

RACE

NAGARAN

For to be free is not merely to cast off one's chains, but to live in a way that respects and enhances the freedom of others.

– Ramakrishna

The nagaran are an intelligent, serpentine race originally created by nagas and infused with their essence as a show of nagan superiority over the other reptilian races and their respective humanoid kin. All nagaran bear a long, snake-like body and a flared hood—an expanded neck, which they can exaggerate further in a menacing display of intimidation.

ANCESTORS' LEGACY

Nagaran embrace many qualities from their creators, but they eschew some others. They are naturally proficient with magic, much more so than other serpentfolk, and they possess a sliver of their forebears' immortality, but they are overall much more amicable in their dealings with other races—a courtesy that is often not returned.

VAIN ORIGINS

Nagas are known to be overconfident and distrusting of other beings, leading them to rule their domains with absolute authority. Their ubiquitous vainglory inspired them to create a subordinate race of creatures to populate and defend their lairs—a race nevertheless superior to other creatures in their eyes.

The immortal nagas patiently groomed various species of cobras over the course of hundreds of years, slowly infusing them with their magic as time passed. When they were satisfied with the monstrous, magical serpents they had created, the nagas performed an ancient ritual (some say of their own design, some say passed down by another long-forgotten race), infusing the snakes with a precise concoction of their blood and venom.

The newly awakened snakes hissed, and spoke, and obediently served the nagas for decades, but it wasn't long before some ventured forth from their overbearing masters' lairs. The guardian nagaran were the first to depart, their creators being the most benevolent, but shortly thereafter, the water nagaran's longing for independence and the spirit nagaran's desire to escape their brutal tyrants also drove them to new lands to establish a life of their own.

NAGARAN NAMES

Male Names: Bathan, Daron, Gnish, Kig, Kulez, Limek, Nakh, Noko, Rafsa, Sig, Skaln, Tuntun, Zalo

Female Names: Altha, Diron, Esteca, Kilha, Leta, Milasi, Miya, Rautant, Roga, Tiyanga, Venine, Vipra, Ylan

NAGARAN TRAITS

Your nagaran character shares a number of characteristics with all other nagaran.

Ability Score Increase. Your Dexterity or Constitution score increases by 1 (your choice).

Age. Unlike many reptiles and other serpentfolk, nagaran have an exceptionally long lifespan, blessed by the immortal nature of their naga ancestors. Nagaran reach adulthood around 12 years of age and can live for over 500 years.

Alignment. Nagaran span the entire spectrum of good to evil, law to chaos, with slight inclinations based on their naga heritage—those of guardian naga descent tend toward law and good, water nagaran are inclined toward neutrality, and those with spirit naga heritage tend toward evil and chaos.

Size. Nagaran can stand between 5 and 6 feet tall and have a tail that stretches another 5 to 10 feet when fully uncoiled. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. Thanks to your magic-infused naga blood, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Bite. Your venomous bite is a natural weapon, which you can use to make unarmed strikes. If you hit with it, you deal piercing damage equal to 1 + your Strength modifier plus an extra 1d4 poison damage, instead of the bludgeoning damage normal for an unarmed strike.

Limited Rejuvenation. If you die and your body is destroyed, such as by the *disintegrate* spell, a creature can target you with a spell that restores you to life (but not undeath) simply by speaking your name. When the spell is completed, your spirit reforms in a new body in an unoccupied space within 10 feet of the caster.

Serpentine Resilience. You have resistance to poison damage, and you have advantage on saving throws against being poisoned.

Languages. You can speak, read, and write Common.

Subrace. There are three kinds of nagaran: guardian, spirit, and water. Choose one of the following subraces.

GUARDIAN NAGARAN

Whether it be their friends, family, home, or possessions, guardian nagaran are protective to a fault and will stop at nothing to secure and defend that which they value most.

Ability Score Increase. Your Wisdom score increases by 2.

Guardian's Inheritance. You know the *thaumaturgy* cantrip. When you reach 3rd level, you can cast *cure wounds* once with this trait. When you reach 5th level, you can cast *calm emotions* once with this trait. You regain the ability to cast these spells with this trait when you finish a long rest. Wisdom is your spellcasting ability for these spells.

Extra Language. You can speak, read, and write Celestial.

SPIRIT NAGARAN

Spirit nagaran are notoriously tenacious. If left to their own devices, they prefer to outsmart their foes and defeat them with exceptional strategy rather than physical combat.

Ability Score Increase. Your Intelligence score increases by 2.

Spirit's Inheritance. You know the *minor illusion* cantrip. When you reach 3rd level, you can cast *charm person* once with this trait. When you reach 5th level, you can cast *detect thoughts* once with this trait. You regain the ability to cast these spells with this trait when you finish a long rest. Intelligence is your spellcasting ability for these spells.

Extra Language. You can speak, read, and write Abyssal.

WATER NAGARAN

Those with water naga ancestry are the most pragmatic of the nagaran. They pride themselves on sustaining a life of self-sufficiency, unclouded by bias, and they rarely seek to maintain long term, intimate relationships.

Ability Score Increase. Your Charisma score increases by 2.

Amphibious. You have a swimming speed equal to your walking speed and can breathe air and water.

Water's Inheritance. When you reach 3rd level, you can cast *expeditious retreat* once with this trait. When you reach 5th level, you can cast *mirror image* once with this trait. You regain the ability to cast these spells with this trait when you finish a long rest. Charisma is your spellcasting ability for these spells.

Extra Language. You can speak, read, and write Aquan.