

# Storm Naga

## WARDENS OF THE TIDES

**S**torm nagas are among the most intelligent and capable of the naga kind. Millennia ago, these powerful creatures were originally tasked with protecting the civilizations of the seas and acting as mediators, guardians and lorekeepers of the merrow, merfolk, and other similar races. Storm nagas are masterly spellcasters and legendary orators who know their own greatness and are determined to exercise their influence to the best of their abilities.

### MOTIVATION

Storm nagas maintain an inherent fascination with the arts, culture, and philosophy of coastal and oceanic peoples. Depending on the alignment of an individual storm naga, this fascination may manifest positively, as distant supervision or loving protection, or negatively, as dispassionate conquering and acquisition of prized cultural artifacts.

### PRESENCE

As powerful and confident creatures, storm nagas rarely make any effort to conceal their presence. They are quick to build relationships and alliances with other creatures, and word spreads quickly of a storm naga's influence in the area.

### VULNERABILITIES

Storm nagas are vulnerable to the cold — spells that deal cold damage or weapons magically coated in rime are highly effective. A certain melody, when played in proximity of a storm naga, causes the storm naga to become charmed. It is believed that this melody is one of the last remaining vestiges of the ancient race that created and controlled the nagas.

### LAIR

Storm nagas often lair in opulent coastal or underwater palaces built by their servants or inherited from a lost aquatic society. Their lairs are usually protected by numerous arcane wards and the servants or slaves who are assigned to guard duties, and filled with numerous treasures either rightfully acquired or stolen depending on the naga's alignment.



## TACTICS

Storm nagas are unlikely to put themselves in a combat position outside of their lair or without a retinue of guards or faithful servants. A storm naga can deal the most damage by casting call lightning on its first turn, then following up with chain lightning or lightning bolt on its next two turns. If it thinks it will be bested, it uses dimension door to escape the fight.

d6

## Rumor

1

Storm nagas like to establish themselves as the leaders of factions or entire peoples.

2

Storm nagas believe divination magic to be an affront to the gods.

3

Storm nagas are ancient enemies of the elves.

4

A storm naga never makes the same mistake twice.

5

The death cry of a storm naga can be heard for miles, both above the water and below the surface.

6

The spirit of a storm naga must be destroyed after its body.



## REWARD

The scales of a storm naga can be fashioned into armor that provides resistance to most magical effects. A storm naga's heart is the key ingredient in a potion that allows the drinker to gaze into the future.

A PC can make a DC 14 Wisdom (Survival) check, or other

check the GM deems appropriate, to obtain loot from the storm naga. On a successful check, the GM chooses one piece of loot, or has the PC roll a d4 to determine what they get. On a failed check, the PC gets a vial of storm naga saliva. A PC can choose to have another make their skill check if they so choose.

d4

Loot

1 **A Vial of Storm Naga Saliva.** When you drink this saliva, you can speak, read, and write in Aquan for 24 hours.

2 **Storm Naga Fingerbone.** Whenever you cast a spell that deals lightning or thunder damage while holding this fingerbone, you can cast it as if you were in a space within 15 feet of your actual location.

3 **Storm Naga Heart.** This material acts as the primary ingredient in a potion that is said to allow the drinker to gaze into the future. It can be combined with other ingredients (determined by your GM) by succeeding on a DC 20 Wisdom or Intelligence check using Alchemist Supplies. On a success, the drinker sees one positive potential future for itself. On a fail, the drinker sees one negative potential future itself.

The future the drinker see's could be any time between the next day to 100 years in the future. If the drinker succeeds on a DC 14 Wisdom check when it drinks the potion, it can choose a time in the future it wishes to see.

4 **Storm Naga Scales.** You can fashion these scales into a mantle by spending one hour and making a DC 16 Dexterity or Intelligence check using Weaver's Tools. On a failed check, it turns into a shimmering cloak. On a success it becomes a Mantle of Spell Resistance (SRD).

## STORM NAGA

LARGE MONSTROSITY, ANY ALIGNMENT

**Armor Class** 15 (natural armor)

**Hit Points** 135 (18d10 + 36)

**Speed** 40 ft., swim 60 ft.

**STR DEX CON INT WIS CHA**

16 15 14 20 15 16

(+3) (+2) (+2) (+5) (+2) (+3)

**Skills** Arcana +9, History +9, Persuasion +7

**Damage Resistances**

Damage from Spells

**Damage Immunities** Poison

**Condition Immunities**

Charmed, Exhaustion, Paralyzed, Poisoned

**Senses** Darkvision 60 ft.,

Passive Perception 12

**Languages** Aquan, Common

**Challenge** 9 (5,000 XP)

**Proficiency** +4

**Amphibious.** The storm naga can breathe air and water.

**Cold Susceptibility.** If the storm naga takes cold damage, it suffers two effects until the end of its next turn: its speed is halved, and it has disadvantage on Dexterity saving throws.

### ACTIONS

**Bite.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage plus 10 (3d6) poison damage

**Electric Grasp.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one

target. *Hit:* 18 (4d8) lightning damage, and the target can't take reactions until the start of its next turn.

**Spellcasting.** The storm naga casts one of the following spells, using Intelligence as the spellcasting ability (spell save DC 17):

- \* At will: *mage hand*, *message*, *prestidigitation*
- \* 2/day each: *call lightning*, *dimension door*, *hold person*, *lightning bolt*, *thunderwave*
- \* 1/day each: *arcane eye*, *chain lightning*, *legend lore*

### LAIR ACTIONS

A storm naga encountered in its lair has a challenge rating of 10 (5,900 XP). On initiative count 20 (losing initiative ties), the storm naga takes a lair action to cause one of the following effects; the storm naga can't use the same effect two rounds in a row:

- \* The storm naga instantly inscribes a glyph (as if by the glyph of warding spell) on the surface of an unoccupied 10-foot-squared area within its lair. If the glyph is a spell glyph, it consumes one use of the spell from the storm naga's Spellcasting. If the glyph is

an explosive rune, it deals 13 (3d8) lightning damage.

- \* The storm naga calls forth three guards that appear from the entrance nearest to the storm naga. The guards flee if the storm naga dies.
- \* A thin blue streak of lightning springs from the storm naga's

pointing finger to a creature the storm naga can see within 60 feet of it. That creature must succeed on a DC 17 Constitution saving throw or be stunned until the end of its next turn. If the save fails by 5 or more, the creature is paralyzed until the end of its next turn instead.

### BREAKABLE PARTS

The storm naga has three breakable parts. A creature can make Wisdom (Perception) check, learning which parts are breakable on the creature if the check is higher than the DC listed below.

When a creature makes an attack against the storm naga or uses a spell that targets one creature, it can choose to target one of the storm naga's breakable parts that it is aware of (using the same skills, saving throws, resistances, and immunities as the storm naga, , in addition to gaining those listed in the parts statistics) from the list below:

- \* **Ribs (DC 14).** (AC 15; hp 30). The storm naga's ribs can be broken three times. Each

time the ribs are broken, choose one lair action. That lair action can no longer be used

- \* **Amulet (DC 16).** (AC 17; hp 50; immunity to bludgeoning, piercing, and slashing from nonmagical attacks). When the storm naga's amulet is broken, it no longer has resistance to damage from spells.
- \* **Mind (DC 20).** (AC 15; hp 20; immunity to all damage except psychic). The storm naga has disadvantage on Constitution saving throws to maintain concentration when its mind is broken.

Dealing damage to a part deals damage to the storm naga. When the storm naga finishes a short or long rest, all broken parts are healed.

