

ROLEPLAYING A YUAN-TI

Yuan-ti are emotionless, yet feel completely superior to humanoids, in the same way that a human can feel superior to chickens or rabbits—in a matter-of-fact, completely objective way that doesn't brook any second-guessing. To a yuan-ti, there are only three categories of creature: threat, yuan-ti, or meat. Threats are powerful creatures such as demons, dragons, and genies. Yuan-ti are any of their own kind, regardless of caste; although a rival yuan-ti might be dangerous, and a weak or dead one might be potential food, it is first and foremost one of the true people and deserving of some respect. Meat includes any creature that is neither a threat nor a yuan-ti, possibly useful for a base purpose but not worthy of other consideration.

Most yuan-ti consider it beneath themselves to speak to meat. Abominations and malisons rarely communicate directly with slaves except in emergencies (such as for giving battle orders); at other times, slaves are expected to constantly be aware of the master's mood, anticipate the master's needs, and recognize subtle gestures of hands, head, and tail that indicate commands.

Only purebloods—which walk among humanoids and therefore have to learn how to speak to them civilly—practice interacting with meat-creatures. Much of their training involves suppressing their innate annoyance at having to speak to lesser beings as though they were equals, or being obliged to kowtow to a humanoid ruler as if the pureblood were merely an advisor. Pureblood spies feel a sort of aloof contempt toward meat-creatures, but they can affect a pleasant tone, and speak to such creatures with a silver tongue that disguises their true feelings.

Under normal circumstances, yuan-ti are always calmly deferential to those of higher rank. They tend to be curt and formal with those of lower rank, for the differences between them aren't a source of anger or disgust (emotions that the yuan-ti don't feel anyway), merely a fact of the natural order, and their culture long ago realized that treating the lower castes with a measure of detached respect prevents rebellion and advances the cause of the entire race.

YUAN-TI PERSONALITY TRAITS

d8 Personality Trait

- 1 I see omens in every event and action. The serpent gods continue to advise us.
- 2 I have very high standards for food, drink, and physical pleasures.
- 3 I prefer to be alone rather than among other creatures, including my own kind.
- 4 I sometimes become consumed by philosophy.
- 5 I believe I am superior to others of my caste.
- 6 I am driven by wanderlust and want to explore lands far from our cities.
- 7 I am interested in modern human culture, even as primitive as it is.
- 8 I await the day when we again conquer lands by force, as we did in the old times.

YUAN-TI IDEALS

- | d6 | Ideal |
|----|---|
| 1 | Greed. I display my wealth as a sign of my power and prosperity. (Evil) |
| 2 | Aspiration. I strive to follow the path toward becoming an anathema. (Evil) |
| 3 | Unity. No leader shall put personal goals above those of our race. (Any) |
| 4 | Kinship. My allegiance is to my caste and my city. Other settlements can burn for all I care. (Any) |
| 5 | Inspiration. My actions set an example for the lesser castes to emulate. (Any) |
| 6 | Power. Everything I choose to do is determined by whether it will make me smarter and stronger. (Evil) |

YUAN-TI BONDS

- | d6 | Bond |
|----|--|
| 1 | I will see our empire rise again and, in so doing, win the favor of the serpent gods. |
| 2 | I am enamored with the culture and trappings of another society and wish to be part of it. |
| 3 | I respect my superiors and obey them without question. My fate is theirs to decide. |
| 4 | I have an interest in an unsuitable mate, which I can't suppress. |
| 5 | I respect and emulate a great hero or ancestor. |
| 6 | An enemy destroyed something of value to me, and I will find where it lives and kill the offender. |

YUAN-TI FLAWS

- | d6 | Flaw |
|----|--|
| 1 | I feel twinges of emotion, and it shames me that I am imperfect in this way. |
| 2 | I put too much credence in the dictates of a particular god. |
| 3 | I frequently overindulge in food and wine, and I am impaired and lethargic for days afterward. |
| 4 | I worship a forbidden god. |
| 5 | I secretly believe things would be better if I was in charge. |
| 6 | If I could get away with it, I would gladly kill and eat a superior yuan-ti. |

YUAN-TI NAMES

Yuan-ti names have meanings that have been passed down through the generations, although spellings and inflections have changed over time.

Some yuan-ti add more sibilants to their birth names to create an exaggerated hissing sound, based on one's personal preference and whether an individual's anatomy can more easily pronounce the name in this altered form. An adopted name of this sort is recognized as a variant of the birth name, rather than a unique name unto itself. A yuan-ti might refer to itself by its birth name, by its adopted name, or (especially among purebloods) by a name it borrows from the local populace.

The Yuan-ti Names table provides yuan-ti birth names suitable for any campaign.

YUAN-TI NAMES

d20	Name	d20	Name
1	Asutali	11	Shalkashlah
2	Eztli	12	Sisava
3	Hessatal	13	Sitlali
4	Hitotee	14	Soakosh
5	Issahu	15	Ssimalli
6	Itstli	16	Suisatal
7	Manuya	17	Talash
8	Meztli	18	Teoshi
9	Nesalli	19	Yaotal
10	Otleh	20	Zihu

YUAN-TI CITIES

Most yuan-ti cities were built during the height of their empire centuries ago. Since they no longer have the vast number of expendable slaves necessary for large work projects, the yuan-ti content themselves with maintaining these ancient places rather than building new ones for their needs. Although these sites are hundreds or even thousands of years old, they don't look or feel primitive—the yuan-ti empire was once very advanced, and although it has declined, its culture is still thriving on a smaller scale.

Because the yuan-ti were previously human, their architecture reflects human ideas about art and beauty. Over time this perspective was skewed toward the concept that the snake is the perfect form, so serpents are a common theme in their aesthetic.

The major buildings in a city usually have four sides and a sloped or staggered pyramid-like exterior. It is customary for stone buildings to have a series of tiles or carvings of snakes encircling the ground level at head height. These features are sometimes trapped or

CANNIBALISM AND SACRIFICE

The ritual that produced the first yuan-ti required the human subjects to butcher and eat their human slaves and prisoners. This act of cannibalism had several ramifications. It broke a long-standing taboo among civilized humanoids and set the yuan-ti apart from other civilizations as creatures not beholden to moral values. It corrupted their flesh, making the yuan-ti receptive to dark magic. It emulated the dispassionate viewpoint of the reptilian mind, a trait the yuan-ti admired.

Today, cannibalism is practiced by the most fervent of yuan-ti cultists, including those who aspire to transform into yuan-ti themselves. In yuan-ti cities, the activity persists in the form of human sacrifice—not strictly cannibalism anymore, but still serving as a repudiation of what it is to be human and a glorification of what it is to be yuan-ti.

Yuan-ti don't have a taboo against eating their own kind; a starving yuan-ti would kill and eat a lesser without a second thought, and a group of them would choose the weakest among them to be killed and eaten. Under normal circumstances, however, they bury or cremate their dead rather than eating them, but a great hero or someone of status might be ritually consumed as a form of tribute.



YUAN-TI PUREBLOOD TRAITS

Your yuan-ti pureblood character—called a pureblood for short—has the following racial traits.

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

Age. Purebloods mature at the same rate as humans and have lifespans similar in length to theirs.

Alignment. Purebloods are devoid of emotion and see others as tools to manipulate. They care little for law or chaos and are typically neutral evil.

Size. Purebloods match humans in average size and weight. Your size is Medium.

Speed. Your base walking speed is 30 feet.

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.

Languages. You can speak, read, and write Common, Abyssal, and Draconic.

HEIGHT AND WEIGHT

You may roll for your character's height and weight on the Random Height and Weight table. The roll in the Height Modifier column adds a number (in inches) to the character's base height. To get a weight, multiply the number you rolled for height by the roll in the Weight Modifier column and add the result (in pounds) to the base weight.

RANDOM HEIGHT AND WEIGHT

Race	Base Height	Base Weight	Height Modifier	Weight Modifier
Aasimar	4'8"	110 lb.	+2d10	× (2d4) lb.
Bugbear	6'0"	200 lb.	+2d12	× (2d6) lb.
Firbolg	6'2"	175 lb.	+2d12	× (2d6) lb.
Goblin	3'5"	35 lb.	+2d4	× 1 lb.
Goliath	6'2"	200 lb.	+2d10	× (2d6) lb.
Hobgoblin	4'8"	110 lb.	+2d10	× (2d4) lb.
Kenku	4'4"	50 lb.	+2d8	× (1d6) lb.
Kobold	2'1"	25 lb.	+2d4	× 1 lb.
Lizardfolk	4'9"	120 lb.	+2d10	× (2d6) lb.
Orc	5'4"	175 lb.	+2d8	× (2d6) lb.
Tabaxi	4'10"	90 lb.	+2d10	× (2d4) lb.
Triton	4'6"	90 lb.	+2d10	× (2d4) lb.
Yuan-ti	4'8"	110 lb.	+2d10	× (2d4) lb.