



BESTIARUM VOCABULUM

NAGAS ⚔ MAGICS

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BESTIARIA VOCABULUM

Sinuuous, powerful, and mysterious, these magic-wielding reptilians are a diverse lot. Nagas might be highly intelligent or nearly bestial, good or evil, monstrously huge or merely man-sized. They may have been divinely molded for a specific purpose, or are simply members of the larger monster community.

No single history speaks to every one of the various species. Some mythologies describe nagas as guardians the gods created from whole cloth to perform tasks, or to bring suffering or succor to mortals. Other peoples believe themselves descended from the reptiles and worship them as holy ancestors. Whether divinity or evolutionary defines your setting's nagas, the creatures can make powerful allies or dreadful enemies for your player characters.

They can also be very versatile. Some nagas could live anywhere, though each has its preferred habitat. Most are carnivorous, a very few are vegetarian, and the divinely-created may have no diet at all. They learn the languages of those living around them, to better to interact with, or dominate and manipulate, their neighbors. And they are rarely shy, stay-at-home types. But, because they can inhabit their own niches, nagas from different species don't often socialize. When they do meet, their personalities dictate how the encounter resolves itself, and who dominates.

Nagas were introduced in the Advanced Edition Companion, grouped as one of three kinds: the lawful guardian, the chaotic spirit, and the neutral water. The information below expands on that beginning, detailing a dozen new species — with scores of spells and magic items designed for their particular needs, abilities, and interests.

But first, here are a few modifications to those three core types. This article assumes that, rather than having a single lethal venom, each naga species has developed two magical toxins. The first accumulates in bulb-like

reservoirs attached to its fangs, which inject this magical poison with the reptile's bite attack. The second venom comes from the creature's salivary glands and is delivered through its spit attack, like a cobra. Unless otherwise mentioned, all nagas spit out to 30 feet.

The guardian nagas' bite venom causes victims who fail their save versus poison to sleep, no matter how many hit dice they have. The toxic spittle acts as a dispel evil spell that only targets the creature struck.

The bite venom from a spirit naga paralyzes a victim for 2d8 rounds and then kills him if he fails to save versus poison. Its spit venom causes metal to ignite. Treat this as a heat metal spell that lasts until the metal burns away.

Lastly, the water nagas' bite venom causes additional damage: 25 points if the victim fails to save versus poison, or 5 points with a successful save. The spit attack calms those it strikes. If targets fail to save versus spells, they lose all aggression and can't attack anything for 3d6 rounds. However, they can still defend themselves by running away.

The final section of the article includes a selection of magic items. The observant might wonder how nagas could manipulate or create or even wear some of these items — they have no limbs! The solution is two-part: improvise, adapt, and overcome; and hirelings — it's all about the hirelings. Most nagas are exceedingly intelligent creatures, skilled in magic and persuasion; they do quite well through a combination of spells that mimic appendages and specially-designed magic items infused with an ability to stay put on a creature with no shoulders. When everything else fails, nagas almost always surround themselves with servants, slaves, thralls, and mercenaries who can do the dirty work, the heavy lifting, the dealing with persistent and annoying intruders (adventuring parties).

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EVIL NAGAS

GOLDEN NAGA

No. Enc.:	1 (1d4)
Alignment:	Lawful Evil
Movement:	150' (50')
Armor Class:	4
Hit Dice:	10
Attacks:	1 or 1 (bite or spit)
Damage:	1d4 or venom
Save:	F10
Morale:	10
Hoard Class:	XXV

Twenty-foot long golden serpents with bearded, dwarven-like faces, these nagas are aptly named, as they exist to collect wealth. In order to achieve the most opulent existence possible — living in great houses, tended by hired servants, surrounded by treasures most fascinating — the nagas use their own golden scales. Each is the size of a gold piece and dozens are shed daily. But the scales are cursed: those who touch them and fail a save versus spells feel the scales are each worth at least 100 gold pieces. As golden nagas live for thousands of years, they slowly drain the wealth from a region.

Although they usually have well-paid guards for protection, if golden nagas need to defend themselves, they can use their bite, venom, or spit. The nagas' fangs do normal damage, but they also inject venom into victims, who must save versus spells or be turned into statues of real gold. These unfortunates are another source of the nagas' wealth, and can only be restored to the living by using a wish spell.

If the naga uses its spit, the target must save versus spells or be immediately stricken by extreme greed. Victims can do nothing but collect objects that draw their attention for 3d6 turns. Many try to collect more treasure than they can lift and are soon buried under a pile of art or coins. Most are usually killed by the naga or its guards long before the effect ends.

Even if all the previous threats don't dissuade the persistent, golden nagas are also magically adept, able to cast spells as 9th level magic-users.

PIT NAGA

No. Enc.:	1 (1d6)
Alignment:	Neutral Evil
Movement:	90' (30')
Armor Class:	6
Hit Dice:	5
Attacks:	1 or 1 (bite or spit)
Damage:	1d4 or special
Save:	F5
Morale:	8
Hoard Class:	XII

Emerging from the depths to take prisoners, these 12-foot long, jet black serpents have human faces and a venom they use to transform and control the local humanoid populations. Pit nagas live in caves surrounded by their slaves — dozens to hundreds of kobolds. This isn't by chance: the naga's spit causes human(oids) to save versus venom or be transformed into 1d6+1 kobolds over one turn. Only a wish can reverse this process and the resulting kobolds are permanently enslaved to their creator, magically charmed in a fashion similar to the spirit naga's gaze attack.

Pit naga society is based around these slaves. The kobolds make the nagas' cavern homes as comfortable as possible, and they raid surface communities for more humans to transform. But the slaves are also a form of social currency in pit naga society; the more kobolds a naga has, the higher its standing.

To help subdue difficult prey, the pit naga's bite venom causes confusion as per the spell for 4d6 rounds. Kobolds, both created and natural are immune to both the spit and the venom. Pit nagas cast spells as 3rd level clerics.

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RUINS NAGA

No. Enc.:	1 (2d4)
Alignment:	Lawful Evil
Movement:	90' (30')
Armor Class:	5
Hit Dice:	8
Attacks:	1 or 1 (bite or spit)
Damage:	1d4 or special
Save:	F8
Morale:	10
Hoard Class:	Special

These nagas are archivists of the highest order, collecting anything of interest — including creatures and people. Members of this naga variety are dull brown, 15 feet long, and have faces that look elvish. They live in family groups, with each family having its own territory. Ruins naga react poorly to trespassers: intruders of their own species may be attacked, while other races are treated as annoying lesser beings and possibly things to collect.

Like other nagas, the ruins variety has three attacks: biting, bite venom, spit venom, and magic. Their bite is akin to a knife wound, but the bite venom causes paralysis for 3d6 turns. A successful save versus poison will reduce this to 1d4 rounds. The naga's spit venom also forces targets to save versus poison. But those who fail turn into tiny figurines no more than two inches

tall. This process takes one round and may only be reversed by the naga's command or a wish spell. Ruins nagas cast spells as 4th level clerics and 5th level magic users.

As more areas fall into ruin, these nagas have begun to spread, moving in and starting new artifact collections. To compensate for their lack of limbs, the naga use hirelings for muscle, or have spells and magic items to provide themselves with magical hands. Those who want to purchase something find the nagas' prices reasonable and most magic items are correctly labeled. Buyers just have to worry about being added to the nagas' collections — should they show some trait that interests the reptiles.



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SLIME NAGA

No. Enc.:	1d4 (3d4)
Alignment:	Chaotic Evil
Movement:	60' (20') Swim 150' (50')
Armor Class:	6
Hit Dice:	4
Attacks:	1 or 1 (bite or spit)
Damage:	1d3 or special
Save:	F4
Morale:	5
Hoard Class:	Incidental

The poor cousins other naga species ignore, slime nagas live in muddy wetlands and do little more than look for food and expand their territories. They are ugly creatures, dark brown, eight feet long, with warthog faces and fish gills. The nagas' bite venom causes an additional 10 points of damage to those who fail their poison save, while their spit turns victims into water. The latter happens almost instantaneously and can only be reversed with a wish spell.

Slime nagas tend to ignore humanoids unless attacked or their food supply is threatened. Instead, they focus on hunting small game and using their limited magic to turn more land into swamp. These rituals take a week to convert one square mile into wetlands. Slime nagas cast spells as 2nd level magic-users.

NEUTRAL NAGAS

LOCK NAGA

No. Enc.	1 (1d4+2)
Alignment:	Neutral
Movement:	120' (40')
Armor Class:	4
Hit Dice:	12
Attacks:	1 or 1 (bite or spit)
Damage:	1d4 or special
Save:	F12
Morale:	12
Hoard Class:	Special

Eerie, otherworldly, these divinely-created nagas exist to protect planar gates. They're silver scaled (as though armored mechanical constructions), 25 feet long, their human-seeming faces covered with metallic masks. They cast spells as 6th level clerics.

The bite venom of lock nagas forces victims to save versus spells, or fade into the ethereal plane over 1d6+2 rounds. Their spit poison animates objects weighing under 20 pounds for 1d4+1 rounds. At one time, the naga can control up to ten of these objects, which should be treated as swords of dancing. If the spittle is used on an item being held, the wielder can save versus spells to negate the effect and keep ahold of the object.

Unless they're hunting, lock nagas are always found near a planar gate or rift. They keep these portals sealed, but can open or close them with a thought. A toll is required from others wishing to pass through; it may be valuable food, magic scrolls or miscellaneous items, or weapons to be animated. Should the nagas be killed while their gate is closed, only a wish spell can reopen it.

Lock nagas get bored after a few centuries and some play games with visitors before allowing them to pass. This is separate from the toll and the winner usually gets a small amount of money or a trinket from the loser.

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MASTER ALCHEMIST

No. Enc.:	1 (1d4)
Alignment:	Neutral
Movement:	90 (30')
Armor Class:	5
Hit Dice:	8
Attacks:	1 or 1 (bite or spit)
Damage:	1d4 or special
Save:	M8
Morale:	9
Hoard Class:	Special

Master alchemists are remarkable for possessing a very special venom; it can be used as the basis of all potions and other alchemical creations. They are 18 feet long, with blue, yellow, and orange scales, and have canine faces, usually resembling foxes or the shapeshifting tanuki.

The bite venom of these nagas turns victims' blood into a powerful acid unless they saves versus poison. Those who fail take 5d6 points of damage per round for 10 rounds. Their spit venom forces victims to save versus spells or be transmuted into statues made of any material the naga desires.

Master alchemists live comfortably in cities, usually with a few servants tending to their needs. They make money selling their spit venom for hundreds of gold pieces per dose. The liquid is so valuable because it replaces all the esoteric raw materials needed to make potions. If the naga wishes to make a potion or other alchemical item, it has no material costs, only needing the time and effort required for brewing and distillation.

The nagas' blood is also magical. It can be used constructing other magic items, but this weakens the naga until the item is finished. The number of hit points lost and the length of time until they are recovered is determined by the Labyrinth Lord.

Unlike most nagas, master alchemists do not cast spells — other than skitter scale, which allows them to create their magic items.

ROYAL NAGA

No. Enc.:	1 (1)
Alignment:	Lawful Neutral
Movement:	120' (40')
Armor Class:	4
Hit Dice:	15
Attacks:	1 or 1 (bite or spit)
Damage:	1d6 or special
Save:	F15
Morale:	12
Hoard Class:	Incidental

Royal nagas are divine advisors to kings and emperors, acting as conduits of power and wisdom. They are 35 feet long with gold scales and a silver face bearing the racial markers of their king.

Their bite venom converts victims so they worship the particular naga's god. Their spit venom acts as a dispel magic spell cast at 15th level. In addition to casting spells as a 18th level cleric, a royal naga can use commune at will. If a god desires, it can take control of a royal naga and effectively cast wish once per round for as long as its influence is needed on the material plane.

The life style of the individual royal naga depends on its god as well as its kingdom. Some live in opulence while others live in monk cells, but most exist somewhere in between.

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SEA NAGA

No. Enc.:	1 (1d3)
Alignment:	Neutral
Movement:	60' (20') Swim 180' (60')
Armor Class:	4
Hit Dice:	25
Attacks:	1 or 1 (bite or spit)
Damage:	2d6 or special
Save:	F25
Morale:	10
Hoard Class:	XXV

The giant cousins of water nagas, sea nagas are usually found far from land, but will come toward shore if something draws their attention. These great beasts are 100 feet long, with blue-green scales and faces resembling local fish.

They have a massive bite that also injects a deadly poison. If a victim fails to save versus poison, he will die in 1d6 rounds; even if the save is successful, the victim suffers 25 points of damage on top of the bite. The nagas' spit venom has a range of 100 feet in air, 10 feet underwater. This toxin transforms victims into fish, usually something the size of a barracuda, if they fail to save versus spells. The naga can reverse this effect at will, but otherwise it takes a wish spell.

Sea nagas explore the ocean bottom and can see clearly even in the depths. They collect treasure from wrecks and store it in caves. This is a lure, drawing people near so the nagas can take prisoners, usually by transforming some and allowing others to escape. The sea naga ransom their victims; their price for freedom is magic. They want scrolls, or actually stones inscribed with spells, with new magic that can be used underwater. The more valuable the prisoners, the more powerful the magic the nagas demand. They can cast spells as 20th level magic-users and 15th level clerics and use many magical traps to protect their wealth.

GEM NAGAS

AMBER NAGA

No. Enc.:	1d2 (2d4)
Alignment:	Chaotic Good
Movement:	180' (60') Climb 150' (50')
Armor Class:	4
Hit Dice:	6
Attacks:	1 or 1 (bite or spit)
Damage:	1d3 or special
Save:	F6
Morale:	8
Hoard Class:	XII

At six feet long, amber nagas are the smallest of the gem naga group. Like the others, they are mostly covered with green scales, but these nagas are distinguished by having amber-brown heads and necks, and squirrel-like faces.

Their bite venom causes any who fail their save versus poison to sleep for 2d6 turns. The nagas' spit venom is an adhesive that glues victims to whatever surface they are touching, unless they save versus breath weapons. A glued creature is stuck for 1d4 hours — unless it has a Strength of 17 or greater, and is willing to take 3d6 points of damage ripping itself free. The glue can be dissolved in one round by using a weak acid such as vinegar.

Found in deep forests, amber nagas spend most of their free time in the tree tops. They ally themselves with treants and others who protect the woodland. It is not unusual for a small family to live in the branches of a large treant. The nagas do collect treasure and use it to buy the loyalty of nearby local leaders — an exchange of wealth to keep the forest standing. Should someone trick them or harm their forest, amber nagas have no problems punishing those involved and they are intelligent enough to see through most cons. Unlike most nagas, they are vegetarians. They cast spell as 6th level druids.

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JADE NAGA

No. Enc.:	1d4 (3d4)
Alignment:	Lawful Good
Movement:	150' (50')
Armor Class:	3
Hit Dice:	8
Attacks:	1 (spit)
Damage:	Special
Save:	F8
Morale:	12
Hoard Class:	Special

Jade nagas are undead slayers. They are 8' long, their bodies covered with dark green scales, their faces human. Usually found in graveyards and ruins, these nagas can detect undead and necromancy within 500'. They don't use a bite attack because they aren't immune to level-draining attacks common among their prey. Instead, they cast spells as 4th level magic-users and 6th level clerics, they turn undead as 8th level clerics, and they have their spit. This last ability has a range of 50 feet and causes a bright flash with a 10-foot radius. Most creatures are simply blinded for 1d6+2 turns unless they save versus spells. Undead are automatically blinded for 1d6 rounds and take 3d8 points of damage; with a successful save versus spells this damage is cut in half. Although they have fewer weapons to wield against the living, jade nagas often have hirelings or disciples with them to deal with these foes.

Jade nagas are obsessive about their given role in life, but not to the point of insanity. The creatures are very intelligent and take their time destroying their opponents. The nagas are also fonts of wisdom on the dark arts, the undead, and the living who deal with both. Those who would stalk the unliving and their allies can learn much under the reptiles' tutelage. Prospective students must be willing to spend six months in training and pay the nagas with undead-defeating magic items. In return, newly-minted undead hunters gain a permanent +2 to hit and +2 damage per die with weapons and spells when fighting undead and necromancers.

JET NAGA

No. Enc.:	1d4 (2d4)
Alignment:	Lawful Good
Movement:	180' (60')
Armor Class:	2
Hit Dice:	15
Attacks:	1 (spit)
Damage:	Special
Save:	F15
Morale:	12
Hoard Class:	Special

Whereas jade nagas hunt undead, their larger cousins, the jet nagas, hunt demons. These nagas have human faces, their 25-foot long bodies sheathed in green scales but for the black covering their heads and necks.

Like the jade, jet nagas are intelligent and take their time hunting and destroying their enemies. These creatures also don't bite, so they must rely on their spit. This attack has a range of 100' and causes a bright flash. Most creatures are simply blinded for 2d4 hours, should they fail to save versus spells. The spittle does 2d6 damage against undead. Demons are automatically blinded for 1d6 rounds and take 4d12 points of damage; if they save versus spells the damage is halved. Although they can't turn undead, jet nagas turn demons as 18th level clerics. They can also cast spells as 12th level magic-users and 15th level clerics.

While jade nagas are willing to teach combat tactics, jet nagas have a different approach for dealing with those who would learn from them. They teach magic-users and clerics spells that help detect demons and the items used to summon them. The nagas hope their students can find and slay those trying to summon demons — before the dark creatures even appear on the material plane.

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PEARL NAGA

No. Enc.:	1d4 (2d4)
Alignment:	Neutral Good
Movement:	90' (30') Swim 240' (80')
Armor Class:	5
Hit Dice:	9
Attacks:	1 or 1 (bite or spit)
Damage:	1d4 or special
Save:	F9
Morale:	10
Hoard Class:	Incidental

Pearl nagas protect good coastal communities, both terrestrial and aquatic. Most are ocean-dwelling, but some nagas have taken to large rivers or lakes. Pearl naga are predominantly dark green, with white heads and necks; their faces resemble sea elves. Fully-grown adults are usually about 15 feet long.

The bite venom of a pearl naga kills evil creatures in 1d4 rounds, if they fail to save versus poison. The spittle has a range of 10 feet under water and 30 feet above the surface, and transforms victims who fail their save versus spells into kelp. The naga can reverse this effect at will; otherwise, it takes remove curse, limited wish, or wish spell.

Pearl nagas are venerated in their communities and are usually given sacrifices of goods rather than wealth. In turn, the nagas give these items to those most needy, bringing prosperity to the whole community. In addition to casting spells as a 5th level cleric, pearl nagas can cast control weather once per week. This is done to protect their communities from hurricanes and water spouts.

SPELLS

ANCHOR SPINES

Level: M2

Duration: 1 turn per caster level

Range: Touch

This spell allows the caster and one person/creature per caster level to grow spines on their limbs or bodies. The spines can be used as poor weapons, doing only 1d3 points of damage, but they are really intended to help recipients climb and avoid falls. Recipients gain a climb rate equal to one half their normal movement rate. So long as she maintains contact with a surface the spines can grip or penetrate (e.g., rough stone or trees), the climber cannot fall.

CONVERT WEALTH

Level: M4

Duration: Instantaneous

Range: Touch

Golden nagas love this spell as it allows them to turn piles of mundane coins and bars of other base metals into more valuable materials. Gemstones are the most common result, but other minerals can be created — things like spell components. Although this is a very useful spell, there a few things casters should note. First, the converted material is worth only 95% of the original coins' value. Second, no more than 500 gold pieces worth of coins per caster level may be converted with a single casting. Lastly, the spell cannot create art, magic items, or anything other than raw materials.

DRAIN HEAT

Level: C4/M6

Duration: 1 round per caster level

Range: 50'

This spell has two victims, both of whom must be within 50' of the caster (but can be 100'

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apart). The first person loses heat and becomes slowed, while the second victim gains heat and becomes hasted, both conditions as per the spell. The victims also take 1d6 points of damage per round, but the one hasted doesn't aged. If one or both targets save versus spells, the entire effect fails.

HISS OF DREAD

Level: C1/M2

Duration: 1 round per three caster levels

Range: 30' diameter

A naga's favorite method of dealing with hordes of weak opponents, the spell forces anyone within range to save versus spells or fear reptiles for the duration. Any victim spotting a reptile must flee immediately, continuing to move until the threat is out of sight and hearing.

HISS OF HOPE

Level: C1/M2

Duration: 1 round per three caster levels

Range: 30'

All nagas use this spell, which makes every ally within range immune to fear.

PRODUCE EGGS

Level: C1/M1

Duration: Instantaneous

Range: 0

Though nagas are normally rare creatures and reproduce infrequently, some varieties (such as jades and jets) need to replenish their ranks relatively quickly. Rather than wait for normal, lengthy sexual reproductive cycle, females can use this spell to produce as many eggs as they desire, though each costs her one hit point. This damage is permanent so most produce only a few eggs. These magically-produced eggs hatch one day after being laid, and it takes the young one day per hit die to mature.

READ THE SCALES

Level: C5

Duration: 1 turn per caster level

Range: 1 mile

In times of widespread uncertainty, this spell can be very useful, allowing the caster to determine the alignment of many things simultaneously. Each alignment source within range is read: creature, person, and objects, but spells such as mind blank prevent read the scales from registering individuals or small groups. The spell is usually cast by royal nagas to detect invasions, curses, and other large scale changes to the demographics of their nation or city.

REFLECT MEMORIES

Level: C2/M3

Duration: 1 round per caster level

Range: Touch

This spell allows long-lived creatures to bring back forgotten memories. The caster must touch a mirror or other reflective surface and can then communicate with her own subconscious, which appears in the mirror. One simple question can be answered per round. Complex questions take longer, as determined by the Labyrinth Lord.

SCENT THE BONDS OF POWER

Level: C5

Duration: 2 rounds per caster level

Range: 100'

Nagas, dragons, and other reptilian spell casters use this spell to discover the truth of power, to sniff out who the real rulers are, revealing leadership and chains of political influence. Each target may save versus spells, but a success means only they cannot be read, providing a blank in the web. If many fail their saves, then the ranks of those who were successful may still be intuited by intelligent casters. Non-reptiles cannot cast this spell due

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to the scent aspect; a similar spell could be developed for humanoids, but would need to be a higher level to compensate for their less sensitive perception.

SCENT FOE

Level: C1/M1

Duration: 1 round per caster level

Range: 50'

This spell only functions for reptilian casters, due to their more sensitive olfactory perception. It allows the caster to scent those who wish to harm them, an intention revealed by a stench specific to the spell. Each hostile creature within range must save versus spells or have their desires unmasked.

SCORE SCALES

Level: M2

Duration: Instantaneous

Range: Touch

The caster can scribe any non-magical writing on a reptile scale. The amount of script possible depends on the scale size, but usually no more than five words or symbols per caster level will fit. The writing lasts until it wears off, which could be years or centuries depending on wear and tear. Nagas and dragons use this spell to create a form of seal — their word backed by their own scale.

SCORE SCALES, GREATER

Level: M4

Duration: Instantaneous

Range: Touch

A more powerful version of score scales, this spell allows the caster to inscribe a reptile scale with magical, as well as mundane, writing or symbols (though, not the symbol spells - i.e., the scale cannot be used as a weapon). The amount of text depends on the size of the scales, but usually no more than one spell level per scale per caster level can

be written. The marked scale is not a one-use item, like a scroll; nagas and dragons may use this spell to keep their “spell books” handy — in the form of scales still on their bodies. Should a crafty, or unwise, spellcaster sneak up on a reptilian mage and cast read magic, it is possible for him to read the spells off the creature’s hide. But woe betide anyone caught in the act!

SHAPE GEMSTONE

Level: M3

Duration: Instantaneous

Range: Touch

A caster trained in the art of gem cutting can increase the value of normal gemstones by 1% per caster level; magical gems are not affected. The stone is warped rather than cut, so no fragments are left behind. Only one gem can be affected per casting and the ritual takes 10 minutes. With multiple castings and a great deal of time, an artisan could shape intricate, and likely very valuable, figurines from gemstones. However, a mage with a malicious bent could also reduce the value of an enemy’s jewels using this spell.

SHAPE METAL

Level: M5

Duration: Instantaneous

Range: Touch

This is a favored spell of sea nagas and golden nagas. The former use it to prevent sea water corroding their treasures, while the latter (and other casters) reshape metal ingots into artwork or tools. The spell can also be used to deform metal armor, effectively paralyzing a victim until he’s freed, unless he saves versus spells to negate the effect. A mage can affect any mundane metal at a rate of ten pounds per caster level.

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SKIN ORIGAMI

Level: M3

Duration: 1 turn per caster level

Range: Touch

Used by necromancers and those with access to reptile skin, this spell allows a caster to temporarily shape skin into useful items. The skin may be that sloughed off by growing nagas, or it could be the tanned hide of, say, those stylish alligator boots. When the spell ends, the skin returns to its original shape. It can be reused as long as the skin is kept from decaying. A mage can manipulate up to five pounds per caster level.

SKITTER SCALES

Level: C1/M1

Duration: 1 turn per caster level

Range: 30'

The spell nagas most commonly use, skitter scales turns a small number of scales into a single pair of hands. They walk and have a movement rate of 60' (20') for both crawling and climbing. If attacked, the hands have an armor class of 2 and 1 hit point per caster level. They can lift one pound per caster level, but, because of physics involved, the hands can't attack effectively by wielding a blade. However, the hands could push objects off a shelf or drag a burning torch into an explosive (or quickly poke you into irritation with that dagger). When the spell ends, the scales dissipate into a cloud of dust.

STORE ENERGY

Level: M3

Duration: 1 minute per caster level

Range: 0

The caster can collect one form of non-kinetic energy (e.g., chemical, electrical, solar, necromantic, etc.) in a shed-able body part. Humanoids typically use nails or hair, while reptiles use their scales. For each casting,

one kind of energy can be absorbed; this isn't chosen by the caster, it's simply the first energy attack directed at her. For example, the mage faces a blue dragon and a red dragon, and she casts store energy just before the blue dragon breathes. The lightning damage is reduced, but the fire that comes from the red's attack is not. Unless the mage can cast the spell again.

When the caster is attacked by a spell or other energy source, the body part reduces the damage by one point per caster level and stores it — up to three points per caster level. The body part can be detached and thrown out to a range of 30 feet. It explodes on contact, releasing all the stored energy in a 5' radius. A save versus breath weapons halves this damage. If the spell ends before the body part is thrown, the energy dissipates harmlessly.

STORE ENERGY, GREATER

Level: M5

Duration: 1 turn per caster level

Range: 0

This spell is identical to store energy except for being more powerful. The body part collects all forms of non-kinetic energy; per attack, it absorbs three points of damage per caster level; and the maximum containment is ten points per caster level.

STUNNING FIELD

Level: C3

Duration: 1 minute per caster level

Range: 25' radius

Commonly used by good nagas, this spell generates an incapacitating field centered on the caster. Anyone within the area must save versus spells or be knocked out. They must continue to save every round they stay in the field while conscious. Those who fall remain so until they are somehow removed from the field (they're dragged out, the caster moves, or the spell ends). Even after leaving the area, the

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unconscious stay so for one round per caster level thereafter.

SUMMON ALLIES

Level: C3/M4

Duration: Instantaneous

Range: Unlimited on same plane

This is an unusual spell for two reasons: it must be cast twice and it requires another party's assent before the first ritual can be completed. This initial part involves a verbal agreement being reached between the caster and his allies. The second part summons the spellcaster's allies at a later time, teleporting them to a spot he selects within 50 feet of his location.

The agreements are non-exclusive and a caster may have several groups of allies he can call on. They are also non-binding: when called, each individual accepts the summons or not. So, one, some, or all of the allies may decide they don't want to go. In this case, their part of the spell fails and is wasted, but the others are transported away.

The spell remains active, but on hold until triggered or both parties end it. The summoning is identical to a teleport spell, and involves the same dangers. The caster can summon three individuals per casting level at one time. In order to enter into the initial agreement, the allies must be intelligent beings and volunteers, so this is different than the conjure and summon spells. Another difference is that the allies need to find their own way back home — they aren't released back from whence they came. Should either party move to another plane before the summoning, the caster is out of luck. A similar spell three levels higher would be able to pierce the planar boundaries, though.

SUMMON REPTILES

Level: C1/M2

Duration: Instantaneous (see text)

Range: 100' per caster level

With this spell, the caster can lure mundane reptiles to her location. Unlike summon allies, no teleportation is involved: this spell sends out a pulse and all reptiles within range must save versus spells or be drawn to the caster. As they must crawl, slither, or slog their way, it may take a while for the reptiles to appear. When they do arrive, the reptiles are not under the caster's control and will leave when they fail their morale checks. Naga or dragon casters are almost certainly safe from attack by their lesser kin, but humanoids should have a charm reptiles spell ready. A similar spell of higher level would have a controlling aspect involved in the ritual, but this minor spell is rather weak.

MAGIC ITEMS

As nagas don't have limbs or shoulders, they can't use magical clothing, wear amulets, or wield weapons. By elimination, most magic items used by nagas are caps, tail bands, torcs, figurines, and ioun stones — things that can be slipped on, or manipulated with a tail or the mind. Some items, such as pigments, dusts, and tools, require the skitter scales spell. For those items normally requiring shoulders, often the pieces are held in place by some magic of the nagas themselves.

Cap of Adhesion

This small, white cloth cap can only be used by serpent-shaped creatures that aren't wearing armor or clothing. Activating the cap's power requires a wearer to have an extensive flesh contact with the ground, prohibiting bipedal

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creatures from using it. Five times per day the wearer can trigger the cap with a command word, and leave behind an extremely sticky slime trail. The trail is an unscented white smear up to 100 feet long, which lasts for an hour and works underwater (so it could be used to catch lobsters). Those who step in or otherwise come into contact with the trail must save versus spells or be glued to the spot. If they are stronger than the adhesive, they can pull themselves free. Unfortunately, the slime cannot be gathered and bottled: it immediately adheres to the ground when produced. To determine the slime's strength for a specific cap, roll 1d12.

Roll 1d12	Slime Strength
1-4	12
5-8	13
9	14
10	15
11	16
12	17

Cap of the Chilling Slime

This pale blue cloth cap looks like a small helmet and can only be used by serpent-shaped creatures that aren't wearing armor or clothing. Activating the cap's power requires a wearer to have an extensive flesh contact with the ground, prohibiting bipedal creatures from using it. Three times per day the wearer can trigger the cap with a command word, and leave behind an extremely cold, unscented slime trail. Although transparent, the trail chills the air, creating a slight wisp of ground fog visible to the observant. The trail can be up to 50 feet long, lasts for an hour, and works underwater. Those who touch the trail must save versus spells or take 3d4 points of damage and are slowed for 1d6+2 rounds.

Fire-based creatures suffer double damage. The slime can be used to freeze water, at a rate of 10 gallons per 10 feet of length per minute. Unfortunately, the slime cannot be gathered and bottled: it immediately adheres to the ground when produced. While making the trail, the cap wearer is immune to all cold-based attacks.

Cap of Holy Power

This small, slightly luminescent cap of golden cloth can only be used by serpent-shaped creatures that aren't wearing armor or clothing. Activating the cap's power requires a wearer to have an extensive flesh contact with the ground, prohibiting bipedal creatures from using it. Five times per day the wearer can trigger the cap with a command word, and leave behind a trail of holy energy. The trail can be up to 200 feet long, lasts for an hour, and works underwater. Undead, demons, and other extremely evil creatures who touch the trail take 4d6 points of damage per round; a save versus spells reduces the damage by half. Unfortunately, the slime cannot be gathered and bottled like holy water: it immediately adheres to the ground when produced. Those creatures with the power to detect good can sense the trail and the cap. There is no unholy version of the cap, as evil-doers have other methods of making such paths — like driving spikes into a holy trail-maker's flesh.

Cap of the Razor Scales

This small, gunmetal grey cap made of reptile scales can only be used by serpent-shaped creatures that aren't wearing armor or clothing, and who must have scales. Activating the cap's power requires a wearer to have an extensive flesh contact with the ground, prohibiting bipedal creatures from using it.

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Five times per day the wearer can trigger the cap with a command word, and leave behind a trail of sharp scales. The trail can be up to 50 feet long and is very visible. Those who step on or otherwise touch the scales take 1d4 points of damage per round. The scales vanish after one turn.

Chain Torc

A steel chain with an enlarged segment worn under the chin, this neck band is useful only to venomous creatures. In addition to the normal damage the wearer's venom inflicts, the torc also causes paralysis for 1d6 rounds. If the victim makes a successful save versus the wearer's poison, the paralysis effect is likewise negated.

Gem of Elemental Infusion

These magical stones infuse one of the elemental energies into mundane plants or animals; they can't function on humans, humanoids, or magical creatures unless the Labyrinth Lord deems otherwise. Each gem resembles the element it's meant to transfer, e.g., rubies for fire, aquamarine for water, diamond for air, and mudstone for earth. The energy infusion is triggered with a command phrase, may be done once per day, and can't be undone by any mortal magic. It's an instantaneous effect, a light ray that automatically strikes the intended target, which immediately begins to change.

Although the resulting creatures are still made of flesh or fiber, they have elemental traits and physical features that mark them as altered. The minor tells might include dripping water, fiery aura, strong breath, or some trace of soil. But the real differences are that the creatures can now be harmed only by magic or magical weapons, and they inflict an additional +2 points of elemental damage when they hit.

The creatures are identical to their original statistics, but with the additions described. Interestingly, the new characteristics may be passed along to the next generation, possibly creating a new species.



Glass Figurines

This subcategory of figurines of wondrous power is a template characteristic that can be applied to all existing examples described in the Advanced Edition Companion. Rather than being made of the listed materials, these figurines are made of leaded glass. The resulting creature is naturally transparent — in effect, gifted with an invisibility that can't be dispelled.

Ioun Stone, Clear Star

Once per week, the user can mentally summon a storm of stones with a range of 500 feet. Those within the 30-foot diameter area of effect take 5d4 points of damage, but get a save versus dragon breath for half damage. The storm lasts one round and creates 500 pounds of quartz chunks and semi-precious gems resembling reptile scales. If the minerals are collected, they are worth 10 gold pieces per pound.

Ioun Stone, Yellow and Red Sphere

This stone is also called the Ioun Stone of the Dragon's Diet, because it allows the user to safely digest and receive nutrition from any non-toxic substance that can be chewed and swallowed, i.e., not rocks, wood, or other hard substances. The stone may be used at will and is activated by thought.



Pigment of Glowing Eyes

Once this light green paste is applied to a

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creature's eyelids, the recipient can see in the dark, both normal and magical. It's powerful material, providing the range of normal daylight vision, and lasting for four hours. The pigment comes in small jars containing 2d4 applications. Trying to stretch pigment, by applying to only one eye, results in a hellacious headache. The paste is slightly luminescent, so a user's eyes glow a bit and can be seen from five feet away. Because the pigment alters the wearer's eyes so they can see in the dark, not how the pupils react, being exposed to daylight or a light spell simply causes regular light blindness lasting 1d3 rounds — not permanent damage.

Pigment of Razor Fangs

When this crimson paste is applied to the jaw of a creature with a bite attack, it sharpens their teeth, providing a +4 damage bonus to their bite attack (e.g., a 1d4 bite becomes 1d4+4). The pigment comes in small jars holding 1d4 applications, which each last for three turns. The recipient must have a bite attack; humans and other short-toothed humanoids using this item will only end up with red paint on their faces.



Rattle of Water Control

This two-foot long rattlesnake rattle can only be used by creatures with a flexible tail. This could include long-tailed monkeys and some felines, for example, but not canines because their tails are too stiff. Attaching the rattle to a tail requires a command word; activating the rattle requires a twitching shake and one hundred gallons of water, at least fairly pure. The action animates the water, creating a small water elemental controlled by the wearer (see the Labyrinth Lord core rulebook

for the elemental's stats). The creature lasts for an hour and the rattle can be used once per day. Some believe different rattles might exist, those able to control other elements and substances.

Stamp of Fear

A small metal square with a handle, this stamp marks objects with a proprietary sigil. Anyone, other than the stamp's owner, who touches these items is subjected to a fear spell as if cast by a 12th-level magic user. Three items can be stamped per day, and no ink is required because the mark is physical. The sigil lasts for a week and then fades away when the effect ends. Activating the stamp requires knowing a command word, which prevents a thief from stealing the stamp and the marked objects. A new owner would have to re-stamp all items, wait for the sigil to fade, or be exposed to the fear effect as well.

Standing Stone of Wisdom

Immense, solitary monoliths, these stones usually weigh over five tons and are covered in the symbols of specific gods. Each stone allows a god's dedicated followers to cast commune once per year as 10th level clerics. This allows non-clerics access to the divine, at least for a little while. Some gods are accessible throughout the year, while others may only be reached during specific, special or holy days.

Steelscale Torc

This steel neck band is etched with scales, the largest one placed just under the chin. While worn, the torc alters a wearer's scales or skin, giving him an armor class of 3. Those who already have a 3 AC or better gain a one point bonus.

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Tail Band of the Unseen Artisan

A form of jewelry known almost exclusively to nagas, tail bands are large rings that fit snugly around the reptile's tail, three to six feet from the tip (depending on the size of the individual naga and the particular band). A humanoid might wear it around her thigh, but that would make walking and wearing some kinds of armor difficult.

The tail band of the unseen artisan is silver and etched with images of hand tools. The wearer can summon six creatures nearly identical to an unseen servant, except they have a Strength of 10. The artisans can be used to create modest artwork, valued at no more than one gold piece per day (total, not for each). They last for eight hours and can be summoned once per day.

Tail Band of the Mirror Cloud

Similar to the tail band of the unseen artisan, this jewelry is made of small silver and glass mirrored plaques strung together. It produces a 30-foot diameter field surrounded by a outwardly reflective force, i.e., those outside can't see in, but those inside can see out. Gaze attacks into the field are reflected, while those from within are negated (because these attacks require victims to be able to see the monster — e.g., consider how Medusa was slain). The band can be used three times per day and the effect lasts for three turns.

Tail Band of the Unseen Warrior

Nearly identical to the tail band of the unseen artisan, this silver band has etchings of weapons, rather than tools. The wearer can summon a creature similar to an unseen servant, but it has the statistics of a 4th level



fighter wearing chain mail and wielding a small shield and mace. One warrior can be summoned per day, for a maximum of one turn.

Torc of Holy Strength

A bronze neckpiece set with a centered diamond, this item may be used at will. The torc works only for those who can turn undead, increasing their effective level for turning purposes only. Roll 1d6 to determine the number of levels.

Roll	Level Increase
1-3	1 level
4-5	2 levels
6	3 levels

Torc of Humankind

An iron neckband with a centered agate, this torc allows the wearer to assume human form. The appearance taken cannot be that of an existing person, and it is specific to the wearer (i.e., once the torc is worn, the appearance is set for that user). The torc can be used five times per day, for an hour each time.

Torc of Shielding

Wrought-iron crossed swords replace the usual gem in this steel neck adornment. When in place, the torc gives its wearer a two point armor class bonus and reduces damage from one kind of energy by half. Roll 1d6 to determine what type of energy is affected.

Roll	Energy Type
1-2	cold
3-4	heat
5-6	electricity

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