

CE

GARGANTUAN

ABERRATION

AQUATIC


Favored servant of Lamashtu

Perception +29; all-around vision, darkvision 60 ft, transdimensional tentacles, see invisibility

Languages Abyssal, Celestial, Common, Draconic, Infernal, Thassilonian

Skills Acrobatics +27, Arcana +30, Intimidation +27, Nature +30, Religion +27, Society +27 (Ancient History only), Stealth +21, Survival +27

Str +9, **Dex** +0, **Con** +9, **Int** +8, **Wis** +4, **Cha** +4

Warp Dimensions  **Trigger:** Teleportation effect within 300 ft. Black Magga's presence distorts the dimensions. **Effect:** Any creature that attempts to utilize a teleportation effect while within 300 feet of Black Magga must succeed at a DC 33 Fortitude save or the teleport effect fails. On a critical failure become sickened 1.

Transdimensional Tentacles (conjunction, teleportation) Black Magga's tentacles allow her to see into and infiltrate the Ethereal Plane and the Plane of Shadow while she is on the Material Plane. This allows her not only to be aware of these planes and the creatures there, but also to shift her tentacles through these planes to attack their inhabitants. She can even phase her tentacles in and out of existence, effectively reaching through walls and other solid barriers to attack foes on the other side, provided that area is not warded by a dimensional lock or similar effect. She can grapple foes with her tentacles normally, but cannot pull grappled foes or objects through planes as her tentacles shift between them.

Taste of Oblivion (mental, necromancy) When a Black Magga damages with its jaws, the target receives a temporary vision of Lamashtu and their impending death. The target must succeed at a DC 35 Fortitude save or become drained 2 and doomed 1. On a critical success, the target becomes temporarily immune to the energy drain for 24 hours.

AC 36; **Fort** +29, **Ref** +26, **Will** +26

HP 271; **Immunities** death effects, mental; **Resistances** Acid 15, Cold 15, Physical 15 (except magic);


Weaknesses 15 Cold Iron

Speed 15ft, swim 40ft

Melee  jaws +32, **Damage** 3d12+17 plus Taste of Oblivion

Melee  tentacle +28 (Transdimensional Tentacles), **Damage** 3d10+14 bludgeoning plus grab

Spells DC 33, attack +25; **7th** *Subconscious Suggestion* (1/day); **6th** *Dominate* (1/day); **5th** *Command* (up to 10 creatures, 1/day); **4th** *At will: Anathematic Reprisal* (anathema: attempt to treat a mental illness or deformity, provide succor to Lamashtu's enemies). *Dimensional Anchor* (1/day), *Read Omens* (1/day); **3rd** *Dream Message* (1/day); **2nd** *Death Knell* (at will); **1st** *Scholarly Recollection* (at will); **Constant** *See Invisibility*

Breath of Madness  (mental, poison) Black Magga can exhale a cloud of foul-smelling, poisonous breath once every minute. This cloud of black smoke fills a 60-foot cone. All creatures in the area become Confused for 1 minute as per the Confusion spell and Stupefied and Clumsy for 1 round as per the Befuddle spell (DC33 Will save).

This breath weapon cannot be used while underwater.

Constrict  3d6+8

This enormous creature's serpentine neck supports a leering reptilian head—its body is a wriggling mass of eyes and tentacles.

Initial encounter:

As she has only just awoken from several hundred years hibernation Black Magga is not yet at the height of her powers. Apply multiple weak templates to keep her effective level within 4 or 5 of the party.

Black Magga is having her worse day in millenia. She has just been rudely woken up from several hundred years hibernation, by ogres banging on the dam, and which if left unchecked could destroy her home. While attempting to sort that out part of the dam collapsed under her and she fell over 200 feet to the valley below taking serious damage. Now she has spotted a church to an opposed deity. This is the perfect outlet for her annoyance.

Tactics: Black Magga focusses on destroying the church and ignores anyone and anything else unless they attack or block her. If anyone stands up to her and lives through a round of attacks, or she takes 10 or more points of damage from any source, or she suffers a negative status effect, this is enough to snap her out of her anger, and she retreats to the depths of Claybottom Lake to plan her revenge and recharge.