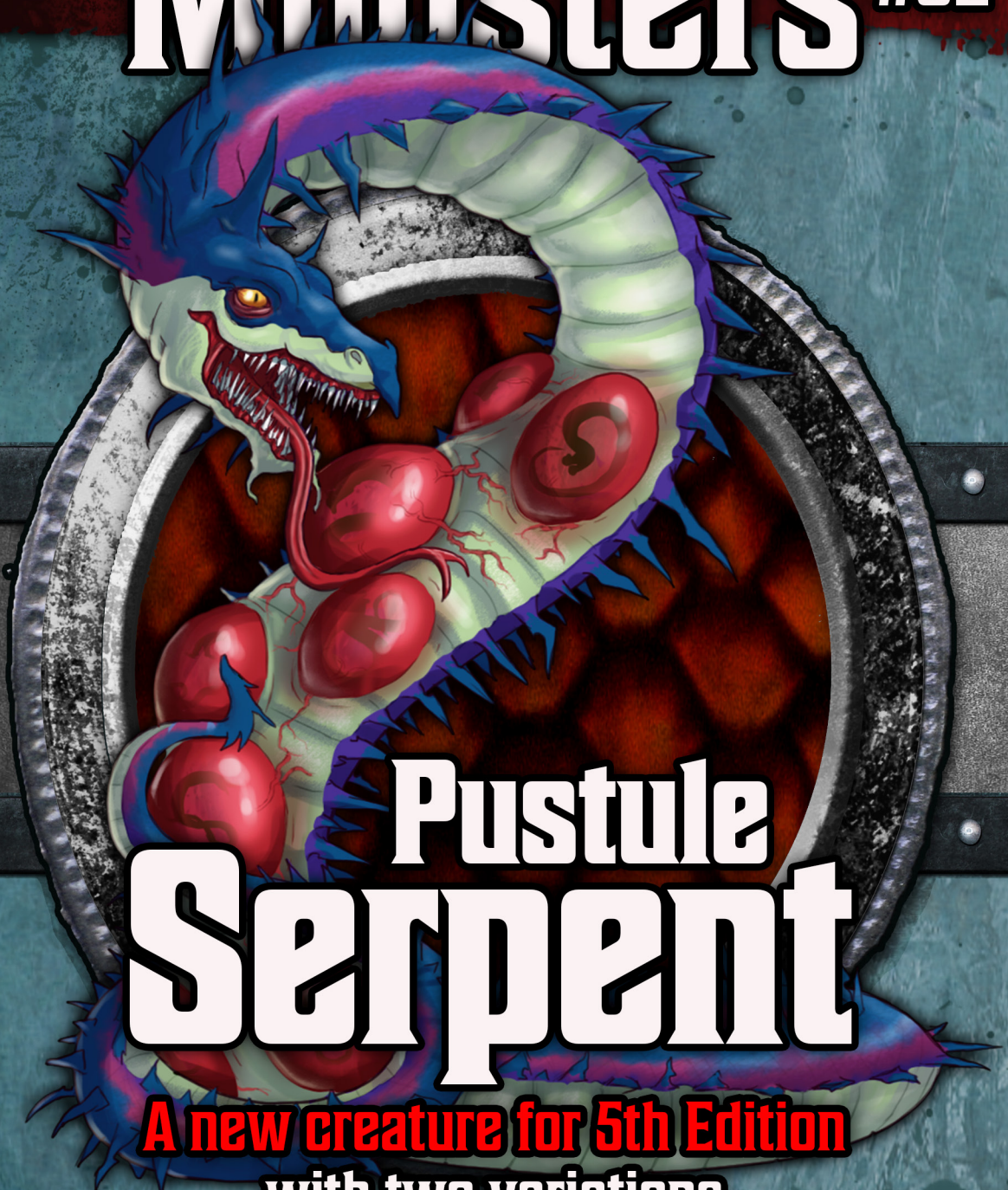


Fifth Edition Monsters #02



Pustule Serpent

**A new creature for 5th Edition
with two variations**





PUSTULE SERPENT

A new creature for 5th Edition with two variations

Supplement for players and dungeon masters of the world's most famous RPG containing rules for a new creature.

Illustrations by Brett Neufeld

Cover utilizes *stock art*

All the text from this ebook is released under OGL 1.0

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Browsing through the Monster Manual, I realized that there are only three monsters in that book with a CR 12. Even with the tendency of having less high level monsters than lower level ones, I thought it would be nice to have some more variety - after all, two of those three available creatures are spellcasters.

I came up with this new monster, caled the **Pustule Serpent**. It is a venomous snake-like creature (albeit not really being reptilian, but that doesn't make a lot of difference). One key mechanic of this adversary is that a failed attack against it may spawn of its young right into combat, by rupturing one of its poisonous gestation sacks. Poison damage and more danger ensues!

Other than the adult **Pustule Serpent** of CR 12 a younger version is also presented, having a CR 6. The key difference between them is that the older serpent has a poison spit attack and more damage resistances, making it a lot deadlier and also harder to defeat. Additionally the creature's venom can be distilled into the highly dangerous **blister poison**, whose rules are also contained herein.

I hope you have fun using this creature in your games.

See you next time!



PUSTULE SERPENT

Possessing a rubbery body with a purplish-blue color on the outer side of its body and a light grey on the underside, these snake-like creatures are not real serpents - even though the distinction is likely to be the last thing someone will consider as such a creature approaches them. The pustule serpent's abdomen is covered with semi-transparent sacks of a red fluid, each containing a growing embryo from the pustule serpent's next brooding.



Poisonous guts. The pustules actually contain the serpent's venomous blood, harmless to the infants but possibly lethal to any other creature that touches it. Attacks targeted at the creature occasionally cause one or more of the sacks to burst, releasing both the poison and the serpent hatchling that promptly lunges at the attacker, biting and thrashing. The serpent's tongue also secretes a deadly poison, which an adult specimen can also spew at its foes.

Boneless body. A pustule serpent's body is entirely of soft cartilage and contains no bones, making the creature resistant to blunt weapons. As it matures the serpent's body becomes so rubbery that even piercing weapons have a hard time penetrating it, although slashing weapons are still effective. There is also a substantial growth in size, as young pustule serpents are of Large size and Huge when matured. The lack of bones also grants improved elasticity and speed to the serpent, as it makes its overall mass much lighter.

Warmth seekers. Pustule serpents only survive in places where the temperature is slightly above the average and are totally incapable of surviving in cold regions. The low temperature renders its venom inert thus proving fatal to the creature, that has cold damage vulnerability because of this.

Lone threats. Even though the pustule serpent hatchlings are numerous in each brood, few actually reach an advanced age. Many are devoured by their progenitors urging to satisfy the carnivorous drive the creatures possess. Others inadvertently leave the serpent's lair and are mistaken for normal snakes and killed outright by people. Ironically many of the hatchlings that eventually mature are the ones released by the bursting of a pustule due to an attack. Many adventurers are, unbeknownst to themselves, taking part in spreading a pustule serpent infestation. Poison makers profit from such a thing, producing the infamous **blister poison** from pustule serpent venom.

PUSTULE SERPENT, ADULT

Huge monstrosity, unaligned

Armor Class 17
Hit Points 171 (18d12+54)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	24 (+7)	17 (+3)	5 (-3)	11 (+0)	3 (-4)

Saving Throws Dex +11, Con +7
Skills Acrobatics +10, Perception +4, Stealth +10
Condition Immunities deafened, poisoned, prone
Damage Resistances bludgeoning, piercing
Damage Vulnerabilities cold
Damage Immunities poison
Senses darkvision 90ft., tremorsense 120ft., passive Perception 14
Languages none
Challenge 12 (8,400 XP)

Pustule Burst. A failed attack against the pustule snake causes 2 (1d4) of the venom sacks to burst if the attack die results in a number below or equal to 5. Any creature within 5ft. of the pustule snake must succeed on a Dexterity saving throw (DC 17) or suffer 9 (2d8) poison damage. The rupture also causes as many infant pustule snakes as ruptured sacks to join the fray, landing in unoccupied spaces adjacent to its parent. Each of the new serpents acts on the main pustule serpent's turn and uses the game statistics of a **constrictor snake** with some alterations. The snake loses its constrict attack and its bite reads as follows:

Bite. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit:* 5 (1d6+2) piercing damage, and the target must make a DC 10 Constitution saving throw, taking 8 (3d4) poison damage on a failed save, or half as much damage on a successful one. An adult pustule serpent has 14 (4d6) venom sacks on its body.

ACTIONS

Multiattack. The pustule snake makes three attacks: two with its tail and one bite attack or two tail attacks and its poison spew.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5ft., one target. *Hit:* 27 (3d12+7) piercing damage plus 9 (2d8) poison damage.

Tail Attack. *Melee Weapon Attack:* +8 to hit, reach 10ft., one target. *Hit:* 14 (2d10+3) bludgeoning damage.

Poison Spew (Recharge 3-6). The pustule snake sprays its venom in a 15-foot cone. Each creature in the are must make a DC 17 Dexterity saving throw, taking 26 (4d12) poison damage on a failed save or half as much damage on a successful one.

BLISTER POISON (CONTACT)

Distilled from pustule serpent venom, this potent poison causes blisters to rapidly appear on the skin of a creature that comes in contact with it. The target must succeed on a DC 15 Contitution saving throw, taking 14 (3d8) poison damage on a failed save, or half as much damage on a successful one. In case of a failure the creature is poisoned for 1 hour, with no additional

PUSTULE SERPENT, YOUNG

Large monstrosity, unaligned

Armor Class 15
Hit Points 86 (12d10+20)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	15 (+2)	5 (-3)	9 (-1)	3 (-4)

Saving Throws Dex +8, Con +5
Skills Acrobatics +8, Perception +2, Stealth +8
Condition Immunities deafened, poisoned, prone
Damage Resistances bludgeoning
Damage Vulnerabilities cold
Damage Immunities poison
Senses darkvision 90ft., tremorsense 120ft., passive Perception 12
Languages none
Challenge 6 (2,300 XP)

Pustule Burst. A failed attack against the pustule snake causes one of the venom sacks to burst if the attack die results in a number below or equal to 5. Any creature within 5ft. of the pustule snake must succeed on a Dexterity saving throw (DC 13) or suffer 4 (1d6) poison damage. The rupture also causes an infant pustule snake to join the fray, landing in an unoccupied space adjacent to its parent. It acts on the main pustule serpent's turn and uses the game statistics of a **poisonous snake**. A young pustule serpents ha 4 (1d6) venom sacks on its body.

ACTIONS

Multiattack. The pustule snake makes three attacks: two with its tail and one bite attack.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. *Hit:* 12 (1d12+5) piercing damage plus 7 (2d6) poison damage.

Tail Attack. *Melee Weapon Attack:* +6 to hit, reach 10ft., one target. *Hit:* 11 (2d8+2) bludgeoning damage.

save being possible. If the save fails by 5 or more the affected creature also starts to feel intense pain, itching and burning as pustules, blisters and abcesses begin to erupt on their skin. They contract vulnerability to bludgeoning, piercing and slashing damage for the duration due to the excruciating pain caused by hitting the cankers on the skin. Once the effects of the poisoned condition wear off so does the vulnerability, and both effects may end earlier if the affected creature suffers any amount of ice damage. In such case the blisters lose their effect, but the target remains poisoned for the duration. Pustule serpent venom does not cause this effect, which was perfected by poison makers. A single dose of blister poison can be worth up to **1,000 gp**.

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