

Nagatale

Snake scales and bone

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Overview

In this AU, all skeleton monsters are half snake creatures or what's known as a naga. (Some know them better as lamias.) There may or may not be other half skeleton beasts creatures in here as well but the focus right now is nagas.

— This is an AU I've been creating throughout the years and still am. So this is still very much a work in progress and up for changes. Not done at all.

Right now it's a vomit of information honestly, but hey at least I got some art for ya too!

I'm intending to use this as a way to share my au and ideas with others, not only for input and ideas but for other people to use it in their own stories, art and stuff, changing it up however they'd like to see it or use it.

Also a Warning there are some very **NSFW** themes in here as well as **Non-con** themes. You've been warned. If it bothers you or you dont like some of the stuff in here, **change it** in your own headcanon to what you'd like it to be and imagine it as you will.

Everything here is open to be interoperated, imagined or used as people want. Use your imaginations, change it up if ya want and have fun.

What's a *beast monster*?

Beast monster describes the naga species type as a whole. Beast monsters are different from a normal monster. Beast monsters are more like animals. Wild, limited intelligence, dependent on instincts, and is well.. beast like only with a more monster & magic like twist.

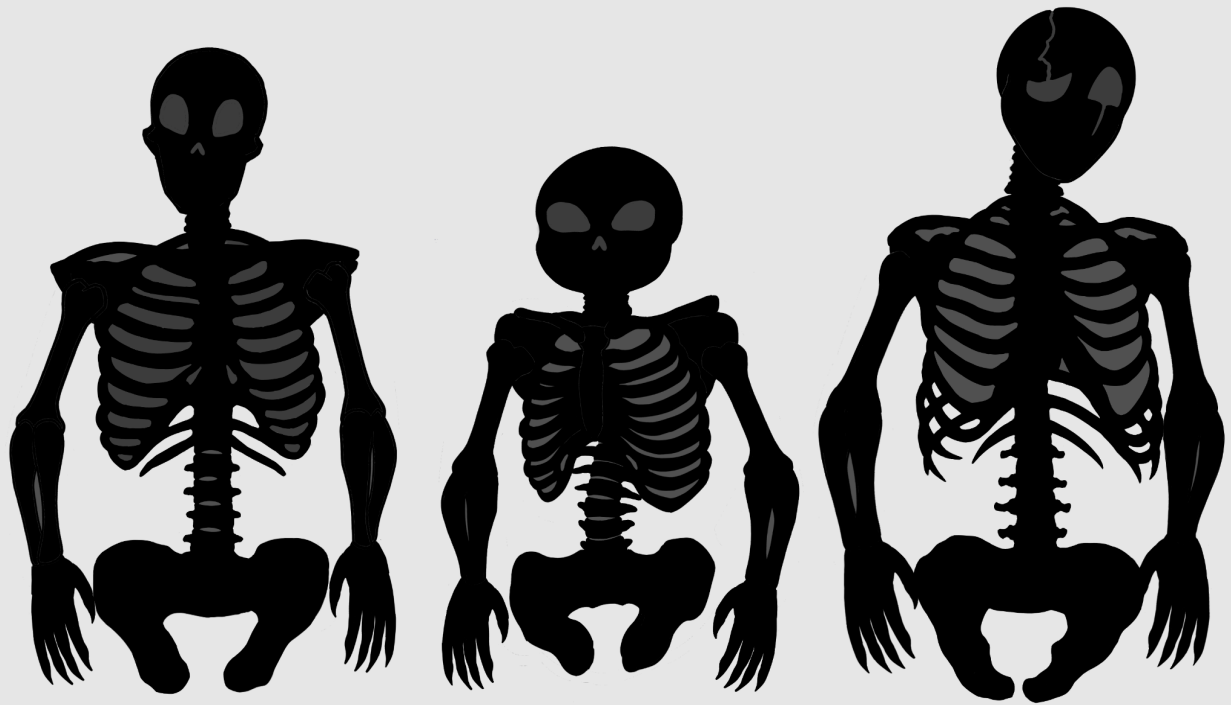
All of them are skeletal based and usually in what we call either a Sansy, Pap, or Gaster body type.

Beast monsters unlike normal monsters don't eat special made monster food to keep their magic up. They have a special trait that lets them create magic naturally when they consume whatever they eat in the wild. So unless they're lacking in food they don't usually run low on magic.

Beast monsters are also much more sturdy and *physical* bodied than monsters are. That however makes their magic weaker than monsters. So say a skeleton monster existed and could summon bones, blaster, teleport, and levitate stuff. A beast monster such as a Naga cannot do any of that. Most of their magic just keeps their body together and working. Attacks are almost always physical in beast monsters but just as deadly. Of course that is to say not all Beast monsters are the same and some are more magical than others. This info is just the basic majority.

Sansy, Pap & Gaster body type in beast monsters.

Sansies are usually shorter and rounder. Often considered rather wide looking or Stout. They also have an almost cartoon esk look to them. **Paps** are tall and thin with a more realistic looking skeletal structure. **Gasters** are usually tall and thin like Paps are, sometimes even taller. Their bones are usually very smooth. Their skull is almost like a smooth ovular mask holding no edges to it. They have natural holes going through their palms, as well as natural cracks that lead from their eye sockets. Gasters are rather elusive in all beast monster breeds, and as far as we know none exist in some species of beast monster.



What's a Naga then?

Nagas are a species under the Beast monster category with an upper body of a skeleton and an ecto flesh snake tail lower body.

Nagas are also extremely low in numbers. So much so that some people don't even know that they exist.

Adjacencies

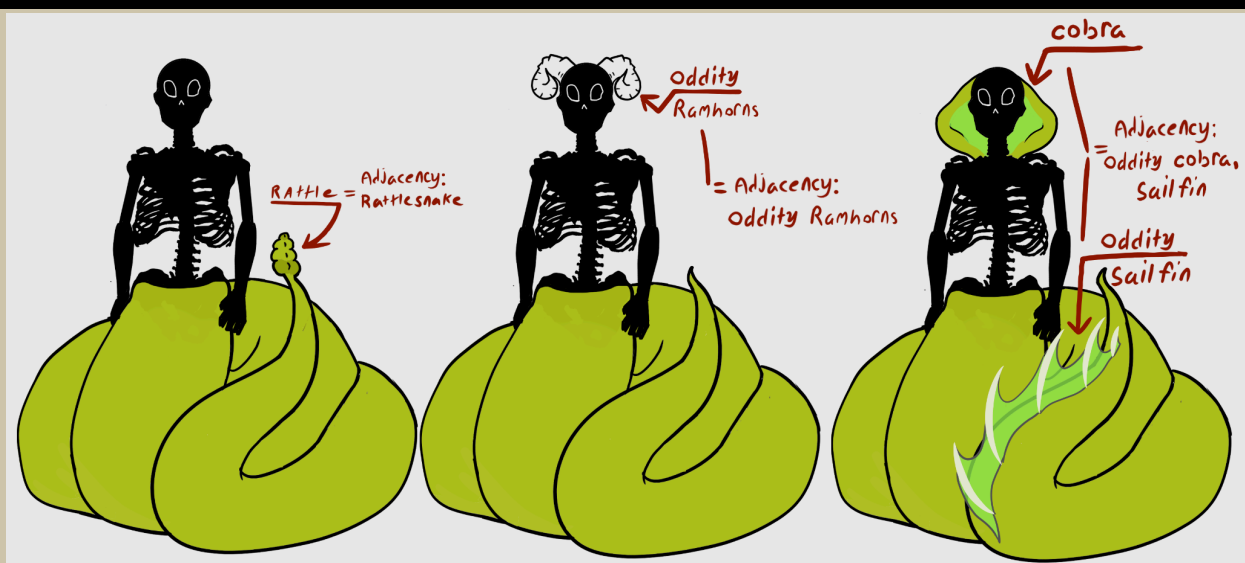
Adjacencies are just a way to easier identify a naga by its traits.

Example: Adjacency: Rattlesnake, is a naga with a rattle.

Sometimes there are nagas born with very unique or unusual features. These ones are labeled as an oddity.

Example: Adjacency: Oddity ram horns

Example: adjacency: Oddity cobra, sailfin



(Excuse my awful handwriting.)

Venom



Venom leveling from none having no venom to, weak which isn't lethal but a nuisance, moderate which can cause great distress and illness, to lethal which of course is lethal. A naga's venom differs from naga to naga and can be entirely unique to them.

However, it's entirely meant for catching prey. That in mind though, a naga's venom isn't always that dangerous. A naga ranging in weak venom might only be able to cause muscle weakness and nausea. Nagas are immune to each other's venom, no matter how strong, or deadly it is.

A hatchling's venom always starts out weak, but reaches its full potential as it grows. As it gets older and becomes a young hatchling, it starts learning to control the amount it injects through experience while hunting.

Matured adults have great control over their venom. So much, so they can choose how bad the dose of the bite is. So if their venom is normally lethal, they may choose to only give a low dose and possibly temporarily paralyze instead of kill. A naga can even decide to leave their fangs empty and not even use their venom at all when biting.

Danger levels

All sanctuary nagas are classified in 4 different levels of how dangerous they are to handle or be around. The naga's personality and habits are mostly considered in its leveling rather than how lethal their venom or abilities are. So a naga with lethal venom but a very docile temperament would be considered safe.

1- **Safe** The naga is all but basically harmless. Personnel may enter the habitat by themselves.

2- **Risk** The naga is almost completely harmless. Personnel may enter the habitat by themselves but be a little more cautious.

3- **Threat** The naga is a bit more on the dangerous side, but isn't outright dangerous. When personnel enter the habitat there must be at least two and both must be careful and cautious.

4- **Dangerous** The naga is dangerous. Depending on the situation personnel most likely will not be allowed to enter the habitat at all, unless the naga is sedated or locked in a different part of the habitat. Should they enter precautions are to be taken and two personnel must enter together very cautiously with a non damaging stun item for safety.

Special types

Some nagas are born with incredibly rare or sometimes dangerous abilities or venoms. These nagas are classified as special types.

Some of these rare abilities are recognizable in nagas, while other abilities have been completely unheard of in nagas.

An example of a rare but somewhat known ability in a special type naga is *hypnosis*.

Hypnosis is an ability that takes effect when a victim looks into the naga's eyelights and it causes a reaction that affects one's mind and/or actions in some way.

An example of an *unknown ability* in a special type naga is the ability to create magic threads. There is only one known naga with this ability at this time.

Special type nagas are held in highly secure sanctuaries. These sanctuaries cater to handling these special types. From their possibly unique needs to all sorts of different safety and security measures. It's these sanctuaries jobs to keep the special types safe and happy as well as keep the public safe from these sometimes more dangerous nagas.

The high security protection is also a safety measure against outside sources looking to get ahold of a special type. Or as most people in the sanctuary businesses call them *scouters*.

Scouters

Scouters can be a huge problem in any sanctuary. Scouters are usually a couple people that come in disguised as sanctuary guests. They spend their time looking over the nagas or single naga and plan out how to later steal them away the most effectively with a much larger group.

They are basically sanctuary poachers. Sometimes they have a client looking to get their hands on a certain naga, other times it's just to sell to whoever's willing to pay the highest, no matter what the buyer's purpose is for the naga.

Tongues, shedding skin

Nagas can smell just by using their nasal cavities, but use their forked tongues to smell and taste the air for better information around them.

Nagas also shed skin as they grow, just like snakes. As the Naga grows the outermost layer of ecto flesh slowly starts to dry and stretch, eventually leaving it a dead layer of old magic that needs to be shed.

Soul stuff

Yep, monster beasts are quite in tune with their souls, just not as well as monsters are. Naga Souls aren't usually visible through their rib cage unless they decide to take it out. Though sometimes it will glow through their rib cage when at the absolute height of an emotion.

Nagas don't usually take out their soul unless the naga truly loves and trusts someone as its mate. In other words, soul bonding. It's the same process which monsters use to create a soulmate bond. Which involves bringing two souls together and experiencing emotions and pleasure.

Nagas don't have soul mates though, just soul bonds. While a soulmate bond is absolute, a soul bond is much looser. Soul bound mates don't usually die when their mate dies, and they sometimes even move on, possibly finding a new mate after.

Really, all a soul bond is, is just a way of deepening a connection. It lets them know if their mate feels really happy, sacred, or endangered. It lets them feel connected. Soul bonds can be forced but will fade with time since the other didn't reciprocate it willingly. It will also put the forcer into a lot of upsetting emotions if the other manages to get away from them. Luckily a naga forcing a bond almost never happens.

Social, territories, & marking



All Nagas are different. Aggression levels and how territorial they are mostly dependent on its personality, but all nagas are territorial to at least some degree. They're very social creatures, but aren't a fan of their own species. A Naga to one another is just a threat except when it comes to mating, bonded mates and sometimes there are other *special* exceptions.

Males once reached maturity leave their parent(s) den and either wander about until they find a female or a place they'd like to make into their territory. Sometimes even taking to two different locations and switching between them each year. Females once reached maturity leave their parent(s) and wander all over making small territories here and there along the way but never staying for long.

Nagas are very intelligent and social creatures, which can be problematic for them out in the wild. They tend to get lonely because they enjoy the company of creatures at the very least as intelligent as themselves. This is why nagas within a sanctuary usually get along with a trusted human or monster so well, again depending on its personality.

Scent marking comes in a couple different degrees and instances. There's territory marking, which is a thick oily magic that's excreted through the ecto flesh tail and is rubbed along the territories boundaries. This territory marking has a unique to the naga but always pungent musky smell. Depending on how territorial or territorially threatened the naga is, the smell can be even stronger. Females tend to leave lighter and less musky coats along things.

The other instance of scent marking just called scent marking is for saying this being or stuff is mine. Usually used for loved ones, mates, beds or toys etc. This scent isn't pungent like territory marking, it's usually just the nagas usual smell only rubbed onto someone or something. Depending on how possessive the naga feels over them/it the scent may be stronger.

Communication



Nagas have a variety of sounds they make to communicate. They purr when happy, content or are trying to comfort another. Growl, snarl, or hiss in warning, displays of aggression, or dislike. Soft growls or rumbles can either be a sign of annoyance or sign of enjoyment, or even sexual excitement. It depends on the situation and the tone used. They use a ton of chirping and chattering sounds, usually used to get someone's attention or to simply be friendly. Males make low guttural rib shaking growl like sounds when aroused, showing sexual interest or excitement called a bellow. Nagas can even chuckle or snicker if they find something amusing or funny.

Chirp- (Chirping) Utter a short, sharp, high-pitched sound.

Churr- (Churring) Sounds related to the emotional state of happiness. When vocalized, Churring typically sounds like a short, sharp, music-like happy yelp.

Purr- (Purring) A purr is low in tone and sounds slightly like a rumble. It's a soft and comforting noise. Usually anyway, on nagas it sounds a bit more rattaly.

Trill- (Trilling) produces a quavering or warbling sound. Trilling is often used as an expression of affection and happiness. Trilling may be used as a way to indicate they may want affection or as a sign of affection, trilling can also be a way to attract your attention.

Bellow- (Bellowing) A long and deep rib shaking Growl that has a fluctuating vibration to it. Done when aroused or showing sexual interest or excitement. Sounds kind of similar to an alligator bellow.

Rumble- (Rumbling) to make a deep, heavy, somewhat muffled, continuous sound. Similar to a purr but shorter and rougher.

Hiss- (Hissing) make a sharp sibilant sound as of the letter S. Used mainly to warn, or show dislike.

Growl- (Growling) Growl is a low rumbling warning sound that suggests they feel threatened and will defend themselves if necessary.

Snarl- (Snarling) Snarl is like a growl, but when made by an animal it is generally higher pitched and more menacing. Where a growl is defensive sound; a snarl is a more aggressive and signals an eminent attack.

Grunt-Grunt is a short, deep sound. Usually made to express, angry, sullen, or lazy — or sometimes if hurt or afraid.

Snicker- (Snickering) laughing in a half-suppressed, typically scornful way.

Chuckle- (Chuckling) A quiet or suppressed laugh.

Giggle- (Giggling) To laugh lightly in a nervous, affected, or silly manner.

Snort- (snorting) An explosive sound made by the sudden forcing of breath through one's nose, used to express in amusement, mockery, annoyance, or disgust.

Whimper- (whimpering) A series of low, feeble sounds expressive of fear, pain, or discontent.

Body language

Nagas being so diverse in their features may have different ways of displaying body language such as raising a hood or shaking a rattle in warning or a display of aggression, but all body language in nagas are similar.

Nuzzling and lightly wrapping one's tail or tip of the tail around another is a sign of affection. Gentle biting or soft nibbling is a way of affectionately saying you're mine and can be considered sexual, but not always. If it's done to their neck, or they lick while doing that, it's definitely sexual.

Since nagas are incredibly intelligent creatures, some can even learn a few human/monster gestures or simple sign language, but they don't always know the meaning behind them and are sometimes just mimicking.

Stancing has a small variety.

Dominance & submission stances. If a Naga wants to show dominance, it will sit up higher on its tail and make itself bigger. They may do this as a way of challenging another or warning someone off as well. If a Naga is unaggressively scared or being really submissive, it keeps very low to the ground, covering its rib cage and avoiding direct eye contact.

Display stances. Usually it's positions that show themselves off. Bending or moving their tails to any positions that make them look good or once again standing taller to show off that confidence or dominance. This display is typical of showing off to potential partners.

Defensive and aggressive stances. Similar to dominance stance but followed with hisses and growls, snaps and claw slashes they stand tall looking as big as they can and making it clear they will mess you up.

Females

Females are very hard to find in an already nearly nonexistent species. Other than most (Not all) females tending to be more on the submissive side, much less aggressive, and less territorial. They aren't all that different from their male counterparts. Still having the same Sansy, Pap, and Gaster body types, but they usually have slightly thinner bones and a more feminine look to their skulls. And of course, they also have female genitalia.

Breeding, mating behavior & mates in the wild



Female nagas wander incredibly large distances in search of a male's territory. Stopping and establishing smaller territories along the way and marking them with pheromoned territorial marks to attract males. They stay for about two months before moving on again. Eventually they will backtrack going through these past territories if no males are found they repeat the process.

If a female finds a male's territory, he allows her in, keeping her safe and fending off any other possible males. If a male finds a female's territory, he sticks around her territory as far as she'll allow him in. leave small territorial markings just outside of her territory in an attempt to cover any of her pheromone markings in hopes of dissuading any other possible males.

If one does not outright reject the other they'll stick around the other's territory for about a week of breeding and getting to know each other to find out if the other will make good mate material or not. Heats and ruts can affect the breeding decisions as well as their actions drastically. But does not affect deciding if the other would make a good mate.

Rejection- Sometimes both or one naga may find the other to just be unappealing or incompatible. This can lead to a lot of different paths. Especially if one finds the other to be great mate material or breeding material. In such a situation it all depends on the nagas personalities and aggression levels on how they react.

Breeding only- If they find each other to have only been breeding material after the week is up, they simply just go their separate ways after. Of course, there are some that aren't interested in a mate at all from the start and only intend to breed before moving on.

Courting- once the weeks up and one or both nagas think the others good mate material a whole other week of courting happens. Both nagas or one can court at the same time. A naga may still reject the other at the end of the courting if displeased or uninterested in becoming mates.

Mates- If they both reciprocate the other as a mate they will eventually bond and become a monogamous couple for life or until one dies. Eventually syncing up heats and ruts they'll breed after each clutch has grown and left the den.

When only one naga finds the other to be mate material or is rejected after a courting they may simply accept, give up and move on. However sometimes a fight may break out and one may attempt to force the other into being their mate

These behaviors are of naga's breeding in the wild, but most nagas are living in sanctuaries now. Breeding in a sanctuary is on a much more controlled level. The main goal is to either find the nagas mates or successfully and safely breed them as often as possible. It's not easy though, especially since there are so very few females.

Sanctuary breeding

Nagas are placed in a sectioned neutral habitat with a double set of separating walls and doors. They can't see each other so they don't immediately become overwhelmed. They are simply placed into their sections and are able to get used to the other's scent first. It's just something to ease the process. Let the nagas know the other is there and get used to the idea of them first. This lasts for about 4 to 5 hours. Then one of the separating walls open leaving a thick naga proof glass wall. This gives them a chance to actually see each other and for staff to gauge their reactions.

If all seems to go well then the last of the separator doors opens and then the meeting really begins.

Upon seeing each other physically and a brief moment of checking eachother out and further scenting each other out, they each decide if the other is up to their standards for breeding. If one or both decide the other is not, they are separated and brought back to their original habitats. If both sides are interested they will take the next week to breed and get to know eachother better as well as making their next decision. Whether they would like the other to become their mate and bond with them.

If one or both are interested in becoming mates the next week will consist of courting and hopefully won't end in rejection but hopefully end in a bonding.

Courting

Courting lasts about a week and happens after breeding if both or one of the nagas hopes to make the other their mate and possibly bond. Courting is not always successful however.

Nagas do a lot with scent. So in courting there will be a lot of scenting against the one being courted as well as more affection given to them and sweet gestures like curling the end of their tail around the other.

Lots of gifts will be given and those gifts can range to anything really. Different more unique foods and tough prey will be given to show off how strong and resourceful they are. They may do things or activities that can show off whatever talents they have to the other as well. Sometimes the other may even create a special nest for their courted one.

Heats

Nagas don't have a mating season. They simply go into heats or ruts. Much like a human female, a healthy female naga goes into heat once each month for about a week. Her scent will become much stronger and sweeter, being filled with pheromones. The scents meant to attract any males nearby, letting them know she is at her most fertile. A female's heat can trigger a male into an early rut if his rut time is already getting close.

A female naga while in heat will often twist and roll around showing off their tails underbelly, rubbing things and others affectionately and letting out deep purrs. She will also be more salacious during this time. Rubbing her slit or even openly showing it to any she finds an interest in. After a heat is over, the female will nest whether or not she's had a successful breeding. If she is unfertilized, she will stop nesting after two days.

Ruts

Ruts are similar to heats, but for males. Male rut times are unique to them. Example: one male might only go into a rut every 3 months for a week, while another might go into ruts every month but for only 4 days.

A male's scent will become stronger and a bit more musky. The scent is meant to try and ward away other males while enticing females. If a male is mated to a female, his ruts will steadily sink up with her heats. A female Naga in heat or strangely enough a human's ovulation cycle or even some monster heats can trigger a male Naga into an early rut if his rut time is already near.

Ruts can include: excessive scent and territorial marking, irritability, aggression, excessive shows of affection to a favored being, being possessive or territorial, being pushy, showing dominant behavior, and a very big increase in libido.

Sometimes the males will even exhibit nesting behaviors during a rut. Males without a female become very sexually frustrated at this time. Some more confident or uncaring nagas will openly rut against things or even openly masturbate, while others choose to hole themselves up in their den to do such things.

Eggs, & hatchlings



Once the female has bred, she will nest somewhere she deems safe, usually a den of sorts. If successfully bred, she will keep the eggs within her for two weeks before laying a clutch of up to 2-3 eggs. The eggs are leathery like a snake's egg, the size of an ostriches egg, and the color of the mother's magic.

If the female has a mate, they will take turns watching and warming the eggs while the other hunts. If not the female will do all this on her own having a limited time to leave for hunting and water. In around three months, the eggs will 'hatch'.

The hatchlings cut a small slit in the egg, poking out to take in scents until they feel ready to slither out. The hatchlings won't need to eat for at least two days, having prior absorbed the magic from their yolk sac before hatching.

Hatchlings use (adorable) chirps and squeaks to communicate with their family, as well as airy hisses to show their dislike or being upset about something. A scared or distressed hatchling will let out high pitched yowls for their parent/parents to come save them. If the hatchling simply wants its parents attention or is just calling out to them, they let out a sound that almost sounds kinda like- **aaaah!**

The young will stick around their parents territory until they are mature enough to live on their own. Which is usually within about a year when they then become a young adult.

Sanctuary bred eggs stay with their mother or parents until they reach maturity and are taken to live in their own habitats. Sometimes though there are problems with an egg or there are even orphaned eggs. These eggs are cared for around the clock by a qualified caretaker, since there's a likelihood a female Naga won't take in eggs that aren't her own or will rid herself of unhealthy eggs.

The caretaker will basically be the hatchlings surgant mother or father for a while. Living with them at their own home and bringing them to work. Somewhere around this time they'll introduce other caretakers before the naga starts to get too big. Then the adolescent nagas are given their own habitats. The earlier introduced caretakers then all take turns caring for them throughout the days and nights. This goes on until the Naga starts showing signs of being fine on their own.



Unimportant but interesting Naga sex facts



- * A lot of males when in the throes of sex or are really aroused tend to drool. Sometimes females do it too but mostly the males.
- * Nagas can actually get really horny at any time outside of heats and ruts. it's just filled with less instinctual demands.
- * Male nagas have two penises horizontal from each other even though females only have one large vertical vaginal canal.
- * Nagas can actually get addicted to the feeling of sexual pleasure. It can be a real awkward and an embarrassing problem at sanctuaries.

Problems & precautions

Nagas already being such a waning species and having an even more waning amount of females, makes some males a bit problematic. Since nagas don't get along very well with their own kind unless it regards the opposite sex. They tend to put their interests in others, such as humans or monsters.

Since all nagas found are relocated to a sanctuary where there is someone taking care of them. They sometimes try to woo female workers or caretakers, much like a female Naga. Steps are to be taken to show clear disinterest and dissuading of such behaviors. This doesn't always work though and can get really bad if the male decides to just force them into either breeding or becoming their mate. If such a thing is even slightly hinted to said worker or caregiver, they aren't to go in or near their habitat until the head of the sanctuary says otherwise.

If a male Naga is in a rut or a human worker is ovulating (monsters in heat stay home.) They are to be cautious and with a co partner at all times when entering a habitat or yard enclosure. If the male is in a rut and the human is ovulating around the same time, they are not to be anywhere near each other.

Drugs, tranquilizing, and gasses

Drugs or medication are best taken orally. Gasses don't work because technically nagas don't need to breathe. Ecto scales and flesh are really hard and thick, so it's hard to use a tranq dart (but not impossible) and actually have it be effective. In emergencies where a naga needs to be tranqed a special kinda squirt gun (called a Zizz) is used where they need to get a full shot either in its mouth or eye sockets. Usually the eye sockets are aimed for because there's a good chance the naga won't swallow. It does not hurt the naga, it's just uncomfortable, and they don't like it. In fact, with some cases where a naga has an eating disorder, jaw injury, or is unconscious, pouring medicine through the eye socket is how it's done.

Death & injury



When a Naga is injured, they bleed magic, blood, marrow, and dust. Ecto flesh while made entirely of magic acts as skin and can bleed if cut deep enough. The blood clots it until healing magic is created within the body and can reseal it. Ecto flesh can scar if the wound is really bad. The same healing process goes for the bones, only with marrow mixed in. Bones scar much more easily than Ecto flesh, leaving cracks or chips as said scars. Unlike monsters, When a naga dies they don't immediately dust. Their Ecto flesh steadily vanishes and leaves an empty skeleton behind. All the blood and marrow inside eventually dries up as the bones slowly decompose into dust. Decomposition lasts about a week and a half.

Veterinarians

A mobile team of naga specialized vets will be called to the naga's for check ups, injury, emergencies, etc. If a naga has taken to a certain vet better than others they usually become that naga's primary vet, as it makes procedures easier when the naga handles better for the team. Sometimes a naga will only allow that favored vet into their habitat to take care of them. This may be allowed to make things proceed easier. However they will be heavily monitored for safety and the possibility of death, injury or other is something the vet must accept as a possibility if they accept to go in alone.

Naga protection laws & protocols

Any person found owning or poaching nagas are sent straight to prison. It doesn't matter how much money you have, who you are or whose family you belong to. Any nagas spotted or found by anyone are to be reported to the monster beast guard (M.B.G). They will then find and relocate the naga into a naga sanctuary. There they will be cared for and protected for the rest of their life.

Why so heavily protected?

Besides being a nearly extinct species, a naga has the ability to help create something of great importance that only they can do. When a naga is in great health, they create something special in their magic called Dosper. Dosper doesn't particularly do anything for them or anyone, but it is the only thing that helps produce a nearly nonexistent species of monster plant called Visper.

Vispers have the ability to be used as monster food, give a 50% chance of awakening fallen monsters, help and even cure some cancers, and relieve just about any pain. It's partly for this reason that Naga's are so heavily protected. This is also a big part of why even if a Naga is highly dangerous or has even killed or assaulted others multiple times before, it's still put into a sanctuary and protected.

Random Naga facts



*Nagas don't have to breathe if they don't want to.

*Nagas are born knowing how to swim.

*While not having a problem with wading around in water, they hate submerging in it. Their skulls fill with water making them uncomfortable, and after it's mostly dried out they experience something like a hangover. Unless the naga is born as a water dweller, of course.

*Nagas don't really have a natural night or day sleeping schedule. They just sleep whenever they're tired, but in sanctuaries they tend to try and sleep at night, simply because all the exciting things happened during the day.

*Nagas don't produce food or water waste. So uh, no butt hole or... yeah.

*Naga's get weirded out by uncut cucumbers.

*Nagas can make their own body heat, but still love to sunbathe.

*When a naga eats, it's almost like there's a portal in the way back of their mouth that connects directly to the stomach within its tail.



Naga's Name: Riot **Body type:** Sansy **Sex:** Male

Species adjacent: Rattlesnake **Venom:** Lethal

Danger level: 4- **Dangerous**

Sanctuary residence - Nope rope sanctuary

Venom effects: Small dose: Sweating, Dilated pupils, Blurred vision, Slurred speech, Extreme muscle weakness. Medium dose: Pain, Swelling, Difficulty breathing, Foaming at the mouth, Seizures. High dose: Paralysis, Respiratory failure, Death after 30mins

Treatment: Inject the appropriate antivenom shortly after the bite occurs. If antivenom is unavailable, victim may still be savable by putting them on an artificial respirator until the paralysis of the diaphragm muscle wears off. Warning all previous effects may add together in each increase in venom dose.

Extra warning: Riot is highly territorial and particularly aggressive towards men. He's likely to get aggravated at the sight of them. While not very aggressive towards females he is highly sexually aroused and interested in their presence. Males will be attacked and females will be assaulted if within his reach. **No one is to enter his habitat** unless he is locked in his habitat yard or is sedated. **Incase of emergency and habitat has to be entered** guard personnel must be alerted. Both genders must be present when in habitat and equipped with antivenom and stun baton.

Picture

**Background:**

Riot was kept by Nico Castelli son of well known crime boss Santo Castelli. Riot was given to Nico as a gift on his 20th birthday and as far as we know Riot was the only beast monster Nico owned.

Nico who fancied himself a gambler and entertainer ran his very own underground monster beast fighting ring deep into one of the territories of his personally owned land.

In this ring people could bring their own beast monsters of any sort to compete. Wild animals and domestic animals would also be used for smaller bits of entertainment between larger fights as Nico and his many guests would bet on the outcomes.

Riot was usually the star of the show simply because of his raw powerful aggression and unlosng disposition. Nico made a lot of extra cash on Riot.

Hidden within Nicos estate Riot was kept in a heavy duty high fenced area while collared and chained. The chain was attached to a winch inside of a cargo container that was used as Riots den as well as an easy way to transport him when needed.

At some point Nico added something new to his illegal entertainment business. Naga x human x monster porn starring Riot as his main star once again. Viewing it unsafe to just enter the habitat Nico would have Riot heavily strapped down before having his wife Tay Castelli and other friends and lovers fool around with Riot while he filmed it. This is where we believe Riot picked up his overly enthusiastic sexual interest in women.

Riot became a very popular naga in the underground world. Riot got loose though and a whole other rampage happened. In his escape he covered a lot of ground and made his way into more human/monster populated areas. In the process 3 women that we know of were assaulted, 1 of them badly injured. 2 men attacked 1 injured the other died on the way to the hospital.

With the witnesses and evidence the M.B.G took over. Riot managed to shake them off 3 different times. On the 3rd encounter Riot fled down into a river and escaped by swimming down it. They found him the next day when a ton of emergency calls were made at a kids park in the outskirts of a city. Riot had been sleeping under the playground's frame. Because Riot had submerged himself in the river the day before water filled his skull and now he basically has a hangover effect which is why they were actually able to catch him this time with much less fuss.

It was later that day that they busted Nico Castelli and his whole operation because the jacket Riot was wearing was traced back to Castelli. He was trialed and sent to prison where even his family wouldn't be able bail him out any time soon. As nagas are very protected and Nico got some painfully hefty charges.

Health issues: Missing tooth, cracked and scarred bones

Explanations & treatments

Missing tooth: At some point Riot seems to have lost a tooth that's been replaced with a gold one.

Treatment- Riot's previous capture has already fixed the problem. The tooth is finely crafted and has even been altered so Riot is still able to use his venom.

cracked and scarred bones: Exactly that.

Treatment-cracked and scarred bones: Any open wounded cracks (not healed already) that are really bad should be covered with naga bone plaster. Scars are already healed so they should be fine.

Observations & other notes

Riot seems to get bored very easily when left to his own devices. Unlike the other nagas in the sanctuary he frequently looks for ways to escape.

Knows and seems to understand quite a few gestures and hand gestures, a lot of them rude or inappropriate.

Has more sexual interspecies knowledge than a naga should.

Is short tempered and becomes aggressive easily, males of any kind tend to really set him off. Females tend to damper the angry aggression but set off his sex drive.

(After multiple occasions of Riot trying to smash through the guest viewing window to attack guests or doing inappropriate and rude things towards the guests through the window, the guests viewing window has been changed to one side viewing black glass for safety purposes. (Because of this it means Riot will have less social interaction which means more visits from the caretakers will be needed to keep social interaction up.)

Breeding: status, genes pros, cons, & cautions

Partner: *unbonded* Breedings: 3

Successful inseminations: 2 Safe breedings: 1

Offspring: 3

Observation Notes: Riot's first breeding was a successful insemination but Riot had to be removed when he became too aggressive and the female had taken damage. The female suffered from a broken clavicle from a bite and claw marks over her tails hips.

His second was not successful and had to be cut short when they did not match well and breeding became very aggressive between the nagas. Female had suffered deep lacerations in her tail and bites. Riot received a bite on his tail and claw marks across his left radius.

The third had been successful and safe. A bond did not happen however. While the female showed some interest in Riot, Riot did not show interest beyond breeding. Female Siyla of the willow waters sanctuary could be partnered with Riot again for breeding in the future if she or he is still unbonded.

Breeding cautions- Riot breeds rough. Too submissive of a female and he may try to get more of a reaction out of her and she may not be able to handle him, much like in his first breeding. Too dominant of a female and the breeding will become aggressive, like in his second breeding.

Possible Gene Pros- Riot is very hardy with thick sturdy dense bones, is very strong, has great offensive features and is well built all around. He's very healthy and could produce excellent strong healthy offspring.

Possible Gene cons- Riot is aggressive, overly territorial, with a very high sex drive and that combined with his dominant nature he has a terrible temperament. It could produce offspring with similar temperaments.

Enrichments

A single more interesting prey animal than what's In his habitat yard once every Monday and Thursday. Hot dogs sitting in the middle of multiple boxes for him to tear through. Random treats.



Naga's Name: Axe **Body type:** Sansy **Sex:** Male

Species adjacent: Rattlesnake **Venom:** Weak

Danger level: 4- **Dangerous**

Sanctuary residence - Nope rope sanctuary

Venom effects: Small dose: Muscle weakness, Dizziness. Medium dose: Disorientation, Confusion, Slight fever. High dose: Nausea

Treatment: No treatment needed, just wait it out. Warning all previous effects may add together in each increase in venom dose.

Extra warning: Axe is extremely smart, manipulative and tricky. He tends to know that acting a certain way or showing certain facial expressions can make someone feel safer around him. He also has been known to set up traps to trick others to either come closer or enter his habitat. **No one under any circumstances is to enter his habitat** unless he is locked in his habitat yard or is sedated.

Picture

**Background:**

Axe has an abusive and shockingly terrifying background. Kept captive as a pet by a murder/mad man, now infamously known as the serial killer Chopper, Who lived with his family deep in the forest by the mountains.

Axe was kept in a 6x7 steel dog kennel attached to the side of the house. The cage was reinforced with random bits of wood and sheets of metal. All covered by a thick black tarp. The cage had only one heavily locked metal door that led into the house and one boarded up window beside it.

Axe was fed rarely and when he was fed it was more often than not human flesh. Axe was basically just a way of disposing of Chopper's victims remains. There's reason to believe he was

fed live humans as well but nothing proven since Axe consumes all his food and Naga's produce no waste.

Apparently there had been two Nagas in the cage at one point. A young pap type they later introduced into the cage that they simply called green, but in Chopper's words *f***in monster ate em*.

Axe was eventually discovered in the incident of the cabin house homicide. He was only discovered after the police showed up and noticed the red eye watching them from the boarded up window. In the process of securing, boxing, and moving him, Axe had injured 1 monster and 2 people. One of them even losing a leg in the process.

Health issues: Exposed spine, Low magic, Vitamin deficiencies, Extreme metabolism, Broken and cracked bones, Head wound, Broken rattle, Blind in right eye, Mental instability.

Explanations & treatments

Exposed spine: Is unheard of in a living Naga and a sign of how close to death Axe was at some point. The closest an exposed spine comes to on a living Naga is a severely malnutrition one, and even then the spine and ribs never breach the ecto flesh. It's not a danger to him but it being exposed at all is something to keep an eye on just in case.

treatment-Exposed spine: Can't be fixed. Requires vet check up every once every month under a naga anesthetic for vets safety. Requires vet immediately if any of listed problems show any signs of worsening.

Low magic: Magic is like energy. It's the fuel and stuff that holds a monster together or in this case a beast monster. Low magic can make a beast monster slow, sluggish, tired, unresponsive or if bad enough die. It can also warp bones, mess up ecto flesh, or even blind some Naga's. Beast monsters or in this case naga's unlike monsters can naturally make the magic they need just by eating from whatever prey they catch. No monster food needed. Except in this case where they're starving or have been starving for some time and thus have low magic.

Vitamin deficiency: Beast monsters even Naga's need all their vitamins and this one is lacking in almost all of them.

Treatment-Low magic and vitamin deficiencies: Add vitamins and magic supplements to food.

Eating disorder: Lack of food and low magic changed the amount he eats and his eating habits. He's almost always hungry, not starving anymore but almost never full. He'll gorge himself wildly if he can.

Treatment-Eating disorder: Needs to be fed selected large amounts of food 4 times a day instead of the usual 3. Breakfast, brunch, lunch and dinner. Is allowed 3 small special made snacks a day. Is not allowed to have prey in his habitat yard as his eating is to be monitored and in precise amounts. He will eat even when full so do not over feed. If not careful he could overeat and become sick, but you can't under feed him either. He'll need to eat more than a normal naga now.

Broken and cracked bones: Exactly that.

Head wound: Caused by a literal axe to the head. This one is more touchy considering no naga or any living thing should be able to survive such a thing. Axe is the only known living naga to have such an injury. A plate can't be placed because there is no way of securing it without causing more damage. It can't be covered because he could end up trying to take the covering off and hurt himself. Nothing can be done about it other than plastering any open wound cracks around it just to ensure it doesn't get any worse.

Treatment-Broken/cracked bones and head wound: Not much can be done. Any open wounded cracks (not healed already) that are really bad should be covered with naga bone plaster. One check up once every two weeks is needed to carefully remove and check for any debris that has fallen into the head wound. As for broken bones, the same treatment but with a strong cast and magic infused pain pills.

Broken rattle: The rattle at the tip of his tail has been smashed multiple times under his previous captors boot. Leaving it busted up and missing a lot of its pieces. Only a single cracked up piece holds its shape.

Treatment-Broken rattle: A prosthetic rattle can be used if the original broken rattle is amputated. It's been decided to just leave axe's rattle be since he shows no discomfort or emotional blow towards it.

Blind in right eye: His right eye socket is completely unresponsive with no eyelight or sight. He's completely blind in it.

Treatment-Blind in right eye: Nothing can be done.

Mental instability: Instability causing very increased but unpredictable aggression, spacing out, forgetfulness, self harm when in stress, occasional ptsd. Some problems likely come from the hole in his head while others from the abuse and hard life he's endured.

Treatments-Mental instability: The viewing window and interaction through it with guests for safe social interaction. Any signs of stress or great aggression during interactions should have the curtain pulled until next time. Therapy will be conducted by designated keeper.

Therapy is to be done with caution and keeper is to never enter the habit. All therapy sessions are to be done with designated keeper behind one of the safety windows.

Therapy sessions will consist of building trust, simple fun or learning activities, sometimes simply just talking to Axe (calmly), lots of showing in body language and encouragement. Eventually other keepers may be introduced into sessions.

Observations & other notes

There's a constant and sharp smile that's almost on his face at all times and in most situations.

Is unusually quiet and still with lots of over observing and unwavering staring.

Occasionally he wraps his rattle much like a taping finger in seemingly calm moments. (Rattles are usually only shaken in threatening or warning situations.)

No living thing can be anywhere he can reach or he'll kill it and try to eat it. Sometimes he doesn't even kill it, he just tries to eat it.

He has sadistic tendencies as well as cannibalistic enthusiasm. (Precautions have been upped due to him getting into Sans habitat and trying to eat him.)

Tends to hook his phalanges into his void socket and tugs at it when he seems to get too stressed.

Breeding: status, genes pros, cons, & cautions

Partner: *unbonded* Breedings: 0

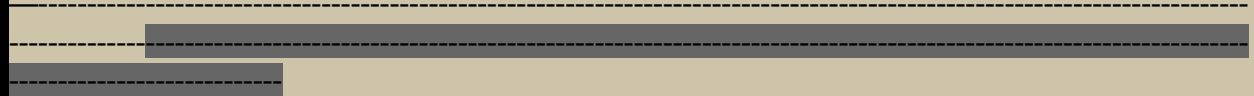
Successful insemination: 0 Safe breedings: 0

Offspring: 0

Explanation: As of right now Axe will not be breeding until further notice. Axe's health and background has caused his ruts to temporarily cease. At the moment Axe's mental and physical health are not in a healthy enough state to do so and it would be incredibly unsafe.

Enrichments

Is aloud a prey animal if the food schedule is adjusted to it for that day. Special made snack in a paper pressed wood box. Pumpkins, he doesn't eat them but loves wrecking and smashing them.



Naga's Name: Boss **Body type:** Pap **Sex:** Male

Species adjacent: Cobra **Venom:** Lethal

Danger level: 3- **Threat**

Sanctuary residence - Nope rope sanctuary

Venom effects: Small dose: Tremors, Constricted pupils, Restlessness, Double vision Medium dose: Pain, Spotty vision, Vomiting High dose: Vomiting blood, Bleeding facial orifices, organ failure, death after **20 mins**

Treatment: Inject the appropriate antivenom shortly after the bite occurs. Then apply another dose half an hour later. If the victim is already showing signs from a high venom dose there is nothing that can be done. Warning all previous effects may add together in each increase in venom dose.

Extra warning: Boss is very particular about who comes into his habitat where they're allowed to go and what they're allowed to touch . Anyone entering his habitat must be able to read his body language and understand his warnings as he will become aggressive if he feels disrespected. When entering his habitat two people should always go in together for safety purposes.

Pictures

Open hood

Closed hood







Background: Boss was actually found because of Riot. After Riot's capture, Nico Castelli son of well known crime boss Santo Castelli, was arrested for illegally keeping Riot.

Under further investigation they had found Nico's underground beast monster fighting ring. It's at this ring they found Boss being held in a containment box.

Sadly not much is known about Boss' history right now because whoever was keeping him has yet to be caught. **Background may change in the future with new information. (aka Hush is still thinking on his story.)**

Health issues: Old scars

Explanations & treatments

Old scars: Boss has many smaller scars littered about his bones, more noticeably he has a couple scars over his right socket. It does not affect his vision in any way though.

Treatment- Scars are already healed so they should be fine.

Observations & other notes

Boss likes to organize and decorate his habitat space. He's moved and changed things around in his habitat to his liking more than any of the other nagas in the sanctuary.

He keeps a close socket on anyone who enters his habitat or yard, and is very iffy about what and where he allows them to go, touch or do. Letting out hisses in warnings if they are not immediately heeded he becomes aggressive with them.

Boss does actually like a little petting every now and then but only from caretakers he's taken a particular liking to and only a little.

Boss loves attention. He seems to bask in the attention guests give him at the viewing window. Even positioning himself in cool poses and flaring his hood for them with a malicious grin.

Boss is quite short tempered and becomes angered easily if he feels disrespected in any way. Strangely though Boss hardly ever bothers to use his venom unless incredibly angry or is feeling very threatened.

Breeding: status, genes pros, cons, & cautions

Partner: *unbonded* Breedings: 6

Successful inseminations: 1 Safe breedings: 1

Offspring: 2

Observation Notes: While the females had shown interest in Boss, Boss has turned down all of his possible breeding and bonding partners but one.

It was his 5th breeding that he had finally accepted a female and had a successful and safe breeding. Boss had shown interest in a bond even properly trying to continue the courting after the breeding. However the female had shown no interest in a bond after the breeding. They were quickly separated after to prevent accidents when Bosses body language became unreadable.

(The rejection seemed to have been a blow to Boss's pride as it had put him in a sort of angry depression for quite some time after the breeding.)

Female Tryst of the Blue moon sanctuary should not be partnered with Boss again in the future in case it causes any aggression between them from the rejected bond.

Breeding cautions- So far Boss has not shown any aggression to the females other than rejecting them completely.

Possible Gene Pros- Boss has very sharp senses, an inquisitive mind, and is strong willed, as well as quick and dexterous. His offspring could become great hunters in the future.

Possible Gene cons- Boss is quite the control freak. Always being sure others are within his control as well as his territory. He's very territorial over his things and a bit OCD with small details pertaining to his things and territory. There could be a small chance of his offspring inheriting these traits.

Enrichments

A single more interesting prey animal than what's In his habitat yard, puzzles that hold treats or fun but safe items, special treat slice of lasagna (He loves lasagna. Can be used as a bribe as well.)



Naga's Name: Nightmare **Body type:** Sansy **Sex:** Male

Species adjacent: Oddity tendrils, Water snake **Venom:** Moderate

Hypnosis: Hopeless

Danger level: 4- **Dangerous**

 **Warning special type Naga handle with extreme care and caution.** 

As a special type naga Nightmare is held in a high security sanctuary. Sanctuary- Multi Haven

Venom effects: Dilated pupils, anxiety, confusion, sweating, shaking, hallucinations, restlessness, disorientation, extreme paranoia.

(A bite of any dose will all have the same effect for this naga. However, depending on the dose of venom injected its effects last longer.) *Small dose*: around an hour or two *Medium dose*: around half a day *High dose*: an entire day & night.

Treatment: There is no antivenom at this time. Victim must be restrained. A straitjacket would be best. This is to keep the possibility of the victim from hurting others or themselves. Then wait it out.

Hypnosis & effects: Staring into Nightmare's eye light for too long puts one into a light trance of sorts. Causing the person to become disoriented with negative feelings. Feelings of hopelessness and depression. The person can easily be snapped out of it but the feelings tend to linger for a while. It's believed this is used to subdue prey into just giving up and letting their hunter kill them.

It's speculated that if he had both his sockets and two working eye lights his hypnosis could make someone kill themselves.

Treatment and precaution: Simply not looking into his eye light for more than 5 seconds is advised. However special goggles have been made for nagas with hypnosis and can be used when in Nightmare's presence. If one does happen to get caught in his gaze there should always be another staff there that can snap them out of it. Effects last differently from person to person. It's advised that someone be there with the victim until it passes so no... accidents happen.

Extra warning: Nightmare is highly intelligent and very sadistic. With the exception of specialized personnel. Such as Nightmare's veterinarian team and emergency personnel. No one under any circumstances is to enter his habitat unless he is sedated or locked in his tank or locked into his dry habitat.

Picture

With and without biolumine



Background:

Nightmare was found very far out in the deep ocean where he had made his territory around a small island and a plethora of underwater caves. While it was very out of the way of people a group of night divers had unknowingly scoped out a spot within his territory in hopes of finding giant squid.

Nightmare had killed all of them but one. A young woman named Tya. Tya who now suffers from severe PTSD, survivor's guilt and thalassophobia had said in her words she believes that nightmare of a creature only let her go because of her sin... her sin of sacrificing her friend to it. It seemed to have amused it.

After her tragic story had gotten out all sorts of people had become interested in the area and about the nightmare creature in the ocean. Myth hunters, divers, party goers looking for a spooky spot. All sorts.

Nagas being such a numbered species. Not a whole lot of people know what they are or that they actually exist as a beast monster, and at that time the ones that did hadn't caught on yet. Tons of people had lost their lives for cluelessly entering Nightmare's territory. It took a long time before the nightmare creature was identified as a Naga and the M.B.G got involved.

Even though way out in the ocean they had to close off the area to the public. Very carefully having boats patrol hoping they themselves weren't in the naga's territory.

It had been extremely difficult for the M.B.G to capture him for a ton of different reasons. Nightmare being a special case naga, the public, Nightmare's high intelligence, his unique venom causing horrible chaos and bloodshed, all the underwater caves within the territory. The list went on. It had taken half a year for them to finally capture him and put an end to the bloodshed and chaos.

They had done it by filling the blood of multiple different prey animals with a very special kind of sedative and releasing them with trackers into different areas of Nightmare's territory. Whenever one of the creatures showed signs of having been attacked or eaten they would quickly go check it out. Eventually they had gotten Nightmare this way.

Biology & needs:

Viscous fluid- When out of water Nightmare's skeletal half excretes a thick sticky black substance. The fluid is speculated to keep his exposed bone damp and protected when out of the water.

Tank & dry habitat- As a water snake type Naga, Nightmare needs a very large spacious tank filled with its own echo system to swim in. But he isn't bound to the water and needs a place to rest, sun and do dry land stuff too. Which is why he has a dry habitat that connects right to his tank with a lock vault door between them to use when needed. Much like the other Naga's and their habitat yard.

Health issues: damaged socket

Explanations & treatments

Nightmare's right socket seems to have been damaged and has healed on its own at some point before his life in the sanctuary. Viscous fluid excretes continuously in this area covering the dead socket completely in and out of the water.

Treatment- Because the socket is already completely healed and has been rendered dead (no longer working) no action is needed and should be left alone.

Observations & other notes

Nightmare is incredibly intelligent. He has been known to actually plan things. Example- he had observed how he sometimes gets lured and locked out of his tank when personnel are cleaning it every 3 weeks on Saturday. A few days before cleaning day he had collected rocks of similar sizes. On the day of the cleaning he stuck all the rocks into the door's track. When a prey animal was released to lure him into his dry habitat, he went through the door for it. The door was unable to shut. In fact because of all the rocks being so perfectly stuck in the track it broke the door. He got a special meal and to keep his door open.

He's able to understand a good amount of english words, but strangely doesn't know a whole lot of gestures beyond the simple ones. Weirdly he gets what condescending head pats are though.

Is very sadistic. He seems to really enjoy when others are hurt, scared, or in some kind of emotional turmoil.

He likes to mess with and scare the visitors at his viewing window. Sometimes he gets moody with them though.

Breeding: status, genes pros, cons, & cautions

Partner: *unbonded* Breedings: 5

Successful insemination: 4 Safe breedings:2

Offspring: 8

Breeding observations:

The 1st and 4th breedings went very well. Nightmare seems to know what he's doing with a familiarity. He even did his display of himself beautifully to the females. Lighting up in a display of impressive bioluminescence.

(It's strange he seems to be so familiar with breeding since when he was found in the wild, his territory was out in the middle of the ocean, where it would be unlikely to find any other nagas at all let alone any females. It's speculated he had a second territory on land somewhere.)

The breedings had been successful and safe. No bonds had happened however. While both females had shown some interest in Nightmare, Nightmare had shown no interest beyond breeding. Female Tryst of the Blue moon sanctuary and female Hocus of the Deep waters sanctuary could be partnered with Nightmare again for breeding in the future if they or he is still unbonded.

The 2nd female was rejected by Nightmare. Luckily nothing aggressive had happened since the female had accepted the rejection and immediately got out of his space at his warning.

The 3rd female who had been successfully inseminated, was afraid of him and had immediately tried to escape the breeding space at his introduction. Nightmare had chased her about the space.

Personnel had gone to stop the breeding but it was delayed due to a complication when the female had ended up scratching one of the guards with her poison tipped claws in her frantic state.

Nightmare had quickly captured her and had forced her into breeding. Luckily however, Nightmare, while seemingly irritated, had actually remained unaggressive towards the female. She suffered no more than some light scratches.

The 5th female also successfully inseminated had rejected him. (Female had seemed uneasy in his presence.) Nightmare seemingly becoming frustrated had stopped trying to court her into mating but instead of backing off he had immediately started to force a breeding with her. The female had quickly tried to fight back, receiving a cracked radius and cracks in both ulnas from Nightmare's tendrils gripping her so hard. No damage was done to Nightmare and while the breeding had been forced to a stop Nightmare had managed to inseminate her.

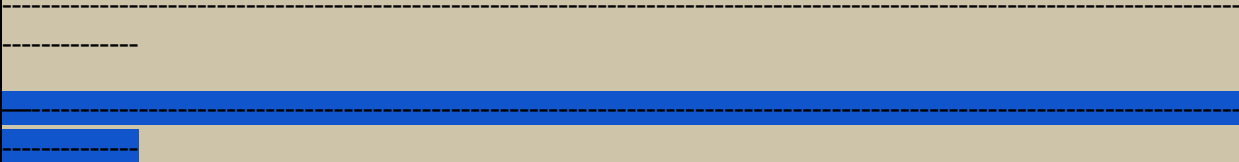
Breeding cautions- Nightmare does and takes what he wants regardless of if it's what anyone else wants. If a female shows any signs of possibly rejecting Nightmare's advances the breeding is to be stopped immediately and they are to be separated. This is to prevent any forceful and dangerous breedings from Nightmare.

Possible Gene Pros- Nightmare is a special type as well as a lesser known water type naga. He is very large, powerful and incredibly intelligent. He could produce rare and powerful offspring with size and intelligence on their side.

Possible Gene cons- Nightmare is very sadistic and is forceful in nature. He does whatever he wants regardless of others or consequences. This behavior has a small chance of turning up in his offspring.

Enrichments

Puzzles, apples tossed into his tank, ocean prey not usually privy to his tank.



Naga's Name: Error Body type: Sansy Sex: Male

Species adjacent: Oddity glitch Venom:

Danger level: 4- **Dangerous**

 **Warning special type Naga handle with extreme care and caution.** 

As a special type naga, Error is held in a high security sanctuary. Sanctuary- Multi Haven

Picture



Error Info incomplete! Only rough draft, ideas & notes

His tail looks like it's glitching because of how light reflects off of his scales. It's thought to be a defense mechanism.

Has 6 tongues. Hmm, or is it 7?

Can use strange magic blue threads

Likes to be high up in the trees and even makes his own unique nest like dens up in them

He's very anti-social and possessive.

He does **not** like it when anyone touches him and usually keeps his distance. He has less of an issue with it though so long as it's just him doing the touching. If he's touching someone they're likely bound and unable to really move.



Naga's Name: Tomb **Body type:** Sansy **Sex:** Male

Species adjacent: Oddity **Venom:** None

Danger level: 4- Dangerous



Tomb Info incomplete! Only rough draft, ideas & notes

Large and heavy.

Tends to have a slight soft spot for the small meek and helpless, he thinks they're cute.

His den is a deep cavernous pit.

Fairly uncharted amazon forest lands where there are these different villages around the areas.

Now for story time way back when the forests actually thrived with naga territories and human/monster villages but one day two young monstrous nagas showed up looking for territories of their own.

One large and lengthy, a prolific hunter like no other and the other large heavy and powerful. The lengthy one settled one side of the forest and the heavy one settled on the other.

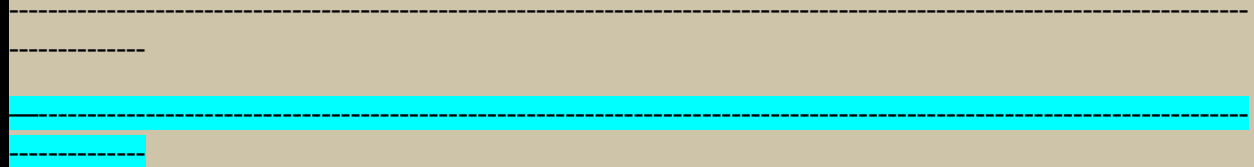
Their large stature meant their territories were just as large as were their appetites. The many naga territories that were in surprising abundance around the area were suddenly dwindling at the twos arrivals.

They were hunting and preying on the other nagas. As the naga territories continued to dwindle the natives feared for their own and villages. So they began to make sacrifices to the brothers in hopes of the two serpents not killing them off.

Groups carrying different foods, from animals, fruits and crops and human sacrifices deep into the forest to each of the brothers' dens. Each a deep black abyss of a pit and dropping off the sacrifices into them. Surely these were more satisfying than the bone remains of the brothers own kind and stave them off from the villages.

By the time all the other nagas were gone the tribes learned that this did seem to sate the brothers to an extent. Their villages were never attacked and only on occasion did the brothers prey on those that left the villages. So long as sacrifices were kept up anyways.

So tomb and his brother actually traveled there together in their search for their first territories. They still defend their territories against each other and everything but it's more so they tolerate each other well enough and any scuffles are more like brotherly competition.



Naga's Name: Blueberry **Body type:** Sansy **Sex:** Male

Species adjacent: Constrictor **Venom:** None

Danger level: 1- **Safe**

Sanctuary residence - Nope rope sanctuary

Extra warning: Blueberry sometimes doesn't know his own strength. Just make it clear to him that he's hurting you and he'll quickly loosen up. He also tends to be clingy and makes it hard for anyone to leave his habitat. A firm redirection or a bribe usually works.

Picture



Background: Blueberry was born and hatched in a Sanctuary and moved to the Nope rope sanctuary when he was big enough for his own habitat. He's the youngest naga in the sanctuary and has not even reached full maturity just yet. He is very close to becoming a young adult though.

Health issues: None

Observations & other notes

Blueberry is very energetic and playful. He's always doing something and almost never laying around.

He loves attention and affection. He is often interacting with guests at the window and coiling around the caretakers trying to cuddle up while they're trying to work.

He's very curious and seems to enjoy learning new things.

Breeding: status, genes pros, cons, & cautions

Partner: *unbonded* Breedings: 0

Successful insemination: 0 Safe breedings: 0

Offspring: 0

Explanation: Blueberry has yet to reach full maturity. Once he has his very first rut he will be able to breed and look for a bond mate.

Enrichments

Puzzles, treat balls, different kinds of toys



Naga's Name: Honey **Body type:** Pappy **Sex:** Male

Species adjacent: Constrictor **Venom:** None

Danger level: 1- Safe

Sanctuary residence - Nope rope sanctuary

Picture



Honey Info incomplete! Only rough draft, ideas & notes

Loves kids

Is lazy as hell

Gentle but surprisingly protective of those he likes

Loves sweets but loves honey and honey suckle even more



Danger level: 1- Safe

Picture



Sans Info incomplete! Only rough draft, ideas & notes



Naga's Name: Dream Body type: Sansy Sex: Male

Species adjacent: Venom: Moderate

Hypnosis: Bliss

Danger level: 1- **Safe**

 **Warning special type Naga handle with extreme care and caution.** 

As a special type naga Dream is held in a high security sanctuary. Sanctuary- Multi Haven

Venom effects: Venom is like an addictive drug. Feeling of euphoria brings them to an awake yet dream-like state. Not dangerous but can be very addictive

(A bite of any dose will all have the same effect for this naga. However, depending on the dose of venom injected its effects last longer.) *Small dose:* around an hour or two *Medium dose:* around half a day *High dose:* an entire day & night.

Treatment: There is no antivenom at this time. Just wait it out.

Hypnosis & effects: Staring into Dream's eye lights for too long puts one into a light trance of sorts. Causing the person to become overconfident and fills them with positive feelings. It drains fear from the mind seemingly putting people at ease. The person can easily be snapped out of it but the feelings tend to linger for a while.

Theorized hypnosis and venom are to subdue prey by letting them accept their death with bliss and ease.

Treatment and precaution: Simply not looking into his eye lights for more than 5 seconds is advised. However special goggles have been made for nagas with hypnosis and can be used when in Dream's presence. It's not really needed though as Dream is very docile and is likely to avoid prolonged eye contact on his own, seemingly avoiding putting non prey food under his trance.

If one does happen to get caught in his gaze just as a precaution it's advised that someone be there to keep an eye on the affected person just so no accidents happen. That overconfident fearlessness can put people in quite risky situations. Effects last differently from person to person.

Picture

No picture at this time sadly.

Dream Info incomplete! Only rough draft, ideas & notes

Dream was kept as a symbol of worship in a little cult Palace. While worshiped by the followers as a deity of bliss and dreams the cult leaders were nothing more than scammers. Behind the scenes dream was kept in a cellar beneath the palace when he wasn't needed up front. His

venom would be forcefully extracted throughout multiple times of the day to sell off to any followers willing to pay the incredibly hefty fee for it.

As a deity to the cult Dream is brought up to stand before the people where he would exchange a moment of his time for their worship. In this time people would present offerings in exchange for his blessings and bliss.

Offerings consist of all sorts of different foods. In his mind this is just feeding time. It's the only time of day he gets food. In exchange for food he will give a blessing or in other words he uses his hypnosis ability on them. Staring into their eyes for about a minute until they're under and pulled away for the next person to present their offering.

If money is offered with the food he's supposed to give them bliss. A soft bite to their forearm where he'll inject a small dose of his venom. His teeth hurt from how much venom is always being extracted from him in the cellar but it's what he was trained to do and he won't be able to keep the food if he doesn't.

He's beautiful. A golden serpent of bliss and dreams. He just wants to go home.



Naga's Name: Ink **Body type:** Sansy **Sex:** Male

Species adjacent: **Venom:** Moderate

Hypnosis:

Danger level:

 **Warning special type Naga handle with extreme care and caution.** 

As a special type naga Ink is held in a high security sanctuary. Sanctuary- Multi Haven

Picture

No picture at this time sadly.

Ink Info incomplete! Only rough draft, ideas & notes

Fur on tail to likeness of brush. Different pastel belly scales. Tattoo like carvings along his upper half bones.

Mysterious but found with all sorts of different artistic creations surprisingly made by him. Some things are primitive and some stuff shockingly complex. So much so people say that some of what he makes almost seems alive. Or haunted. An infamous thing he's made was a small simplistic sculpture of a hollowed eyed girl. It's infamous because it's always found in odd places, seen moving and its face changes on occasion with situations, even crying when something sad happens or giggling when someone tells a joke.

He can spit ink and tends to throw it up when over excited. He's a bit of... an oddball.

Almost always upbeat and friendly but... seems to have a lack of empathy, showing psychotic behaviors on occasion. There are odd times when Ink seems to go into a blank state seeming almost like a living yet empty husk. It's advised to not go near him when in that state as he's highly unstable.

It's been found that there's something wrong with his soul. What that is though they can't find out because no monsters have been able to pull his soul out for a check up. Those with rare soul reading abilities say they can't really see much of anything when they try. All they can see is an odd glimpse of staticy dripping colors. When in his blank state they say they can see nothing, it's like there's nothing there.

...

What's actually happening though is ink does kind of have a soul but it's not normal at all. When he creates something Sometimes he'll literally put his soul into it. Depending on how much soul he puts in the more life he breathes into it. But because he's putting his soul into it, he's left with less or no soul. Hence the lack of empathy or blank states. It takes a while but his soul does eventually regenerate

Whatever he decides to put his soul into that thing will eventually need replenishing (add more of his soul.) because it will burn up what it has and become nothing more than a neat creative object otherwise. The more of his soul he puts into something the less he needs to replenish it.

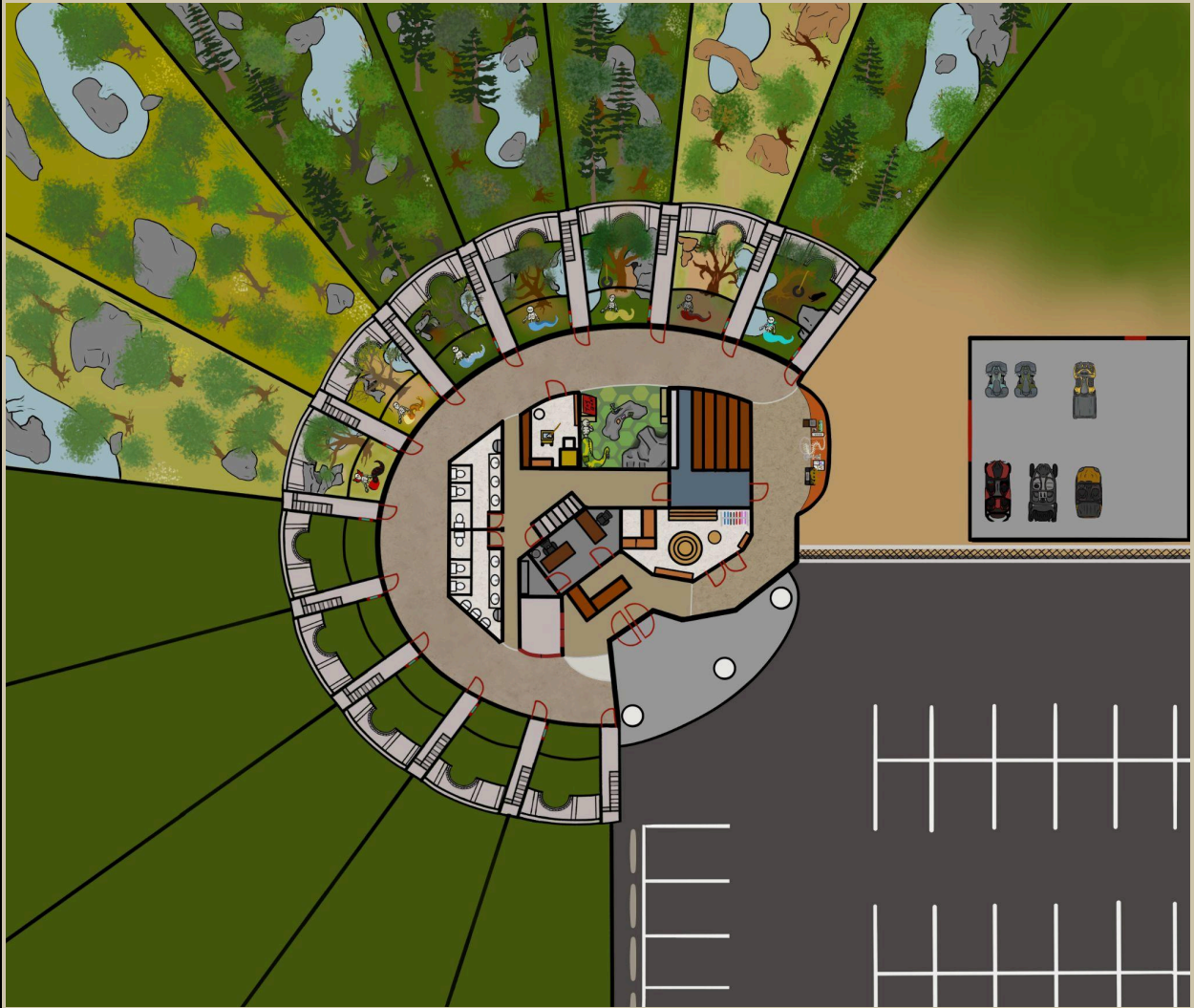
Also depending on how much he puts into something the more alive it is. He could literally create another living being by himself. At the cost of his soul of course.



Nope rope sanctuary

under construction this is all mostly concept ideas. Even the name is uncertain right now.

First floor



2nd floor (very unfinished)



A pretty decent naga sanctuary that holds nonspecial type males.

Ash

Staff at nope rope sanctuary

Picture



What's he do specifically? Don't know for sure yet. He's not very fleshed out yet if i'm honest.



Multi Haven

Under construction and no picture as of now. This is all mostly concept ideas.

Multi Haven is a highly secure *special type naga sanctuary*, owned and run by Zane Wilder.

This sanctuary holds all sorts of unique special types, keeping them safe and catering to their own unique needs.

Zane Wilder

Owner of the Multi Haven sanctuary

Picture



A large muscular and gruff man somewhere in his 30s with a resting bitch face. Black hair and stubble. He has many scars from his beasties, his left eye scar that's milk white blind being the most prominent. He smokes and smells of cigarettes and burning cherry wood.

He truly has no cares whatsoever of what others think of him and he knows no real fear other than for the safety of those under his care.

He looks angry but really he's very apathetic unless it pertains to anything he deems important or interesting. He tends to try and keep his smiles to himself as it seems to freak people out and sometimes his own nagas when he does. He's been told he looks like he's joyfully planning to kill someone later.

He is a rough blunt man but not an unkind one. He cares for good people and he loves his beasties (nagas) even if they don't all care for him (he doesn't mind.) He's passionate about caring and keeping his beasts safe and happy.

If you fuck with him, the people he takes under his wing or his beasts he will fuck your shit up any way he can. Be it beating your ass black and blue or doing it by legal means.

He's always been an outcast. Considered an oddity because he doesn't follow the social norms, always doing his own thing. Never helped, he's always been a bit Socially inept and apathetic with a short tempered at times, not that he cared.

The point though is he's used to being considered the odd outcast. That's why he decided to deal with special type nagas. They too are considered oddities that don't fit the social norms. It just felt right. He and his beasts can be weirdos together.