

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.