



Image by Arnie Swekel, © Wizards of the Coast. Accessed at the Fiend Folio Art Gallery [here](#)

[In high school, I ran a prehistoric game, where all of the playable races were reptilian and there were dinosaurs everywhere. The Big Bads of this world were Robert Howard-esque serpent people, very similar to PFRPG's [serpentfolk](#), and their minions and go-betweens were ophidians. Incidentally, all of Arnie Swekel's 3e art for reptilian or draconic monsters have a) overbites and b) smug expressions. I don't know why, but I find it charming.]

## Ophidian

*This reptilian humanoid has a wide fanged head and short arms and legs. It carries itself along its belly, dragging its tail behind it.*

Ophidians, also known as the Children of Yig, are serpentine creatures that live in tight-knit forest communities. They are fanatically loyal to each other, but distrusting and unfriendly towards strangers, many of which seek to enslave them or oppose their strange religious rites. They consider themselves to be the chosen of Yig, the Father of Serpents, and make frequent sacrifices to appease him. Some of them serve more powerful reptilian monsters such as serpentfolk, nagas or dragons, and they tend more towards evil alignments than good.

The bite of an ophidian carries a strange curse that slowly transforms its humanoid victims into an ophidian themselves. Although ophidian numbers do increase through this method, they are also capable of having children the mundane way, by laying eggs. Female ophidians are the dominant gender in most ophidian clans, and priestesses of Yig are typically their leaders. An ophidian stands about four feet tall and weighs 150 pounds. They are carnivores with a preference for small game, but can swallow creatures as large as a dog or halfling whole by expanding their jaws.

**Ophidian**      **CR 2**  
**XP 600**

CN Medium monstrous humanoid

**Init** +1; **Senses** darkvision 60 ft., Perception +8, scent

## Defense

**AC** 15, touch 11, flat-footed 14 (+1 Dex, +2 natural, +2 shield)

**hp** 19 (3d10+3)

**Fort** +4, **Ref** +4, **Will** +3

## Offense

**Speed** 20 ft., swim 40 ft.

**Melee** scimitar +4 (1d6+1/18-20), bite -1 (1d4 plus serpentine curse) or bite +4 (1d4+1 plus serpentine curse)

## Statistics

**Str** 12, **Dex** 13, **Con** 13, **Int** 8, **Wis** 11, **Cha** 10

**Base Atk** +3; **CMB** +4; **CMD** 16

**Feats** Great Fortitude, Skill Focus (Perception)

**Skills** Climb +6, Perception +8, Stealth +13, Swim +7; **Racial Modifiers** +8 Stealth

**Languages** Draconic

**SQ** camouflage

## Ecology

**Environment** warm forests and underground

**Organization** solitary, pair, clan (3-12 plus 1-8 venomous and/or constrictor snakes) or tribe (40-400 plus 2-24 venomous and/or constrictor snakes, 1 3<sup>rd</sup> level cleric per 20 individuals, 1 5<sup>th</sup> level chief and 50% noncombatants)

**Treasure** standard (scimitar, heavy wooden shield, other treasure)

## Special Abilities

**Camouflage (Ex)** An ophidian can make Stealth checks in natural terrain without having cover or concealment.

**Serpentine Curse (Su)** A humanoid bitten by an ophidian must succeed a DC 11 Will save or become cursed, taking 1d4 points of Charisma damage every night at midnight. As the creature takes this damage, its hide grows scaly, its tongue splits, its eyelids fall off and it grows a tail. When the creature reaches 0 Charisma, it transforms into an ophidian and loses all of its memories of its former life. The ability damage cannot be healed through rest, but can be removed magically with *lesser restoration* or similar magic. Even if the damage is healed, the curse remains unless a *remove curse* against CL 3<sup>rd</sup> is used. This is a curse effect, and the save DC is Charisma based.