



## SERPENT MEN OF YIG

The Serpent Men are humanoid reptiles who possess the head of a snake. They are magical creatures with many abilities, but the one they use most commonly is their ability to cast illusions upon themselves in order to appear as a regular human. According to some legends, the spirit of a mortal killed by a Serpent Man becomes his slave upon death.

**Scions of the Great Serpent.** Originally created by the Great Serpent, who was actually the Great Old One Yig, the Serpent Men were birthed into this world in aeons past. Building a mighty empire, this first civilization fell with the rise of the dinosaurs over 225 million years ago. Much later, a mere 20,000 years ago, the Serpent Men rebuilt their empire and ruled over the human race, but were eventually toppled by their slaves in a long war. They then proceeded to infiltrate human society where they again ruled their former servants, but this time from behind the scenes. Ultimately, they were discovered and cast out again, and thus the Serpent Men passed from reality into legend.

**Modern Serpent Men.** From the overworld, the remnants of the defeated civilization migrated to the cavern of Yoth beneath K'n-yan in modern-day North America. Slowly rebuilding their society, the Serpent Men this time brought about their own downfall by abandoning their worship of Yig in favor of another Great Old One known as Tsathoggua. Seeing this, Yig cast down their cities and laid a curse on the Serpent Men, forcing them to flee their new home and scatter across the globe.

### SERPENT MAN

Medium humanoid (serpent man), neutral evil

**Armor Class** 15 (natural armor)

**Hit Points** 26 (4d8 + 8)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	14 (+2)	13 (+1)	13 (+1)	12 (+1)

**Skills** Arcana +3, Deception +3, Perception +3, Stealth +7

**Damage Immunities** poison

**Condition Immunities** frightened, poison

**Senses** darkvision 60 ft., passive Perception 13

**Languages** Common, Deep Speech

**Challenge** 1 (200 XP)

**Innate Spellcasting.** The serpent man's spellcasting ability is Charisma (spell save DC 11). The serpent man can innately cast the following spells, requiring no material components:

At will: *disguise self*  
1/day: *charm person*

### Actions

**Multiattack Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage plus 2 (1d4) poison damage. If the target is a creature it must succeed on a DC 12 Constitution saving throw or become poisoned. While poisoned the target has disadvantage on Constitution saving throws.



# SERPENT MAN WARLOCK OF YIG

Medium humanoid (serpent man), neutral evil

**Armor Class** 15 (natural armor)

**Hit Points** 102 (12d8 + 48)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	18 (+4)	17 (+3)	17 (+3)	18 (+4)

Saving Throws Wis +6, Cha +7

**Skills** Arcana +3, Deception +3, Perception +3, Stealth +7

**Damage Immunities** poison

**Condition Immunities** frightened, poison

**Senses** darkvision 60 ft., passive Perception 13

**Languages** Common, Deep Speech, Draconic

**Challenge** 6 (2,300 XP)

**Innate Spellcasting.** The serpent man's spellcasting ability is Charisma (spell save DC 11). The serpent man can innately cast the following spells, requiring no material components:

At will: *disguise self*, *false life*, *levitate*, *speak with dead*  
1/day: *bane* (uses a spell slot), *compulsion* (uses a

warlock spell slot), *charm person*, *confusion*

**Spellcasting.** The serpent man is a 12th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 15, +7 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* (fires 3 bolts), *friends*, *mage hand*, *minor illusion*\*  
1st-5th level (3 5th-level slots): *charm person*, *detect thoughts*, *dimension door*, *dominate person*, *dream*, *enthral*, *fear*, *hex*, *hold person*, *hypnotic pattern*, *suggestion*

**Whispering Aura.** At the start of each of the serpent man's turns, each creature of its choice within 5 feet of it must succeed on a DC 15 Wisdom saving throw or take 10 (3d6) psychic damage.

## Actions

**Multiattack.** The serpent man makes two attacks with its scimitar and one attack with its bite.

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage plus 2 (1d4) poison damage. If the target is a creature it must succeed on a DC 12 Constitution saving throw or become poisoned. While poisoned the target has disadvantage on Constitution saving throws.

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