

Nagbloed

Descended from Dagbloed who swore loyalty to the Night God instead of the Sun Goddess, the Nagbloed walk in the shadows and still nurture their kind's past dreams of conquest.

Marked by Evil

Nagbloed are similar to their sun-loving cousins. They are tall, with long, pointy ears, big horns, reddish skin, sharp fangs and black sclera. However, their allegiance appears on their skin in the form of black markings. Nagbloed tend to have very pale, almost white hair, but a great number of them dye it in extravagant colours to their liking.

They tend to wear large, dark clothing, sometimes decorated with eyes. They like wearing ornate jewellery, especially if said items are enchanted.

Gift of Long Life

While their surface-dwelling brethren barely live longer than a century, Nagbloed can easily live for 200 years. From their late teens to the day of their death, they fill their life with research, pursuit of knowledge and power. They are driven by hatred and greed and tend to be distant and aggressive even towards each other. However, when they get attached, they tend to become fiercely loyal, although overly jealous and possessive. Their grudges last long and their revenge is often disproportionate compared to the offense.

They are very loyal to their rulers and their God, less so to their family.

Underground Dwellings

Despite their differences, Dagbloed and Nagbloed still form one civilization and they tend to live at the same place, although their cities could be considered as separate. Nagbloed build underground cities under Dagbloed cities, exploiting natural cave formations or digging their own tunnels. If possible, a Nagbloed city is built around an underground lake or current. They use the same materials as Dagbloed, but their buildings are small and closed. They do not bother with windows or other unnecessary openings and exclusively use magically reinforced red stone. The city's temple, dedicated to the Night God, is the only building built following Dagbloed architectural model. The cities are dense and magic lights always bathe them in a dim light. The streets are often

Untrustworthy allies

Even more secretive than their surface cousins, the very existence of the Nagbloed is a mystery among the other races. However, they do trade abundantly with the Dagbloed and send envoys in powerful leaders' courts to form alliances. Due to their tendency to turn on their allies as soon as their goal is reached, those who wish to use the Nagbloed's powers have to consider the risks very carefully.

patrolled with guards and dark alleyways are rife with beggars and prostitutes.

In caverns separated from the rest of the city, Nagbloed farm roots, mushrooms and algae for sustenance. They also raise some creatures as cattle such as giant badgers, giant bats and giant insects.

Nagbloed are led by priests appointed by the Necromancer's guild. They oversee the city's infrastructure and act as an interface between the Necromancers and the uninitiated population.

Greed and lust for power

Nagbloed are rarely driven by altruistic motives. When they leave their underground city to meddle with the other races, they always make sure they will get something out of it. To seek dark knowledge or a powerful artefact, or sent as envoys or spies by their leaders, they are driven by their own selfishness and fanaticism.

Nagbloed Names

Nagbloed follow the same naming conventions as Dagbloed. Members of other races who join the Necromancer's guild take a name in the same fashion.

Nagbloed Traits

You are under the Night God's protection. You do not know what it will cost you yet, but as a Nagbloed you have the following traits:

The Necromancers' Guild

The Necromancers' Guild is a cult of fanatics devoted to the Night God. It is mainly composed of Nagbloed but welcomes members of all other races. To enter the cult, one must go through complex rituals and be personally approved of by an initiated member of the cult. As the closest to the Night God, they rule over the Nagbloed. The Hierophant leads the Guild, and they are considered to speak directly for the Night God. A new Hierophant is appointed by the three Archpriests of the Guild upon the death of the previous leader. For the first time in the Guild's history, the current Hierophant is a human.

Ability score increase: Your Charisma score increases by 2.

Age: The Night God grants you long life. His followers mature at the same rate as humans but can live to be 200 years old.

Alignment: Nagbloed have turned their back on the Sun Goddess, but they still follow the Night God's precepts. They tend to be lawful. However, their lust for power draws them towards Evil.

Size: Nagbloed have the same size and frame as any Dagbloed. Your size is medium.

Speed: Your base walking speed is 30 feet.

Darkvision: you have lived in the shadows for as long as you can remember. You have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern colour in darkness, only shades of grey.

Walk in Shadows: You have proficiency in the Stealth skill.

Language: You can speak, read and write Common, Sanguis and Abyssal.

Subraces: Two Nagbloed subraces exist: the Icarean and the Nekros. Choose one of these:

Icarean

Icarean Nagbloed descend from Sun-Scorched Dagbloed who prayed to the Sun Goddess for an even greater power. As a punishment for their greed, the Goddess burned them in fire and cursed them to never be able to bear the sunlight. They look like Sun-Scorched Dagbloed but dark scars run across their bodies.



Ability score increase: Your constitution score increases by 1. Your strength score increases by 1.

Daylight Hater: The sunlight weakens you. You have a disadvantage on attack rolls, ability checks and saving throws relying on strength and dexterity if you stand in direct sunlight.

Superior Darkvision: Your Darkvision increases to 120 feet.

Slithering Shadow: Your movement speed increases to 35 feet.

Armour training: you have proficiency with light and medium armour.

Nekros

First followers of the Night God cast aside as Dagbloed became more peaceful, they prayed to their God for power, and it was granted to them at a cost. Their horns relatively small and curve backwards, and black markings run across their face and bodies, looking like tattoos.



Ability score increase: Your Dexterity score increases by 1.

Assassin Training: You have proficiency with the dagger, rapier, shortbow and longbow.

Dark Resistance: You have resistance against necrotic damage.

Dark Knowledge: You are proficient in the Arcana skill.

Erudite: You learn one extra language.