

DESERT NAGA

Tens of thousands of years of magical corruption has transformed the cobras of the region into highly intelligent monstrosities that hunt creatures with wicked ferocity and cunning calculation. The Desert Nagas of the Mirrored Steppes have taken the ruins of the ancient city as their nest and hunt down any creatures that come their way.



Tactics

Desert Nagas hide beneath rocks, in caves, and in hard to see and reach places. They lay quietly waiting for prey and will aggressively lash out as soon as someone is in range, attempting to surprise them.

The naga wants to take its prey one at a time, so will make heavy use of illusions to distract and deter others from getting near. The naga will use *minor illusion* to make the sound of screams or something similar so that the party races to help someone under attack and then will strike at the last one, quietly grappling them and moving them into the darkness where they can finish the job.

If necessary, the naga will also use *silent image* or *major image* to substantiate the diversion.

If the party gets wise to it or the naga is interrupted while grappling, it will use *hold person* or *fear* to keep attackers at bay until it can finish off its catch.

Scaling the Tactics – Easier: The naga will still use illusions to try and split the party and pick off one adventurer at a time, however to make it easier, it will not use *fear* or *hold person* to keep the party at bay. Additionally, if the grapple ends, it will attack with bites before trying to grapple again.

Scaling the Tactics – Harder: The naga will begin its action with *mirror image* and will cast *fear* before grappling a target. Once grappled, it will use constrict while at the same time bombard the others with *fire bolt* and use its last *fear* once others have succeeded a save.



Desert Naga
Large monstrosity,
chaotic evil

Armor Class 15 (natural armor)

Hit Points 127 (15d10 + 45)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	19 (+4)	15 (+2)	16 (+3)	12 (+1)	10 (+0)

Saving Throws Dex +7

Damage Immunities poison

Damage Resistances fire

Condition Immunities charmed, poisoned

Senses darkvision 60 ft., passive Perception 14

Languages Primordial, Common

Challenge 7 (2,900 XP)

Traits

Regeneration. The desert naga regains 10 hit points at the start of its turn if it has at least 1 hit point.

Cobra Sense. The desert naga cannot be surprised.

Spellcasting. The desert naga is an 6th-level spellcaster. Its spellcasting ability is Intelligence (Spell save DC 16, +6 to hit with spell attacks), and it needs only verbal components to cast its spells. It has the following spells prepared:

Cantrips (at will): *Fire Bolt* (2d10), *Message*, *Minor Illusion*
 1st level (4 slots): *Hellish Rebuke*, *Shield*, *Silent Image*
 2nd level (3 slots): *Hold Person*, *Mirror Image*
 3rd level (3 slots): *Fear*, *Major Image*

Actions

Multiattack. The naga makes one constrict attack and one bite attack, or two bite attacks.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage plus 10 (4d4) poison damage.

Constrict. *Melee Weapon Attack:* +8 to hit, reach 20 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage and the target is grappled (escape DC 18). Until this grapple ends, the target is restrained and takes an additional 9 (1d8 + 5) bludgeoning damage as the naga constricts. Restrained creatures can take an action to attempt to succeed on the saving throw. Until this grapple ends, the naga can't constrict another target.