

NAGA

Naga have serpent bodies, but humanoid torsos and heads with draconian features. They are larger than humans and distantly related to Dragon Kin (with whom they are generally on friendly terms).

Naga are extremely intelligent and not inherently evil, but they can be very aggressive and generally assume anything they meet is hostile unless they are very sure it is not. They will always attack ships that come near their caves, which has given them a fairly negative reputation.

The most intelligent naga become shaman who are the spiritual leaders of the tribe. Naga religion focuses on ancestor worship, and naga water spirits are ancestral spirits who have returned to protect the tribe (they are independent, not summoned or controlled).

The best warriors become naga lords, who are the military leaders of the tribe. A single naga lord will generally lead a party of warriors, although large groups will usually have a shaman as well. Naga beasts are warriors who have undergone a ritual transformation that doubles their size, but greatly shortens their lifespan.

The naga queen rules multiple tribes (all that are found in the same sea or other major body of water). Naga do not die of old age, so the queen is often hundreds of years old and extremely powerful.

Naga tribes can be found in underwater caves on most islands, or in small groups anywhere throughout the Sea of Shadows. They are only found on land when raiding coastal regions.

WARRIOR NAGA (1ST RANK)

STR	DEX	INT	PRE	FOR	REF
D10	D8	D4	D8	D8	D6
MOVE	ATT	DEF	AP	MP	HP
SWIM	D10	D6	3	0	4

ATTACKS AND ABILITIES

POLEARM: D10

CLAWS/BITE: D8

AMPHIBIOUS, FROST RESISTANCE, RUNIC

NAGA WATER SPIRIT (3RD RANK)

STR	DEX	INT	PRE	FOR	REF
D8	D12	D6	D12	D12	D10
MOVE	ATT	DEF	AP	MP	HP
SWIM	D12	---	4	3	12

ATTACKS AND ABILITIES

BREATHE FROST: D12 vs. FOR, AE1, R1, Cooldown, 1 MP

Icy TOUCH: D12 vs. FOR, Stunning

AMPHIBIOUS, FORMLESS, FROST IMMUNITY, RUNIC

SHAMAN NAGA (2ND RANK)

STR	DEX	INT	PRE	FOR	REF
D8	D8	D8	D12	D8	D8
MOVE	ATT	DEF	AP	MP	HP
SWIM	D8	D6	3	2	6

ATTACKS AND ABILITIES

BREATHE FROST: D12 vs. FOR, AE1, R1, Cooldown, 1 MP

CURSE SPELL: D12 vs. PRE, R1

COUNTERSPELL: D8

POLEARM: D8

CLAWS/BITE: D6

AMPHIBIOUS, FROST RESISTANCE, RUNIC

NAGA BEAST (3RD RANK)

STR	DEX	INT	PRE	FOR	REF
D16	D10	D3	D10	D16	D6
MOVE	ATT	DEF	AP	MP	HP
SWIM	D16	D12	3	1	16

ATTACKS AND ABILITIES

BREATHE FROST: D10 vs. FOR, AE1, R1, Cooldown, 1 MP

CLAWS/BITE: D16

AMPHIBIOUS, FROST IMMUNITY, CHARGE, RUNIC

NAGA LORD (2ND RANK)

STR	DEX	INT	PRE	FOR	REF
D12	D10	D6	D10	D10	D8
MOVE	ATT	DEF	AP	MP	HP
SWIM	D12	D8	3	1	7

ATTACKS AND ABILITIES

BREATHE FROST: D10 vs. FOR, AE1, R1, Cooldown, 1 MP

POLEARM: D12

CLAWS/BITE: D10

AMPHIBIOUS, FROST IMMUNITY, RUNIC

NAGA QUEEN (4TH RANK)

STR	DEX	INT	PRE	FOR	REF
D16	D12	D10	D16	D16	D12
MOVE	ATT	DEF	AP	MP	HP
SWIM	D16	D12	4	5	20

ATTACKS AND ABILITIES

BREATHE FROST: D16 vs. FOR, AE1, R1, Cooldown, 1 MP

Icy TOUCH: D16 vs. FOR, Stunning, 1 MP

CURSE SPELL: D16 vs. PRE, R1

COUNTERSPELL: D10

POLEARM: D16

CLAWS/BITE: D12

AMPHIBIOUS, FROST IMMUNITY, RUNIC