

290 YUAN-TI ANATHEMA

ATTACK ACTIONS

⚔ Venom Bite: +22 vs DEF (Fort); 20 Damage AND ongoing 20 poison Damage (save ends)

◀ Hundreds of Snakes: (adjacent enemies) +20 vs DEF (Fort); ongoing 30 poison Damage (save ends)

LEVEL 20
AC 35
DEF 34
SPEED 7
HP 210

ABILITIES
 Evil • Yuan-Ti
 Immune Immobilized, Slowed, Stunned; Reach 3
 Snake Form: Can move through enemies.
 Stable Footing: Moves normally through difficult terrain.

CHAMPION 1

- Use at end of round. 25 Damage to each creature taking ongoing poison Damage.
- Use when a Yuan-Ti creature within 10 squares is destroyed. This champion heals 50 HP.

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51 YUAN-TI HALFBLOOD SORCERER

ATTACK ACTIONS

⚔ Serpent Dagger: +20 vs AC; 5 + 15 poison Damage

◀ Venom Bolt: (line 10) +18 vs DEF (Fort); 15 acid Damage AND ongoing 10 poison Damage AND Dazed (save ends both)

LEVEL 13
AC 27
DEF 25
SPEED 6
HP 80

ABILITIES
 Yuan-Ti • Arcane
 Hide

SPECIAL POWERS
 Poisonous Soul: Enemies within 10 squares of this creature taking ongoing poison damage take +5 poison Damage whenever they are hit by a ⚔ or ⚔ attack.

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56 OSYLUTH

ATTACK ACTIONS

⚔ Claw: +19 vs. AC; 15 Damage

⚔ Poison Sting: +16 vs. DEF (Fort); ongoing 10 poison Damage (save ends)

◻ ⚔ Reaping Claws: Make 2 ⚔ attacks and a Poison Sting attack, all against the same target; RECHARGE when an adjacent enemy becomes Bloodied.

LEVEL 13
AC 28
DEF 25
SPEED 7
HP 80

ABILITIES
 Evil • Devil
 Immune Fire, Poison
 Fearful Presence: Enemies within 5 squares have -2 DEF.
 Reach 2

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17 SNAKETONGUE CULTIST

ATTACK ACTIONS

⚔ Staff: +12 vs AC; 10 Damage

⚔ Poison Touch: +10 vs DEF (Fort); ongoing 10 poison Damage (save ends)

LEVEL 6
AC 21
DEF 17
SPEED 6
HP 40

ABILITIES
 Human • Arcane

SPECIAL POWERS
 ◻ ◻ Snake's Swiftess: Replaces attack action: Nearest ally makes an immediate ⚔ attack.

CHAMPION 1

- Use when any creature hits with a ⚔ attack: +10 poison Damage.
- Use at start of a round. Adjacent enemy cannot attack this creature this round.

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26 YUAN-TI MALISON

ATTACK ACTIONS

⚔ Bite: +13 vs AC; 10 Damage AND ongoing 5 poison Damage (save ends)

◻ ◻ ◻ Cause Fear: (burst 3) +13 vs DEF (Will); affected creature cannot move closer to this creature until end of affected creature's next turn

⚔ Serpent Arrow: (sight) +14 vs AC; 15 Damage AND ongoing 5 poison Damage (save ends)

LEVEL 8
AC 24
DEF 20
SPEED 6
HP 35

ABILITIES
 Yuan-Ti

SPECIAL POWERS
 Snake Charmer: Serpent and Yuan-Ti allies have +2 Attack and +2 DEF.

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