

NAGPA

Dread harbingers of ruin, these vulture-headed creatures are rightfully reviled wherever they are found. Solitary wanderers by nature, the nagpa's origins are lost to time. What is known for certain is that, wherever they are seen, disaster of one kind or another soon follows.

NAGPA LORE

Arcana DC 10: Nagpa are known to be powerful and knowledgeable spellcasters who wield spells unknown to even the greatest archmages of the day.

Arcana DC 15: A mage that casts spells within the nagpa's reach is in danger of having their magic stolen.

Arcana DC 20: The skin of a nagpa, if dried and used as vellum for a spell scroll, produces a marginally more powerful effect when the spell is cast.

History DC 10: Nagpa are scavengers of civilizations, engineering their ruin so they can scrounge through the rubble. If one is spotted near civilization, it is imperative that it be driven off before its machinations can come to fruition.

History DC 15: Nagpa are obligate wanderers; if one can be gravely wounded or its plans forestalled for long enough, it will inevitably leave on its own.

History DC 20: The nagpa were once a cabal of thirteen elven archmages and their apprentices, who betrayed their people and were cursed for it.

Nature DC 15: The nagpa have an affinity for the primordial forces of this world that allows them to invite elemental disaster. A solar eclipse lasting a week often presages such ruin.

Nature DC 20: The nagpa are functionally immortal. When one dies, it is reborn from the black egg of a vulture and resurfaces within a few years or decades.

Religion DC 15: The nagpa were once elven mages in service of a great elven queen, warped into this form as punishment for sabotaging a ritual to avert war among the gods.

Religion DC 20: The nagpa have the particular enmity of The Raven Queen, who has denied them death for centuries.

DISASTERS

Location	Disaster
Arctic	Blizzard
Coastal	Tsunami
Desert	Landslide
Forest	Thunderstorm
Grassland	Wildfire
Hills	Earthquake
Island	Hurricane
Mountains	Volcanic Eruption
Swamp	Sinkholes
Underwater	Sea Monster

NAGPA CORRUPTOR TACTICS

The Nagpa Corruptor stays at range, letting its minions tie up the PCs in melee. It waits to use its Plague Chant until it has the opportunity to possibly hit three enemies with it, and starts with the least armored target. Otherwise, it casts Immolation on a heavily armored creature, then alternates between Enchain in Shadow and Curse of Agony, trying to get both active on the same target before moving on to another. Once its Plague Chant has been expended, the nagpa tries to close to melee with a spellcaster, hoping to hit it with either an Attack of Opportunity or its Steal Magic reaction.

NAGPA CARRION LORD TACTICS

The Nagpa Carrion Lord normally opens with Rain of Ruin, saving Putresce for when it doesn't have a good opportunity to use its Plague Chant. If it has a particular grudge against a creature, it instead opens with Putresce against it, then closes to melee with a spellcaster and tries to recharge its Putresce to use it again against the same creature.



NAGPA CORRUPTOR

Medium humanoid (nagpa), lawful evil

Armor Class 16 (Natural Armor)

Hit Points 198 (36d8 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	15 (+2)	12 (+1)	21 (+5)	18 (+4)	19 (+4)

Saving Throws Int +9, Wis +8

Skills Arcana +9, Deception +8, History +9, Insight +8, Perception +8

Senses Truesight 60 ft., Passive Perception 18

Languages Common, Nag, any two languages

Challenge 9 (5,000 XP)

Wanderlust. The nagpa cannot complete a Long Rest within 20 miles of any location it has previously completed a Long Rest.

Death Denied. If the nagpa is killed, it is reborn within 1d10 days from the black egg of a vulture, in a location it has never been before. It grows to adulthood over the course of 6-8 months, though it may take years or decades to fully recover its memories.

Corruptive Aura. Each creature with a Wisdom score lower than 14 within 20 miles of a Nagpa becomes gradually more indifferent to the long-term consequences of its own actions, regaining its previous conscientiousness over the course of a week after exiting the nagpa's aura.

Actions

Witherstaff. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 19 (4d6 + 5) necrotic damage. If the target can cast spells, it must succeed on a DC 18 saving throw using its spellcasting modifier or lose its highest level unexpended spell slot. If the creature loses a spell slot of 5th level or above, the nagpa regains a use of one of its expended spells.

Enchain in Shadow (2nd Level Spell). One creature that the nagpa can see within 30 ft. must succeed on a DC 18 Strength saving throw or take 14 (4d6) necrotic damage and be restrained (escape DC 18) as chains of seething shadow envelop its body. A creature may repeat this save as an action, ending the effect on a success.

Curse of Agony (3rd Level Spell). One creature that the nagpa can see within 60 ft. must succeed on a DC 18 Charisma saving throw or suffer a curse of agony for the next minute. A creature cursed in this way takes 13 (3d8) necrotic damage whenever it takes an action.

Immolation (5th Level Spell, concentration, 1/Long Rest). One creature that the nagpa can see within 90 feet must succeed on a DC 18 Dexterity saving throw or take 30 (7d6 + 5) fire damage and the creature begins to burn, or half damage on a success. A burning creature repeats this saving throw at the end of each of its turns, taking 10 (3d6) fire damage on a failure, or ending the effect on a success.

Plague Chant (6th Level Spell, 1/Long Rest). Ranged Spell Attack: +10 to hit, reach 90 ft., one target. Hit 28 (8d6) necrotic damage. If this attack hits, the plague chant leaps to another creature within 15 feet of the previous target. The nagpa makes a new attack roll against the new target, which could cause this ability to leap again. A creature can be targeted no more than once with each casting of this spell.

Reactions

Steal Magic. As a reaction to a creature within 5 ft. of the nagpa casting a spell, the nagpa makes an attack with its witherstaff.

NAGPA CARRION LORD

Medium humanoid (nagpa), lawful evil

Armor Class 19 (Natural Armor)

Hit Points 325 (50d8 + 100)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	15 (+2)	14 (+2)	23 (+6)	18 (+4)	21 (+5)

Saving Throws Int +12, Wis +10, Cha +11

Skills Arcana +12, Deception +11, History +12, Insight +10, Perception +10

Senses Truesight 120 ft., Passive Perception 20

Languages Common, Nag, any four languages

Challenge 17 (18,000 XP)

Wanderlust. The nagpa cannot complete a Long Rest within 20 miles of any location it has previously completed a Long Rest.

Death Denied. If the nagpa is killed, it is reborn within 1d10 days from the black egg of a vulture, in a location it has never been before. It grows to adulthood over the course of 6-8 months, though it may take years or decades to fully recover its memories.

Corruptive Aura. Each creature with a Wisdom score lower than 14 within 20 miles of a Nagpa becomes gradually more indifferent to the long-term consequences of its own actions, regaining its previous conscientiousness over the course of a week after exiting the nagpa's aura.

Ruin Sage. Over the course of a week, the nagpa can perform a ruinous ritual. During this time, in a 20 mile radius the sun is eclipsed, the sky turns red, and natural water sources are fouled. When the ritual is completed, a natural disaster occurs, of a type appropriate to the location.

Magic Resistance. The nagpa has advantage on saving throws against spells and other magical effects.

Actions

Witherstaff. Melee Weapon Attack: +11 to hit, reach 5 ft., one target. Hit: 20 (4d6 + 6) necrotic damage. If the target can cast spells, it must succeed on a DC 19 saving throw using its spellcasting modifier or lose its highest level unexpended spell slot. If the creature loses a spell slot of 7th level or above, the nagpa regains a use of one of its expended spells.

Purge Thoughts (5th level spell). One creature within 5 ft. must make a DC 19 Wisdom saving throw. On a failed save, the nagpa erases itself from the creature's memory, though it retains any memories of the events surrounding it.

Plague Chant (6th level spell). Ranged Spell Attack: +11 to hit, reach 90 ft., one target. Hit 28 (8d6) necrotic damage. If this attack hits, the plague chant leaps to another creature within 15 feet of the previous target. The nagpa makes a new attack roll against the new target, which could cause this ability to leap again. A creature can be targeted no more than once with each casting of this spell.

Rain of Ruin (7th level spell, 1/Long Rest). Black fire rains from the sky, striking three different points within 60 ft. Each creature within 15 ft. of one or more of these points must succeed on a DC 19 Dexterity saving throw or take 17 (5d6) fire damage plus 17 (5d6) necrotic damage.

A creature that fails by 5 or more is unaffected by the next source of healing it receives before the beginning of its next turn.

Putresce (8th level spell, 1/Long Rest). One creature within 60 ft. must succeed on a DC 18 Constitution saving throw or take 63 (14d8) necrotic damage and be Poisoned for the next minute.

A creature Poisoned in this way has disadvantage on Constitution saving throws.

A creature that fails this save by 10 or more dies as its flesh liquefies, leaving behind only a skeleton.

Reactions

Steal Magic. As a reaction to a creature within 5 ft. of the nagpa casting a spell, the nagpa makes an attack with its witherstaff.

Ghostly Escape. As a reaction to taking damage from a melee attack, the nagpa becomes partially ethereal, moving up to 15 ft. away from the attacker and gaining resistance to Bludgeoning, Piercing, and Slashing damage until the beginning of its next turn.