Yuan-ti Anathema
Level 21 Solo Brute

Huge natural magical beast (reptile)

XP 16,000

HP 820**; Bloodied** 410

Initiative +11

AC 33; **Fortitude** 34; **Reflex** 33; **Will** 33

Perception +22

Speed 8, climb 4, swim 4

All-Around Vision, Darkvision

Resist 15 acid, 15 poison

Saving Throws +5; **Action Points** 2

Traits

O Aversion (psionic, psychic) • **Aura** 5

Enemies ending their turn in the aura take 15 psychic damages, and allies in the aura gain a +2 bonus to all defenses.

All-Around Vision

Enemies cannot gain combat advantage by flanking the anathema.

Many Headed

While stunned or dominated, the anathema can take free actions. At the end of its turn, the anathema automatically ends any dazing, stunning, or charm effect on itself.

Regeneration (healing)

The anathema regains 15 hit points whenever it starts its turn and has at least 1 hit point. When the anathema takes force damage or damage from an adamantine weapon, its regeneration does not function on its next turn.

Ritual Caster

The anathema can master and perform rituals of 21st-level or lower.

Threatening Reach

The anathema can make opportunity attacks against all enemies within 3 squares of it.

Standard Actions

m Falchion (weapon) • **At-Will**

Attack: Melee 3 (one creature); +26 vs. AC

Hit: 4d8 + 18 (36) damage, or 3d8 + 50 (63) on a critical hit.

m Poisonous Bite (poison) • **At-Will**

Attack: Melee 3 (one creature); +26 vs. AC

Hit: 2d10 + 7 (18) damage, and the anathema makes a secondary attack against the same target.

 Attack: +24 vs. Fortitude

 Hit: Ongoing 20 poison damage, and the target takes a -4 penalty to all defenses (save ends both).

M Anathema Fury (poison) • **At-Will**

Effect: The anathema uses *bite* four times.

C Blasphemous Horde of Snakes (implement, necrotic, poison) • **Recharge** when first bloodied

Attack: Close burst 3 (enemies in the burst); +24 vs. Fortitude

Hit: 4d8 + 18 (36) necrotic and poison damage, and the target takes a -2 penalty to all saving throws (save ends).

Miss: Half (18) damage.

M Trample • **Recharge** 5 6

Effect: The yuan-ti anathema can move up to its speed and enter enemies' spaces. This movement provokes opportunity attacks, and the anathema must end its move in an unoccupied space. When it enters an enemy's space for the first time during the move, the anathema makes a trample attack.

 Attack: Melee 0 (one creature); +24 vs. Reflex

 Hit: 5d6 + 19 (36) damage, and the target is knocked prone.

Minor Actions

Change Shape (polymorph) • **At-Will**

Effect: The anathema alters its physical form to appear as a Tiny viper until it uses *change shape* again or until it dies. In this form, it gains a +5 bonus to Stealth checks. It can't attack, pick up anything, or manipulate objects. Other creatures can make a DC 35 Nature check to discern that the form is a disguise.

Triggered Actions

M Sharp Rebuke (weapon) • **At-Will**

Trigger: An enemy ends its turn within 3 squares of the anathema.

Effect (Free): The anathema uses *falchion* against the triggering enemy.

Dissolving (acid, psionic) • **Recharge** when first bloodied

Trigger: The anathema hits with a melee basic attack.

Effect (Free): The target takes ongoing 35 acid damage (save ends).

Swarm of Snakes • **Encounter**

Trigger: The anathema is first bloodied.

Effect (Free): The yuan-ti anathema collapses into hundreds of snakes, which shift up to 8 squares away and then reform as the anathema in an unoccupied space. The anathema ignores difficult terrain while moving in this fashion.

Skills Arcana +22, Athletics +23, Religion +22, Stealth +16

Str 27 (+18)	**Dex** 13 (+11)	**Wis** 24 (+17)
Con 29 (+19)	**Int** 24 (+17)	**Cha** 22 (+16)

Alignment chaotic evil   **Languages** Draconic