

Bone Naga

Large Undead

HD: 7d12 (45 hp)

Init: +2 (Dex)

Speed: 30 ft

AC: 17 (-1 size, +2 Dex, +6 natural)

Attacks: Bite +6 melee, tail sting +1 melee

Damage: Bite 1d4+4 and Strength drain, tail sting 3d4+2 and chill

Face/Reach: 5 ft by 5 ft (coiled)/10 ft

Special Attacks: Spells, Strength drain, chill

Special Qualities: Undead, telepathy, immunities

Saves: Fort +2 Ref +6 Will +8

Abilities: Str 18 Dex 15 Con - Int 16 Wis 17 Chr 17

Skills: Bluff +12, Concentration +10, Listen +15, Move Silently +9, Sense Motive +12, Spellcraft +11, Spot +15

Feats: Alertness, Combat Casting, Dodge, Lightning Reflexes, Spell Focus (any one school)

Climate: Any land and underground

Organization: Solitary, patrol (2-5), or group (6-11)

Treasure: None

Alignment: Always lawful evil

Advancement: 8-14 HD (Large); 15-21 HD (Huge)

Bone nagas are undead created by dark nagas, or the occasional evil wizard. They appear something like skeletal worms, topped with an overly large humanlike skull, with empty eyesockets filled with a hateful glow. These undead are created as guardians, usually of young nagas or treasure hoards. They use their spells to serve their master with unswerving loyalty, until that master is destroyed or abandons them. In such cases, they become free and travel the world on their own, sometimes gathering lesser undead to serve them as they were once servants.

Bone nagas do not speak, but sometimes communicate telepathically when the need strikes them.

COMBAT

Bone nagas enjoy physical combat more than most nagas, as both of their attack forms cause special damage. They are also able to cast one spell per round, besides these attacks, and rarely miss an opportunity to do so. They can't use magic items, but certain items may be fitted or grafted onto them.

Bone nagas always attack creatures that have psionic abilities, as they have been programmed to hate and fear psionics. Attempts to psionically control a bone naga will cause the undead to be confused momentarily, then angry at the source of the psionics. They cannot be compelled to cast spells by anyone, with the exception of their creator or creators.

Strength Drain (Su): The bite of a bone naga deals 1 point of temporary Strength damage if the victim fails a Fortitude save (DC 16).

Chill (Su): A bone naga drains energy from a living being every time it hits with a tail attack. Each hit drains 1d4 hit points (no saving throw). Undead, constructs, and anything immune to energy drain is immune to this attack.

Spells: Bone nagas cast spells as 6th-level sorcerers, and can cast spells without needing components, through force of will. A typical set of spells for a bone naga would be: *blindness*, *flaming sphere*, *lightning bolt* (x2), and *magic missile* (x4).

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Telepathy (Su): Bone nagas can communicate telepathically with any creature within 60 feet that has a language.

Immunities Bone nagas are immune to all paralysis, *hold* spells, and cold-based attacks.

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