



## MEGADUSA

Megadusa is a colossal 100-foot long naga whose head writhes with large, poisonous snakes. She lurks in the cave at the River of Lava and despises all who disturb her slumber.

Originally created as a guardian of the gods, Megadusa slew her master. For her insolence, she was cursed with a petrifying gaze that turns to stone all who look upon her.

### MEGADUSA LEGENDARY BOONS

When a party of heroes defeats Megadusa in combat, each party member may select one of the following legendary boons.

#### BOON OF POISON TOLERANCE

You are immune to poison damage and the poisoned condition.

#### BOON OF REJUVENATION

If you die, you return to life in 1d6 days and regain all of your hit points. Only a *wish* spell can prevent this trait from functioning.

#### BOON OF THE EARTH

You are immune to the petrified condition and you have tremorsense out to 60 feet.



### MEGADUSA LOOT DROPS

The megadusa always keeps a small treasure hoard nearby. In addition to loose coins, gems, and art objects, the hoard contains one of the following magical items:

#### MEGADUSA'S LOOT DROPS

d100	Item
1-33	<i>potion of supreme healing</i>
34-50	<i>oil of sharpness</i>
51-60	<i>arrow of slaying</i>
61-70	<i>ring of telekinesis</i>
71-80	+2 <i>chainmail</i>
81-85	<i>staff of power</i>
86-90	+3 <i>shield</i>
91-94	<i>cubic gate</i>
95-98	<i>crystal ball of mind reading</i>
99-100	<i>Megadusa's Bow</i> (see below)

#### MEGADUSA'S BOW

*Weapon (longbow), legendary (requires attunement)*

This mastercraft longbow was owned by Megadusa when she was still a mortal. This longbow grants a +3 bonus to attack and damage rolls made with it. Additionally, any arrow loosed from the bow deals an additional 10 (3d6) poison damage on a hit.

# MEGADUSA

Gargantuan monstrosity, neutral evil

**Armor Class** 19 (natural armor)

**Hit Points** 370 (20d20 + 160)

**Speed** 60 ft., climb 50 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	20 (+5)	26 (+8)	12 (+1)	13 (+1)	16 (+3)

**Saving Throws** Dex +13, Con +16, Wis +8, Cha +11

**Skills** Deception +11, Insight +8, Perception +8, Stealth +13

**Damage Immunities** fire; bludgeoning, piercing, and slashing from nonmagical attacks

**Senses** darkvision 120 ft., passive Perception 18

**Languages** Abyssal, Common

**Challenge** 26 (90,000)

**Petrifying Gaze.** When a creature that can see Megadusa's eyes starts its turn within 120 ft. of Megadusa, Megadusa can force it to make a DC 24 Constitution saving throw if Megadusa isn't incapacitated and can see the creature. If the saving throw fails by 5 or more, the creature is instantly petrified. Otherwise, a creature that fails the save begins to turn to stone and is restrained. The restrained creature must repeat the saving throw at the end of its next turn, becoming petrified on a failure or ending the Effect on a success. The petrification lasts until the creature is freed by the *greater restoration* spell or other magic.

Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it can't see Megadusa until the start of its next turn, when it can avert its eyes again. If the creature looks at Megadusa in the meantime, it must immediately make the save.

If Megadusa sees herself reflected on a polished surface within 30 ft. of her and in an area of bright light, Megadusa is, due to her curse, affected by her own gaze.

**Legendary Resistance (3/Day).** If Megadusa fails a saving throw, she can choose to succeed instead.

**Magic Resistance.** Megadusa has advantage on saving throws against spells and magical effects.

**Magical Weapons.** Megadusa's weapon attacks are magical.

**Shed Skin (Mythic Trait; Recharges after a Short or Long Rest).** If Megadusa is reduced to 0 hit points, she doesn't die or fall unconscious. Instead, she sheds her skin, regains 370 hit points, and moves up to her speed without provoking opportunity attacks.

## Actions

**Multiattack.** Megadusa makes four melee attacks—one with her snake hair, two with her claws, and one with her constrict.

**Snake Hair.** Melee Weapon Attack: +15 to hit, reach 10 ft., one creature. *Hit:* 17 (4d4 + 7) piercing damage plus 28 (8d6) poison damage.

**Claw.** *Melee Weapon Attack:* +15 to hit, reach 15 ft., one creature. *Hit:* 14 (2d6 + 7) slashing damage.

**Constrict.** *Melee Weapon Attack:* +15 to hit, reach 25 ft., one creature. *Hit:* 20 (3d8 + 7) bludgeoning damage, and the target is grappled (escape DC 24). Until this grapple ends, the creature is restrained, and Megadusa can't constrict another target.

## Legendary Actions

Megadusa can take 3 legendary actions, choosing from the options below. She can take only one legendary action at a time and only at the end of another creature's turn. Megadusa regains spent legendary actions at the start of her turn.

**Move.** Megadusa moves up to her speed without provoking opportunity attacks.

**Claw.** Megadusa makes a claw attack.

**Tail Whip (Costs 2 Actions).** *Melee Weapon Attack:* +15 to hit, reach 25 ft., one creature. *Hit:* 20 (3d8 + 7) bludgeoning damage and the target must make a DC 23 Strength saving throw. On a failed saving throw, the target is pushed back 20 feet and knocked prone. If Megadusa is currently grappling a creature with her tail she cannot use this legendary action.

## Mythic Actions

If Megadusa's mythic trait is active, she can use the options below as legendary actions for 1 hour after using Shed Skin.

**Constrict (Costs 2 Actions).** Megadusa makes a constrict attack.

**Spit Venom (Costs 2 Actions).** Megadusa's snake hair spits acid in a 60-foot cone. Each creature in the cone must make a DC 24 Constitution saving throw, taking 36 (8d8) poison damage on a failed saving throw or half as much damage on a successful one.