

# MONSTER MANUAL ENCOUNTERS #22

## COUATL





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# COUATL

**T**his encounter can be run as a standalone encounter or as part of a larger adventure. It is intended for characters of 8th level or higher, as martial characters will struggle to damage either the Chosen of Sseth or the Darklight Couatl unless they are wielding magic weapons. The encounter can take place in any locale where yuan-ti and a couatl would come into conflict (this text assumes a jungle).

## ENCOUNTER BACKGROUND

This adventure is centered around a **couatl** called Teoxochuitl (TAY-oh-zok-WI-tull), a 9th-generation guardian tasked with preventing the fulfillment of a dark prophecy. Teoxochuitl has foreseen its death, and mated to bequeath its task to its successor. Unfortunately, the egg containing Teoxochuitl's offspring was stolen by a group of yuan-ti, who seek to corrupt the unborn celestial into an avatar of their dark god, Sseth.

### THE PROPHECY

*A blackened burst through luminous veins,  
the night-dark venom floods.  
A stolen life which death can feign,  
with ritual bathed in blood.  
The cast-off skin of winged doom  
releases raven wings.  
Whose lifeless shadow bears to tomb  
all peasants, lords, and kings.*

Teoxochuitl cannot stop the yuan-ti alone, and so it seeks out a group of heroes to help prevent the prophecy it has spent its lifetime awaiting. The yuan-ti have been abducting innocents from towns, villages, and cities and marching them to their hidden ritual site.

If you aren't running this encounter in isolation, rumors of these disappearances would be a great way to set the adventure up. Mystically sensitive characters may also be experiencing dark dreams or premonitions about the upcoming blood moon, which is due to occur before the month's close.

## A DREAM OF DEATH

Before the beginning of the adventure, Teoxochuitl has been seeking powerful heroes who could aid it - either by means of its *screy* spell or through wandering the streets in *polymorphed* form. Determine what the couatl witnessed which caused it to decide the characters' party was the correct choice, then read the following to whichever character Teoxochuitl thinks the others would be most likely to listen to.

*As sleep finds you, your dreamscape forms an image of surprising clarity. A verdant, virgin wilderness - dense foliage growing over the ruins of a long-abandoned temple structure. The sound of birds, insects, and other animals resounds off the stepped pyramid, as the golden sun dapples through the jungle canopy above.*

*A rush of wind stings your eyes, and as you blink you find the scene has changed - the sun has set, and you stand before the pyramid under the light of a blood moon. The jungle, previously abuzz with the sounds of life, maintains only the muted drone of a few nocturnal insects. The coppery smell of blood catches your nostrils, and you begin to hear a whispered chant, deep below the ruins' surface. The stone steps shift, uncoiling into the form of an enormous, iridescent onyx serpent, which spreads wings blacker than the night sky which blot out both moon and stars. As the shadow of its wings covers the jungle, the chirps and hum of the insects is cut off, leaving a deathly stillness in their wake. The serpentine form looms over you, and you feel yourself shriveling, the life wrenched from your body in the lethal darkness.*

*You gasp, awaking on your back with the sun beaming above you. A figure, obscuratively haloed in the sun's radiance, descends and speaks. You cannot discern the details of its luminous form, but its feathered wings shine like golden fire.*

*"Long have I awaited the fulfillment of that foul prophecy, and soon shall its fate be sealed. I am Teoxochuitl, and I am in need of heroes such as your group to ensure it does not come to pass. The snake-men seek to corrupt the divine spark of one of my kind, but you can stop them. You **must** stop them, or a terrible darkness will be birthed. I have an ally who will guide you; travel four days to the east through the jungle, then look for him in the dawn." The sun flares, and the luminous being rises skyward - as it ascends, you can just make out a sinuous body, covered in pearlescent scales.*

*You awake at first light, the dream and the message resounding through your mind as clearly as the morning sun on your skin.*

If the players ask when the next blood moon is, allow them to make DC 13 Intelligence (History or Nature) checks, or a DC 15 Wisdom (Survival) check. Success on any of these checks will reveal the next blood moon is soon - only a day or two after Teoxochuitl told them to meet its ally.

If you are running this encounter as part of a campaign, adapt the distance and direction of travel as appropriate to suit the characters' locale; the ritual location should be near enough a suitable abduction site the yuan-ti could feasibly march prisoners there, but not so close they risk accidental discovery.

If you are running this adventure as a random encounter, trigger the dream sequence when the characters camp in the wilderness, and have the couatl's ally meet them at dawn where they sleep.

At dawn of the appointed day, the characters are approached by an albino **Elephant**, with white skin and pearlescent tusks (actually Teoxochuitl in *polymorphed* form). It kneels to the group, then gestures with its trunk for them to follow before heading through the jungle with surprising deftness. On the way, the group passes the body of a human, who seems to have died of a snakebite. They match the description of one of the missing townsfolk, confirming Teoxochuitl's quest and the missing villagers are somehow connected.

### WHAT IF THEY GET LOST?

If the characters get lost in the jungle and it looks like they may miss the blood moon, Teoxochuitl finds them in its elephant form and hurriedly guides them to their destination - forcing the characters to rest on its back if necessary. While the group may have to deal with the consequences of being rushed (starting the final encounter without being fresh from a long rest, possibly levels of exhaustion from a forced march through the jungle, arriving too late to prevent the ritual which births the darklight couatl), poor rolls should not be allowed to cause them to miss the entire climax.



## ARRIVAL AT THE RITUAL SITE

The characters arrive the night of the yuan-ti ritual. Teoxochuitl stops about 30 minutes' walk from the ritual site: a small, isolated pyramid used as little more than a wayshrine in the heyday of the yuan-ti empire. When it stops, read the following:

*The massive elephant pauses, then points with its trunk in the direction you have been traveling. The dark jungle hums with the sounds of nocturnal insects, and you hear the screech of a jaguar somewhere in the distance. The moonlight shines through the canopy above as it climbs towards its zenith.*

*Your peculiar traveling companion grabs your attention once more, gesturing to its eyes, then pointing around the jungle as if to tell you to stay alert. It makes a slithering motion with its trunk to indicate the presence of snakes, then ruffles your hair affectionately. As it does so, you feel a magical effect wash over you before the pachyderm looks your group over, nods, and sets off, back in the direction you came.*

Teoxochuitl casts *protection from poison* on the character whose hair it ruffles (either the one it contacted in the dream or the one it deems most vulnerable to poison). It will not accompany the group any closer to the temple, though they may attempt to convince it to (Teoxochuitl believes that because it was its egg which was stolen, that any direct interference on its part will only serve to advance, rather than prevent, the prophecy).

Once the elephant is out of sight (or believes itself to be), it *polymorphs* itself into a scarlet macaw and flies away. If the group follows it, it will worriedly push them back towards the temple, gesturing towards the moon with its trunk (if in elephant form) or a wing (as a macaw) and urging them to hurry. Keep track of how much time, if any, the group wastes trying to bring Teoxochuitl with them to the temple.

If you wish to drain some of the party's resources before the final encounter (or want to increase the chances of them fighting the darklight couatl instead of the chosen of Sseth), consider having the path to the ritual site be patrolled by a group of five **Yuan-Ti Pureblood** or three **Yuan-Ti Broodguard** (from *Volo's Guide to Monsters*) sentries. The group could sneak to evade them, but would have to slow their pace to do so, possibly impacting their ability to stop the ritual.

### AT HIGHER LEVELS

If your party is 10th level or higher, consider replacing the sentries with three **Yuan-Ti Malison** scouts who are patrolling for intruders, one of whom is shapeshifted into its snake form, and as such much more difficult to spot.



## AN AVATAR OF DEATH

Depending on how quickly the group arrives, they may or may not be able to stop the ritual before it completes, which determines if the group fights the corrupted couatl or a transformed priest of Sseth.

### IF THEY CAN STOP THE RITUAL

If the group made good time through the jungle, didn't dilly-dally attempting to bring Teoxochuitl, and managed to approach the temple without raising an alarm or getting bogged down in combat, they have a chance to prevent Sseth from possessing the incubating couatl. Should that be the case, read the following:

*As the alabaster moon above begins to darken, you spy a small, three-stepped pyramid, set into a natural basin. At each corner of each level, a humanoid prisoner is bound, their hands chained above their heads and their clothing stripped to the waist. Four hooded figures stand beside the prisoners at the lowest level, clutching serpentine daggers and watching the sky. Just before the top platform, two unrobed figures each clutch a pair of scimitars, tensed to strike at the captives before them. And at the apex, a large egg shines prismatically even in the crimson moonlight.*

*Just as you take all of this in, the moon's surface washes red, and the hooded figures at the lowest tier each draw their daggers across the first four captive's throats, and move to climb up to the second level and their next victims.*

See the map presented in the appendix for a rough layout of the pyramid and starting positions of the Yuan-Ti, cultists, and captives at the beginning of this encounter.

Unless the characters do not react to the executions, they should roll initiative. The four hooded figures are each **Cult Fanatics**, aspiring to prove themselves to the serpent gods to be reborn as yuan-ti in their next life. After slitting the first four captive's throats, on their first initiative count they will move to execute the second group of captives (each step of the pyramid is about 5 feet high; climbing it takes half a character's movement). The second group they kill by cutting out their hearts, and then begin to consume them.

The two scimitar-wielding **Yuan-Ti Malisons** just below the top step wait to execute their prisoners until the second round of combat, when the fanatics below them have consumed the hearts of their victims; each malison is able to kill a prisoner with a single slash of their blade. The cult fanatics, after finishing the victim's hearts, turn their daggers on themselves.

At the start of the 3rd round, as the fanatics collapse, a **Yuan-Ti Mind Whisperer** (see appendix) at the top of the pyramid begins to chant. This yuan-ti has jet black scales which reflect no light, giving it advantage on Dexterity (Stealth) checks made to hide in dim light or darkness. The characters must succeed a DC 20 Wisdom (Perception) check to see it before it acts (DC 15 if the characters illuminate the pyramid). The mind whisperer must incant their spell for a full round without interruption (making Constitution saves (+4) if damaged as if concentrating on a spell). Should it succeed at this, *skip the rest of this section and jump to the boxed text at the start of the next.*

Killing the fanatics or malisons can delay the ritual - only after every captive is dead and all 4 hearts have been consumed can the Mind Whisperer complete its ritual. The malisons can consume hearts as well, but will only do so if no cult fanatics remain, as any creature which consumes a heart must kill itself as part of the ritual. If it is attacked, the mind whisperer ducks behind the altar the couatl egg rests on, gaining total cover from attacks made on the opposite side.

Should it become impossible for all the hearts to be consumed, or should it appear the party might recover the egg before the ritual's completion, the mind whisperer picks up the couatl's egg, unhinges its jaw, and attempts to consume it (as an action). Once it has done so, if it is not killed before the start of its next turn, the ritual warps it into a twisted abomination, a **Chosen of Sseth** (see appendix). If this occurs read the following:

*The crimson light of the moon ripples across the ebon-scaled being, and its jet-black hide takes on a bloody iridescence. The creature swells, over doubling in size, and a pair of night-dark wings erupt from its back as its legs merge into a long, sinuous tail. The other yuan-ti twitch and fall still as its shadow passes over them, and it rounds its burning gaze upon you.*

When the mind whisperer transforms into the chosen of Sseth, it regains half of any hit points it lost prior to its transformation. Any remaining cult fanatics or other yuan-ti are killed when the mind whisperer transforms, and it gains 1d8 temporary HP for each ally whose soul it consumes in its birth.

If reduced below 25 HP, the Chosen of Sseth will attempt to flee, flying towards the treeline to use the canopy as cover against ranged attacks.

### AT HIGHER LEVELS

If your party is level 10 or higher, consider adding a pair of **Giant Constrictor Snakes** to the encounter, under the control of two of the cult fanatics, who use them to harass the party and buy themselves time to complete the ritual. If the fanatics controlling them die, the snakes attack the next closest non-snake, non-yuan-ti creature (possibly forcing the malisons to intervene to prevent the snakes from killing the cultists).

## IF THEY ARE TOO LATE/FAIL TO STOP THE RITUAL

In the event the group gets lost in the jungle and has to rush to the ritual site, wastes too much time attempting to persuade Teoxochuitl to accompany them, and/or allows the yuan-ti sentries to stall them or raise an alarm - or if the mind whisperer manages to complete its ritual above despite the group's interference, read the following:

*The bodies of human captives litter the pyramid before you. Some have had their throats slit, some their hearts cut out, some disemboweled - but all, to a man, slain. Their blood washes over the pale stone surface, reflecting the crimson moon above.*

*At the pyramid's peak, the radiant egg atop the dais darkens, its gleaming opalescence replaced by an oily iridescence. Cracks appear in the egg's surface, and shadows spill forth, creating the illusion that the egg is drawing light in. Moments later, the egg bursts apart, and a fully grown winged serpent emerges.*

*Its lustrous black scales reflect the crimson moon above as a bloodstained rainbow, and its wide raven wings stretch to cover the pyramid's entire pinnacle. As the shadow falls across the yuan-ti who stand below the creature, they drop - stone dead at its touch.*

*The creature raises its head and unleashes a terrible cry - one of agony, despair, and exultation, announcing to the world its perverted birth.*

(Re)Roll initiative. The **Darklight Couatl** (see appendix) gains 16 temporary HP from consuming the souls of the yuan-ti who corrupted it. It casts bane on 3 members of the party, then focuses on biting and poisoning as many opponents as possible before unleashing its Death Flare ability on as many enemies as it can. The darklight couatl fights to the death.

## BEHIND THE SCREEN

Especially if the party failed to stop the mind whisperer's ritual, they may be injured or low on resources at the beginning of the battle with the darklight couatl. The darklight couatl is difficult to kill - its high AC, ability to fly and stay out of range, and multiple damage resistances mean this fight could turn into a slog if the DM isn't careful.

An ideal length for this encounter (in theory) is about 5 rounds - long enough for the darklight couatl to poison a couple of PCs and then hit them with a high necrotic damage ability. If the fight looks likely to drag on much longer than that, consider having Teoxochuitl join the fray and force the darklight couatl to the ground where the characters will have an easier time damaging it.

## CONCLUSION

Unless the characters allow the chosen of Sseth or darklight couatl to escape, they will have prevented the prophecy from coming to fruition. Teoxochuitl appears, this time in its true form, to thank them. Read the following, adjusting the text as necessary to fit the circumstances of their victory:

*Above you, a serpentine shape crosses the full moon. You ready your weapons, but quickly realize this creature is not like the others. A golden-scaled, flying serpent with wings of fiery iridescence descends, and speaks to you in a voice you recognize from your dream.*

*"My chosen, you have done what I could not. My purpose was to prevent this prophecy, and in my fear of failure I almost saw it fulfilled instead. You have done well, and prevented a terrible evil from being loosed upon this world. Without Sseth's avatar to lead them, the yuan-ti will remain divided in their worship, and their schemes can remain focused on one another instead of your kind. My time is not long, but while I live, know that I owe you a debt."*

Teoxochuitl plucks one of its golden feathers from a wing, and bestows it upon one of the characters. It is a single-use item which allows the character to contact Teoxochuitl as if by the *dream* spell, and if it can Teoxochuitl will come to the group's aid to repay its debt. This favor can only be called in while Teoxochuitl still lives - although they shouldn't worry overmuch as, if questioned about how soon it foresaw its demise, Teoxochuitl sadly informs them it "has but a century left to live."

## IN THE EVENT THE CHOSEN OR DARKLIGHT COUATL ESCAPE

If the chosen of Sseth escapes, or the characters somehow manage to cause the darklight couatl to flee and it escapes, read the following:

*A serpentine blur of prismatic, golden light streaks through the night sky towards the fleeing abomination. The two creatures spiral into the air, trading blows, bites, and bursts of light both golden and sickly dark. Moments later, there is a burst of shadow, and the golden serpent tumbles out of the sky as the black-scaled beast resumes its flight.*

*With a terrible crash, the radiant being impacts the ground, the sickening sound of snapping bones echoing through the jungle. The moonlight reflects only weakly off its dying form, as a dullness creeps into its scales and feathers.*

*"Great one, I have failed. I return to you defeated, the darkness I was meant to prevent born of my flesh and my own undoing..." with that, Teoxochuitl dies, and its light fades away.*



# APPENDIX

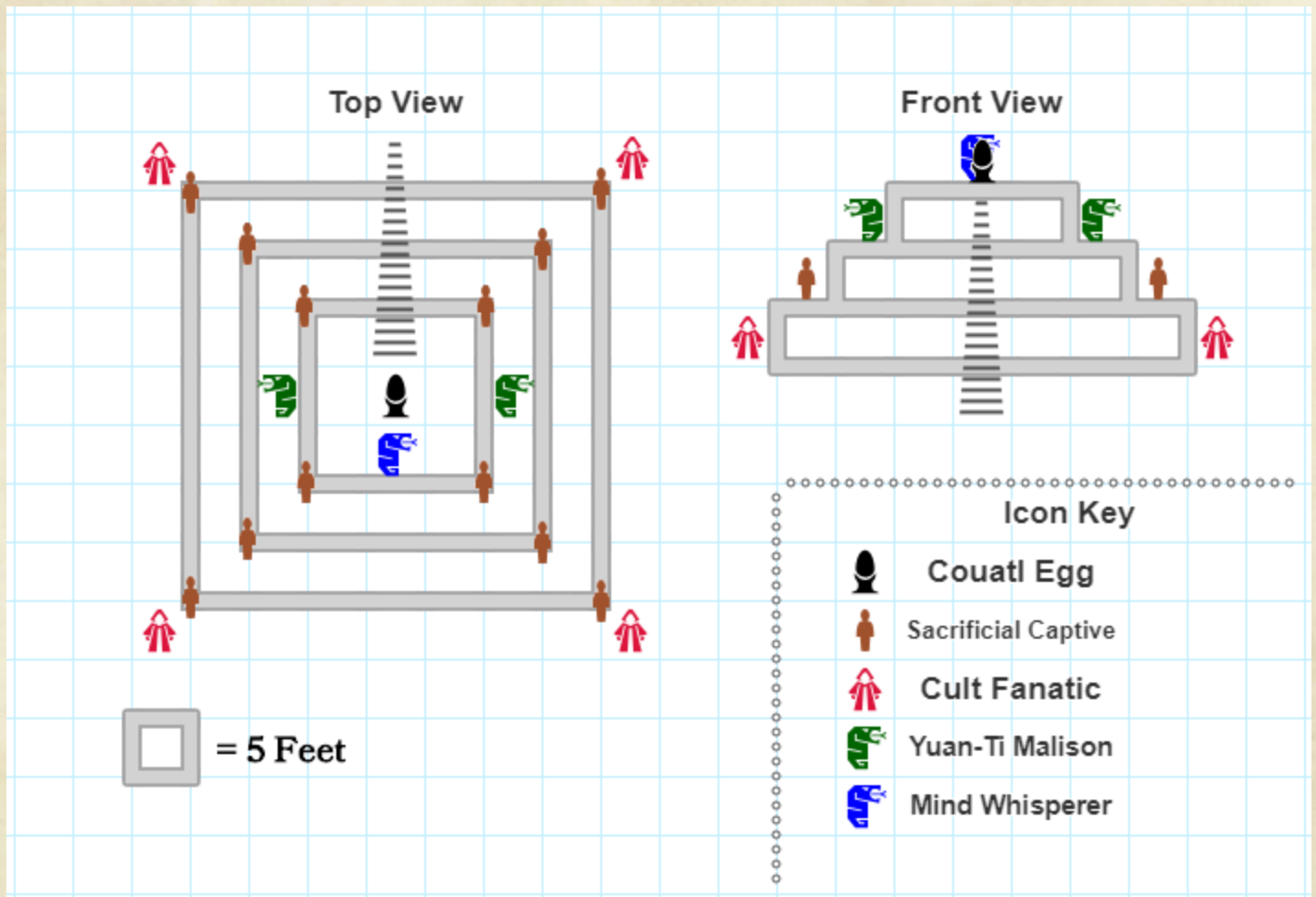


Diagram of Ritual Pyramid

## YUAN-TI MIND WHISPERER

Medium monstrosity (shapechanger, yuan-ti), neutral evil

**Armor Class** 15 (natural armor)

**Hit Points** 85 (13d8 + 26)

**Speed** 30ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	14 (+2)	14 (+2)	14 (+2)	16 (+3)

**Saving Throws** Wis +4, Cha +5

**Skills** Deception +5, Stealth +5

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** darkvision 120 ft. (penetrates magical darkness), passive Perception 12

**Languages** Abyssal, Common, Draconic

**Challenge** 4 (1,100 XP)

**Innate Spellcasting.** The yuan-ti's innate spellcasting ability is Charisma (spell save DC 13). The yuan-ti can innately cast the following spells, requiring no material components:

At will: *animal friendship* (snakes only)

3/day: *suggestion*

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

**Mind Fangs (2/Day).** The first time the yuan-ti hits with a melee attack on its turn, it can deal an extra 16 (3d10) psychic damage to the target.

**Shapechanger.** The yuan-ti can use its action to polymorph into a Medium snake or back into its true form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. If it dies, it stays in its current form.

**Spellcasting (Yuan-ti Form Only).** The yuan-ti is a 6th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells:

Cantrips (at will): *eldritch blast* (range 300 ft., +3 bonus to each damage roll), *friends*, *message*, *minor illusion*, *poison spray*, *prestidigitation*

1st-3rd level (2 3rd-level slots): *charm person*, *crown of madness*, *darkness*, *detect thoughts*, *expeditious retreat*, *fly*, *hypnotic pattern*

**Sseth's Blessing.** When the yuan-ti reduces an enemy to 0 hit points, the yuan-ti gains 9 temporary hit points.

### Actions

**Multiattack (Yuan-ti Form Only).** The yuan-ti makes one bite attack and one scimitar attack.

**Bite.** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 5 (1d4 + 3) piercing damage plus 7 (2d6) poison damage.

**Scimitar (Yuan-ti Form Only).** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) slashing damage.



## CHOSEN OF SSETH

*Large Monstrosity (Yuan-ti), neutral evil*

**Armor Class** 16

**Hit Points** 136 (16d10 + 48)

**Speed** 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	17 (+3)	17 (+3)	15 (+2)	20 (+5)

**Saving Throws** Wisdom +5, Charisma +8

**Skills** Stealth +6, Deception +8

**Damage Resistances** Psychic, Radiant; Bludgeoning, Piercing, and Slashing from nonmagical weapons

**Damage Immunities** Poison

**Condition Immunities** Poisoned

**Senses** Darkvision 120 ft. (penetrates magical darkness), passive Perception 12

**Languages** Abyssal, Common, Draconic

**Challenge** 8 (3,900 XP)

**Legendary Resistance (2/Day).** If the yuan-ti fails a saving throw, it can choose to succeed instead.

**Innate Spellcasting.** The yuan-ti's innate spellcasting ability is Charisma (spell save DC 16). The yuan-ti can innately cast the following spells, requiring no material components.

At will: *animal friendship* (snakes only)

3/day: *suggestion*

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

**Mind Fangs (3/Day).** The first time the yuan-ti hits with a melee attack on its turn, it can deal an extra 16 (3d10) psychic damage to the target.

**Spellcasting.** The yuan-ti is a 7th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). It regains its expended spell slots when it finishes a short or a long rest. It knows the following Warlock spells:

Cantrips (at will): *eldritch blast* (range 300 ft., +5 bonus to each damage roll), *friends*, *message*, *minor illusion*, *poison spray*, *prestidigitation*

1st-4th level (2 4th-level slots): *banishment*, *charm person*, *confusion* (single use), *crown of madness*, *darkness*, *detect thoughts*, *hypnotic pattern*, *illusory script*, *mindspike* (or *blight*)

**Sseth's Blessing.** When the yuan-ti reduces an enemy to 0 hit points, the yuan-ti gains 12 temporary hit points.

### Actions

**Multiattack.** The yuan-ti makes three melee attacks, but can use its bite and constrict attacks only once each.

**Bite.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage plus 10 (3d6) poison damage.

**Constrict.** *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage, and the target is grappled (escape DC 14). Until this grapple ends, the target is restrained, and the yuan-ti can't constrict another target.

**Scimitar.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

### Legendary Actions

The yuan-ti can take 1 legendary action, choosing from the options below. It can only take this action at the end of another creature's turn. The yuan-ti regains spent legendary actions at the start of its turn.

**Move.** The yuan-ti moves up to half its speed without provoking opportunity attacks.

**Cantrip.** The yuan-ti casts one of its cantrips.

**Attack.** The yuan-ti makes one scimitar attack.

# DARKLIGHT COUATL

Medium celestial, neutral evil

Armor Class 19

Hit Points 120 (16d8 + 48)

Speed 30 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	20 (+5)	17 (+3)	18 (+4)	18 (+4)	20 (+5)

**Saving Throws** Constitution +6, Wisdom +7, Charisma +8

**Damage Resistances** Necrotic

**Damage Immunities** Psychic, Poison; Bludgeoning, Piercing, and Slashing from nonmagical weapons

**Condition Immunities** Poisoned

**Senses** Truesight 120 ft., passive Perception 14

**Languages** all, telepathy 120 ft.

**Challenge** 10 (5,900 XP)

**Legendary Resistance (2/Day).** If the couatl fails a saving throw, it can choose to succeed instead.

**Innate Spellcasting.** The couatl's innate spellcasting ability is Charisma (spell save DC 16). The couatl can innately cast the following spells, requiring no material components.

At will: *detect evil and good*, *detect magic*, *detect thoughts*

3/day: *bane*, *bestow curse*, *dissonant whispers*, *inflict wounds*, *sanctuary*, *shield*, *silence*

1/day: *dream*, *scrying*, *wall of light* (or *flame strike*, substituting the radiant damage for necrotic damage on either spell)

**Magic Weapons.** The couatl's weapon attacks are magical.

**Magic Resistance.** The couatl has advantage on saving throws against spells and other magical effects.

**Shielded Mind.** The couatl is immune to scrying and to any effect which would sense its emotions, read its thoughts, or detect its location.

**Death Shroud.** A 20-foot radius sphere of negative energy surrounds the couatl. Creatures damaged by the couatl while they are within the area of its death shroud cannot regain hit points until they exit the shroud's area of effect.

All creatures have disadvantage on death saving throws while in the death shroud's area. Should a creature die while under the couatl's shroud, the couatl gains 16 (2d10+5) hit points.

## Actions

**Multiattack.** The couatl makes one bite and one constrict attack.

**Bite.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage, and the target must succeed on a DC 16 Constitution saving throw or be poisoned for 24 hours. Until this poison ends, the target has vulnerability to necrotic damage.

**Constrict.** *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage, and the target is grappled (escape DC 15). Until this grapple ends, the target is restrained, and the couatl can't constrict another target.

**Death Flare (Recharge 5-6).** All creatures under the couatl's death shroud must make a DC 16 Constitution save. Creatures who fail take 18 (4d8) Necrotic damage, or half damage on a successful save.

## Legendary Actions

The couatl can take 2 legendary actions, choosing from the options below. It can only take these actions at the end of another creature's turn. The couatl regains spent legendary actions at the start of its turn.

**Move.** The couatl moves up to half its speed without provoking opportunity attacks.

**Bite Attack.** The couatl makes one Bite attack.

**Death's Doorkeeper [Costs 2 actions].** The couatl deals 14 (2d8+5) necrotic damage to one unconscious creature within its death shroud. The couatl gains temporary HP equal to the amount of necrotic damage taken by the target.

**Fear of Death [Costs 2 actions].** Creatures within 20 feet of the couatl that can see it must succeed on a DC 16 Wisdom saving throw or become frightened of the couatl for 1 minute. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends on it, it is immune to the fear effect of this couatl's death shroud for the next 24 hours.