

# Guardian Naga

March 8, 2023



Large monstrosity, lawful good

**Armor Class** 18 (natural armor)

**Hit Points** 127 (15d10 + 45)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	18 (+4)	16 (+3)	16 (+3)	19 (+4)	18 (+4)

**Saving Throws** Dex +8, Con +7, Int +7, Wis +8, Cha +8

**Skills**

**Damage Resistances**

**Damage Immunities** poison

**Condition Immunities** charmed, poisoned

**Senses** darkvision 60 ft., passive Perception 14

**Languages** Celestial, Common

**Challenge** 10 (5900 XP)

**Rejuvenation.** If it dies, the naga returns to life in 1d6 days and regains all its hit points. Only a “” spell can prevent this trait from functioning.

**Spellcasting.** The naga is an 11th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 16, +8 to hit with

spell attacks), and it needs only verbal components to cast its spells. It has the following cleric spells prepared: Cantrips (at will): "", "", "" 1st level (4 slots): "", "", "" 2nd level (3 slots) : "", "" 3rd level (3 slots): "", "" 4th level (3 slots): "", "" 5th level (2 slots): "", "" 6th level (1 slot): ""

## Actions

**Bite.** Melee Weapon Attack: +8 to hit, reach 10 ft., one creature. Hit: 8 (1d8 + 4) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 45 (10d8) poison damage on a failed save, or half as much damage on a successful one.

**Spit Poison.** Ranged Weapon Attack: +8 to hit, range 15/30 ft., one creature. Hit: The target must make a DC 15 Constitution saving throw, taking 45 (10d8) poison damage on a failed save, or half as much damage on a successful one.