

QUETZALCOATLUS

Huge beast, unaligned

Armor Class 13 (natural armor)

Hit Points 30 (4d12 + 4)

Speed 10 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	13 (+1)	2 (-4)	10 (+0)	5 (-3)

Skills Perception +2

Senses passive Perception 12

Languages —

Challenge 2 (450 XP)

Dive Attack. If the quetzalcoatlus is flying and dives at least 30 feet toward a target and then hits with a bite attack, the attack deals an extra 10 (3d6) damage to the target.

Flyby. The quetzalcoatlus doesn't provoke an opportunity attack when it flies out of an enemy's reach.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one creature. *Hit:* 12 (3d6 + 2) piercing damage.



RAS NSI

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

Armor Class 15 (*bracers of defense*)

Hit Points 127 (17d8 + 51) reduced to 107; subtract 1 for each day that passes during the adventure

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	17 (+3)	18 (+4)	18 (+4)	21 (+5)

Saving Throws Con +6, Wis +7

Skills Deception +8, Persuasion +8, Religion +7, Stealth +6

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 14

Languages Abyssal, Common, Draconic

Challenge 7 (2,900 XP)

Special Equipment. Ras Nsi wears *bracers of defense*, wields a *flame tongue* longsword, and carries a *sending stone* matched to one carried by the guide Salida (see chapter 1).

Shapechanger. Ras Nsi can use his action to polymorph into a Medium snake or back into his yuan-ti form. His statistics are the same in each form. Any equipment he is wearing or carrying isn't transformed. He doesn't change form if he dies.

Innate Spellcasting. Ras Nsi's innate spellcasting ability is Charisma (spell save DC 16). He can innately cast the following spells, requiring no material components:

At will: *animal friendship* (snakes only)

3/day: *suggestion*

Spellcasting. Ras Nsi is an 11th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). Ras Nsi has the following wizard spells prepared:

Cantrips (at will): *chill touch*, *fire bolt*, *mage hand*, *mending*, *poison spray*

1st level (4 slots): *expeditious retreat*, *false life*, *magic missile*, *shield*

2nd level (3 slots): *blindness/deafness*, *hold person*, *misty step*

3rd level (3 slots): *animate dead*, *counterspell*, *fireball*

4th level (3 slots): *blight*, *polymorph*

5th level (2 slots): *contact other plane*, *geas*

6th level (1 slot): *create undead*

Magic Resistance. Ras Nsi has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. Ras Nsi makes three melee attacks, but can use *Constrict* only once.

Bite (Snake Form Only). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage plus 7 (2d6) poison damage.

Constrict. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 10 (2d6 + 3) bludgeoning damage, and the target is grappled (escape DC 14). Until this grapple ends, the target is restrained, and Ras Nsi can't constrict another target.

Flame Tongue Longsword (Yuan-ti Form Only). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage when used with two hands, plus 7 (2d6) fire damage.