



THE NARAKYIAN

“The shattered remains of the horn had been found by his scouts at the bottom of a pool filled with brine just a few days after battle. In pieces, but a welcome sight after the errant claw from his slain foe had ripped out his left eye. King Tynan of Hyshurr sat quietly with few words to say to the other Narakyian that was concentrating heavily on refixing his horn with small amounts of molten gold that filled the broken cracks. His remaining eye searched over the shifting sands that rose and fell beyond his small tent. It was quiet now but war would come again as it always had, another battle, perhaps another scar, another horn lost or even death. His life had been marked not in his happier moments, births of children, delighted lovers but in the endless litany of battles that raged over his kingdom. Still he could take pleasure in the quieter moments that punctuated the violence. A rare cool night breeze floated through the tent at that moment. Tynan could only close his last eye and hum as the gold fusing the pieces of his battle scar, finally cool, glittered in the low fire light.” -Tynan of Hyshurr

Denizens of an endless, hot desert Narakyian are a race of huge dragon-like people who were molded by their harsh environment. War runs through their blood and violence comes to them as easily as breathing. Because of that, they are often feared but Narakyian are also well known to enjoy sexual expression just as much as fighting. They delight in life and take great pleasure in discovering and enjoying their world.

STRONG AND ROUGH

Known to be tough and feral, Narakyian bodies are built to withstand the harsh environments they live in with tough skin and defined muscles. They stand tall, from 8 to 10 feet and are heavy, with dense strong bones. Their colouration is very diverse, but they tend towards warm colours of red and amber with usually brightly contrasting eye colouring and simple markings on their upper bodies. Their horns are equally diverse ranging vastly in size and shape but they never have more than a pair. Their manes, which grow with age, run down their neck and along their long prehensile tails. They have deep black claws on their hands and feet and on the tips of their wings”

Unashamed naturally, they prefer not to wear clothing, or if they do so, loose clothing that allows for easy movement, often with intricate jewelry. Their bodies are often scarred from lifetimes of hunting and fighting. All adult Narakyian have pierced ears with visible, intricate earrings to denote their entry into adulthood.

GREAT PLEASURES

Narakyian have often been called simple but this stereotype ignores their deep emotional intelligence they have for themselves and others. They have fantastic photographic memories and can easily recall a number or conversation from months before and are experts at reading body language. Despite this, they often struggle with nuance and have difficulty lying or being lied to. They are surprisingly easy-going but they are also easily provoked and will quickly escalate into physical violence depending on their mood. Amongst their own kin, a physical fight or a snarling match is seen as a reasonable answer to a difficult argument.

Sexual expression is important for Narakyian and they bear no shame in being with others, with their society built around the complicated logistics of enjoying pleasure. They are intensely curious about other species apart from their own, often filled with many questions but their reputation and stark appearance makes it difficult for them to adapt into communities of other races. Narakyian living outside their own realms must be extra careful to mind their moods and work hard to build a trusted place for themselves in these communities.

NARAKYIAN NAMES

Narakyian have diverse names that are often simple and easy to pronounce. In formal settings they will represent themselves with their full name but many Narakyian have nicknames that only close family and friends will use in informal settings. Their second name denotes what family they come from and is rarely used for anything else. Family names always end in the prefix, rr, like Hyshurr, and are strong points of contention for Narakyian. With social structure being fluid and casual in Narakyian society, honorifics are rarely used and often seen as rude.

NARAKYIAN TRAITS

Your Narakyian has some unique abilities.

Ability score increase Naturally tough, all Narakyian have a base +2 to constitution.

Age Narakyian mature at about 20 years of age and live to, on average to 120 years of age.

Alignment Narakyian are diverse in their alignment, with many good, but also many evil. However they tend to gravitate towards chaos, with rules and laws often being secondary to their own wants and beliefs.

Size Narakyian tower over other races, ranging from 8 feet to 10 feet with many varied body types. Your size is medium.

Speed Your base walking speed is 30 feet, and your flying speed is 40 feet. Narakyian are unable to fly if they are wearing medium or heavy armor.

Powerful Build You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

Tough Skin Narakyian have tough exteriors that give them natural armor. You have a base AC of 14 that cannot be reduced by dexterity. If you are using a shield, you can apply the shield's bonus as normal.

Natural Heat Resistance When not wearing armor, Narakyian take no penalties from hot environments.

Feral Weapons Narakyian can use their claws or horns to make unarmed strikes. They do a d6 plus Strength damage.

Prehensile Tail You can use your tail as an extra "hand." it can grasp small items such as potions and tools, but you are unable to use weapons or perform somatic components of spells.

Language Narakyian can speak, read and write in common, but also their own language, Narakylish. Narakylish is famous for its guttural rough sounds that make complicated use of tone. Its script, while often written with a pen, can also be scratched out onto the page with claws.

You may choose a subrace if you wish, if you do not, add +1 to any attribute and increase the Base AC from Tough Skin to 16.

OUTSIDER NARAKYIAN

These Narakyian live outside their society, floating high above the sands in the deepest part of the deserts by themselves or in loose family groups. As an outsider, you tend to be more feral, with little regard for rules or basic social norms. You have a natural aptitude for hunting, especially large creatures. Their feral appearances tend to be more exaggerated and they have a deep hatred for wearing clothes.

Ability score increase Your dexterity increases by +1.

Born to Survive These Narakyian learn to hunt from a young age. You have proficiency in survival checks, and gain advantage when making a survival check in the desert.

Big Game Hunter You may reroll 1s on weapon damage dice when attacking huge or larger creatures.

Wild Terrain Perception You have advantage on initiative checks outside of urban areas.

HIGH NOBLE

These Narakyian live within the tall cities, fraternizing within large and complicated webs of connected family groups. As a noble you have a natural charisma and an aptitude for magic. These haughty Narakyian tend to wear fine jewelry and have rich tastes.

Ability score increase Your charisma increases by +1.

Noble speak Well versed in the correct manner of speech, you have advantage when making persuasion checks when speaking with nobles or royalty and also have proficiency in persuasion.

Unpredictable Magic You can select a number of spells equal to your proficiency bonus from the sorcerer, bard or druid spell lists. These spells must be at least one level lower than the highest level spell you could otherwise cast (minimum 0th level). You may cast these spells using charisma as the casting stat without using a spell slot. You may change these spells upon leveling up. Once cast, the player must roll twice on the wild magic table and the DM chooses which result to apply, and the character takes one level of exhaustion.

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