

One-Stop Stat Blocks: Tomb of Annihilation for 5th Edition Dungeons & Dragons*

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KOBOLD SCALE SORCERER

Small humanoid (kobold), neutral
CR 1 (200 XP)

AC 15 (natural armor)
HPs 27 (5d6+10)
Speed 30'

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	14 (+2)	10 (+0)	9 (-1)	14 (+2)

Skills Arcana +2, Medicine +1

Senses darkvision 60', passive Perception 9

Languages Common, Draconic

Spellcasting: 3rd-level, Cha-based, DC 12, +4 to hit

1st 2nd

Fire Bolt (cantrip). Action to cast, 120', instantaneous. The kobold makes a ranged spell attack (+4) doing 5 (1d10) fire damage. An unattended flammable object hit by the spell catches fire.

Mage Hand (cantrip). Action to cast, 30', 1 minute. The kobold creates a ghost-like hand that can be controlled with an action. It can manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, etc.

Mending (cantrip). 1 minute, touch, instantaneous. The kobold repairs a single break or tear in an object, as long as the damage is less than 1' in any dimension.

Poison Spray (cantrip). Action to cast, 10', instantaneous. The target creature must make a DC 12 Con save or take 1d12 poison damage.

Charm Person (1st). Action to cast, 30', 1 hour. If the target humanoid fails a DC 12 Wis save (made with advantage if currently fighting the kobold), the target is charmed until the spell ends or the human attacks it. The kobold can add another target for each slot level above 1st used to cast it.

Chromatic Orb (1st). Action to cast, 90', instantaneous. The kobold tosses a sphere of acid, cold, fire, lightning, poison, or thunder energy, making a ranged spell attack (+4) against a creature. The sphere inflicts 3d8 damage of that type, plus 1d8 for each slot above 1st used to cast the spell.

Expeditious Retreat (1st). Bonus action to cast, self, concentration up to 10 minutes. When the kobold casts the spell, and then as a bonus action in subsequent rounds, the kobold can take the Dash action.

Scorching Ray (2nd). Action to cast, 120', instantaneous. The kobold hurls three streams of fire at up to three targets within range. Each is a ranged spell attack (+4) that does 2d6 fire damage.

Spellcasting Points (recharge after long rest). The kobold has 3 points it can spend on the following options.

Heighten: When the kobold casts a spell that forces a save, it can spend 3 points to give one target disadvantage on its first save.

Subtle: When the kobold casts a spell, it can spend 1 point to cast the spell without gestures or spoken words.

Pack Tactics. The kobold has advantage on attacks against a creature if at least one of the kobold's allies is within 5' of the creature and not incapacitated.

Sunlight Sensitivity. The kobold has disadvantage on attacks and Perception checks while in sunlight.

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5', one target. Hit: 4 (1d4+2) piercing damage.

RAS NSI

Medium monstrosity (shapechanger, yuan-ti), neutral evil
CR 7 (2,900 XP)

AC 15 (Bracers of Defense)

HPs 127 (17d8+51); currently 107

Speed 30'

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

Saves Con +6, Wis +7

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

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60', passive Perception 14

Languages Abyssal, Common, Draconic

Innate Spellcasting: Animal Friendship (at will). Action to cast, 30', 24 hours. A snake Ras Nsi can see within range, having an Int of 3 or less, must make a DC 16 Wis save or be charmed for the duration of the spell. If Ras Nsi or one of its allies harms the animal, the spell ends.

Innate Spellcasting: Suggestion (3/day). Action to cast, 30', concentration up to 8 hours). Ras Nsi makes a one or two sentence reasonable suggestion to a creature that can understand it. If the target fails a DC 16 Wis save, it must follow the suggestion.

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

Shapechanger. Ras Nsi can use an action to polymorph himself (but not his equipment) into a Medium snake or back into his yuan-ti form. His statistics are the same in each form. He doesn't change form if he dies.

Spellcasting: 11th-level, Int-based, DC 15, +7 to hit

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2nd	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	4th	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	6th	<input type="checkbox"/>

Chill Touch (cantrip). Action to cast, 120', instantaneous. Ras Nsi makes a ranged spell attack (+7) doing 2d8 necrotic damage and prevents the target from regaining HPs until the start of Ras Nsi's next turn. If the target is undead, the target has disadvantage on attack rolls until the end of Ras Nsi's next turn.

Fire Bolt (cantrip). Action to cast, 120', instantaneous. Ras Nsi makes a ranged spell attack (+7) doing 16 (3d10) fire damage. An unattended flammable object hit by the spell catches fire.

Mage Hand (cantrip). Action to cast, 30', 1 minute. Ras Nsi creates a ghost-like hand that can be controlled with an action. It can manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, etc.

Mending (cantrip). 1 minute, touch, instantaneous. Ras Nsi repairs a single break or tear in an object, as long as the damage is less than 1' in any dimension.

Poison Spray (cantrip). Action to cast, 10', instantaneous. The target creature must make a DC 15 Con save or take 2d12 poison damage.

Expeditious Retreat (1st). Bonus action to cast, self, concentration up to 10 minutes. When Ras Nsi casts the spell, and then as a bonus action in subsequent rounds, Ras Nsi can take the Dash action.

False Life (1st). Action to cast, self, 1 hour. Ras Nsi gains 1d4+4 temporary HPs (+5 for each additional casting level above 1st).

Magic Missile (1st). Action to cast, 120', instantaneous. Ras Nsi creates a number of darts equal to 2 + the spell slot used to cast it. A dart deals 1d4+1 force damage, each targeting the same or different creatures.

Shield (1st). Reaction to a hit on Ras Nsi, self, 1 round. Until the start of its next turn, Ras Nsi gains a +5 bonus to AC, including against the triggering attack, and immunity to *Magic Missile*.

Blindness/Deafness (2nd). Action to cast, 30', 1 minute. A creature within range that Ras Nsi can see is either blinded or deafened on a failed DC 15 Con save. At the end of each of its turns, the target may attempt the save again to negate the spell.

Hold Person (2nd). Action to cast, 60', concentration up to 1 minute. A humanoid within range must make a DC 15 Wis save or be paralyzed for the duration. The target may make a save at the end of each of its turns to end the spell's effect. For each slot level above 2nd level used to cast this spell, it may target an additional target.

Misty Step (2nd). Bonus action to cast, self, instantaneous. Ras Nsi teleports up to 30' to an unoccupied space it can see.

Animate Dead (3rd). 1 minute to cast, 10', instantaneous. Ras Nsi creates an undead servant. As a bonus action on each of its turns, Ras Nsi can telepathically order any number of such servants within 60' of it, though multiple servants commanded with a single bonus action must receive the same order. If not receiving an order, the servant merely defends itself. Ras Nsi loses control over a servant after 24 hours unless recasting the spell on it. Ras Nsi may reassert control over up to 4 servants with such a casting.

Counterspell (3rd). Reaction to cast when a creature within 60' casts a spell, 60', instantaneous. Ras Nsi automatically stops the target spell if it is of the same or lower level than the slot Ras Nsi uses to cast this spell. Otherwise, Ras Nsi stops the target spell with a successful Int (+4) check (DC of 10+the target spell's level).

Fireball (3rd). Action to cast, 150', instantaneous. Each creature in a 20'-radius sphere centered on a point within range takes 8d6 fire damage (DC 15 Dex save for half damage). The fire spreads around corners. When cast using a spell slot higher than 3rd, the spell does an extra 1d8 damage per level of the slot.

Blight (4th). Action to cast, 30', instantaneous. A creature (not undead or a construct) Ras Nsi can see within 30' takes 8d8 necrotic damage (DC 15 Con save for half damage; plant creatures and magical plants have disadvantage on this save). The damage increases by 1d8 per slot used above 4th level.

Polymorph (4th). Action to cast, 60', concentration up to 1 hour. Ras Nsi transforms the target into a new form unless the target succeeds at a DC 15 Wis save. The new form can be a beast of a challenge level no greater than the level of the target, and the target assumes the HPs of that form. The target is limited by its new form, being unable to wield weapons, cast spells, speak, etc. if the new form prohibits it. If the spell ends or the target's new form drops to 0 HPs, it reverts to its true form, with damage it took carrying over to its HP total prior to the polymorph.

Stoneskin (4th). Action to cast, touch, concentration up to 1 hour. The target has resistance to nonmagical bludgeoning, piercing, and slashing weapon damage.

Contact Other Plane (5th). 1 minute to cast, self, 1 minute. Ras Nsi makes an Int save. On a failure, it takes 6d6 psychic damage and is insane until either it takes a long rest or a *Greater Restoration* spell is cast on it. While insane, it can't take actions or understand communications from others. On a success, an extraplanar entity gives Ras Nsi one-word answers to five questions asked of it.

Geas (5th). 1 minute to cast, 60', 30 days. A creature within range that can understand Ras Nsi and that Ras Nsi can see must succeed on a DC 15 Wis save or be compelled to perform a service or refrain from an action for the duration. Each time it acts in a manner contrary to the requirement, it takes 5d10 psychic damage.

Create Undead (6th). 1 minute, 10', instantaneous. Corpses of Small or Medium humanoids Ras Nsi chooses animate as undead under Ras Nsi's control. It can animate up to three ghouls provided the required number of corpses are available. Ras Nsi can use a bonus action to command any or all of these within 120' with a single command instructing them how to move and spend their actions. If no command is given, they merely defend themselves against hostile creatures. Ras Nsi loses control after 24 hours unless he casts *Create Undead* again.

ACTIONS

Multiattack. Ras Nsi makes three melee attacks but may *Constrict* only once.

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

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

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5', one target. Hit: 7 (1d8+3) slashing damage, or 8 (1d10+3) slashing damage if used two-handed, and 7 (2d6) fire damage.

SORCERER, HALF-ELVEN

Medium humanoid (half-elf), neutral evil
CR 7 (2,900 XP)

AC 13 (natural armor)
HPs 71 (11d8+22)
Speed 30'

STR	DEX	CON	INT	WIS	CHA
10 (+0)	11 (+0)	14 (+2)	18 (+4)	16 (+3)	18 (+4)

Saves Int +7, Wis +6

Skills Arcana +7, Deception +10, History +7, Insight +6, Survival +6

Senses darkvision 60', passive Perception 13

Languages Abyssal, Common, Draconic

Spellcasting: 9th-level, Cha-based, DC 15, +7 to hit

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2nd	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	4th	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		

Acid Splash (cantrip). Action to cast, 60', instantaneous. The sorcerer hurls a large bead of acid at one creature or two creatures within 5' of one another. Each target must make a DC 15 Dex save or take 2d6 acid damage.

Fire Bolt (cantrip). Action to cast, 120', instantaneous. The sorcerer makes a ranged spell attack (+7) doing 11 (2d10) fire damage. An unattended flammable object hit by the spell catches fire.

Light (cantrip). Action to cast, touch, 1 hour. Until the spell ends, an object or creature touched, which must be no larger than 10' in any dimension, sheds bright light (of any color the giant chooses) in a 20' radius, and dim light for an additional 20'. A hostile creature targeted by the spell may avoid it with a DC 15 Dex save.

Mage Hand (cantrip). Action to cast, 30', 1 minute. Ras Nsi creates a ghost-like hand that can be controlled with an action. It can manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, etc.

Ray of Frost (cantrip). Action to cast, 60', instantaneous. The sorcerer makes a ranged spell attack (+7 to hit). On a hit, the target takes 2d8 cold damage, and its speed is reduced to 10' until the start of the sorcerer's next turn.

Chromatic Orb (1st). Action to cast, 90', instantaneous. The sorcerer tosses a sphere of acid, cold, fire, lightning, poison, or thunder energy, making a ranged spell attack (+7) against a creature. The sphere inflicts 3d8 damage of that type, plus 1d8 for each slot above 1st used to cast the spell.

Feather Fall (1st). Reaction to cast when the giant or a creature within 60' falls, 60', 1 minute. The sorcerer chooses up to five falling creatures within range and slows their decent to 60' per round. If the creature lands before the spell ends, it takes no falling damage.

Shield (1st). Reaction to a hit on Ras Nsi, self, 1 round. Until the start of its next turn, the sorcerer gains a +5 bonus to AC, including against the triggering attack, and immunity to *Magic Missile*.

Invisibility (2nd). Action to cast, touch, concentration up to 1 hour. A willing, target creature and its equipment become invisible until it attacks or casts a spell. The spell can target an additional creature for each slot above 2nd used to cast the spell.

Misty Step (2nd). Bonus action to cast, self, instantaneous. The sorcerer teleports up to 30' to an unoccupied space it can see.

Fireball (3rd). Action to cast, 150', instantaneous. Each creature in a 20'-radius sphere centered on a point within range takes 8d6 fire damage (DC 15 Dex save for half damage). The fire spreads around corners. When cast using a spell slot higher than 3rd, the spell does an extra 1d8 damage per level of the slot.

Fly (3rd). Action to cast, touch, concentration up to 10 minutes. A willing creature gains a fly speed of 60'. When the spell ends, the target falls if it's still airborne.

Ice Storm (4th). Action to cast, 300', instantaneous. Each creature in a 20'-radius, 40'-high cylinder centered on a point within range takes 2d8 bludgeoning damage and 4d6 cold damage (DC 15 Dex save for half damage), and the area becomes difficult terrain until the end of the sorcerer's next turn. The bludgeoning damage increases by 1d8 per slot level above 4th used to cast the spell.

Polymorph (4th). Action to cast, 60', concentration up to 1 hour. The sorcerer transforms the target into a new form unless the target succeeds at a DC 15 Wis save. The new form can be a beast of a challenge level no greater than the level of the target, and the target assumes the HPs of that form. The target is limited by its new form, being unable to wield weapons, cast spells, speak, etc. if the new form prohibits it. If the spell ends or the target's new form drops to 0 HPs, it reverts to its true form, with damage it took carrying over to its HP total prior to the polymorph.

Dominate Person (6th). Action to cast, 60', concentration up to 1 minute. The humanoid target must make a DC 15 Wis save or be charmed by the sorcerer for the duration of the spell. If the target is fighting the sorcerer or its allies, the target has advantage on the save. While the target is charmed, the sorcerer may telepathically command it, which the target does its best to obey. The commands can be simple and generic. The sorcerer can use an action to limit the creature only to the actions the sorcerer commands. Each time the target takes damage, it may attempt a DC 15 Wis save to end the spell.

Quicken Spell (3/day). When casting a spell requiring one action to cast, the sorcerer uses a bonus action instead.

ACTIONS

Quarterstaff. Melee Weapon Attack: +3 to hit, reach 5', one target. Hit: 3 (1d6) bludgeoning damage, or 4 (1d8) bludgeoning damage if used two-handed.

WARLOCK ROYAL (MWAXANARE)

Medium humanoid (human), lawful neutral
CR 1/8 (25 XP)

AC 10

HPs 13 (3d8)

Speed 30'

STR	DEX	CON	INT	WIS	CHA
6 (-2)	10 (+0)	11 (+0)	13 (+1)	12 (+1)	16 (+3)

Skills Deception +5, Nature +3, Persuasion +5, Religion +3

Senses passive Perception 11

Languages Auran, Common, telepathy 30'

Spellcasting: 2nd-level, Cha-based, DC 13, +5 to hit

1st

Eldritch Blast (cantrip). Action to cast, 300', instantaneous. The warlock makes a ranged spell attack (+5) doing 1d10 force damage.

Mage Hand (cantrip). Action to cast, 30', 1 minute. The warlock creates a ghost-like hand that can be controlled with an action. It can manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, etc.

Charm Person (1st). Action to cast, 30', 1 hour. If the target humanoid fails a DC 13 Wis save (made with advantage if currently fighting the warlock), the target is charmed until the spell ends or the human attacks it. The warlock can add another target for each slot level above 1st used to cast it.

Protection from Evil and Good (1st). Action to cast, touch, concentration up to 10 minutes. Aberrations, celestials, elementals, fey, fiends, and undead have disadvantage on attacks against the target, and may not charm, frighten, or possess them. If the target is already charmed, frightened, or possessed, it has advantage on subsequent saves on those effects.

Unseen Servant (1st). Action to cast, 60', 1 hour. The warlock summons an amorphous, invisible entity that faithfully performs tasks the warlock gives it. It has AC 10, 1 HP, and Str 10. If it drops to 0 HPs or moves more than 60' away from the warlock, the spell ends. As a bonus action, the warlock can command the servant to move up to 15' and perform a simple task (e.g., cleaning, fetching, fixing mundane objects).

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +2 to hit, reach 5' or ranged 20'/60', one target. Hit: 2 (1d4) piercing damage.