

# Monsters (Y)

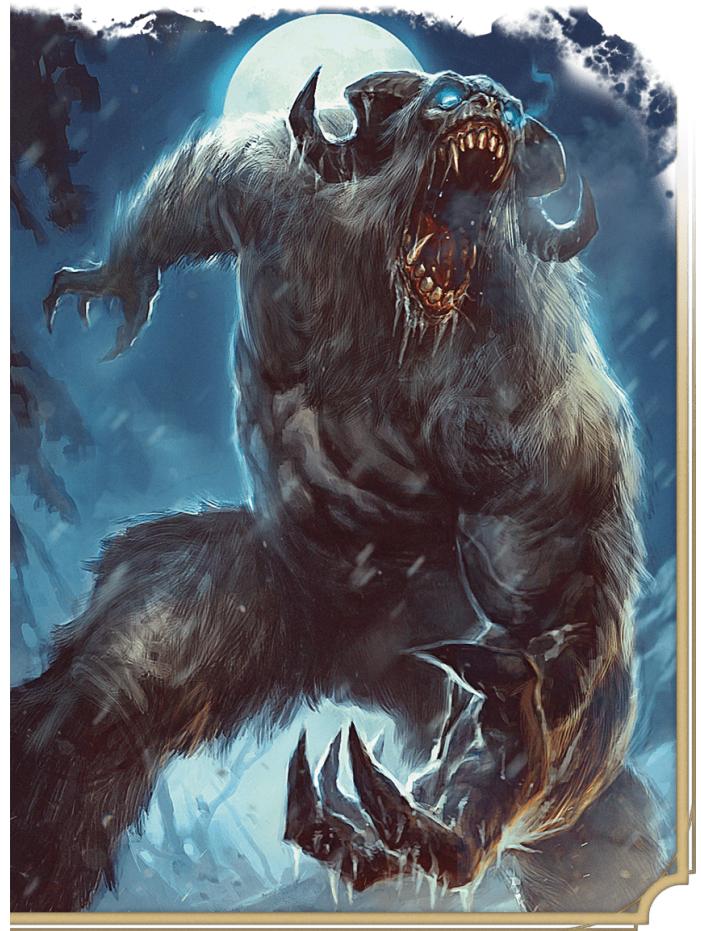
## Yetis

*Chilling Stalkers of the Frozen Wilds*

**Habitat:** Arctic; **Treasure:** Any

Across alpine extremes and frozen frontiers, yetis hunt those that trespass in their territories. Reclusive and merciless, they resemble giant apes with pale fur and ram-like horns. Yetis easily blend in with snow and icy cliffs, revealing themselves with blood-chilling howls just before striking with their icy claws. In addition to their physical might, yetis can chill creatures with a look, freezing their foes in place, and they can conjure ice and hurl it at foes.

Due to yetis' elusiveness, folktales about yetis are more common than sightings. Whether a distant scream is the howl of an enraged yeti or just the wind, few can be certain. Nevertheless, many mountainous settlements burn bonfires to ward off yetis, taking advantage of these brutes' aversion to fire.



### Yeti

Yetis hunt alone or in small family groups. They avoid the settlements of other creatures but lurk near paths frequented by traders and herders to pick off unsuspecting prey. Yetis make their homes in icy caves near frozen peaks and at extremes where few dare travel.

#### YETI

*Large Monstrosity, Chaotic Evil*

**AC 12**    **Initiative +1 (11)**

**HP** 51 (6d10 + 18)

**Speed** 40 ft., Climb 40 ft.

		MOD	SAVE		MOD	SAVE
<b>STR</b>	18	+4	+4	<b>INT</b>	8	-1
<b>DEX</b>	13	+1	+1	<b>WIS</b>	12	+1
<b>CON</b>	16	+3	+3	<b>CHA</b>	7	-2

**Skills** Perception +5, Stealth +5

**Immunities** Cold

**Senses** Darkvision 60 ft.; Passive Perception 15

**Languages** Yeti

**CR** 3 (XP 700; PB +2)

## Traits

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**Fear of Fire.** If the yeti takes Fire damage, it has Disadvantage on attack rolls and ability checks until the end of its next turn.

## Actions

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**Multiattack.** The yeti can use its Chilling Gaze and makes two attacks, using Claw or Ice Throw in any combination.

**Claw.** *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 7 (1d6 + 4) Slashing damage plus 3 (1d6) Cold damage.

**Ice Throw.** *Ranged Attack Roll:* +6, range 30/120 ft. *Hit:* 6 (1d4 + 4) Bludgeoning damage plus 2 (1d4) Cold damage.

**Chilling Gaze.** *Constitution Saving Throw:* DC 13, one creature the yeti can see within 30 feet. *Failure:* 5 (2d4) Cold damage, and the target has the **Paralyzed** condition until the start of the yeti's next turn unless the target has Immunity to Cold damage. *Success:* The target is immune to the Chilling Gaze of all yetis (but not abominable yetis) for 1 hour.

## Abominable Yeti



Giants even among their own intimidating kind, abominable yetis are stronger and bloodthirstier than their kin. They claim whole regions as their hunting grounds, and they might track trespassers for days. On sighting prey, abominable yetis fling boulders of ice and snow before closing to finish foes. In addition to their icy claws and gaze, they can exhale a blast of arctic cold.

Abominable yetis dwell in frigid ruins or the deserted lairs of other monsters atop infamous peaks.

# ABOMINABLE YETI

## *Huge Monstrosity, Chaotic Evil*

**AC 15 Initiative +4 (14)**

## HP 137 (11d12 + 66)

**Speed** 40 ft., **Climb** 40 ft.

MOD

**SAVE**

MOD

**SAVE**

<b>STR</b>	24	+7	+7	<b>INT</b>	9	-1	-1
<b>DEX</b>	10	+0	+0	<b>WIS</b>	13	+1	+1
<b>CON</b>	22	+6	+6	<b>CHA</b>	9	-1	-1

**Skills** Perception +9, Stealth +8

**Immunities** Cold

**Senses** Darkvision 60 ft.; Passive Perception 19

**Languages** Yeti

**CR** 9 (XP 5,000; PB +4)

## Traits

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**Fear of Fire.** If the yeti takes Fire damage, it has Disadvantage on attack rolls and ability checks until the end of its next turn.

## Actions

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**Multiattack.** The yeti can use its Chilling Gaze and makes two attacks, using Claw or Ice Throw in any combination.

**Claw.** *Melee Attack Roll:* +11, reach 5 ft. *Hit:* 14 (2d6 + 7) Slashing damage plus 7 (2d6) Cold damage.

**Ice Throw.** *Ranged Attack Roll:* +11, range 60/240 ft. *Hit:* 12 (2d4 + 7) Bludgeoning damage plus 7 (2d6) Cold damage.

**Chilling Gaze.** *Constitution Saving Throw:* DC 18, one creature the yeti can see within 30 feet. *Failure:* 21 (6d6) Cold damage, and the target has the **Paralyzed** condition until the start of the yeti's next turn unless the target has Immunity to Cold damage. *Success:* The target is immune to this yeti's Chilling Gaze for 1 hour.

**Cold Breath (Recharge 6).** *Constitution Saving Throw:* DC 18, each creature in a 30-foot **Cone**. *Failure:* 45 (10d8) Cold damage. *Success:* Half damage.

In the yeti, I find no kinship, no understanding, no mercy. Theirs is not the might of the mountain or the magic of glacial wonders. Theirs is a world where harmony lies murdered and frozen.

—KELESTA HAWKE OF THE EMERALD ENCLAVE

## Yochlol

*Demon of Depraved Will*

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**Habitat:** Planar (Abyss); **Treasure:** None

Yochlols embody the pernicious will and infectious philosophies of the **Abyss**. In their rarely seen true forms, these noxious manipulators appear as ever-shifting masses of dripping tentacles and toxic flesh crowned by a single baleful eye. More often, though, yochlols take the form of spiders or zealous cultists. They use manipulative magic and dangerous rhetoric to spread demonic cults, corrupt the righteous, and further the plots of their fiendish overlords. They relish coercing the unwitting into furthering demonic plots and turning mortals against one another.

Most yochlols serve **Lolth**. The Demon Queen of Spiders claims all yochlols as minions and orders any yochlols that disagree destroyed. In rare cases, yochlols might serve other demon lords, particularly manipulative or changeable ones like **Graz'zt**, **Juiblex**, and **Zuggtmoy**.

Despite their service to demon lords, yochlols harbor their own vicious whims and ambitions. They might claim to speak for their overlords to further their own ambitions or seek to reveal rivals' selfish goals to gain standing with their demonic masters.

ARTIST: SEAN MURRAY



## YOCHLOL

*Medium Fiend (Demon), Chaotic Evil*

**AC 15**    **Initiative +8 (18)**

**HP 153 (18d8 + 72)**

**Speed** 30 ft., Climb 30 ft.

		MOD	SAVE		MOD	SAVE
<b>STR</b>	15	+2	+2	<b>INT</b>	13	+1
<b>DEX</b>	19	+4	+8	<b>WIS</b>	15	+2
<b>CON</b>	18	+4	+4	<b>CHA</b>	17	+3

**Skills** Deception +11, Insight +6

**Resistances** Cold, Fire, Lightning

**Immunities** Poison; **Poisoned**

**Senses** Darkvision 120 ft.; Passive Perception 12

**Languages** Abyssal, Elvish, Undercommon

**CR** 10 (XP 5,900; PB +4)

## Traits

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**Demonic Restoration.** If the yochlol dies outside the Abyss, its body dissolves, and it gains a new body instantly, reviving with all its Hit Points in the **Abyss**.

**Magic Resistance.** The yochlol has Advantage on saving throws against spells and other magical effects.

**Spider Climb.** The yochlol can climb difficult surfaces, including along ceilings, without needing to make an ability check.

**Web Walker.** The yochlol ignores movement restrictions caused by webs.

## Actions

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**Multiattack.** The yochlol makes two Caustic Lash attacks, and it can use Spellcasting to cast **Web** or **Dominate Person** if available.

**Caustic Lash.** *Melee or Ranged Attack Roll:* +8, *reach* 10 ft. or *range* 120 ft. *Hit:* 25 (6d6 + 4) Acid damage.

**Spellcasting.** The yochlol casts one of the following spells, requiring no Material components and using Charisma as the spellcasting ability (spell save DC 15):

**At Will:** *Detect Thoughts, Gaseous Form* (self only), **Web**

**1/Day:** **Dominate Person**

## Bonus Actions

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**Shape-Shift.** The yochlol **shape-shifts** into a Medium Humanoid or a Medium spider or back into its true form. Its game statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed.

## Reactions

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**Toxic Escape.** *Trigger:* The yochlol is hit by an attack roll. *Response:* The yochlol halves the attack's damage to itself (round down), and it teleports to an unoccupied space it can see within 30 feet of itself. *Constitution Saving Throw:* DC 15, each creature within 5 feet of the yochlol's destination space. *Failure:* The target has the **Poisoned** condition until the end of its next turn. While Poisoned, it has the **Incapacitated** condition.

# Yuan-ti

*Power-Hungry Serpentine Conspirators*

**Habitat:** Desert, Forest, Swamp, Urban; **Treasure:** Relics

ARTIST: BRIAN VALENZUELA



Exploiting pacts with sinister supernatural forces, yuan-ti bargain away their humanity for the lethality and predatory deviousness of serpents. From hidden bastions, they manipulate rulers and the wealthy, seeking to control the world. Many yuan-ti possess venomous magic, which often manifests as fangs or striking serpents.

Yuan-ti have humanlike forms with a variety of horrifying serpentine transformations. Some have a scattering of reptilian scales, while others are giants that are more snake than human. Typically, the more snakelike yuan-ti are, the greater esteem they hold among their kind.

Yuan-ti might gain their reptilian features through dangerous supernatural rites. Roll on or choose a result from the Yuan-ti Transformations table to inspire how yuan-ti obtain their serpentine aspects.

## Yuan-ti Transformations

1d6	A Yuan-ti Gained Its Snake Features From...
1	Bargaining parts of its soul to a pantheon of serpentine demigods.
2	A curse laid on its people in the distant past.
3	The dream-venom of Merrshaulk, a slumbering snake god.
4	Experiments by <b>spirit nagas</b> or other yuan-ti.
5	A ritual involving the skin of a fiendish snake.
6	Trials to excise its “weak” human parts.

## Yuan-ti Infiltrator

Infiltrators can pass as human, their serpentine features limited to scaly skin, forked tongues, and other minor or internal transformations. These spies insinuate themselves among their rivals, manipulating others

and making foes vulnerable to the plots of more powerful yuan-ti.

## YUAN-TI INFILTRATOR

*Medium Monstrosity, Neutral Evil*

**AC 11**    **Initiative +1 (11)**

**HP 40 (9d8)**

**Speed** 30 ft.

		MOD	SAVE		MOD	SAVE
<b>STR</b>	11	+0	+0	<b>INT</b>	13	+1
<b>DEX</b>	12	+1	+1	<b>WIS</b>	14	+2
<b>CON</b>	11	+0	+0	<b>CHA</b>	12	+1

**Skills** **Deception** +5, **Perception** +4, **Stealth** +3

**Immunities** Poison; **Poisoned**

**Senses** **Darkvision** 60 ft.; Passive Perception 14

**Languages** Abyssal, Common, Draconic

**CR 1** (XP 200; PB +2)

### Traits

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**Magic Resistance.** The yuan-ti has Advantage on saving throws against spells and other magical effects.

### Actions

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**Multiattack.** The yuan-ti makes two Scimitar attacks.

**Scimitar.** *Melee Attack Roll:* +3, reach 5 ft. *Hit:* 4 (1d6 + 1) Slashing damage.

**Poison Ray.** *Ranged Attack Roll:* +4, range 120 ft. *Hit:* 9 (2d6 + 2) Poison damage.

**Spellcasting.** The yuan-ti casts one of the following spells, requiring no Material components and using Wisdom as the spellcasting ability (spell save DC 12):

**At Will:** *Animal Friendship* (snakes only)

**2/Day:** *Suggestion*

## Yuan-ti Malisons



**YUAN-TI MALISON TYPE 1 (LEFT) AND TYPE 2 (RIGHT)**

Malisons possess deadly venom, which some manipulate into magical strikes. They can also shape-shift into snakes, helping them to position themselves for surprise attacks or to slither away with nary a trace.

Malisons exhibit snakelike features that make them deadly in combat. Three general types exist:

## Type 1

These malisons have human bodies and the heads of giant, venomous snakes.

### **YUAN-TI MALISON (TYPE 1)**

*Medium Monstrosity, Neutral Evil*

**AC** 12    **Initiative** +2 (12)

**HP** 66 (12d8 + 12)

**Speed** 30 ft., Climb 30 ft. (snake form only)

		MOD	SAVE		MOD	SAVE
<b>STR</b>	16	+3	+3	<b>INT</b>	14	+2
<b>DEX</b>	14	+2	+2	<b>WIS</b>	16	+2

<b>DEX</b>	14	+2	+2	<b>WIS</b>	10	+3	+3
<b>CON</b>	13	+1	+1	<b>CHA</b>	12	+1	+1

**Skills** **Stealth** +4 (+6 while in snake form)

**Immunities** Poison; **Poisoned**

**Senses** **Darkvision** 60 ft.; Passive Perception 13

**Languages** Abyssal, Common, Draconic

**CR** 3 (XP 700; PB +2)

## Traits

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**Magic Resistance.** The yuan-ti has Advantage on saving throws against spells and other magical effects.

## Actions

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**Multiattack.** The yuan-ti makes two attacks, using Bite or Poison Ray in any combination, and it can use Spellcasting to cast **Suggestion** if available.

**Bite.** *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 5 (1d4 + 3) Piercing damage plus 7 (2d6) Poison damage.

**Poison Ray (Yuan-ti Form Only).** *Ranged Attack Roll:* +5, range 120 ft. *Hit:* 12 (2d8 + 3) Poison damage.

**Spellcasting (Yuan-ti Form Only).** The yuan-ti casts one of the following spells, requiring no Material components and using Wisdom as the spellcasting ability (spell save DC 13):

**At Will:** *Animal Friendship* (snakes only)

**2/Day:** *Suggestion*

## Bonus Actions

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**Shape-Shift.** The yuan-ti **shape-shifts** into a Medium snake or returns to its true form. If it dies, it stays in its current form. The yuan-ti's game statistics are the same in each form, except where noted. Any equipment it is wearing or carrying isn't transformed.

## Type 2

These malisons have human bodies, but they've replaced their arms with snakes.

## YUAN-TI MALISON (TYPE 2)

*Medium Monstrosity, Neutral Evil*

**AC** 12      **Initiative** +2 (12)

**HP** 66 (12d8 + 12)

**Speed** 30 ft., Climb 30 ft. (snake form only)

		MOD	SAVE		MOD	SAVE
STR	16	+3	+3	INT	14	+2
DEX	14	+2	+2	WIS	16	+3
CON	13	+1	+1	CHA	12	+1

**Skills** **Stealth** +4 (+6 while in snake form)

**Immunities** Poison; **Poisoned**

**Senses** Darkvision 60 ft.; Passive Perception 13

**Languages** Abyssal, Common, Draconic

**CR** 3 (XP 700; PB +2)

## Traits

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**Magic Resistance.** The yuan-ti has Advantage on saving throws against spells and other magical effects.

## Actions

---

**Multiattack.** The yuan-ti makes two Bite attacks, and it can use Spellcasting to cast **Suggestion** if available.

**Bite.** *Melee Attack Roll:* +5, reach 10 ft. *Hit:* 7 (1d8 + 3) Piercing damage plus 7 (2d6) Poison damage.

**Spellcasting (Yuan-ti Form Only).** The yuan-ti casts one of the following spells, requiring no Material components and using Wisdom as the spellcasting ability (spell save DC 13):

**At Will:** **Animal Friendship** (snakes only)

**2/Day:** **Suggestion**

## Bonus Actions

---

**Shape-Shift.** The yuan-ti **shape-shifts** into a Medium snake or returns to its true form. If it dies, it stays in its current form. The yuan-ti's game statistics are the same in each form, except where noted. Any equipment it is wearing or carrying isn't transformed.

## Type 3

These malisons are human from the waist up, but below that extend the coils of a giant snake.

## YUAN-TI MALISON (TYPE 3)

*Medium Monstrosity, Neutral Evil*

**AC** 12      **Initiative** +2 (12)

**HP** 66 (12d8 + 12)

**Speed** 30 ft., Climb 30 ft.

		MOD	SAVE		MOD	SAVE
STR	16	+3	+3	INT	14	+2
DEX	14	+2	+2	WIS	16	+3
CON	13	+1	+1	CHA	12	+1

**Skills** **Stealth** +4 (+6 while in snake form)

**Immunities** Poison; **Poisoned**

**Senses** Darkvision 60 ft.; Passive Perception 13

**Languages** Abyssal, Common, Draconic

**CR** 3 (XP 700; PB +2)

## Traits

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**Magic Resistance.** The yuan-ti has Advantage on saving throws against spells and other magical effects.

## Actions

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**Multiattack.** The yuan-ti makes two Poison Burst attacks, and it can use Spellcasting to cast **Suggestion** if available.

**Poison Burst (Yuan-ti Form Only).** *Melee or Ranged Attack Roll:* +5, reach 5 ft. or range 120 ft. *Hit:* 12 (2d8 + 3) Poison damage.

**Constrict.** *Strength Saving Throw:* DC 13, one Medium or smaller creature within 5 feet. *Failure:* 21 (4d8 + 3) Bludgeoning damage. The target has the **Grappled** condition (escape DC 13), and it has the **Restrained** condition until the grapple ends.

**Spellcasting (Yuan-ti Form Only).** The yuan-ti casts one of the following spells, requiring no Material components and using Wisdom as the spellcasting ability (spell save DC 13):

**At Will:** *Animal Friendship* (snakes only)

**2/Day:** *Suggestion*

## Bonus Actions

---

**Shape-Shift.** The yuan-ti **shape-shifts** into a Medium snake or returns to its true form. If it dies, it stays in its current form. The yuan-ti's game statistics are the same in each form, except where noted. Any equipment it is wearing or carrying isn't transformed.





ARTIST: BRIAN VALENZUELA

## Yuan-ti Abomination

Yuan-ti abominations have traded away nearly all evidence of their humanity, coming to resemble giant, upright serpents with scaly arms and hands. In battle, they relish opportunities to crush foes in their powerful coils or strike with their venomous fangs. These abominations can also shape-shift into snakes. In these forms, abominations are indistinguishable from normal serpents.

The true threat of yuan-ti abominations stems not from their physical might but from their cunning. These masterminds often lead cultlike cells of other yuan-ti and direct them in enacting elaborate conspiracies. Abominations avoid jeopardizing themselves, typically scheming from hidden bastions where they're protected by yuan-ti and serpent guardians. These coldhearted leaders have a unique understanding of the supernatural forces that grant yuan-ti their powers, and they usually have insidious magical traps and contingencies at their disposal.

Great magic, twisted and corrupted... Malice beyond  
reckoning... Flesh reshaped, becoming serpentine horrors...

—LAST MESSAGE OF SORRIL VENIL,  
EXPLORER OF THE LABYRINTH OF MADNESS

## YUAN-TI ABOMINATION

*Large Monstrosity, Neutral Evil*

**AC 15**    **Initiative +6 (16)**

**HP 127 (15d10 + 45)**

**Speed** 40 ft., Climb 30 ft.

		MOD	SAVE		MOD	SAVE
<b>STR</b>	19	+4	+4	<b>INT</b>	17	+3
<b>DEX</b>	16	+3	+3	<b>WIS</b>	18	+4
<b>CON</b>	17	+3	+3	<b>CHA</b>	15	+2

**Skills** Perception +7, Stealth +6

**Immunities** Poison; **Poisoned**

**Senses** Darkvision 60 ft.; Passive Perception 17

**Languages** Abyssal, Common, Draconic

**CR 7** (XP 2,900; PB +3)

## Traits

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**Magic Resistance.** The yuan-ti has Advantage on saving throws against spells and other magical effects.

## Actions

---

**Multiattack.** The yuan-ti makes two Bite attacks, and it can use Spellcasting to cast **Suggestion** if available.

**Bite.** *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 11 (2d6 + 4) Piercing damage plus 10 (3d6) Poison damage.

**Constrict.** *Strength Saving Throw:* DC 15, one Large or smaller creature within 5 feet. *Failure:* 28 (7d6 + 4) Bludgeoning damage. The target has the **Grappled** condition (escape DC 14), and it has the **Restrained** condition until the grapple ends. *Success:* Half damage only.

**Poison Spray (Recharge 5–6).** *Constitution Saving Throw:* DC 14, each creature in a 30-foot **Cone**. *Failure:* 21 (6d6) Poison damage, and the target has the **Poisoned** condition until the end of the yuan-ti's next turn. While Poisoned, the target has the **Blinded** condition. *Success:* Half damage only.

**Spellcasting (Yuan-ti Form Only).** The yuan-ti casts one of the following spells, requiring no Material components and using Wisdom as the spellcasting ability (spell save DC 15):

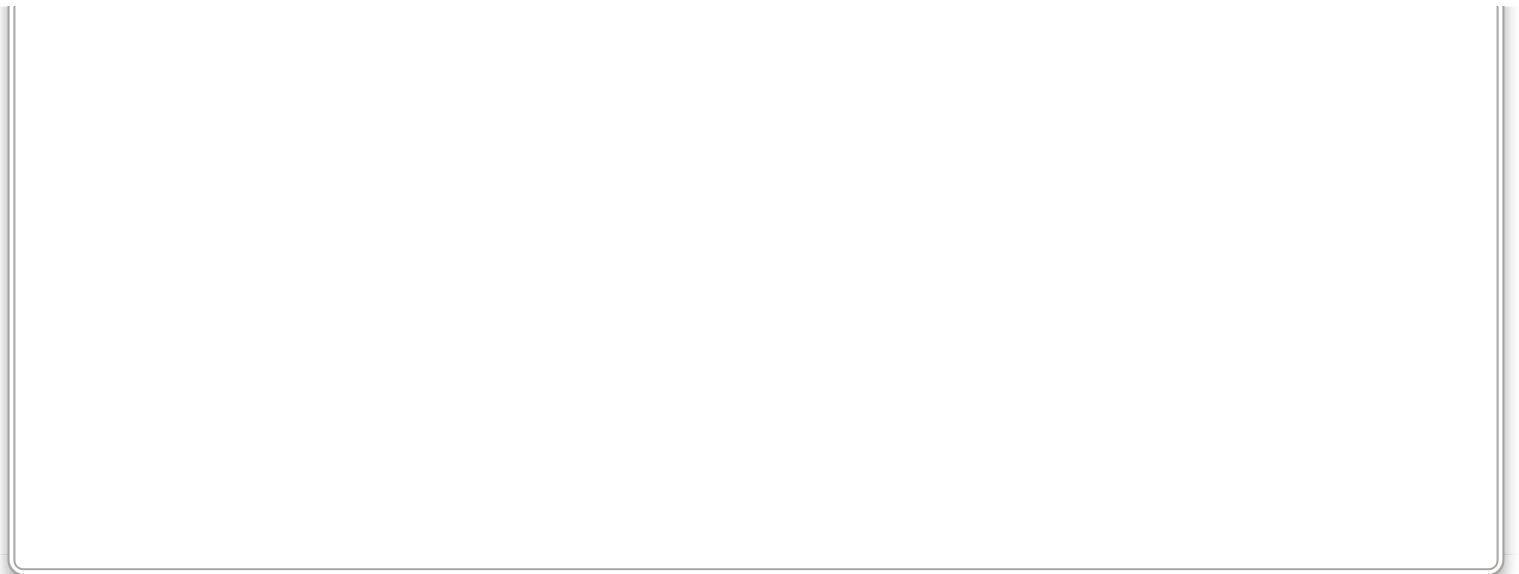
**At Will:** *Animal Friendship* (snakes only)

**3/Day:** *Suggestion*

## Bonus Actions

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**Shape-Shift.** The yuan-ti **shape-shifts** into a Large snake or returns to its true form. If it dies, it stays in its current form. The yuan-ti's game statistics are the same in each form, except where noted. Any equipment it is wearing or carrying isn't transformed.





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