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## ABANDONED ARTS<sup>©</sup> PRESENTS:

# AMAZING RACES: NAGAJII

NEW RACIAL OPTIONS FOR USE WITH THE PATHFINDER® ROLEPLAYING GAME

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## **RACIAL FEATS AND RACIAL CHARACTER TRAITS**

Several new feats are featured below for members of the nagaji race. These feats list the race in their prerequisites, prohibiting other races from taking them. Also presented below are a number of racial character traits, first introduced in the *Pathfinder*<sup>®</sup> *Roleplaying Game: Advanced Player's Guide.*<sup>™</sup>

# NAGAJI FEATS

#### Adder's Venom

You have perfected a martial fighting style emphasizing unarmed strikes and your own natural venomousness. **PREREQUISITES:** Adder Strike, Spit Venom, nagaji

**BENEFIT:** You can use the Adder Strike feat (see the *Pathfinder*<sup>®</sup> *Roleplaying Game: Ultimate Combat* <sup>™</sup> sourcebook) with your Spit Venom feat, blinding creatures that you strike.

#### **ENTANGLING PIN**

Using your nimble limbs and serpentine flexibility, you can pin opponents in a way that even further restricts their mobility. **PREREQUISITES:** Dex 13, Improved Grapple, nagaji **BENEFIT:** Creatures that you pin gain the grappled condition for as long as you maintain the pin.

#### HYPNOTIC MASTERY

The depth of your gaze can stop any creature in its tracks. **PREREQUISITES:** Cha 15, character level 8th, hypnotic gaze racial trait, Hypnotic Stare, nagaji

**BENEFIT:** The *hypnotism* effect produced by your hypnotic gaze ability can affect creatures with any number of Hit Dice.

**NORMAL:** The *hypnotism* spell can affect up to 2d4 Hit Dice of creatures.

# NAGAJI CHARACTER TRAITS

#### NAGA'S INSIGHT

You possess some portion of a naga's social grace and insight. BENEFIT: You gain a +1 trait bonus on Diplomacy and Sense Motive skill checks, and both skills are always class skills for you.

#### HYPNOTIC STARE

You can fascinate others for more than just a moment. PREREQUISITES: Cha 15, hypnotic gaze racial trait, nagaji

**BENEFIT:** You can use your hypnotic gaze ability a number of times per day equal to one-half your Hit Dice (minimum 1). If you use this ability for two or more consecutive rounds, the *hypnotism* effect is continuous.

Additionally, you may activate your hypnotic gaze ability as a full-round action. If you do, the save DC of your hypnotic gaze is increased by +2.

**NORMAL:** A nagaji with the hypnotic gaze racial trait may use that ability once per day.

#### NAGAJI MAGIC

You can conjure and command slithering serpents.

PREREQUISITES: Cha 17, serpent's sense racial trait, nagaji

**BENEFIT:** You can cast *charm animal* as a spell-like ability once per day, but only targeting snakes and serpentine animals. When you reach 9 Hit Dice, you can cast *snake staff* once per day (see the *Pathfinder® Roleplaying Game: Advanced Players Guide*). When you reach 13 Hit Dice, you can cast *dominate monster* as a spell-like ability once per day, but only targeting serpentine creatures.

#### **VENOMOUS VOICE**

You have learned to spit poison with only your voice. BENEFIT: Your effective caster level is increased by +1 for spells with both verbal components and the poison descriptor.

## **ALTERNATE RACIAL TRAITS**

As described in the *Pathfinder® Roleplaying Game: Advanced Race Guide* <sup>™</sup>, alternate racial rules allow you to exchange standard racial traits for new ones, such as those presented below.

HYPNOTIC: Nagaji with this racial trait receive the Hypnotic Stare feat for free, even if they do not meet the prerequisites. This racial trait replaces the armored scales trait.

SERPENTINE STRIKER: Nagaji with this racial trait deal +1d6 points of damage with melee attacks performed as part of a readied action. This damage is not multiplied on a critical hit. This racial trait replaces the resistant trait. **SERPENT'S SCENT:** Nagaji with this racial trait can use their reptilian tongues to "scent" the air, gaining the scent special quality with a maximum detection range of 10 ft.

Nagaji with this trait also take a -2 penalty on Perception skill checks, and lose the benefit of their scent ability if their mouths are covered or forced shut.

This racial trait replaces the low-light vision and serpent's sense traits.

## **RACIAL ARCHETYPES**

As described in the Pathfinder<sup>®</sup> Roleplaying Game: Advanced Player's Guide <sup>™</sup>, archetypes are variant sets of class abilities which modify their corresponding base classes via the use of alternate class features. When a character selects a class, he must normally choose to use the standard class features found in the class's original source – the exception is if he chooses to adopt an archetype. Each alternate class feature presented in an archetype replaces a specific class feature from its parent class.

When an archetype includes multiple alternate class features, a character must take them all – often blocking the character from ever gaining certain standard class features, but replacing them with other options. All other class features of the base class that aren't mentioned among the alternate class features remain unchanged and are acquired normally when the character reaches the appropriate level, unless noted otherwise. A character who takes an alternate class feature does not count as having the class feature that was replaced for the purposes of meeting any requirements or prerequisites.

A character can take more than one archetype and garner additional alternate class features, but none of the alternate class features can replace or alter the same class feature from the base class as another alternate class feature. Racial archetypes are typically available only to members of the indicated race, though such options rarely interact with the racial traits of that race.

### THE NAGA SERVITOR (NAGAJI CLERIC ARCHETYPE)

Thralls to the naga, these clerics worship their powerful ancestors, drawing the beguiling but poisonous power of the naga from their zealous and often near-mindless convictions.

A naga servitor has the following class features.

Class Skills: A naga servitor adds Knowledge (dungeoneering) to his list of class skills, and removes Knowledge (nobility) from that list.

Naga Thrall (Su): A naga servitor does not worship a deity in the traditional sense. Instead, the servitor worships the naga – or perhaps one or more specific naga in particular. A naga servitor gains access to only a single domain – not two – and must choose that domain from the following list: Charm (including the Lust subdomain), Darkness (including the Moon subdomain), Earth (including the Caves subdomain), Knowledge (including both the Memory and Thought subdomains), Liberation, Magic, Protection (including the Defense subdomain), Trickery (including the Deception subdomain), and Water.

A naga servitor with the resistant racial feature does not apply the bonuses granted by that trait against the poisons or mindaffecting spells, supernatural abilities, or spell-like abilities of naga. Against non-naga creatures, these bonuses are doubled. This ability alters the domain class feature, and replaces one of the cleric's domains.

**Spellscale Focus (Ex):** A naga servitor begins play with a special divine focus; a naga scale that grows out of her own scaly flesh. The scale, which falls off shortly after it grows in, must be held or worn in the same manner as any other divine focus in order to satisfy the divine focus component of many of the cleric's spells. If the naga servitor's can never truly lose his divine focus; if the spellscale is lost or destroyed, he grows and sheds a new scale in 24 hours. A *harm* spell stops the scale from regenerating for 24 hours, but nothing else can prevent a naga servitor from naturally regrowing his spellscale focus.

Servitor's Fangs (Ex): A naga servitor gains short fangs capable of delivering a unique poison. Whenever a naga servitor makes a successful grapple check to damage an opponent, he may choose to bite his opponent, dealing 1d3 points of damage as if using a natural bite attack. As a standard action, the naga servitor may bite a creature that is bound, helpless, paralyzed, or similarly unable to defend itself. Any creature so bitten must succeed on a Fortitude save (DC 10 + one-half the cleric's class level + the cleric's Constitution modifier) or become affected by a subtle poison that weakens the will of creatures subjected to it. A creature that fails this save takes a -1 penalty on Will saving throws against divine spells (and against the cleric's hypnotic gaze; see below) for 1 minute. At 8th level, this penalty is increased to -2, and at 16th level, to -3.

**Hypnotic Gaze (Su):** At 8th level, a naga servitor gains the ability to fascinate others with his gaze. Activating this gaze attack is a free action and imparts the cleric with the gaze for 1 round; creatures that meet your gaze must succeed on a Will saving throw (DC 10 + one-half the cleric's class level + the cleric's Charisma modifier) or become fascinated for 1 round. Creatures grappled by the naga servitor take a -2 penalty on this saving throw, and maintaining or moving the grapple does not break the fascination effect. You can use this ability once per day at 8th level, and one additional time per day for every four levels beyond 8th.

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