

# Spirit Naga

March 8, 2023



Large monstrosity, chaotic evil

**Armor Class** 15 (natural armor)

**Hit Points** 75 (10d10 + 20)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	14 (+2)	16 (+3)	15 (+2)	16 (+3)

**Saving Throws** Dex +6, Con +5, Wis +5, Cha +6

**Skills**

**Damage Resistances**

**Damage Immunities** poison

**Condition Immunities** charmed, poisoned

**Senses** darkvision 60 ft., passive Perception 12

**Languages** Abyssal, Common

**Challenge** 8 (3900 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 a 10th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to

hit with spell attacks), and it needs only verbal components to cast its spells. It has the following wizard 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): ""

## Actions

**Bite.** Melee Weapon Attack: +7 to hit, reach 10 ft., one creature. Hit: 7 (1d6 + 4) piercing damage, and the target must make a DC 13 Constitution saving throw, taking 31 (7d8) poison damage on a failed save, or half as much damage on a successful one.