

SOJUZGA

The creature's bisected jaw opens to show a row of razor-sharp teeth and let out a hiss as it unfurls its leathery wings.

Sojuzga resemble a snake with bat-like wings, but twisted to be something wholly darker in nature.

FROM PET TO THREAT. Wizards employing nefarious magic created the sojuzga as the playthings of evil. They were used to take over the bodies of creatures and make them more useful through subjugation. The sojuzga grew and adapted to their masters' desires to subjugate more powerful creatures. Eventually came the fateful day when a wizard overreached and allowed a sojuzga to subjugate it assuming it could control the connection. Instead the sojuzga used the wizard's power to set free its kind to find their place in the world.

CONTINUING CONFLICT. Wizards still attempt to create sojuzga through magic. If they lack the power to do so they resort to stealing the young from the nests of sojuzga. Sojuzga in turn seek out humanoid prey above other creatures, especially spellcasters, to enact revenge on their previous masters using the power that created them.

SOJUZGA

Medium aberration, chaotic evil

Armor Class 16 (natural armor)

Hit Points 90 (12d10 + 24)

Speed 30 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	14 (+2)	5 (-3)	10 (+0)	6 (-2)

Saving Throws Dex +7

Skills Stealth +7, Perception +3

Senses darkvision 60ft., passive Perception 14

Damage Resistances bludgeoning, piercing, slashing, and damage from nonmagical weapons

Damage Immunities poison

Condition Immunities frightened, poison

Languages Understands Common and Draconic but can't speak

Challenge 6 (2,300 XP)

Subjugate. When a sojuzga subjugates a Large or smaller creature, its bisected jaw closes around the creature's neck, its upper jaw clamps onto the head, and its ribs protrude from its body and force their way into the creature's back. The creature loses the ability to take any actions or reactions and the sojuzga controls the actions of the subjugated creature on the creature's turn using its reaction to make the subjugated creature act. While subjugating another creature, the sojuzga cannot use the bite, tail, or constrict actions. This connection allows the sojuzga to transfer all damage it takes to the subjugated creature. If the subjugated creature is reduced to 0 hit points or the creature passes a DC 15 Constitution saving throw at the end of its turn, the sojuzga stops subjugating it.

ACTIONS

Multiattack. The sojuzga makes one bite attack and one tail attack.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target.

Hit: 13 (2d8 + 4) piercing damage.

Tail. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target.

Hit: 15 (2d10 + 4) bludgeoning damage.

Constrict. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one Large or smaller creature. *Hit:* 14 (2d8 + 4) bludgeoning damage and the target is grappled (escape DC 14). The sojuzga can grapple only one creature this way at a time. The target must also make a successful DC 15 Constitution saving throw or become subjugated by the sojuzga (see "Subjugate").