



SERPENT GUARD

The Serpent Whisperers of Grihoo (or "Amazons" as they're commonly known) protect the Shrine of Grihoo and its ancient secrets long lost to the world. The actual entrance to the shrine is protected by the legendary Serpent Guard, the fiercest warriors of their kind. Each member of the Serpent Guard wields the powerful tepoztopilli, a polearm topped with a broad wooden head capable of crushing enemy spines with a single blow. The tepoztopilli gives the serpent guards the advantage of reach while allowing them to use their massive tower shields for added defense.

TITAN'S FORGE MINIATURES

If you like this stat block and want to see more of the Amazons, be sure to check out [Titan's Forge Miniatures on Patreon](#). Also, keep your eyes peeled for the upcoming [Team Superhydra adventure](#) where these mighty warriors make their official debut.

SERPENT GUARD

Medium humanoid (human), lawful neutral

Armor Class 18 (breastplate, shield)

Hit Points 76 (9d8 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	9 (-1)	14 (+2)	12 (+1)

Saving Throws Str +7, Dex 5, Con +7, Wis +5

Skills Athletics +7, Perception +5, Survival +7

Damage Resistances poison

Senses passive Perception 15

Languages Draconic

Challenge 5 (1,800 XP)

Capitalize (Once per Turn). If the Amazon hits a creature that she can see with a melee weapon attack, she can use her bonus action to immediately make another melee weapon attack against the same creature. This extra attack has disadvantage.

Fear of Magic. If a creature casts a spell or uses another magical effect within 30 feet of the Amazon and the Amazon can see it, the Amazon must succeed on a Wisdom saving throw with a DC equal to the spellcaster's spell save DC. On a failed saving throw,

the Amazon is frightened of the spellcaster for 1 minute. The Amazon can repeat her saving throw at the end of each of her turns, ending the frightened effect on a success. If the Amazon succeeds on her initial saving throw or the effect ends for her, this trait does not function for 1 hour.

Serpent Whisperer. Through sounds and gestures, the Amazon can communicate simple ideas with snakes and other serpents.

Shield Guardian. When the Amazon takes the Dodge action and she is wielding a shield, she gains a +3 bonus to her AC.

Actions

Multiaction. The Amazon makes three attacks with her tepoztopilli.

Tepoztopilli. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage, or 9 (1d10 + 4) bludgeoning when wielded with two hands.

Sling. Ranged Weapon Attack: +5 to hit, range 30/120 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Shield Bash. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.