

13TH AGE
BESTIARY
PREVIEW

PAGA

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Manafang Naga

NAGA

Naga aren't unreasoning monsters. They generally have perfectly sound reasons for wanting intruders dead. Interactions where they're willing to talk with two-legged mortals are also troubled by the fact that the nagas' arrogance and condescension mean you will soon want them dead.



DEADLY GUARDIANS OF THE ARCAN E ARTS

Nagas are large snakes with faces that mirror those of the more well-known races, but they don't have arms or legs. There are at least three known species of nagas, but all share one common trait: they are sustained by magical energy rather than food and water. They don't need to consume that energy to subsist, however, and some believe the nagas actually produce the energy that also sustains them. For this reason, naga bones are a common element in enchantment rituals because their bodies retain magical energy long after the creatures die.

Nagas are to the flow of magic like fish are to the ocean. They understand the movement of the arcane currents like no others. Wizards and sorcerers may control the power, but the nagas seem to breathe that power. Even the naga life cycle testifies to their link to powers beyond the world; instead of growing larger like most beasts and dragons, nagas shrink as they "shed reality" and become more purely magic. Elder nagas are about the size of humans and elves instead of the great snake-like bulk of the younger creatures.

One of the nagas' biggest mysteries is their creation. Some legends about the pursuit of magic offer the naga as a cautionary tale. It's often accepted that too much time spent consulting ancient tomes eventually warps the body as well as the mind. The pursuit of knowledge can lead to breaking off relationships, changes to mind and body, and hoarding magical items. So perhaps nagas were created from obsessives who wore their magical items while they slept and spellcasters who never let enchantments end naturally. Of course, nagas spit on such notions. . . .

Other versions of their origins suggest nagas choose to shed their original bodies. The humanoid form can only conduct so much power into spells. The naga form is able to absorb, store, and release much more arcane energy. Nagas are known to be powerful ritual casters. Compared to the things nagas can do with enough time and energy, the effects of humanoid spellcasters are mere tricks of the light and illusions to fool children. The naga know where the true power lies and are willing to sacrifice anything to achieve that power.

If they are not the result of a curse or the drive for knowledge, how are they born? There is no evidence of nests to reflect their serpentine heritage. Nagas seem ageless. "Naga eggs" sold as spell components by unscrupulous market dealers always turn out to be the eggs of other supernatural creatures marked up for the rubes. Nagas killed in battle disappear in a flash of energy. Are they reborn? Is there a limited amount of nagas in the world? Perhaps the icons know the answer to this question but haven't told anyone.

Because nagas overflow with arcane energy, those who battle them find themselves able to use spells multiple times that they normally must wait until after battle to recharge. Nagas also draw power from arcane spells used against them. This cycle turns battles with nagas into loud clashes full of mystic energies spilling all over the place. Fighting a naga without spellcasters is even more dangerous, since a naga's magical superiority builds up with the type of dramatic power surge that only true heroes usually enjoy (i.e., a naga that is not attacked with spells is a naga that is harnessing the power of the escalation die for itself and all its allies).



We could have pitted each type of naga against a specific class. For example, the swaysong naga might only have mirrored bard spells. That type of singling-out of classes generally isn't good design, mostly because monsters' cool powers often end up being irrelevant and players always know whether they've been singled out or whether the GM has wimped out by not picking on them.

SWAYSONG PAGA

The naga sways to an unheard song, keeping time with the beat of magic. The movement is hypnotic and . . .

Large 5th level leader [BEAST]

Initiative: +8

Bite +10 vs. AC—24 damage

Natural 16+: The target also takes 15 ongoing poison damage.

Miss: 12 damage.

R: Song of reversals +10 vs. MD (1d3 nearby or far away enemies)

—25 psychic damage

Natural 16+: The target is confused (save ends).

Miss: 10 psychic damage.

Limited use: 1/battle.

C: Hypnotic movements +10 vs. MD (one nearby enemy, or one nearby enemy per point of esc. die if mystic escalator benefit is active)—10 psychic damage, and the target is hampered (save ends)

Arcane mirror: When an enemy targets the swaysong naga with a spell, the naga regains the use of *song of reversals* if it's expended. In addition, if that spell is a recharge spell, roll its recharge check immediately after the spell is cast. If the spell is a per-battle or daily spell, roll a hard save (16+) immediately after the spell is cast; on a success, the spellcaster doesn't expend the spell.

Mystic escalator: The naga and each of its nearby allies can use the escalation die unless the naga has been targeted by an enemy's spell since its last turn.

AC 21

PD 16

MD 18

HP 144

"Sure, the wizards get excited at the thought of the spellbooks and artifacts that these nagas protect. But they also have libraries full of histories, carvings of emperors from previous ages, and information on previous icons. Most of it gets smashed in the fighting. But if you can bring back information for the Emperor's archives, you can live well in Axis for a few months. He really likes statuary."

—Maria Dozenfingers, halfling rogue

SPARKSCALE NAGA

If you've spoken with a sparkscale naga and failed to feel patronized you just weren't paying attention.

Large 6th level leader [BEAST]

Initiative: +10

Bite +11 vs. AC—30 damage

Natural 16+: Each nearby enemy takes 10 thunder damage.

Miss: 20 damage.

R: Bloom of lightning +10 vs. PD (1d3 nearby or far away enemies)
—30 lightning damage

Natural 16+: Each nearby enemy takes 10 thunder damage.

Miss: Each nearby creature (including allies) takes 5 thunder damage.

Limited use: 1/battle.

C: Sparking aura +10 vs. PD (one nearby enemy, or one nearby enemy per point of esc. die if mystic escalator benefit is active)—20 lightning damage, and the target is vulnerable (save ends)

Arcane mirror: When an enemy targets the sparkscale naga with a spell, the naga regains the use of *sparking aura* if it's expended. In addition, if that spell is a recharge spell, roll its recharge check immediately after the spell is cast. If the spell is a per-battle or daily spell, roll a hard save (16+) immediately after the spell is cast; on a success, the spellcaster doesn't expend the spell.

Mystic escalator: The naga and each of its nearby allies can use the escalation die unless the naga has been targeted by an enemy's spell since its last turn.

AC 21

PD 20

MD 16

HP 190

MANAFANG NAGA

The eyes and fangs of this naga are studded with crystals like those used in the enchantment of magic items. Which serves as a clue as to why your magic items just stopped talking with you.

Large 7th level leader [BEAST]

Initiative: +14

Bite +12 vs. AC—45 damage

Natural 16+: The naga gains *resist spell damage 16+* against the target's spells until the end of the battle.

Miss: 25 damage.

R: Force missiles (1d4 nearby or far away enemies)
—25 force damage

Limited use: 1/battle.

C: Ritual movements +12 vs. MD (one nearby enemy, or one nearby enemy per point of esc. die if mystic escalator benefit is active)—40 psychic damage, and the target can't cast spells or use the activated powers of true magic items (save ends)

Arcane mirror: When an enemy targets the manafang naga with a spell, the naga regains the use of force missiles if it's expended. In addition, if that spell is a recharge spell, roll its recharge check immediately after the spell is cast. If the spell is a per-battle or daily spell, roll a hard save (16+) immediately after the spell is cast; on a success, the spellcaster doesn't expend the spell.

Mystic escalator: The naga and each of its nearby allies can use the escalation die unless the naga has been targeted by an enemy's spell since its last turn.

AC 23

PD 17

MD 21

HP 210

ELDER SWAYSONG NAGA

This withered creature moves slowly, almost invisibly. The subtle movements push and pull your perceptions just enough to make you wonder if you are drunk, dreaming, or already dying.

8th level leader [BEAST]

Initiative: +12

Bite +13 vs. AC—24 damage

Natural 16+: The target also takes 15 ongoing poison damage.

Miss: 12 damage.

R: Song of reversals +13 vs. MD (1d3 nearby or far away enemies)
—25 psychic damage

Natural 16+: The target is confused (save ends).

Miss: 10 psychic damage.

Limited use: 1/battle.

C: Hypnotic movements +13 vs. MD (one nearby enemy, or one nearby enemy per point of esc. die if supreme mystic escalator benefit is active)—15 psychic damage, and the target is hampered (save ends); until the target saves, it takes 15 psychic damage each time it attacks the naga

Arcane mirror: Whenever an enemy targets the elder swaysong naga with a spell, the naga regains the use of *song of reversals* if it's expended. In addition, if that spell is a recharge spell, roll its recharge check immediately after the spell is cast. If the spell is a per-battle or daily spell, roll a hard save (16+) immediately after the spell is cast; on a success, the spellcaster doesn't expend the spell.

Supreme mystic escalator: The naga and each of its nearby allies can use the escalation die unless the naga has been hit by two enemy spells since its last turn.

AC 24

PD 19

MD 21

HP 144

ELDER SPARKSCALE PAGA

The air is thick with ozone. The swaying beast in front of you hisses, sizzles, and pops. Small trickles of lightning caress its scales like a lover. A jealous one.

9th level leader [BEAST]

Initiative: +15

Bite +14 vs. AC—30 damage

Natural 16+: Each nearby enemy takes 10 thunder damage.

Miss: 20 damage.

R: Bloom of lightning +14 vs. PD (1d3 nearby or far away enemies)
—30 lightning damage

Natural 16+: Each nearby enemy takes 10 thunder damage.

Miss: Each nearby creature (including allies) takes 5 thunder damage.

Limited use: 1/battle.

C: Sparking aura +14 vs. PD (one nearby enemy, or one nearby enemy per point of esc. die if supreme mystic escalator benefit is active)—40 lightning damage, and the target is vulnerable (save ends)

Arcane mirror: Whenever an enemy targets the elder sparkscale naga with a spell, the naga regains the use of *bloom of lightning* if it's expended. In addition, if that spell is a recharge spell, roll its recharge check immediately after the spell is cast. If the spell is a per-battle or daily spell, roll a hard save (16+) immediately after the spell is cast; on a success, the spellcaster doesn't expend the spell.

Supreme mystic escalator: The naga and each of its nearby allies can use the escalation die unless the naga has been hit by two enemy spells since its last turn.

AC 24

PD 23

MD 19

HP 190

ELDER MANAFANG PAGA

"Speak to me of these ages, fleshy one. You claim they have come and gone. Those with the First Blood in their veins see them for the illusions they are. Your icons may rise, clash, and fall like children playing at war." —Shakaask Thilsa, manafang naga

10th level leader [BEAST]

Initiative: +18

Bite +15 vs. AC—45 damage

Natural 16+: The naga gains *resist spell damage* 16+ against the target's spells until the end of the battle.

Miss: 25 damage.

R: Force missiles (1d4 nearby or far away enemies)
—45 force damage

Limited use: 1/battle.

LEADERS OR SPOILERS?

We're calling nagas leaders because if you fight them without using spells, they'll let all their allies use the escalation die. Have a proper magical blow-out with the nagas and you'll see that they operate much more like spoilers and wreckers.

C: Ritual movements +15 vs. MD (one nearby enemy, or one nearby enemy per point of esc. die if supreme mystic escalator benefit is active)—45 psychic damage, and the target can't cast spells or use the activated powers of true magic items (save ends)
Miss: 20 psychic damage.

Arcane mirror: Whenever an enemy targets the elder manafang naga with a spell, the naga regains the use of *force missiles* if it's expended. In addition, if that spell is a recharge spell, roll its recharge check immediately after the spell is cast. If the spell is a per-battle or daily spell, roll a hard save (16+) immediately after the spell is cast; on a success, the spellcaster doesn't expend the spell.

Supreme mystic escalator: The naga and each of its nearby allies can use the escalation die unless the naga has been hit by two enemy spells since its last turn.

AC 26

PD 20

MD 24

HP 210

PASTIER SPECIALS

The following ability could be used by a large naga, but it seems especially at home woven into the coils of the normal-sized elder naga. We'd recommend using it for at least one elder naga during the campaign. Giving it to all elder nagas works if you want the PCs to fear them terribly.

Arcane balance: Whenever the naga rolls a natural 1–5 with an attack roll, it can cancel one magical effect created by a spell or magic item that is affecting the naga or a nearby creature (including a beneficial effect on a PC). It can be an ongoing effect, an effect that only lasts a round, or even an effect that was supposed to last until the end of the battle. Use your sense of what is magical and what isn't: a bard's song is clearly magical, but a rogue's Shadow Walk talent probably isn't, despite the wizard's arguments that it *should* be.

"The Wyrn protects us from creatures bent on our destruction. What weapons are the Naga hiding? How many lives could we save? They are in league with the demons and are responsible for opening the rift to the Abyss. Proof? I have FAITH!"

—Nelissandro, high elf cleric

BUILDING BATTLES

Nagas are plotters who surround themselves with magical power. Magical traps are common in naga lairs. They will also work with other highly magical creatures such as demons or ogre magi to help them achieve their goals, manipulating the demons as much as anyone can, and enticing the ogres with secret knowledge. Some rumors suggest they know how to create haunted skulls and always keep a few around as guardians. It has been verified by many who have battled the nagas that the creatures are fond of constructs, especially stone and iron golems who can serve as their feet and fists when needed.

NAGAS AND THE ICONS

Archmage: The Archmage's pursuit of arcane secrets puts him at odds with nagas. He wants the secrets they protect. They believe that the icon and his allies are foolish children who can't handle the power they possess and protect. The Archmage cares little for bloodshed and would prefer the knowledge kept in the nagas' libraries be copied rather than stolen. The nagas don't make that easy, however, so in the choice between looting tombs and losing spells, the Archmage chooses the former. If nagas aren't willing to deal, the Archmage does what he needs to do to advance the cause of magic.

High Druid: Although nagas claim to be masters of all the arcane arts, the nature magic of the High Druid still eludes them. The High Druid believes it's because the natural cycle of life and death does not apply to nagas; therefore, they can never understand the inherent magic of nature. The nagas claim it's because druidic magic is even less refined than other sources and not even worth their study. Naga nests rarely exist in the wild areas claimed by the High Druid. She sees these creatures as examples of civilization gone awry and treats them accordingly.

Lich King: Nagas share two pursuits with this icon: longevity and the collection of arcane knowledge. Unlike the Archmage, however, the Lich King is willing to deal with nagas. Lich phylacteries are often placed in the protection of a naga nest. Even if the nagas don't possess the Lich King's phylactery (or phylacteries), they might know what the objects are or where he keeps them. Both sides understand the pursuit of magical knowledge to a self-destructive end. Some even whisper that nagas were the true power behind the rise of the Wizard King.

Prince of Shadows: The value of arcane knowledge is obvious to the Prince of Shadows. Even the hint of some unknown spell or ritual can get nagas swaying in anticipation. Cutting a deal with a naga often leads to it making a nest around an area the Prince wants protected. The icon may also be one of the few who know the truth about the nagas' origins. So far, no other icon has offered a juicy enough secret for him to part with that information.

"Give the snakes a wide berth. Never look them in the eyes unless you want to fight. You can make it through their dens if you move quietly, hold your tongue, and touch absolutely nothing"

—Gargilan, dark elf bard

The Three: Nagas don't get along with the Three or their agents. The Three believe nagas were responsible for stealing their energy and creating sorcerers. Because of this, the Three attack and destroy naga nests they learn about. In return, nagas are more than happy to trade information about local dragon lairs in exchange for adventurers leaving their nests undisturbed. This is mostly a cold war between the two factions, but it occasionally spills out into open warfare. The Three are sending more and more agents into the ruins around Omen (see below) to gain some leverage on the nagas.

FIVE TRUTHS ABOUT OMEN

Use these rumors about nagas and the ruins of Omen as your campaign requires.

- Nagas claim the ruins near the city of Omen are theirs. Many different species in the world make similar claims. The nagas, however, seem to have an insider's knowledge of the ruins. Nests often contain maps, journals, and other writings detailing the area. These documents are valuable for those unconcerned with the hoarding of magic theory. Unfortunately for historians, the writings are from different authors and the story they tell is often contradictory. The ruins clearly exist from a time in a previous age, and the more questions answered the more chances for adventurers to discover lost treasures from a bygone era.
- Some journals claim nagas built the city that predated Omen. Omen was the first city built in the world and all the other cities that came after it were mere echoes of its greatness. Many materials and building techniques for it were created by nagas. Dwarven claims to the contrary are examples of jealousy at best and thievery at worst. In these journals, Omen is a direct descendant of the "naga city." Omen was built as a mirror of the older, greater city, and the nagas alive today find the aping of the city to be quaint.
- The nagas conquered Omen in a war many ages ago. It was the first war to use magic in battle. The nagas were the masters of this battle magic and conquered the world. Omen was their capital, but it was devastated by a huge magical accident. The nagas locked away their mighty magic. Despite their best efforts, magic escaped to the people that came to the city later. Now the nagas must protect the world from their legacy.
- The nagas lost Omen because they were too devoted to the study of magic. Nagas were a peaceful race with no standing army. They believed that their studies made them too sophisticated to make war. Instead, Omen fell due to the politics of the mage guilds and also to the first manifestation of orcs, who drove the nagas to the winds. The nagas study magic to someday return their kind to their original glory.

- The first icon of the 1st Age was a naga with the power of a god. Omen was the city it created through pure will. But a great betrayal brought it down. Some versions of the legend say the betrayal was perpetrated by a human, others suggest a member of another similar race. That age ended with the naga's death. The 2nd Age began with the naga icon's power split between two new icons. The nagas believe all the icons will one day come to Omen all at once. And the nagas will have their revenge.

PAGA METHODS OF PRESERVING LOST KNOWLEDGE

Most spellbooks are mere books; paper, ink, and binding. The secrets of the nagas deserve better. They use much more exotic methods to preserve their knowledge. The nagas use magic to protect magic, which spurs them to discover greater magic still. Their methods also act as natural barriers to theft. An adventurer can easily stuff a grimoire into a sack and make a run for it. But if that grimoire is a two-ton elemental of iron? It's less easy.

Nagas often construct golems. They create them as intermediaries between the nagas and the rest of the world. Naga golems have spells carved into their torsos in exact, articulate script. To gain the spell, you must either defeat the golem or control it, but reading a spell tends to be difficult when the media is trying to dash out the reader's brains.

Specially attuned crystals also hold the secrets of magic that the nagas keep. The crystals impart the knowledge directly into the mind, unlike reading script. How the knowledge is created is less clear. Are they memories? The paranoid members of the magic community refuse to use naga mind crystals. Too much communing with the crystals, and they believe a naga will take the user's body over to be put to dire purpose.

Elemental libraries exist in areas where non-nagas fear to tread. Volcanoes, sea floors, cloud castles, and sheer cliffs all come naturally to nagas. Not only is the journey treacherous but the nagas are hostile. Finding the right spell on a cliffside covered in coded sigils is an adventure in itself.

NAMES

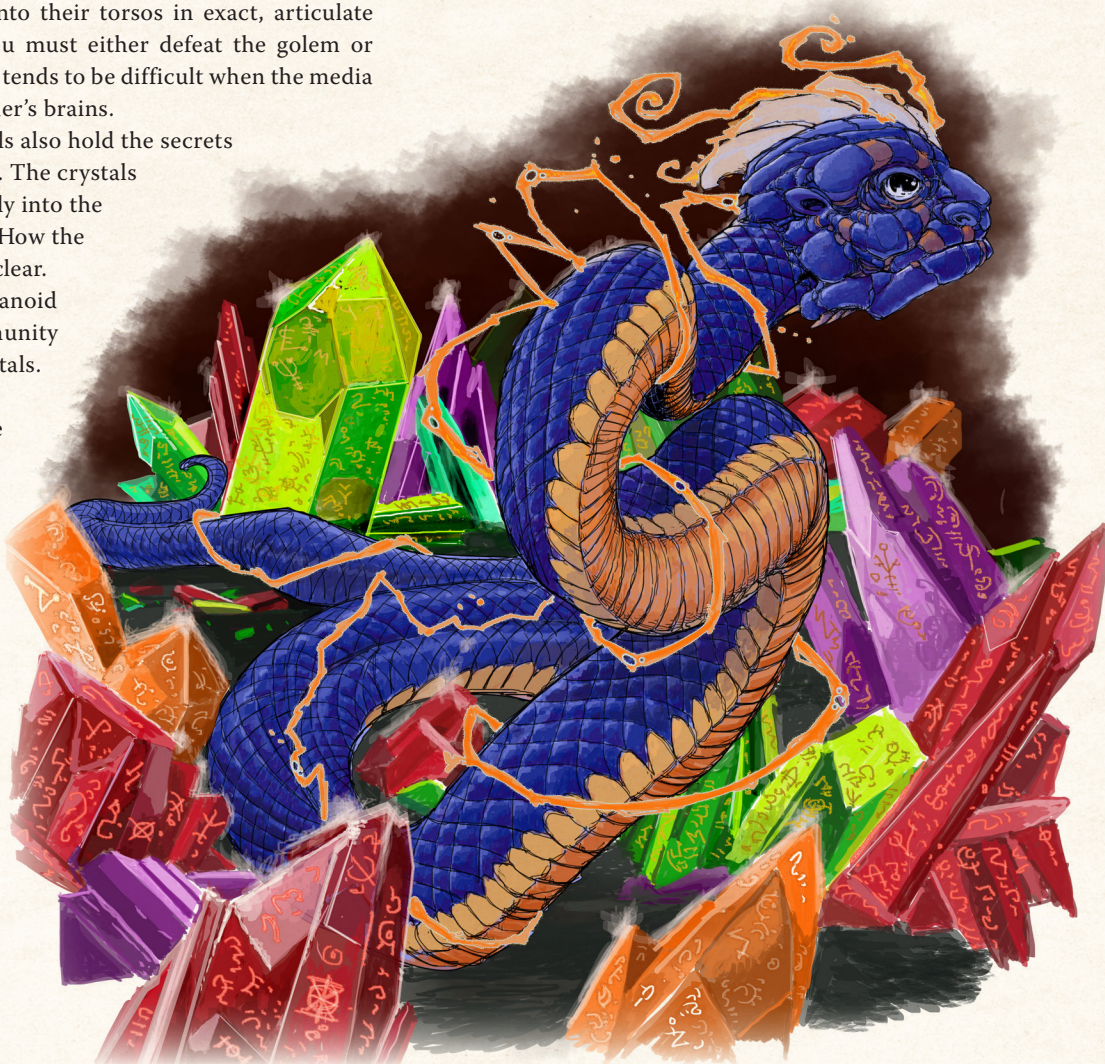
Nagas are given short names upon birth. For every major accomplishment, a syllable is added to their name. Names include: F-Sheol, K-Brik-Nep-Sha, Vic-Nic-Tic-Pao-Kun, Lin-Drin-Hob-Busk, and G-Rick-Sha-Bin-Hiz-Quint-Ka.

ADVENTURE HOOKS

A Bone to Pick—Rumors of a skeletal swaysong naga call to the adventurers. Is the naga the guardian of long lost necromantic spells? Or is it a ruse to lure out those who would seek dark magic?

An Icon's Need—The adventurers must heal an icon important to most of them. The affliction is something unusual like a powerful poison or spell. The only method that will work for certain is finding the pieces of a naga spell crystal to unlock lost healing knowledge.

Omen's Gate—Somewhere in the ruins of Omen is a magical gate. A week ago, it began to come to life. Only the nagas know its purpose . . . and how to stop it.



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