

# Halfling: Najari

*Deep in the heart of the untamed Evil West, a group of extraordinary beings rises to protect the land and its people. These are the Naraji Halflings, guardians of ancient wisdom and fierce protectors of the frontier. Drawing on the sacred traditions of their ancestors, the Naraji Halflings possess a profound connection to the land and its creatures. Their unique blend of spiritual insight and natural aptitude grants them unparalleled skills as trackers, hunters, and defenders of the wild.*

- **Ability Score Increase.** Your Dexterity score increases by 1, and your Wisdom score increases by 2.
- **Age.** Naraji Halflings reach maturity around 20 years old and live as long as 300 years.
- **Alignment.** Permanently aware of the land and its harmony, the Naraji Halflings are good and either lawful or neutral.
- **Bound to the Land.** You gain proficiency in your choice of Nature or Survival, and between woodcarver's tools or a herbalism kit.
- **Land's Magic.** Once per day, you may cast either the beast bond, goodberry or speak with animals spell, using Wisdom as your spellcasting ability.
- **Languages.** You can speak, read, and write Common, Halfling and Primordial.
- **Size.** Naraji Halflings are short creatures. Your size is Small.
- **Speed.** Your base walking speed is 25 feet.
- **Spirit Animal.** When a Naraji Halfling is born, their birth is usually guided by a spirit animal. Choose between one of three spirit animals to guide your path.
  - **Spirit Animal: Bear.** You are resistant to either fire and poison damage.
  - **Spirit Animal: Elk.** Your movement speed is increased by 15 feet. You can use Heavy weapons as though your size was Medium. You ignore nonmagical difficult terrain.
  - **Spirit Animal: Wolf.** You have advantage on an attack roll against a creature if at least one of your allies is within 5 feet of the creature and the ally isn't incapacitated.

