The Serpent Scrolls

A Supplement Dedicated to Serpent Themed Player Options.

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Foreword

Why'd It Have To Be Snakes?

Have you ever cracked open Volo's and saw Yuan-Ti Pureblood and either found it's abilities alittle too overpowered or even lacking for snake flavored content? If the answer is yes then you're in the same boat as me. When I saw Yuan-Ti as a race, in it's lore I figured that the book would have given you way more options to go a bit further with snake themes rather then just Human with semi snake features. So this book is my answer to that small void, to take snake based content just a small step further. For any who want some serpent flavored player options for themselves or for fellow DMs to pepper into their worlds, this ones for you.

Wheres the Lore?

I could spin you yarns of how the Naga come from proud and extravagant noble histories, that the Lamia are a shunned exiled subsect of Elves for praising forbidden gods, or that the Path of the Titanoboa Barbarian's are from a lost prehistoric realm where the survival of the fittest reigns supreme. I could tell you these things, but that's not really in the spirit of this book in my personal opinion. This book is to allow players and DMs more options with snake like themes, thus keeping the content in the book as lore-lite as possible would lend itself better for others to fill in the blanks with their own interpretations and imaginations. If you are a player, work with your DM to find compromise to see how any of the content from this book fits their vision of their world or one shot. If you are a DM, I encourage you to take anything from this book and use it as you see fit for any game you run for your players. Make it your own within your game's cosmology.

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New Race

Naga Traits

Your Naga character will be have the following features.

Ability Score Increase. Your Consitution score increases by 2.

Age. The Naga are born of a clutch of eggs, they mature at the age of 14 and have the capacity to live up to 100 years naturally, though some rare occurances of Naga have been documented as living to up to 200 years.

Alignment. The Naga are capable of aligning themselves to all morals and alignments however most attempt to remain neutral in any situation until they have a better concept of any given perdiciment.

Size. Naga have humanoid torsos but can have long serpent bodies that vary in size, color and muscle structure. A Naga's size can vary between 4'9 - 6'10 feet tall compared to a Human, however their serpent tails could add anywhere from 3 to 12 extra feet. Your Naga is considered a Medium sized creature, dispite their tails granting them extra height, their body curls about themselves to better fit their suroundings.

Speed. Your base walking speed is 30 feet.

Bite. Naga have long sharp fangs that can easily puncture through flesh. Naga have a natural bite attack that deals 1d4 Piercing + your Strength modifier.

Constrict. A Naga's long tail is strong and prehensile enough to grasp at targets, restraining them in place. Naga have a natural constrict attack that deals 1d6 Bludgeoning + your Strength modifier. If you successfully hit a target with your constrict attack, the target is automatically grappled and restrained. You may only constrict one target at a time and your speed is reduce to 0 while constricting a target. Your tail can act as a free hand to grab and hold items.

Languages. Naga can read, write and speak Common and Draconic.

Subraces. You must choose one of the following Subraces for your Naga character; *Constrictor*, *Hooded*, *Viper*, *Sea*, *Tsuchi*, *Couatl*, or *Hognose*.

Need a Hug?

Constrict is a very good damaging tool for players, but what if a player does not want to hurt the target they are constricting?

Constrict Variant Rule

If you successfully hit a target with constriction you can choose to not deal damage but instead add disadvantage to an target's saving throw to break your grapple check on it's turn. You must claim you wish to use subdue damage before you use your Constrict feature to impose disadvantage on the constricted target.

Constrictor

Constrictor Naga are more muscular and physically stronger then others of the race, their bodies extend much further then any of the race by 4 to even 12 feet. As the name implies, their physical strength lends to their ability to crush ensnared targets with a strength some would claim to be equivalent to a giant's grasp. Constrictor Naga are workhorses known for effortlessly applying their might to any physically demanding job assigned to them.

Ability Score Increase. Your Strength score increases by 1.

Athletic. You gain proficiency in Athletics.

Powerful Build. Your mass is stockier and heavier then most of other Naga. You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

Crushing Coils. Your coils have unyeilding strength and have the potential to crush objects with little effort. At the end of your target's turn if they fail to escape a grapple from your Contrict attack they recieve an extra 1d6 + Str Bludgeoning.

Viper

Viper Naga can sport a variety of physical attributes, some have vibrate colored scaled, some have unique traits such as flat snouts or rattles on the end of their tails. Above all else the Viper Naga have one singular thing in common; a deadly venomous bite. Viper Naga are excellent hunters and assassins and will offer their services for the right price and the right game to hunt.

Ability Score Increase. Your Dexterity score increases by 1.

Stealthy. You gain proficiency in Stealth.

Powerful Jaws. Your jaws have more power when you clamp your fangs down onto your targets. Your Bite attack damage is now 2d4 Piercing and can now be treated as if it has Finesse.

Venom. You have venom glands in your mouth that can inject poison into your target during a bite attack. If you successfully hit with your Bite attack the target must make a Constitution Save vs DC 8 + Prof + your Constitution modifier. On a failure the target recieves 1d4 Poison damage and is Poisoned.

Death Rattle

The Viper Naga subrace can cover a wide range of serpents with venomous bites, however what if a player wants to flavor their Viper as a Rattlesnake?

Rattlesnake Variant Rule

Your Viper Naga has a rattle upon the end of it's tail it uses to frighten off attackers should they feel threatened. Replace the ***Stealthy*** feature with the Hooded Naga's ***Intimidating*** feature.

Hooded

The Hooded Naga are the most beguiling and alluring of the race, their defining feature is having a collapsible hood that can unfurl to distract or intimidate targets with the markings and patterns within it. While most Hooded Naga would rather talk their way out of a situation they also have a venom gland which they can use to well acid within their mouths, which then is spit at any aggressor should a conversation turn sour.

Ability Score Increase. Your Charisma score increases by 1.

Intimidating. You gain proficiency in Intimidation.

Spitting Venom. You can store your venom within your mouth and with a flick of your head, lob acidic saliva at your enemy. You know the cantrip *Acid Splash* using Consitution for spellcasting.

Soothing Patterns. You sway your head with your hood open provoking attention from your target to gaze at the patterns soothing them. All the while you invoke honied and kind words to have them see things your way. Once per day you can cast the spell *Suggestion* using your Charisma for spellcasting. You may use this feature again after a long rest.

Sea

The Sea Naga make their homes off the coastlines or within underwater caverns, hunting for fish and trading them off to nearby coastal towns for profit. A Sea Naga's speed within the water is blinding, capable of swimming great distances, making them ideal for hunting for food on long sea voyages or attacking enemy ships from underneath the waves unnoticed and draggin sailors to a watery grave.

Ability Score Increase. Your Wisdom score increases by 1.

Adaptable. You gain proficiency in Survival.

Amphibious. Living out in the open waters you have build an ability to adapt to both beather on both land and sea. You are capable of breathing air and in water.

Swim Speed. Your body is build for swimming, you can swim through water with blinding speeds. You have a swim speed of 60ft.

Venom. You have venom glands in your mouth that can inject poison into your target during a bite attack. If you successfully hit with your Bite attack the target must make a Constitution Save vs DC 8 + Prof + your Constitution modifier. On a failure the target recieves 1d4 Poison damage and is Poisoned.

Tsuchi

Tsuchi Naga are mysterious and stout from far off distant continents dwelling within fey and yokai origins. Tsuchi Naga possess a magical boon of jumping power and have a bizarre sense of fortunate luck. Knowledge of this fortune, Tsuchi Naga enjoy fine living and have a charismatic and affable approach to any given situation from knowing that their positive karma will see them through any trial.

Ability Score Increase. Your Charisma score increases by 1.

Size. You are considered a small size creature.

Acrobatic. You gain proficiency in Acrobatics.

Magical Leap. You possess an innate magic that over time grants you to have the ability to leap over great distances. Once per day at 3rd level you can cast the spell *Jump* without the need for arcane componients.

Lucky. There is a strange karmic balance about you that somehow tips the odds in your favor, you can't explain it nor do you really care how or know why it is so. When you roll a 1 on the d20 for an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll.

Couatl

The Couatl Naga's origins are one of high intelligence, magical prowess and above all else a strong devotion to all things virtuous and orderly. Couatl Naga covet knowledge, seeking beauty and the purity of the material planes around them. Should the natural order be challenged and the balance of the divinity's law be shifted, a Couatl Naga will spring to action to see justice be done.

Ability Score Increase. Your Intelligence score increases by 1.

Devout. You gain proficiency in Religion.

Divination. Your celestial blood allows you to sense the alignment of other creatures. Once per day at 3rd level you can cast the spell *Detect Evil and Good* without the need for arcane componients.

Hover. With a flap of your wings you can ascend into the sky, however they cannot completely support your weight after a time. You have a 30ft flying speed, however on the end of your turn you must return to the ground if you end your movement within the air. Falling further then your flight speed will result in fall damage.

Hognose

The Hognose Naga have been know to creating underground villages under lush forests, shifting sands and under mountainsides, granting them fancy titles such as "Earth Wyrms" by Dwarves. The Hognose over vast centuries have created networks of tunnels that are normally used for hunting prey like mice and other subterranean creatures. They seldom realize they create sprawling new networks for other creatures of the ecosystem to thrive and create homes in and are often praised as unsung heroes of the underdark.

Ability Score Increase. Your Charisma score increases by 1.

Persuasive. You gain proficiency in Persuasion.

Burrowing. Your nose has a sharp pointed end giving you an advantage to dig through the earth and create a tunnel that fits to your size. You have a burrowing speed of 60ft.

Play Dead. Once per day when you take damage, as a reaction you make a Deception check vs Insight. On failure the target believes you are dead so long as you remain still. You can use this again after a short or long rest.

New Subraces

The following subraces are made to be additional subrace options for Elf, Gnome and Aasimar for the purposes of granting the player Naga like features while retaining the use of more core friendly races. In addition to the subraces offered in the Players Hand Book and Volo's Guide to Monsters you may choose any of the subraces that apply to their specific race listed below.

Elf Subrace:

Lamia Traits

Your Lamia Elf character will have the following features.

Ability Score Increase. Your Consitution score increases by 1.

Additional Language. The Lamia speak, read and understand Draconic.

Bite. Lamia have long sharp fangs that can easily puncture through flesh. Lamia have a natural bite attack that deals 1d4 Piercing + your Strength modifier.

Constrict. A Lamia's long tail is strong and prehensile enough to grasp at targets, restraining them in place. Lamia have a natural constrict attack that deals 1d6 Bludgeoning + your Strength modifier. If you successfully hit a target with your constrict attack, the target is automatically grappled and restrained. You may only constrict one target at a time and your speed is reduce to 0 while constricting a target. Your tail can act as a free hand to grab and hold items.

Gnome Subrace:

Garter Traits

Your Garter Gnome character will have the following features.

Ability Score Increase. Your Consitution score increases by 1.

Additional Language. The Garter speak, read and understand Draconic.

Bite. Garter have long sharp fangs that can easily puncture through flesh. Garter have a natural bite attack that deals 1d4 Piercing + your Strength modifier.

Constrict. A Garter's long tail is strong and prehensile enough to grasp at targets, restraining them in place. Garter have a natural constrict attack that deals 1d6 Bludgeoning + your Strength modifier. If you successfully hit a target with your constrict attack, the target is automatically grappled and restrained. You may only constrict one target at a time and your speed is reduce to 0 while constricting a target. Your tail can act as a free hand to grab and hold items.

Aasimar Subrace:

Couatl Traits

Your Couatl Aasimar character will have the following features.

Ability Score Increase. Your Consitution score increases by 1.

Additional Language. The Couatl speak, read and understand Draconic.

Bite. Couatl have long sharp fangs that can easily puncture through flesh. Couatl have a natural bite attack that deals 1d4 Piercing + your Strength modifier.

Constrict. A Couatl's long tail is strong and prehensile enough to grasp at targets, restraining them in place. Couatl have a natural constrict attack that deals 1d6 Bludgeoning + your Strength modifier. If you successfully hit a target with your constrict attack, the target is automatically grappled and restrained. You may only constrict one target at a time and your speed is reduce to 0 while constricting a target. Your tail can act as a free hand to grab and hold items.

Additional Racial Features

At certain levels, your class gives you the Ability Score Improvement feature. You can forgo taking that feature to take a feat of your choice instead. You must meet any prerequisite specified in a feat to take that feat.

Constrict

(Prerequisite: Constitution 13 or Higher)

Through surgery, eldritch bloodline, arcane(or natural) mutations, or some other reason, your legs have transform into a long serpent like appendage capable of grabbing objects. You gain the Naga's Constrict feature and you may use your new appendage as a free hand to grab items.

> **"He says he's already got one..."**
>
> If your race already possesses a tail or some other natural appendage your DM finds acceptable for having this feature, you can opt to apply this feature upon your applicable appendage in lieu of transforming your legs. Thus this transforms your chosen appendage to either be longer, sturdier, or more powerful to possess the Constrict feature.

Simple Tail Fighting

(Prerequisite: Constrict, Strength 13 or Higher)

Your tail can now hold and handle a simple melee weapon. You may now make weapon attacks while holding a simple melee weapon held within your tail that does not have the Heavy property.

Martial Tail Fighting

(Prerequisite: Constrict, Simple Tail Fighting, Strength 15 or Higher)

Your tail can now hold and handle a martial melee weapon. You may now make melee weapon attacks while holding a martial and simple melee weapon held within your tail.

Concentration Crush

(Prerequisite: Constrict, Strength 13 or Higher)

When a target attempts to break from your Constriction, as a reaction you can impose disadvantage. You may use this again after a short or long rest.

Titanograpple

(Prerequisite: Constrict, Strength 13 or Higher)

You raise your damage for the Constrict attack to 1d8 Bludgeoning + Strength. You can take this feat two more times, each time changing the damage die to 1d10 and 1d12 respectively.

Guarding Constriction

(Prerequisite: Constrict, Strength 13 or Higher)

As an action you can constrict around an ally occupying their space, granting them your coils as a makeshift shield. While within your constriction your ally gains your Constitution Modifier in AC and make spell and ranged attacks while use you as full or half cover of their choice. Any attacks made against your ally have disadvantage while within your constriction. If an attack hits your ally you can use your reaction to take any amount of the damage for them.

While constricted around an ally your speed is reduced to 0. On your ally's turn they can spend double their movement to move you along with them and still gain the benefits of Guarding Constriction, so long as they are capable of pushing your current size category. Your ally loses all benefits from Guarding Constriction when they move out of your constriction.

Winding Constriction

(Prerequisite: Constrict, Strength 13 or Higher)

While a target is grappled from your Constriction, they are unable to speak and cannot use any spells that require verbal compnients. When the target is released from your grapple or breaks free they are knocked prone.

Exhausting Constriction

(Prerequisite: Constrict, Strength 15 or Higher)

On a successful Constrict attack you can spend a bonus action to force the target to make a Con Save vs 8 + Prof + Str. On failure the target takes 1 Point of Exhaustion. You may use this feature again after a short or long rest. This feature does not work on Undead, Plants and Constructs.

Suffocating Constriction

(Prerequisite: Constrict, Strength 15 or Higher)

On a successful Constrict attack you can spend a bonus action to force the target to suffocate. At the start of your turn you must use an action to maintain suffocation on a constricted target. Suffocation persists until the target is knocked unconscious, released from the constriction, Suffocation is no longer maintained at the start of the user's turn, or breaks free of the grapple. This feature does not work on Constructs, Plants, or Undead. You may use this feature again after a short or long rest.

Armored Scales

(Prerequisite: Constrict, Constitution 13 or Higher)

Gain +1 Constitution and you may use your Constitution modifier in place of Dexterity to calculate AC while wearing up to Light Armor.

Elongated

(Prerequisite: Constrict, Constitution 15 or Higher)

You are considered a Large sized creature for the purposes of pushing, pulling, lifting and dragging if you are not doing so already. If you are a Small sized creature taking this feat allows you to be considered a Medium sized creature for the purposes of pushing, pulling, lifting and dragging. While your tail has elongated you to be a Large sized creature, you still can occupy the same spacing as a Medium sized creature by coiling upon yourself. When you successfully constrict a target, if a target is within 10ft of you and the first constricted target, as a bonus action can may attempt to Constrict a second target as well.

Meat Shield

(Prerequisite: Constrict, Constitution 15 or Higher)

Once per day, while you are grappling a target with your constriction, if an enemy hits you with a ranged attack, you can use a reaction to move half the damage received to your constricted target. You may use this feature again after a long rest.

Massage

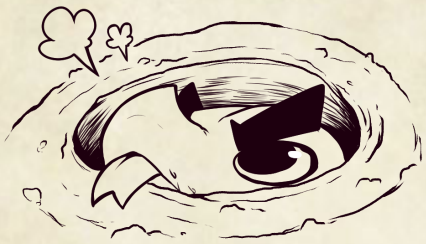
(Prerequisite: Constrict, Wisdom 13 or Higher)

As an action you can constrict an ally and cure them of the Frightened, Paralyzed and Stunned conditions. You can use Massage again after a short or long rest.

Burrowing

(Prerequisite: Naga, Str 13 or Higher)

You use your claws to shovel through soil or your nose has a sharp pointed end giving you an advantage to dig through the earth and create a tunnel that fits to your size. You have a burrowing speed of 60ft.



Den

(Prerequisite: Burrowing, Strength 15 or Higher)

Once per day you can spend an hour and to prepare a small underground den that can fit up to four Medium or six Small sized creatures comfortably. The den must be created in soft soil and will collapse upon itself after 24 hours. Depending on weather conditions such as rain or snow, the structural integrity of the den may only last for 12 hours. You suffer one exhaustion point once the den is completed. You can use this feature again after a long rest.

Greater Burrowing

(Prerequisite: Burrowing, Strength 15 or Higher)

When you use your burrowing speed as movement, an ally Medium or smaller can use the tunnel you created at half their movement speed. The tunnel must be created in soft soil and will collapse upon itself after 12 hours. Depending on weather conditions such as rain or snow, the structural integrity of the tunnel may only last for 6 hours.

Entomb

(Prerequisite: Naga, Burrowing, Strength 15 or Higher)

Once per day, while burrowing underneath a target within 5ft of you, you may spend an action to use a Constrict attack on your target. On a successful hit, you drag the target within the earth. While grappling the target in your constriction you can move the target with you at half your burrowing speed. A target that ends it's turn remaining underground will begin to suffocate. If the target is capable to movement, it can move up to half it's movement speed to free itself from the earth, once it reaches the surface it is considered prone. You may use this feature again after a long rest.

Lie In Wait

(Prerequisite: Burrowing, Dexterity 13 or Higher)

While burrowed underneath the earth you may use a bonus action to Hide with advantage.

Tunnelvision

(Prerequisite: Burrowing, Wisdom 13 or Higher)

While burrowed underneath the earth you have 30ft of Tremorsense.

Venom

(Prerequisite: Bite)

You have venom glands in your mouth that can inject poison into your target during a bite attack. If you successfully hit with your Bite attack the target must make a Constitution Save vs DC 8 + Prof + your Constitution modifier. On a failure the target recieves 1d4 Poison damage and is poisoned.

Serrated Fangs

(Prerequisite: Bite, Str 13 or Higher)

You raise your damage for Bite to 1d6 Piercing + Strength. You can take this feat two more times, each time changing the damage die to 1d8 and 1d10 respectively.

Venom Concoction

(Prerequisite: Venom, Dexterity 13 or Higher)

Once per day with the aid of a Poisoner's kit and having the proper amount of empty vials, you can produce a bottle of your Venom that you are able to produce from your fangs. This also includes Venom from other gained features. The amount of vials you may produce are your half your Level rounded down (Minimum 1). The venom in the produced vial follows the spell save DC when applied to any target that intakes it according to the poison produced at the time. The vial can be used as a throwing weapon (*30/60*) that when it collides with another object it releases the venom inside the vial. All targets within a 5ft radius of the vial's impact point must make the venom's DC save. All venom produced in vials becomes inert after 24 hours of production.

Spitter

(Prerequisite: Venom, Dexterity 13 or Higher)

Your venom can be hurled at enemies, you gain a ranged Venom Spit attack (*10/40*). On hit you deal 1d4 Poison damage and the target must make a Constitution Save vs DC 8 + Prof + your Constitution modifier. On a failure the target is Poisoned. Slowing Venom, Ceasing Venom, Hallucination Venom, Bewitching Venom and Chromatic Venom can be applied to Spitter.

Enhance Toxin

(Prerequisite: Venom, Constitution 13 or Higher)

You raise your damage for Venom's Consitution save to 1d6 Poison. This feature also applies to the Spitter feature.

Bewitching Venom

(Prerequisite: Venom, Constitution 13 or Higher)

Before rolling to hit with a Bite attack you must declare you want to use this feature. The target must make a Constitution Save vs 8 + Prof + your Constitution modifier. If the target fails the Save DC, the target is poisoned and charmed. Until the poison is cured or the target recieves damage it is infatuated with you and will follow your command even if it put the target in danger. Damage from Constrict on a charmed target does not break the charmed condition. You may use this feature again after a short or long rest.

Ceasing Venom

(Prerequisite: Venom, Constitution 13 or Higher)

Before rolling to hit with a Bite attack you must declare you want to use this feature. The target must make a Constitution Save vs 8 + Prof + your Constitution modifier. If the target fails the Save DC, the target is poisoned and stunned. The target may roll a Save DC to break being stunned at the start of it's turn. You may use this feature again after a short or long rest.

Chromatic Venom

(Prerequisite: Venom, Constitution 13 or Higher)

Before rolling to hit with a Bite attack you must declare you want to use this feature. The target must make a Constitution Save vs 8 + Prof + your Constitution modifier. If the target fails the Save DC, the target is poisoned and takes 1d4 damage at the start of it's turn until it is cured. You may choose the damage typing to be fire, cold, lightning, poison, acid, or necrotic. Once the damage typing is chosen it remains as such until the poison is cured. You may use this feature again after a short or long rest.

Hallucination Venom

(Prerequisite: Venom, Constitution 13 or Higher)

Before rolling to hit with a Bite attack you must declare you want to use this feature. The target must make a Constitution Save vs 8 + Prof + your Constitution modifier. If the target fails the Save DC, the target is poisoned. Until the poison is cured, if the target uses a move action is must make another Save DC, on failure it moves in the opposite direction of it's intended direction. You may use this feature again after a short or long rest.

Slowing Venom

(Prerequisite: Venom, Constitution 13 or Higher)

Before rolling to hit with a Bite attack you must declare you want to use this feature. The target must make a Constitution Save vs 8 + Prof + your Constitution modifier. If the target fails the Save DC, the target is poisoned and loses half it's movement speed until it is cured. You may use this feature again after a short or long rest.

Poison Resistance

(Prerequisite: Naga Race, Constitution 13 or Higher)

You have advantage on Saving Throws against poison, and you have Resistance against poison damage.

Natural Adaptation

(Prerequisite: Naga Race, Wisdom 13 or Higher)

You gain the following benefits. A Climbing speed of 30ft, you can hold your breath for 15 minutes, you can understand and speak to any serpent beast creature and you have advantage to saving throws against being knocked prone.

Keen Tongue

(Prerequisite: Naga Race, Wisdom 13 or Higher)

You gain advantage to all Perception checks partaining to scent.

Silver Tongue

(Prerequisite: Naga Race, Charisma 13 or Higher)

You gain proficiency in Persuasion and Deception. If you are proficent in these skills you may add double your proficiency to the skill check.

Couatl Flight

(Prerequisite: Naga Race or Couatl Aasimar Subrace)

You have Couatl wings can support your body for a brief moment, granting you a 30ft flying speed. However on the end of your turn you must return to the ground if you end your movement within the air, falling further then your flight speed will result in fall damage.

True Flight

(Prerequisite: Couatl Naga Subrace or Couatl Aasimar Subrace, Clumsy Flight)

Your Couatl wings have become far more durable and can support your weight. You no longer automatically fall to the ground at the end of your turn if your movement ends within the air.

Trusting Gaze

(Prerequistie: Naga Race, Charisma 13 or higher)

Your eyes begin to create a swirling hypnotic pattern that bewitches any foolish enough to stare into them. You may cast Charm Person using Charisma for spellcasting once per Short or Long Rest. Damage from your Constrict attack on the charmed target does not break the spell.

New Archetypes

Class	Subclass	Level Available	Description
Accursed	Curse of the Gorgon	1st	Applies debilitating effects by cursing others with a petrifying gaze.
Barbarian	Path of the Titanoboa	3rd	Crushes their enemies with a near inescapable strangle hold.
Bard	College of Belly Dancing	3rd	Captivates the battlefield with exotic and graceful body motions.
Fighter	Coachwhip	3rd	Commands a constrictor or venomious snake as a whipping weapon.
Monk	Way of the Cobra Fang	3rd	Strikes at the nervious system of their targets transforming their blood into toxins.
Sorcerer	Naga Bloodline	1st	Given serpentine form and might from the Naga blood within them.

Curse of the Gorgon

Your curse is one woven by divine jealousy, just as Athena cursed Medusa, so too has she or some other higher power saw fit to blight your body with serpent like features and a petrifying gaze. No sane person should gaze upon your eyes less they be turned to stone. No matter how much you assure them you are able to control it your face is a weapon and blight to the commonfolk. Your life is ruined and your aggression must be unleashed, do you accept the curse of the Goron and use it's power for your own gains? Do you seek to cure it by pleading to the divinity or reversing such an unfit punishment? Your beauty is forever tainted, but in some cruel twisted way you may view your new eyes to be a blessing in warding off those who hunt you as a monster.

> **Wait, what is the Accursed?**
> This archetype was created to be an extra class option with the Accursed class created by Ross Leiser. The class allows a player to take a curse such as Lycanthropy or Vampirism and bestow it upon their enemies. The player's curse transforms them and evolves into more powerful abilities as the player levels. If this sounds interesting I highly recommend picking up a copy and checking out more of Ross Leiser's work.

Gorgon Ailments

As a creature afflicted with the curse of the Gorgon, you suffer the following ailments:

-Due to your curse afflicting your eyes you have a hard time adjusting to light sources, while in direct sunlight you are only able to see 30ft in front of you and you have disadvantage to Perception checks involving sight.

-Due to fear of your own gaze's effects taking hold upon yourself you shy away from reflective surfaces. Any time you see a reflective surface you fall under the effects of fear and must use a move action to flee 30ft from the reflective surface. You are under the effects of fear from one source at a time, once you are 30ft away from the source you are no longer under the effects of fear.

-If forced to stare at a reflective surface for more than 1 minute you must make a Wisdom saving throw against your own save DC or you become paralyzed. If you succeed your save and are forced to continue to stare at the reflective surface you must reroll your Wisdom save for every 1 minute untill you look away or fail your Wisdom Save.

Heightened Senses

At 1st level, you gain Darkvision 120ft and advantage to Perception checks partaining to scent.

Untrusting

Also at 1st level, you gain proficiency in Insight. If you uncover that the target of your Insight check is lying to you, your next Intimidation, Persuasion or Deception check has advantage.

Gaze

You can use your cursed gaze to stunt an enemy's mobility in a variety of ways. Beginning at 1st level, you may choose any one creature that requires sight that is facing you and is not a Construct to make a Wisdom saving throw. On failure the afflicted target is compelled to face you until the end of it's next turn. When the afflicted target is damaged or is forced to break eye contact with you the gaze ends.

As a reaction, you can expend a spell slot to apply one of the following effects to your Gaze feature.

Binding Gaze. The afflicted target is blinded until the end of it's next turn. Even while blinded during it's turn, the target is still compelled to stare in your direction.

Frightening Gaze. The afflicted target is frightened of you until the end of it's next turn. It must spend it's move action to move 30ft away from you. Even while frightened during it's turn, the target is still compelled to stare in your direction.

Stunning Gaze. The afflicted target is stunned until the end of it's next turn. Even while stunned during it's turn, the target is still compelled to stare in your direction.

Fascinating Gaze. All attacks made against the afflicted target have advantage until the end of it's next turn.

Curse Spells

You gain curse spells at the accursed levels listed in the **Gorgon Curse Spells Table**. See the Spellcasting class feature for how curse spells work.

Gorgon Curse Spells Table

Accursed Level	Spells
2nd	Cause Fear
5th	Blindness/Deafness
9th	Nondetection
13th	Stone Shape
17th	Animate Object

Searing Gaze

Your eyes have adjusted to your curse that you now can willfully inflict pain against anyone foolish to look upon your face. At 3rd level, whenever a target fails a saving throw against your Gaze feature, as a bonus action you may also cast *Eldritch Blast*, however your extra bolts may only strike at the afflicted target locked in your gaze. This damage does not force your target to break eye contact with you.

Extra Attack

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Lamia Form

You have grown so accustom to your curse that you have become numb to the curse transforming your legs into a long serpent body. At 11th level, you gain the Naga's racial Bite and Constrict features. You may choose a subrace of Naga from the **Naga Subrace Table**, once chosen you gain that subrace of Naga's racial features as well. Dealing damage from Constrict on an afflicted target of your Gaze feature does not force it to break eye contact with you. If your race is a Naga you must choose an option that does not grant your current subrace's features.

Naga Subrace Table

Naga Subrace	Gained Feats
Constrictor	Powerful Build, Crushing Coils
Hooded	Spitting Venom, Soothing Patterns
Viper	Powerful Jaws, Venom
Sea	Amphibious, Swim Speed, Venom
Tsuchi	Magical Leap, Lucky
Couatl	Divination, Hover
Hognose	Burrowing, Play Dead

Bewitching Gaze

Your eyes can create a enticing spectrum of patters and colors that can lull your target into a false sense of security. Beginning at 15th level, you gain a new gaze effect that can be used by expending a spell slot on reaction of a target's failed save on your gaze.

Bewitching Gaze. The afflicted target is charmed and spends it's movement to stand 5ft in front of you until the end of it's next turn. The afflicted target will be aware of it's surroundings and will find the safest yet most direct route to stand in front of you. The afflicted target will not go through other creatures and will blissfully walk past other creatures to get to you, invoking Attacks of Opportunity. Taking damage by your Constrict attack from your Lamia Form (Or as a Naga Race) does not break the spell on the afflicted target.

Animated Petrification

Starting at 20th level, you have learned to control your curse that you no longer have an inhibitions to use it's most devastating effect; petrifying flesh into stone. Once per day as an action you can expend a spell slot to cast a 15ft cone of hexing arcane energy that ranges out 60ft from your eyes.

Any creature facing you within the cone that requires sight and is not a Construct must make a Wisdom saving throw. On success the target takes half of 6d12 Force damage. On failure the target takes 6d12 Force damage and is petrified in a layer of stone for 1 minute, if the target dies from this attack their body turns to stone.

While petrified the target becomes a controllable creature under the same effects as the spell *Animate Object* until the minute is complete or the creature is killed. However unlike the *Animated Object* spell, a petrified target that you control retains it's original stats. If the target has died and turned to stone the creature becomes controllable with all the same effects from the spell *Animated Object* for 24 hours. The creature will freeze in place becoming a stone statue once the 24 hours is up, the creature is actively dismissed, or until the creature is killed. You may use Animated Petrification again after a long rest.

Path of the Titanoboa

The Titanoboa is a primordial serpent so massive and powerful that it had the strength to topple and devour giants effortlessly. It does so by constricting and strangling the life out of any that was unfortunate enough to be preyed upon by it. Some jungle dwelling barbarian tribes have learned to adapt to survive encounters with such creatures by gaining physical mass to rival the creature's own might or have learn from hunting the great reptiles the best weakspots to wrestle their quarry into submission with terrifying and insurmountable strength. To face a warrior with such strength and titanic strength up close is practically offering yourself to a Titanoboa in sacrifice.

Titanogrowth

Your rage taps into a primal fury that expands your body size. At 3rd level when you rage, as a bonus action you can undergo the effects of enlargment from the *Enlarge/Reduce* Spell without the use of components needed to cast. You do not need to following the concentration condition while under the effects of Titanogrowth. When your rage ends you return to your normal size.

Super Strength

Also at 3rd level, you count as a Large size creature when determining your carrying capacity and the weight you can push, drag, or lift.

Strangle

You possess a death grip and can hold most targets effortlessly in your hand alone. At 6th level, you can grapple a target with a free hand rather then requiring both hands to grapple.

On a successful grapple you can strangle your grappled victim applying 1d8 Bludgeoning damage + Strength Modifier + Half your Barbarian level Rounded Down at the end of your turn. While raging you now have the ability to grapple up to two targets as part of the same action so long as you have free hands available. If you are grappling two targets at the end of your turn you can use a bonus action to roll damage seperatly for each target.

If you are grappling one target and have another free hand at the end of your turn you can use both hands to strangle the target dealing 2d8 Bludgeoning + Strength modifier + Half your Barbarian Level rounded down.

Effortless Rage

Weight means nothing to you while holding objects in your hand, this also includes the targets of your rage. Beginning at 10th level, while you are raging you can freely Move or Dash Action while holding a target in your grapple.

While you are raging, you can also use grappled enemies as weapons, depending on the grappled target being used as a weapons size you can deal damage as shown on the ***Enemy Weapon Damage Table***. Any damage delt on a successful hit applies to both the target and the target being used as a weapon. Grappled targeted can also be used as throwing weapons as shown on the ***Enemy Weapon Damage Table***. After a target is thrown it is knocked prone. Slamming a grappled target against a wall or the ground counts as dealing damage from the ***Enemy Weapon Damage Table*** to the grappled target.

Enemy Weapon Damage Table

Enemy Size	Damage Delt	Throwing Range
Small	1d8 Bludgeoning + Strength Modifier	30/120
Medium	2d8 Bludgeoning + Strength Modifier	30/120
Large	3d8 Bludgeoning + Strength Modifier	20/60
Huge	4d8 Bludgeoning + Strength Modifier	20/60
Gargantuan	5d8 Bludgeoning + Strength Modifier	10/30

Death Grip

Desensitized by your blinding rage, no target is too big for you to grapple. Starting at 14th, while you are raging you possess the capability to grapple targets up to two times your current size category. On your target's turn you can spend a reaction to impose disadvantage on the target to escape your grapple.

Also while raging, if a target Large or smaller does not break free from your grapple they begin to suffocate. Suffocation does not apply to Constructs, Undead, or Plants.

College of Belly Dancing

All bard colleges have a creed to gifting their students a form of expression before they venture out into the world. For some it is the power of the verbose words, for others it is the grace of a sword's swing, or dark and cruel whispers. The College of Belly Dancing is dedicated to the art of body language as it's form of expression, shaping and guiding followers of the craft to convey their verses through intricate dances. Words are not needed here, if a dancer can't grant their viewer insight through their swaying bodies and agile grace then clearly they have not taken the college's teachings to heart. A grand tale or a insightful hymn needs only an audience willing to watch and some students of the dance lend their bodies to adventurers to inspire them in the heat of the moment, or to intimidate their foes with arcane might woven within rythmic stride.

Freedom of Expression

At 3rd level, you enter the College of Belly Dancing knowing that it heavily requires the use of body language. As such you are unable to obtain any benefits from feats that grant the elimination of needing somatic components for spellcasting. However you are still able to obtain any other benefits from a feature if it grants any. For example, you may gain all the benefits from *War Caster*, except eliminating the need for somatic components.

Swaying Motions

Beginning at 3rd level, while wearing up to Light Armor you may use your Charisma modifier in place of your Dexterity modifier to calculate your AC.

Bonus Proficiencies

Also at third level you gain proficiency with shields and the scimitar.

Showing Inspiration

Upon entering the College of Belly Dancing at 3rd level, you are taught an exotic dance to inspire your allies to rhythmically sway away from incoming attacks. A creature that has Bardic Inspiration die from you can roll that die to add the number rolled to their AC on reaction against an incoming attack. If the attack still succeeds they may use the number rolled from the Inspiration die to reduce damage received by the attack. A creature can gain Inspiration die from you so long as you are 60ft in their line of sight.

Arcane Motions

Starting at 6th level, you learn two spells of your choice from any class. A spell you choose must be of a level you can cast, as shown on the Bard table, or a cantrip. The chosen spells count as bard spells for you but don't count against the number of bard spells you know. Any spells you know and learn can be cast through your dancing and no longer require verbal components to cast.

Dancing Through Danger

At 14th level you gain the ability to enthrall or taunt your target to focus upon you in the heat of battle. You may expend an Inspiration die to perform a eye catching dance to the amount of targets from the number result of the Inspiration die within 60ft. All targets you choose must make a Wisdom saving throw vs 8 + Proficiency + your Charisma modifier. On failure they are compelled to strike at you and you alone. The target must spend it's move action moving towards you and take and attack action if capable. The target will continue to attempt to attack you with disadvantage until they are able to successfully attack you once. Once the target successfully hits you, it is no longer compelled to focus it's attacks on you for the rest of it's turn. On a successful save the target must spend it's full move action moving towards you on it's turn.

Coachwhip

Legends tells of a stranger in the desert who has developed a fighting style with the use of serpent companions as a weapon. The stranger would forge a bond with a snake and between the two the stranger would be able to utilize the creature as a whipping weapon to restrain or disorientate his prey. Despite the tales actually being true or make believe stories crafted up by sun stoked gold diggers and old drunken fools, some folks have adopted this story into a fighting style and have had rather surprisingly positive results. The Coachwhip style of fighting has gained popularity outside of the desert as the tales spread far and wide and now the folktale has become a new and exotic style of fighting with more then just desert rattlesnakes.

Snake Companion

Starting at 3rd level, you gain a trusted and soul bonded snake companion that works alongside you. Your snake companion is treated as a living whip weapon with 10ft range that has the Naga Bite and Constrict racial features. You may choose what form your snake companion takes from the **Snake Companion Form Table**. When you use your snake companion as a whip weapon, on a successful hit as a bonus action your snake can apply a Bite or Constrict attack along with effects the features gained from it's chosen form on the **Snake Companion Form Table**.

Your snake companion has the same defensive stats as a Poisonous Snake or Constrictor Snake found in the Monster Manual. Your snake does not obey anyone else but you and will attempt to return to you if you are separated. If your snake companion is separated from you or is killed, once per day you can spend 10 minutes casting a ritual to revive and summon your snake companion back to you. You can recast the summoning ritual after a long rest.

You can place one magical enchantment on your snake, however this will require you to cast your summoning ritual along with the materials and costs required to apply the enchantment. You may only have one enchantment on your snake companion at a time, to replace the current enchantment you must perform the summoning ritual once again along with the having the materials and cost required for applying the new enchantment.

Snake Companion Form Table

Snake Form	Feature Gained	Snake Stats
Constrictor	Crushing Coils	Constrictor Snake
Dire	Powerful Jaws	Constrictor Snake
Venomous	Venom	Poisonous Snake

Sic Em'

Your snake companion does not need to be wielded as a weapon to strike at enemies. Starting at 3rd level, as an action your snake can make an attack action on your verbal command, this does not require the snake to be wielded to perform and this can be treated as a Surprise Attack.

Snake Companion Feature

Also at 3rd level, your snake companion gains a Naga Additional Feat that requires either Bite, Constrict, or Venom so long has your snake companion meets the prerequisites to do so and you meet the prerequisites of the Ability Score requirements.

Living Rope

Beginning at 7th level, your snake companion has grown attached to you that it can perform athletic feats to aid you. You may use your snake as a rope and grappling hook. If you use your snake companion in such a way you get an advantage to Athletic and Acrobatic checks. Your snake gains an extra 5ft of reach and is treated as a magical weapon.

Snake Companion Feature

Beginning at 10th level, your snake companion gains another Naga Additional Feat that requires either Bite, Constrict, or Venom so long has your snake companion meets the prerequisites to do so and you meet the prerequisites of the Ability Score requirements.

Flick of the Wrist

Starting at 15th level, you gain Advantage to hit with any melee wepon that has reach. Your snake companion gains another extra 5ft of reach.

Snake Companion Feature

Beginning at 18th level, your snake companion gains another Naga Additional Feat that requires either Bite, Constrict, or Venom so long has your snake companion meets the prerequisites to do so and you meet the prerequisites of the Ability Score requirements.

Way of the Cobra Fang

Malady and poison thrives through out the world, sometimes through the body and through the depths of a man's soul. The teachings of the Way of the Cobra Fang accept this knowledge and have learned to adapt with this mantra rather than fight against it. Students of the Cobra Fang use their ki to transform their offensive attacks into that of a Cobra's venomous bite, softening the immunities of their targets and forcing their bodies to engage with toxins they were unprepared to encounter. Cobra Fang's students are often used utilized as deadly assassins however in more peaceful times a Cobra Fang monk may strive as a medical confidant in discerning and locating the source of poisons and disease that plague villages.

Bloodrot Technique

Starting at 3rd level when you choose this tradition, you can use your ki to trick your enemies body to believe the point of contact from your unarmed strike is a foreign bodily entity. You may choose to treat unarmed strikes as poison damage. When you hit a creature with an attack from an unarmed strike you can spend a ki point to impose one of the following effects on the target:

-It must succeed a Constitution saving throw or be poisoned. This does not work on Construct or Undead creatures.

-It must succeed a Constitution saving throw. If it fails, all attack actions made by the target impose an attack of opportunity until the end of it's next turn.

-It must succeed a Constitution saving throw. If it fails it is vulnerable to all Poison damage until the end of it's next turn. If the target is immune to poison, using this effect makes them resist poison damage and supseptable to diseases and the poison condition until the end of it's next turn.

Jabbing Fang Strike

At 6th level you have mastered the art of precise open hand strikes that your hands can penetrate flesh so fast they can be treated as bladed weaponry. At the end of your Flurry of Blows you can spend 2 Ki points to add an extra 1d6 Piercing + your Dexterity modifier in damage for each successfully landed Flurry of Blows attack.

Adapted Venom

At 11th level your ki has given you the ability to identify toxic bodily fluids from foreign bodies and apply it into your strikes. Once per day you can spend a Ki point to cast Detect Poison and Disease. If you locate a poisonous creature, poison or disease with the Detect Poison and Disease spell you can apply any one identified poison or disease to your Bloodrot Technique effects. While using Bloodrot Technique if the target fails their Constitution saving throw they inflicted with the poison or disease you have identified. The poison or disease you have identified remains applied to your Bloodrot Technique until you either take a long rest, have exhausted all Ki points for the day, or are knocked unconscious. You can use Adapted Venom again after you have taken a long rest.

Halting Heart Technique

At 17th level, you have mastered the most devastating and dangerous strike of your tradition; turning your victim's blood against itself. When you hit a creature with an unarmed attack you can spend 4 ki points to force the target to make a Constitution saving throw. On failure the target's ceases up and the target suffers cardiac arrest receiving 10d10 poison damage. If the damage drop's the target's HP below half it's maximum and survives the attack it slips into a coma. The target falls into a deep sleep for 24 hours unresponsive to any damage dealt to it while it is comatose. After 24 hours the target will rise with all remaining damage left to it before it went comatose unaware of the passing time that has occurred. If the target succeeds the saving throw it takes half damage. This feature does not work on Undead or Constructs.

Naga Bloodline

Throughout most of your life your body has been known to be unnervingly cold to the touch, your skin often gains colored callouses akin to scales and you often bite your own tongue while speaking on extra sharp teeth within your mouth. Normal medical practices would diagnose these as a mutation, the clergy would see it as a curse, but academic mages would see the truth as clear as day, the blood of serpents flows through your body and is growing with each passing day. Within your ancestry lies the arcane weave of Naga and it now is beginning to surface in your latent arcane talents. Through your ancestor's blood and the arcane magic coursing through your veins, you will learn to coexist and evolve with your blood's cold yet proud serpent nature.

Naga Ancestor

At 1st level, your body has features akin to your Naga ancestry and shows in various ways depending on your ancestory's subrace. Choose your Naga Ancestry from the **Naga Ancestor Table**.

Naga Ancestor Table

Naga Bloodline	Gained Proficiencies	14th Level Gained Feats
Constrictor	Draconic Language and Athletics	Powerful Build, Crushing Coils
Hooded	Draconic Language and Intimidation	Spitting Venom, Soothing Patterns
Viper	Draconic Language and Stealth	Powerful Jaws, Venom
Sea	Draconic Language and Survival	Amphibious, Swim Speed, Venom
Tsuchi	Draconic Language and Acrobatics	Magical Leap, Lucky
Couatl	Draconic Language and Religion	Divination, Hover
Hognose	Draconic Language and Persuasion	Burrowing, Play Dead

Venom Spitting

At 1st level your bloodline has granted you a venom glad where you can split acidic poison at your targets. Your venom can be hurled at enemies, by using a Sorcery Point you gain a magical Venom Spit attack action (30/90) that uses Charisma for spellcasting. On hit you deal 1d6 Acid + your Charisma modifier damage. You also gain a special Venom Feature, before you use Venom Spit you must declare you wish to apply your chosen Venom Feature to your Venom Spit action. Choose one of the following venoms.

Bewitching Venom. On a successful hit with Venom Spit the target must make a Constitution Save. If the target fails the Save DC, the target is poisoned and charmed. For one minute or until the target receives damage it is infatuated with you and will follow your command even if it put the target in danger.

Ceasing Venom. On a successful hit with Venom Spit the target must make a Constitution Save. If the target fails the Save DC, the target is poisoned and stunned. The target may roll a Save DC to break being stunned at the start of it's turn.

Chromatic Venom. On a successful hit with Venom Spit the target must make a Constitution Save. If the target fails the Save DC, the target is poisoned and takes 1d4 damage at the start of it's turn for one minute. You may choose the damage typing to be fire, cold, lightning, poison, acid, or necrotic. Once the damage typing is chosen it remains as such for the duration of the venom.

Hallucination Venom. On a successful hit with Venom Spit the target must make a Constitution Save. If the target fails the Save DC, the target is poisoned. For one minute, if the target uses a move action is must make another Save DC, on failure it moves in the opposite direction of it's intended direction.

Slowing Venom. On a successful hit with Venom Spit the target must make a Constitution Save. If the target fails the Save DC, the target is poisoned and loses half it's movement speed until it is cured.

Shed Skin

Beginning at 6th level you can free your body from various debilitating effects by shedding your skin. Once per day as a reaction you can shed your skin and cure yourself of the Paralyzed, Petrified, Poisoned and Stunned conditions. You can use Shed Skin again after expending a Sorcery Point or after a long rest.

Naga Form

Starting at 14th level you can metamorph into one of your Bloodline's very own, a true Naga. Once per day, after performing a 10 minute ritual you can transform into a Naga based on your Naga Ancestor feature. You can expidite the ritual to be completed in a single action by expending 2 Sorcery points.

You gain the Naga's *Bite* and *Constrict* features and all of your Naga Ancestor's subrace features as shown on the **Naga Ancestor Table**, your stats remain the same during the transformation. During this transformation all racial features from your true form are still active and available in Naga form. You return to your normal form either by repeating transformation ritual or if you are knocked unconscious while in Naga Form.

You can choose to stay in Naga form for as long as you wish, however when you return to your true form you can perform the transformation ritual again after a long rest. If your race is a Naga you must choose an option from the **Naga Ancestor Table** that does not grant your current subrace's features.

Dominate Warmblood

Beginning at 18th level, you exude an enthralling aura and have a sense of dominance about your demeanor knowing where your true origins come from. As an action you can spend 5 Sorcery points to create a 60ft Aura for up to 1 minute, any hostile creature that enters the aura must make a Wisdom saving throw or be charmed. The charmed targets remain enthralled and will obey your command so long as they are within 30ft of you, if the target is Draconic in nature they will obey your command so long as they are within 60ft of you. Once a target is charmed it will remain charmed even after the aura subsides, if a target receives damage while under your dominance they must reroll a Wisdom save at the end of its turn to break free. A charmed target cannot be commanded to inflict self harm upon itself, if commanded to do so it can roll a Wisdom save with advantage to break free. Once the charmed target is free from your dominance it will become hostile once more. This ability does not work on Undead or Constructs.

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