area that is not immune to charm effects must use its movement speed to move toward the beholder.

Innate Spellcasting. The beholder's innate spellcasting ability is Charisma (spell save DC 16). The beholder can innately cast the following spells, requiring no material components:

At will: *animal friendship* (snakes only)
3/day: *suggestion*

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

Constricting Rays. Any of the beholder's rays can choose to constrict (+10 to hit, reach 15 ft., one target) instead of shooting. The target takes 14 (4d6) bludgeoning damage and is grappled (escape DC 16) if it is a Huge or smaller creature. Until this grapple ends, the target is restrained and has disadvantage on saving throws against the beholder's rays, and that ray cannot constrict another target.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 14 (4d6) piercing damage plus 7 (2d6) poison damage.

Unhinge Jaw. The beholder attempts to eat a creature it is constricting and shoots one of its magical eye rays at another target.

The target being eaten must succeed on a DC 16 Strength saving throw or be swallowed whole by the beholder and take 14 (4d6) acid damage and 14 (4d6) poison damage. Any creature that starts its turn inside the beholder's stomach takes this damage again. The creature can use its action to repeat the saving throw, escaping on a success.

The beholder can swallow only one creature at a time.

Eye Rays. The beholder shoots three of the following magical eye rays at random (reroll duplicates), choosing one to three targets it can see within 120 feet of it:

1. *Charm Ray.* The targeted creature must succeed on a DC 16 Wisdom saving throw or be charmed by the beholder for 1 hour, or until the beholder harms the creature.
2. *Paralyzing Ray.* The targeted creature must succeed on a DC 16 Constitution saving throw or be paralyzed 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.
3. *Fear Ray.* The targeted creature must succeed on a DC 16 Wisdom saving throw or be frightened 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.
4. *Slowing Ray.* The targeted creature must succeed on a DC 16 Dexterity saving throw. On a failed save, the target's speed is halved for 1 minute. In addition, the creature can't take reactions, and it can take either an action or a bonus action on its turn, not both. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
5. *Enervation Ray.* The targeted creature must make a DC 16 Constitution saving throw, taking 36 (8d8) necrotic damage on a failed save, or half as much damage on a successful one.
6. *Telekinetic Ray.* If the target is a creature, it must succeed on a DC 16 Strength saving throw or the beholder moves it up to 30 feet in any direction. It is restrained by the ray's telekinetic grip until the start of the beholder's next turn or until the beholder is incapacitated.

   If the target is an object weighing 300 pounds or less that isn't being worn or carried, it is moved up to 30 feet in any direction. The beholder can also exert fine control on objects with this ray, such as manipulating a simple tool or opening a door or a container.
7. *Sleep Ray.* The targeted creature must succeed on a DC 16 Wisdom saving throw or fall asleep and remain unconscious for 1 minute. The target awakens if it takes damage or another creature takes an action to wake it. This ray has no effect on constructs and undead.
8. *Petrification Ray.* The targeted creature must make a DC 16 Dexterity saving throw. On a failed save, the creature begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified until freed by the greater restoration spell or other magic.
9. *Disintegration Ray.* If the target is a creature, it must succeed on a DC 16 Dexterity saving throw or take 45 (10d8) force damage. If this damage reduces the creature to 0 hit points, its body becomes a pile of fine gray dust.

If the target is a Large or smaller nonmagical object or creation of magical force, it is disintegrated without a saving throw. If the target is a Huge or larger object or creation of magical force, this ray disintegrates a 10-foot cube of it.

10. *Death Ray*. The targeted creature must succeed on a DC 16 Dexterity saving throw or take 55 (10d10) necrotic damage. The target dies if the ray reduces it to 0 hit points.

Legendary Actions

The beholder can take 3 legendary actions, using the Eye Ray option below. It can take only one legendary action at a time and only at the end of another creature's turn. The beholder regains spent legendary actions at the start of its turn.

- ***Eye Ray.*** The beholder uses one random eye ray.

Lair Actions

When fighting inside its lair under Hisari's temple, the beholder can invoke the ambient magic to take lair actions. On initiative count 20 (losing initiative ties), the beholder can take one lair action to cause one of the following effects.

- ***Why Did It Have To Be Snakes?*** A 20-foot square area of ground within 60 feet of the beholder becomes filled with writhing snakes until initiative count 20 on the next round. Each creature of the beholder's choice that starts is turn in this area must succeed on a DC 16 Dexterity saving throw or be grappled (escape DC 15). This area also counts as difficult terrain.
- ***The Crown's Fury.*** A 10-foot square area of ground within 60 feet of the beholder erupts in a geyser of lava. Each creature in that area must succeed on a DC 16 Dexterity saving throw or take 27 (6d8) fire damage, or half as much on a success. The lava remains molten and hot until initiative count 20 on the next round. Any creature ending its turn in the lava must make the same save.
- ***Snake Eyes' Minions.*** A **yuan-ti mind whisperer** crawls out of the ground and attacks. No more than 2 of these minions can be active at a time.

Cloaker

Large aberration, chaotic neutral

Armor Class 14 (natural armor)
Hit Points 78 (12d10 + 12)
Speed 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	12 (+1)	13 (+1)	12 (+1)	14 (+2)

Skills Stealth +5
Senses darkvision 60 ft., passive Perception 11
Languages Deep Speech, Undercommon
Challenge 8 (3,900 XP)

Damage Transfer. While attached to a creature, the cloaker takes only half the damage dealt to it (rounded down), and that creature takes the other half.

False Apperance. While the cloaker remains motionless without its underside exposed, it is indistinguishable from a dark leather cloak.

Light Sensitivity. While in bright light, the cloaker has disadvantage on attack rolls and Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The cloaker makes two attacks: one ith its bite and one with its tail.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 10 (2d6 + 3) piercing damage, and if the target is Large or smaller, the cloaker attaches to it. IF the cloaker has advantage against the target, the cloaker attaches to the target's head, and the target is blinded and unable to breathe while the cloaker is attached. While attached, the cloaker can make this attack only against the target and has advantage on the attack roll. The cloaker can detach itself by spending 5 feet of its movement. A creature, including the target, can take its action to detach the cloaker by succeeding on a DC 16 Strength check.

Tail. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one creature. *Hit:* 7 (1d8 + 3) slashing damage.

Moan. Each creature within 60 feet of the cloaker that can hear its moan and that isn't an aberration must succeed on a DC 13 Wisdom saving throw or become frightened until the end of the cloaker's next turn. If a creature's saving throw is successful, the creature is immune to the cloaker's moan for the next 24 hours.

Phantasms (Recharges after a Short or Long Rest). The cloaker magically creates three illusory duplicates of itself if it isn't in bright light. The duplicates move with it and mimic its actions, shifting position so as to make it impossible to track which cloaker is the real one. If the cloaker is ever in an area of bright light, the duplicates disappear.

Whenever any creature targets the cloaker with an attack or a harmful spell while a duplicate remains, that creature rolls randomly to determine whether it target the cloaker or one of the duplicates. A creature is unaffected by this magical effect if it can't see or if it relies on senses other than sight.

A duplicate has the cloaker's AC and uses its saving throws. If an attack hits a duplicate, or if a duplicate fails a saving throw against an effect that deals damage, the duplicate disappears.

Girallon

Large monstrosity, unaligned

Armor Class 13
Hit Points 59 (7d10 + 21)
Speed 40 ft., climb 40 ft.

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

Skills Perception +3, Stealth +5
Senses darkvision 60 ft., passive Perception 13
Languages --
Challenge 4 (1,100 XP)

Aggressive. As a bonus action, the girallon can move up to its speed toward a hostile creature that it can see.

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

Actions

Multiattack. The girallon makes five attacks: one with its bite and four with its claws.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 7 (1d6 + 4) piercing damage.

Claw. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one creature. *Hit:* 7 (1d6 + 4) slashing damage.

Kamadan

Large monstrosity, unaligned

Armor Class 13
Hit Points 67 (9d10 +18)
Speed 30 ft.

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

Skills Perception +4, Stealth +7
Senses passive Perception 14
Languages --
Challenge 4 (1,100 XP)

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

Pounce. If the kamadan moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is knocked prone, the kamadan can make two attacks – one with its bites and one with its snakes – against it as a bonus action.

Actions

Multiattack. The kamadan makes two attacks: one with its bite or claw and one with its snakes.

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

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

Snakes. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 6 (1d6 + 3) piercing damage, and the target must make a DC 12 Constitution saving throw, taking 21 (6d6) poison damage on a failed save, or half as much damage on a successful one.

Sleep Breath (Recharges after a Short or Long Rest). The kamadan exhales sleep gas in a 30-foot cone. Each creature in that area must succeed on a DC 12 Constitution saving throw or fall unconscious for 10 minutes. This effect ends for a creature if it takes damage or someone uses an action to wake it.

Roper

Large monstrosity, neutral evil

Armor Class 20 (natural armor)
Hit Points 93 (11d10 + 33)
Speed 10 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	17 (+3)	7 (-2)	16 (+3)	6 (-2)

Skills Perception +6, Stealth +5
Senses darkvision 60 ft., passive Perception 16
Languages --
Challenge 5 (1,800 XP)

False Appearance. While the roper remains motionless, it is indistinguishable from a normal cave formation, such as a stalagmite.

Grasping Tendrils. The roper can have up to six tendrils at a time. Each tendril can be attacked (AC 20; 10 hit points; immunity to poison and psychic damage). Destroying a tendril deals no damage to the roper, which can extrude a replacement tendril on its next turn. A tendril can also be broken if a creature takes an action and succeeds on a DC 15 Strength check against it.

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

Actions

Multiattack. The roper makes four attacks with its tendrils, uses Reel, and makes on attack with its bite.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 22 (4d8 + 4) piercing damage.

Tendril. *Melee Weapon Attack:* +7 to hit, reach 50 ft., one creature. *Hit:* The target is grappled (escape DC 15). Until the grapple ends, the target is restrained and has disadvantage on Strength checks and Strength saving throws, and the roper can't use the same tendril on another target.

Reel. The roper pulls each creature grappled by it up to 25 feet straight toward it.

Salamander

Large elemental, neutral evil

Armor Class 15 (natural armor)
Hit Points 90 (12d10 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+2)	11 (+0)	10 (+0)	12 (+1)

Damage Vulnerabilities cold
Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities fire
Senses darkvision 60 ft., passive Perception 10
Languages Ignan
Challenge 5 (1,800 XP)

Heated Body. A creature that touches the snake or hits it with a melee attack while within 5 feet of it takes 3 (1d6) fire damage.

Heated Weapons. Any metal melee weapon the salamander wields deals an extra 3 (1d6) fire damage on a hit (included in the attack).

Actions

Multiattack. The snake makes two attacks: one with its spear and one with its tail.

Spear. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20 ft./60 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage, or 13 (2d8 + 4) piercing damage if used with two hands to make a melee attack, plus 3 (1d6) fire damage.

Tail. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 +4) bludgeoning damage plus 7 (2d6) fire damage, and the target is grappled (escape DC 14). Until this grapple ends, the target is restrained, the salamander can automatically hit the target with its tail, and the salamander can't make tail attacks against other targets.

Shrieker

Medium plant, unaligned

Armor Class 5
Hit Points 13 (3d8)
Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	1 (-5)	10 (+0)	1 (-5)	3 (-4)	1 (-5)

Condition Immunities blinded, deafened, frightened
Senses blindsight 30 ft. (blind beyond this radius)., passive Perception 6
Languages --
Challenge 0 (10 XP)

False Appearance. While the shrieker remains motionless, it is indistinguishable from an ordinary fungus.

Reactions

Shriek. When bright light or a creature is within 30 feet of the shrieker, it emits a shriek audible within 300 feet of it. The shrieker continues to shriek until the disturbance moves out of range and for 1d4 of the shrieker's turns afterward.

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.

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 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

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 crners. 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.

Weretiger

Medium humanoid (human, shapechanger), neutral

Armor Class 12
Hit Points 120 (16d8 + 48)
Speed 30 ft. (40 ft. in tiger form)

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	16 (+3)	10 (+0)	13 (+1)	11 (+0)

Skills Perception +5, Stealth +4
Damage Immunities bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't silvered
Senses darkvision 60 ft., passive Perception 15
Languages Common (can't speak in tiger form)
Challenge 4 (1,100 XP)

Shapechanger. The weretiger can use its action to polymorph into a tiger-humanoid hybrid or into a tiger, or back into its true form, which is humanoid. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

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

Pounce (Tiger or Hybrid Form Only). If the weretiger moves at least 15 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the weretiger can make one bite attack against it as a bonus action.

Actions

Multiattack (Humanoid or Hybrid Form Only). In humanoid form, the weretiger makes two scimitar attack or two longbow attacks. In hybrid form, it can attack like a humanoid or make two claw attacks.

Bite (Tiger or Hybrid Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage. If the target is a humanoid, it must succeed on a DC 13 Constitution saving throw or be cursed with weretiger lycanthropy.

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

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

Longbow (Humanoid or Hybrid Form Only). *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 +2) piercing damage.

Yellow Musk Creeper

Medium plant, unaligned

Armor Class 6
Hit Points 60 (11d8 + 11)
Speed 5 ft., climb 5 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	3 (-4)	12 (+1)	1 (-5)	10 (+0)	3 (-4)

Condition Immunities blinded, deafened, exhaustion, prone
Senses blindsight 30 ft., passive Perception 10
Languages --
Challenge 2 (450 XP)

False Appearance. While the creeper remains motionless, it is indistinguishable from an ordinary flowering vine.

Regeneration. The creeper regains 10 hit points at the start of its turn. If the creeper takes fire, necrotic, or radiant damage, thistrait doesn't function at the start of its next turn. The creeper dies only if it starts its turn with 0 hit points and doesn't regenerate.

Actions

Touch. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 13 (3d8) psychic damage. If the target is a humanoid that drops to 0 hit points as a result of this damage, it dies and is implanted with a yellow musk creeper bulb. Unless the bulb is destroyed, the corpse animates as a yellow musk zombie after being dead for 24 hours. The bulb is destroyed if the creature is raised from the dead before it can transform into a yellow musk zombie, or if the corpse is targeted by a *remove curse* spell or similar magic before it animates.

Yellow Musk (3/Day). The creeper's flowers release a strong musk that targets all humanoids within 30 feet of it. Each target must succeed on a DC 11 Wisdom saving throw or be charmed by the creeper for 1 minute. A creature charmed in this way does nothing on its turn except move as close as it can to the creeper. A creature charmed by the creeper can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Yuan-ti Abomination Skeleton

Large undead (shapechanger, yuan-ti), neutral evil

Armor Class 15 (natural armor)
Hit Points 127 (15d10 + 45)
Speed 40 ft.

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

Skills Perception +5, Stealth +6
Damage Vulnerabilities bludgeoning
Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 15
Languages understands Abyssal, Common, and Draconic but cannot speak
Challenge 7 (2,900 XP)

Shapechanger. The yuan-ti can use its action to polymorph into a Large snake skeleton, 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 (Abomination Form Only). The yuan-ti's innate spellcasting ability is Charisma (spell save DC 15). The yuan-ti can innately cast the following spells, requiring no material components:

At will: *animal friendship* (snakes only)
3/day: *suggestion*
1/day: *fear*

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

Actions

Multiattack. The yuan-ti makes two ranged attacks or three melee attacks, but can use its bite and constrict attacks only once each.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 7 (1d6+4) piercing damage plus 10 (3d6) poison damage.

Constrict. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 11 (2d6+4) bludgeoning damage, and the target is grappled (escape DC 14). Until this grapple ends, the target is restrained, and the yuan-ti can't constrict another target.

Scimitar (Abomination Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6+4) slashing damage.

Longbow (Abomination Form Only). *Ranged Weapon Attack:* +6 to hit, range 150/600 ft., one target. *Hit:* 12 (2d8+3) piercing damage plus 10 (3d6) poison damage.

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 (+1)	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 status 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.

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 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 status 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:

Cantrips (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

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 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 status 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.

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, invsibility, 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. The magical sleep has no effect on a creature immune to being charmed.

Appendix 2: Rain River Rafting

contributed by Ruty Rutenberg

As one of the most southern lost cities of Chult, the journey on foot to Hisari is littered with threats from all manner of beasts and undead. Regardless of its danger, some adventurers may wish to explore the former city of the serpent folk and fashion their own reason for the yuan-ti's desertion.

A long way from Port Nyanzaru, the trek to Hisari is far more smooth and safe if characters utilize the River Olung delta. Navigating the river from Kitcher's Inlet to Lake Luo, an expedition could bypass many of the dangers they would face and make landfall a few days walk from the western end of the Sky Lizard Mountains.

Feels like Rain

Nearly stagnant, the rivers on Chult require expeditions to enlist some additional manpower to move supplies to the southern lake by raft. Although the flash floods can be dangerous if unprepared, they are one of the fastest ways to move about in the jungles of Chult. A crafty guide or survivalist character with some proficiency can study the frequency of the rain and suggest that the party might rest while the sun is hottest and ride the river when the sky pours. A successful DC 20 Intelligence (Nature) check reveals that the tropical rain that keeps the jungle lush arrives near midday most of the year and, if the downpour floods the rivers, the party's canoes or rafts would be propelled along the rapids of the stream. This method can be used to safely reach Hisari quickly, at three hexes per day instead of two, and allow time to make excursions along the way.

If a party member, or the party's guide, is proficient with water vehicles, they know the necessary stations in order of importance (pilot, sentry, and spotter) that must be occupied during any maritime venture and stress an importance for order in the event of river flooding.

Something Up Ahead

The following is obvious for those proficient in water vehicles, characters that sought out such information, or chose a well-versed guide from the port. Most rafts can withstand 50 hit points of damage before sinking.

While navigating a rapidly flooding river, spotters must remain vigilant for rocky outcroppings or other obstacles that might be partially or entirely submerged from view during the flash floods. A creature at the front of the raft will locate such a hindrance with a passive Perception score of 16 or higher, while a spotter that scans the waters and succeeds a DC 15 Wisdom (Perception) check locates the obstacle to avoid.

To determine the location of an obstacle, draw three lanes and place the character's raft in the center, then roll 1d6, where 1-2, 3-4, and 5-6 represent lanes from left to right. Repeat the roll, where a result of 1-3 awaits below the waterline and 4-6 peaks above.

Those operating the rudder at the end of the raft must receive information from the spotter and adjust course to the left or right with a Strength (Athletics) check, where the DC is equal to 1d12+4, or slam against the impediment. For each obstacle the raft hits, it takes damage equal to the obstacle DC. For

example, if the raft hits a rock with a DC of 11, subtract 11 points of damage and note that 39 hit points remain before it sinks.

A crew that bests the first check sends the raft in the chosen direction, and requires a second Strength (Athletics) check to resume course. This check succeeds if it is above the obstacle DC but below the first. If it fails, the raft is unable to correct course and runs aground.

If under-crewed, one character can both scan the rapids and navigate its perils with disadvantage on rolls to spot and steer, provided there is no visual obstruction between the front and back of the boat.

Too Many Hands On Deck

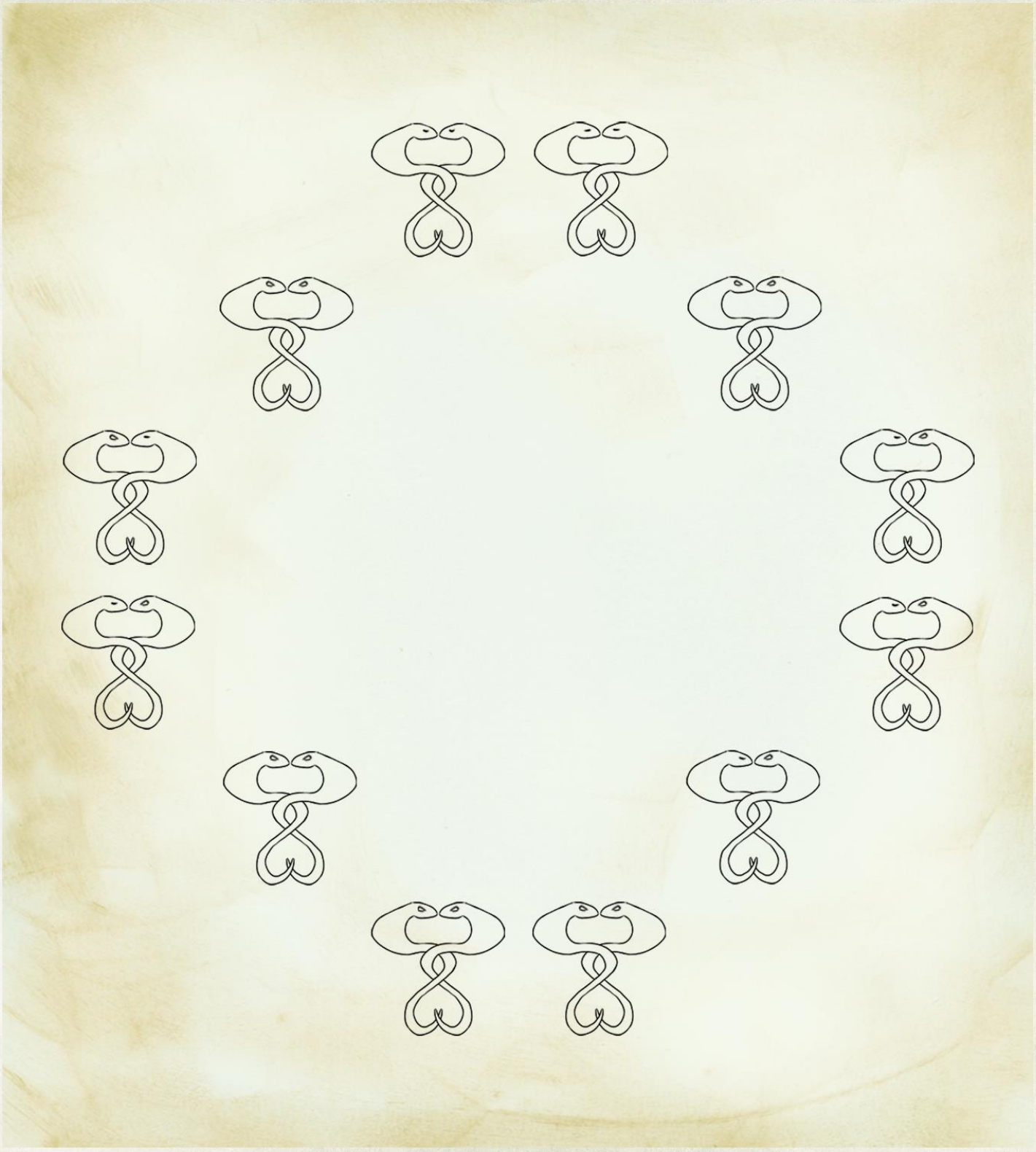
A creature with idle hands could use a 10-foot pole to push against the craggy walls and soften the impact, which grants resistance to the damage the raft takes from an obstacle.

If the raft has been damaged but is in no danger between obstacles, two characters could use their action and 10 feet of rope repair the raft. If both characters succeed a DC 15 Dexterity (Sleight of Hand) check, the raft regains 5 hit points per round the action is repeated.

A Gorgeous Day

To add difficulty or variety to the river rafting, the river might run through a gorge, or between two tall craggy walls, and instead of running aground the raft takes the obstacle damage as if it didn't correct in time.

Player Handout A: Temple Tiles



Player Handout B: Yuan-ti Transformation

Congratulations.
You now have a human body and a snake head.

Armor Class 12
Hit Points 66 (12d8 + 12)
Speed 30 ft.

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

Skills Deception +5, Stealth +4
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 11
Languages Abyssal, Common, Draconic
Challenge 3 (700 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.

Actions

Multiattack (Yuan-ti Form Only). The yuan-ti makes two ranged attacks or two melee attacks, but can use its bite only once.

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

Longbow (Yuan-ti Form Only). *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 +2) piercing damage plus 7 (2d6) poison damage.

Congratulations.
You now have a human head and body with snake arms.

Armor Class 12
Hit Points 66 (12d8 + 12)
Speed 30 ft.

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

Skills Deception +5, Stealth +4
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 11
Languages Abyssal, Common, Draconic
Challenge 3 (700 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.

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

Congratulations.
You now have a human head and upper body with a serpentine lower body instead of legs.

Armor Class 12
Hit Points 66 (12d8 + 12)
Speed 30 ft.

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

Skills Deception +5, Stealth +4
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 11
Languages Abyssal, Common, Draconic
Challenge 3 (700 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.

Actions

Multiattack (Yuan-ti Form Only). The yuan-ti makes two ranged attacks or two melee attacks, but can constrict only once.

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

Constrict. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage, and the target is grappled (escape DC 13). 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.

Longbow (Yuan-ti Form Only). *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 +2) piercing damage.

The Yuan-ti ring burns red hot as it melds with your body and imbues you with a gift from Dendar.

Choose one skill for each snake ring you hold.

Reckless. At the start of its turn, the yuan-ti 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.

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

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.

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.

This skill can be taken only if the character was a caster before the transformation:

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): *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*



