

WISE SERPENT

You are a cobra and therefore divine.

You were raised in a temple. The child of a supplicant trod on your tail, a toddler's mistake -- but you bit him for his sacrilege, nonetheless. Maybe he died. Maybe you feel guilty.

What is the meaning of snake-hood? Is venom a necessary part of who you are? You have decided to leave your temple. Life abroad will test your answers.

- ⑥ You are longer than two persons are tall.
- ⑥ You are mighty. Your HD IS D10. You gain d10 + constitution per level. Your proficiency bonus is +2; every four levels this increases by +1. Your saves are **DEXTERITY** and **CONSTITUTION**.
- ⑥ You are quicker than screams. **+2 DEXTERITY**.
- ⑥ Your form describes creation. **+1 WISDOM**.
- ⑥ You are a prince among serpents. You have advantage in interactions with snakes and snake-like creatures.
- ⑥ Your bite is fearful. d6 damage, delivers venom. A living victim exposed to your venom must save every ten minutes or suffer:

- 1 Blurred vision. They are blinded.
- 2 Vertigo. They are knocked prone.
- 3 Agony. Disadvantage on all checks.
- 4 Somnolence. They fall unconscious.
- 5 Nerve death. Full paralysis of a limb.
- 6 Visions. They see you as a dead relative.

A victim keeps rolling saves until they receive treatment, or a day has passed. If they suffer all six symptoms, they die.

- ⑥ You are skilled in **athletics** and **religion**. You are also skilled in three of the following fields: **stealth**, **history**, **nature**, **performance** or **intimidation**. You have trappings relevant to the fields you are skilled in, as well as the ritual accoutrements of your temple.
- ⑥ You are skilled in the serpentine arts of biting, spitting, and wrestling.
- ⑥ You also have gear for life on the road.

Your temple was dedicated to the divine principle of:

- 1 Appetite. You may home in, compass-like, on any creature whose skin you have tasted.
- 2 Grace. You traverse vertical inclines and ceilings as easily as you would level ground.
- 3 Healing. Your venom, dried into salts, neutralises poisons from any other living creature.
- 4 Change. Once per day, you may put on human form. This is quite clumsy. Lasts an hour.
- 5 Rain. You may control a liquid volume equal to your weight, moving it like another body.
- 6 Wealth. Your hood buds two pearls every month. Crushed, a pearl casts a random spell.

Your first love was the temple's:

- 1 Warden. You left them devastated. +2 to checks involving petty theft and pursuit. You have a whistle local authorities always hear.
- 2 Scrivener. It is still awkward. +2 to checks involving calligraphy and ciphers. You have a pen that only accepts living blood as ink.
- 3 Priestess. She pitied you, really. +2 to checks involving rituals and flattery. You have a codex considered obscene by most sects.
- 4 Sculptor. An unrequited crush. +2 to checks involving wood and whitesmithy. You have a bird statue, bone. It screeches gibberish.
- 5 Steward. You gorged on each other. +2 to checks involving sweets and ledgers. You have a jar of honey, a gift from a wasp god.
- 6 Piper. Your heart will never recover. +2 to checks involving patterns and choreography. You have a pet viper, faithful as any dog.

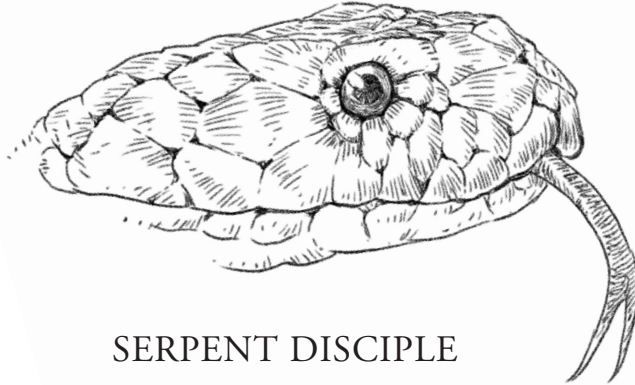


CHARMED STARE

On festival days the musicians would play, and you -- beguiled by their droning pipes, you would sway the sacred dances.

At 2nd level, you have an epiphany. Finally you understand the snake-charmer's art. Now you may charm others.

- ① Once per day, a creature you lock eyes with falls under your spell: you speak into their mind and they obey. This lasts so long as you hold your stare.
- ② When you next advance to an even level, you gain an additional use of this ability, per day.
- ③ You may never charm eagles or eagle-like beings.



SERPENT DISCIPLE

At 3rd level, you may share your divinity with a lesser being.

You lock eyes with a creature whose HD is equal or lower than your current total. They fall under your spell. Even when you look away, they remain your disciple. This lasts until you decide otherwise.

Your disciple has the skills, attributes and abilities they had before. But now they hear your thoughts, never question your wisdom, and always strive to obey.



When you next advance to an odd level, your disciple moults and develops a serpentine gift:

1 Correct skin. +1 to AC.

2 Lightning muscles. +1 to attack bonus, one additional attack.

3 Sympathetic body. You and your disciple may swap places, one additional time per day.

4 Holy division. Your disciple may transform into a swarm of snakes, one additional time per day. Lasts an hour.

5 Charmed stare. They charm a creature they lock eyes with, one additional time per day. Lasts so long as they hold their stare.

6 Godly glands. They may perform a spit attack, d4 damage, delivering venom identical to your own, one additional time per day.



You may take on a new disciple at any time. They do not start with serpentine gifts.

You only have love enough for one disciple, at a time. Any former disciples regain their agency; they also retain their serpentine gifts. How do they remember their time under your spell?

You may never make disciples of eagles or eagle-like beings.