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Yuan ti pureblood male

Yuan-Ten Purebloods are humanoid creatures that have one or two different snake-like features, such as snake-like eyes, cleaved tongue, patches of scaly skin, and so on. They are of the same size and weight as humans, and many have psionic powers. Their personalities are rather enticing and almost magnetic, and they enjoy espionage and deception. Since they are not so likely to live attached to their tribe, they often venture to the outside world, where most successfully infiltrate other communities. Due to their snake-like nature, their language has a lot of whispering, which also shows in their names. There is also no need for surnames as they simply all belong to the Yuan-Ten race. Names like Sshetshih, Yolsush and Hahlothass are common. Yuan-Ten Pureblood Names Apart from the fact that females lay eggs, and some other physical differences, they do not really differ from the males. Same applies with names, you wouldn't be able to recognize gender just by hearing a Yuan-Ten name, especially if you're an outsider. Nahia Sshiltu Sshulsush Sshaztli Astissil IIsusa As the high priestess of one of the temples, she is responsible for leading all the rituals that will prove essential to future success. Zhazuti Shistlizi Utsziss Sshuhtlass Mahli Muhei Alsei Leads a group of scouts and spies, after a direct command, to the edges of the swamps, as those inside the temple prepare things that will soon follow. Ostia Otluiha Ahazhie Meztushlis Szumela Zsestih Uztlia One of the dozen priestesses chosen to do complete dark rituals, creating various snake-like monsters for even more devious experiments. Shuzsi Sshulu Sihlee Zsatsa Ssohtlahlil Omeshu Sohlushlil Alter surviving a dragon attack simply because the dragon chose it, he is now one of the many slaves in the dragon's lair, mining, cleaning and everything else necessary. Tissoshi Zhuitshias Zukhi Sholkiu Ssolkis Zsomu A male wizard, effectively using deception to ascend into rows. Ultimately, he wants to rise to the top and take on a new way of leadership. Hazhotei Ezsatull Zhaltlethih Shuteshill Istui Szumelll Sshulsah Living in the swamps around the temple, he is not yet earned his place in the underwater temple of his people. Little does he know fate has high hopes for him. Nihliall Thoanu Mokhus Szoltieza Hahlothass An emperor one day, killed and sacrificed the next. Now known as One Day Emperor, along with a more flattering name, He, who lifted the curse. Uzhehlah Zsoklushu Thakis Szetiss Otsiti Yuan-Ti Purebloods are the most humanoid among their race. If they can hide their snake-like features, they can pass off as humans, allowing them to experience a different kind of life. With mental powers, they can be excellent scouts, spies and assassins and offer more fun role-playing opportunities. To experience all this, and make a Yuan-Ti Pureblood character and see see the world embraces you. Did you enjoy this guide? Please tell us some of your favorite names in the comments and share your own methods for coming up with a Yuan-Ti Pureblood name. Edit Share Chult[8]Hondeth[8]Tashalar[8]Western Heartlands[8] Yuan-[9]Common[9]Draconic[9]Abyssal[9] Human appearance, with very subtle snake functions[3]Slim hips[3]Fangs[3]Forked tongue[3]Patches of scaly skin[3]Snake eyes[8]Psionic abilities[3]Serpent shape[3] Purebloods was the most human-apparent of all true yuan-ten and one of three main breeds-the other two are half-blooded and the intrinsic. [8] [6] Description[edit | edit source] Purebloods were described as human-like, but with minor reptilian features, such as snake-like eyes, a cleaved tongue, and patches of scales on their skin. [8] [6] Purebloods had weights and heights in the same area as humans. [3] Abilities[edit | edit source] While not as strong as other yuan-ten forms, purebloods still had psionic powers. Like all yuan-ten, they could morph their bodies in the form of any viper with force will alone and could sense the presence of any poison nearby. They were also innately resistant to magic. They weren't as intelligent as half-blood, but they still took pride in being more intelligent on average than humans. [3] The psionic forces of purebloods included the ability to charm other humanoids, to entrance animals, to create fear, to create darkness, and to command plants to encircle opponents. [3] Purebloods were very adept at impersonating humans, and often human settlements came into disguise as spies. [3] [8] Life cycle[edit | edit source] Pure bloods could mate with half-blood or abominations, but usually not. Like other yuan-ten, they hatched from eggs and reached adulthood by twelve years. An average life span of any yuan-ten was 80 years, but reaching the age as large as 120 years was possible. [8] Personality[edit | edit source] Despite being thoroughly evil, most of the purebloods had magnetic personalities. [7] Like all yuan-ten, they tended to be arrogant and self-centered. [8] Purebloods were the least likely of the true yuan-ten breeds to remain attached to their tribe. When they were more easily able to hide, they had the freedom to pursue their own interests, wherever such things took them. Purebloods were the most likely yuan-ten to use grafts to change their bodies, provided that the new serpentine body parts could still be easily hidden with magic or under clothes until needed. [11] Combat[edit | edit source] Yuan-ti was perfectionist, and only used high-quality weapons. [12] They would rather weaken an enemy from a distance than participate in melee. If a fight came to that, however, the cleanblood would be sent in first as the more powerful and valuable yuan-ten awaited. [3] Purebloods were often with studded leather armor[3] and wore scimitars and heavy tongue or long bows[3][12] They often poisoned their knives and arrows. [12] Purebloods, who was trained in combat, favored the abilities of Rangers. [3] They were naturally dextrous. [7] Society[edit | edit source] A few purebloods stroll through the Aviary of Extaminos in the town of Hlondeth. Purebloods served a special role in yuan-ten communities by being the compounds, agents, spies, or assassins for whom they could usually easily hide their serpentine functions. They also oversaw the smaller yuan-ten servitor undernuns, grace guards and tainted them. [8] Languages[edit | edit source] Purebloods spoke Yuan-ten languages, Common, and all regional languages. They could often speak Abyssal or Draconic as well. [7] Religion [edit | edit source] Purebloods, like most of the yuan-ten, worshipped the god Sseth. [7] [12] Free-flowing purebloods sometimes worshipped the god Varae instead. [13] Some sects were known to worship demons. [6] History[edit | edit source] Sarukh, one of the creator races, created yuan-ten, including purebloods, millennia ago in controlled magical breeding experiments that combine humans, snakes and sarukh itself. [14] Notable Yuan-ten Purebloods[edit | edit source] Appendix[edit | edit source] Gallery[edit | edit source] Notes[edit | edit source] ^ The info is for a malison. The fourth edition seems to have skipped the pureblood range of yuan-ten. References[edit | edit source] ^ Mike Mearls, Jeremy Crawford, Christopher Perkins (2014-09-30). *Monster Manual 5*. Edited by Scott Fitzgerald Gray. (Wizards of the Coast), p. 307, 310. ISBN 978-0786965614. ^ Mike Mearls, Stephen Schubert, James Wyatt (June 2008). *Monster Manual 4*. (Wizards of the Coast), p. 269. 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Design Note: There was an official Yuan-Ten race for 5e, published in *Volo's Guide to Monsters*. It is commonly perceived as being overpowered and too strong compared to other breeds. This race is meant to be more reasonably driven compared to the races in SRD. It's still powerful, but not unnecessarily so. This race has a Musicus score of 6. The primary contributor has not requested additional edits to this page. The user above has not requested additional edits to this page. This page is considered complete and balanced. Therefore, the page has been locked so that only administrators can edit it. If you want to make changes to this page or you see an error, please discuss it on the voice page. If this page is not fully protected, either contact an administrator or remove this template. As seen in *Volo's Guide to Monsters* These half-snake-half-human creatures were just part of a cult, but they became so much more. Physical description There are several types of Yuan-Ten. To put it bluntly, these creatures are a mixture of a snake and a human. Some of the Yuan-Ten look more like snakes than others do, and some look more like humans, is almost indistinguishable. There are three main types of Yuan-Ten abominations, Malisons, and Pure Bloods. The Abominations pretty much look like giant snakes with weapons. These are the strongest of all Yuan-Ten, and some may think that they are the most gifted and devoted to the snake gods. The next type is malisons, who have the head of the snake, arms that are snakes, or a snake bottom instead of legs. These Yuan-Ten are typically more deft ones. Finally, purebloods are the most cunning and humanoid yuan-Ten, often looking exactly like humans apart from slits for eyes and occasional scales. History A long time ago, there was a tribe that went by the name Yuan-Ten, they were a human tribe that worshipped snake gods. As time passed and the tribe became more devoted to their faith, they turned to cannibalism and humanoid sacrifices. The gods looked at Yuan-Ten with joy. Eventually, Yuan-Ten wanted to be so much like the snake gods that they paired with snakes through And thus was born race yuan-Ten as we know them today. They look at their transformation as a gift from the gods and feel that they are more like them now that they have transformed. Yuan-Ten typically only worship the gods they make so they can gain power through, and are willing to do whatever it takes to become even more powerful. The society yuan-ten are creatures without honor or remorse. They will trick outsiders, typically humanoids, into their tribes so they may be able to sacrifice them to the snake gods. The serpent gods they worship include Dendar, who lives with fear and nightmares, that her people instill in others, Merrshauk, who has been dormant for a while and may come back if enough terrible acts are done, and Sseth, who created a rift between those who worship Merrshauk and those who turned to him to believe that he is a messenger of Merrshauk. Yuan-Ten Pureblood Features The product of a cult that paired snakes with humans. Ability Score Increase. Your Charisma score increases by 2, and your intelligence score increases by 1.Age A yuan-ten matures at the same rate as humans and has longevity similar in length to theirs. Adjustment. Yuan-ten is almost always evil, but of course there are always those who deviate from the path. Size. Yuan-Ten is the same size as humans. Your size is Medium.Speed. Your base walking speed is 30 feet. Darkvision. You can see in low light within 60 meters of you, as if it were bright light, and in darkness, as if it were low light. You can not distinguish color in dark, only shades of gray.Poison resistance. You have resistance to poison damage, and you have the advantage of saving throws from being poisoned. Serpentine Empathy. You can communicate simple ideas with snakes. Snake's Cunning. You advantage on all Intelligence, Wisdom, and Charisma saving casts against magic. Language. You can speak, read and write Common, Abyssal, and Draconic. Random Height and Weight Table: Yuan-Ten Random Height and Weight Base Height Height Modifier Base Weight Modifier 4'8" 2d10 inches 110 lb. +2d4 lbs. Back to main page -- 5e Homebrew -- Character Options -- Race Variants This page may resemble content endorsed by, sponsored by, and/or affiliated with the Dungeons & Dragons franchise, and/or include content directly affiliated with and/or owned by Wizards of the Coast. D&D Wiki neither claims nor confers any rights to Dungeons & Dragons copyrights, trademarks or logos or any one owned by Wizards of the Coast. 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