Yuan-Ti Pureblood

Name

Size	Type	Alignment
Medium	Humanoid (yuan-ti)	Neutral Evil

AC: 11

HP: 40 (9d8)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
11	12	11	13	12	14
+0	+1	+0	+1	+1	+2

Senses: Darkvision 60 ft.

Passive Perception	Challenge	XP
13	1	200

Languages: Abyssal, Common, Draconic

Traits

Skills Deception +6, Perception +3, Stealth +3
Damage Immunities poison
Condition Immunities poisoned

Features

Innate Spellcasting. The yuan-ti's spellcasting ability is Charisma (spell save DC 12). The yuan-ti can innately cast the following spells, requiring no material components:
At will: *animal friendship* (snakes only)
3/day each: *poison spray, suggestion*

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

Actions
Multiattack. The yuan-ti makes two melee attacks.

Scimitar. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage.

Shortbow. *Ranged Weapon Attack:* +3 to hit, range 80/320 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage plus 7 (2d6) poison damage.

Swarm of Yuan-Ti Young

Name

Size	Type	Alignment
Medium	Swarm of Tiny Beasts	Unaligned

AC: 14

HP: 36 (8d8)

Speed: 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
8	18	11	1	10	3
-1	+4	+0	-5	+0	-4

Senses: Blindsight 10 ft.

Passive Perception	Challenge	XP
10	2	450

Languages:

Traits

Damage Resistances bludgeoning, piercing, slashing
Condition Immunities charmed, frightened, paralyzed, petrified, prone, restrained, stunned

Features

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through an opening large enough for a Tiny snake The swarm can't regain hit points or gain temporary hit points.

Actions
Bites. *Melee Weapon Attack:* +6 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 7 (2d6) piercing damage, or 3 (1d6) piercing damage if the swarm has half o its hit points or fewer. The target must make a DC 10 Constitution saving throw, taking 14 (4d6) poison damage on a failed save, or half as much damage on a successful one.

Yuan-Ti Abomination

Name

Size	Type	Alignment
Large	Monstrosity (shapechanger)	Neutral Evil

AC: 15 (natural armor)

HP: 127 (15d10+45)

Speed: 40 ft.

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

Senses: Darkvision 60 ft.

Passive Perception	Challenge	XP
15	7	2,900

Languages: Abyssal, Common, Draconic

Traits

Skills Perception +5, Stealth +6
Damage Immunities poison
Condition Immunities poisoned

Features

Shapechanger. The yuan-ti can use its action to polymorph into a Large 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 (Abomination Form Only). The yuan-ti 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 (Abomination Form Only). The yuan-ti makes two ranged attacks or three melee attacks, but ca n 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 10ft., 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.