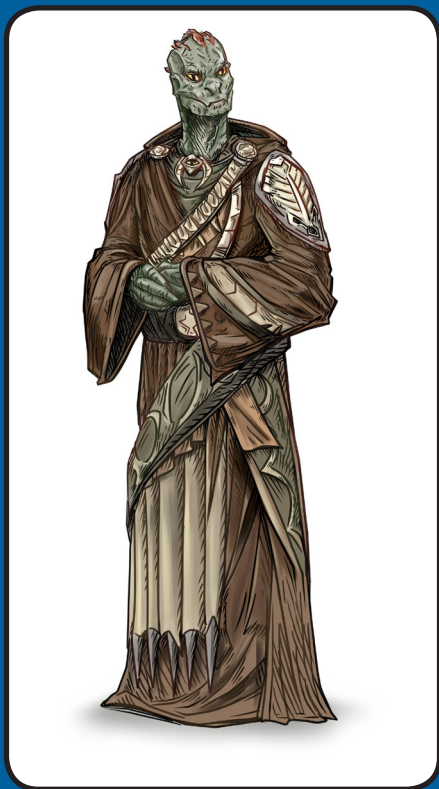


ROLEPLAYING GAME

PORPHYRA

Nagaji of Porphyra



Quin Callahan



Nagaji of Porphyra

The dark naga cleric slithered amongst its servitors. The nagaji tribesfolk all kneeled before him on the open steppes. He casually inspected their scales and musculature. He observed those who wavered on their knees, too weak of mind or body for even this simple task. The tribe was a disappointment. It angered the naga as he knew it angered his God-Empress S'sluun. The cleric had learned to respect the nagaji over his long life. Even the Wa'lendi heretics among the nagaji sought the betterment of the naga and S'sluun, simply failing to see the delusions of grandeur they had developed for themselves.

This tribe was unworthy of such respect. In the centuries past, they would all have been brutally punished for their weak bodies and minds, for their failure to meet even the simplest of mandates. The cleric slithered to the head priest of the tribe, saying in a barely a whisper, "You were told...to bring Cobra the iron we required. Your targets were provided to you. Smaller tribes were able to achieve greater things for the Naga...yet here I am."

The nagaji priest shook, and the naga took pleasure in seeing how his disappointment touched at the heart of the nagaji. The naga cleric was a deity to the nagaji and his anger was S'sluun's anger. Should the nagaji die now, he believed his very soul would be obliterated. And the Naga took in that fear of the...disappointment...that knelt before him. The lesser priest desperately craved the naga's forgiveness. He needed it. The power this gave the naga was something the cleric had trained and fought for well over a century to feel. The nagaji tribes he oversaw would assuredly lead him to greatness. If only their weakness could be rooted out...a natural byproduct of their human heritage.

The naga slithered around the priest, so that his mouth was right against the priest's ear. "I hate you. I am beginning to think you are weak and a poor leader of these people. You are the most perfect of the imperfect races...and yet you fail. If I am ever to decide you are indeed weak...that you are indeed a poor leader...do you understand what will be done with you?"

The priest shook, reaching an almost human level of fear, whispering, "Yes."

The naga slithered forward to address the crowd now, "You have all been a terrible disappointment to S'sluun. Your failures bring Cobra dishonor. Is this your wish?" to which the crowd, in unison, exclaimed, "No!" and the naga again felt the surge control brought him. "Then you should all be filled with joy to know you shall have three months to bring Cobra twice the quota you failed to meet. Your priest has assured me, and S'sluun, that such will be done...to earn our forgiveness. Is this understood?"

And despite the despair he saw in the nagaji, he saw the priest, desperate hope in his eyes, yell with the crowd loudest of all, "Yes!"

Ecology

The origin of the nagaji began with humans being abducted by certain species of naga and corrupted by magics with the intention of breeding a servitor race. Every aspect of a nagaji's life revolves around religion, specifically the faith around the ancient Elemental Lord S'sluun, Naga Empress, Queen of Serpents. To fail in one's duty is to fail the naga and S'sluun and put one's very soul in jeopardy. The only justifiable answer to failure is to earn the forgiveness of these powers before death. Otherwise, the nagaji believe S'sluun will obliterate their souls. This system of beliefs leads to near total loyalty of the nagaji to their naga masters. Very few disobey the naga and even fewer will disobey what they believe to be the will of S'sluun. Only isolated pockets of nagaji have abandoned the old ways in favor of different gods or even a total rejection of the gods themselves. Such nagaji are outcasts, distrusted by non-nagaji and despised by their own kind. The naga fear rebellion, and will attempt to quash it whenever possible.

Physical Description

Of human base corrupted by centuries of naga magic and regimented breeding, the nagaji are physically quite strong. Nagaji reach six to seven feet in height, with the tallest among them topping eight feet. They tend to be muscular, both because their biology predisposes them to strength and because of the harsh training process and the frequent culling of undesirables committed upon them by their naga masters. They have forked tongues and lidless red eyes. In rare cases, a nagaji may possess a hypnotic gaze, not unlike their naga creators, and such nagaji tend to be elevated to positions within the clergy or to quickly be executed by naga fearful of such evolution in their servants. Nagaji are reptilian, although their human origins can be seen in some aspects of their form, only slight differences in form between male and female nagaji. Female nagaji tend to be slightly smaller in stature than their male counterparts, and their voices are subtly but still notably of a different pitch. Those that too closely resemble humans are usually culled at birth.

Society

The majority of the nagaji race are indirectly controlled by the Nagan High Clerics of Cobra, housed in Asp Fortress. There exists a hierarchy of power, with tribes led by their nagaji priests, who are then controlled by (usually Naga) clerics, who are then directed by Naga Bishops, who finally

controlled by the Naga High Clergy. This religion, known as Ra'slendi and named after the High Cleric who created the nagaji, Ra'slen De, believes the naga are the divine servants of S'sluun. They view the Naga as gods themselves, one step from S'sluun. By extension, their word is one step from S'sluun's and the naga are treated with respect. The race of naga most associated with the nagaji are the Dark species, followed by the Royal, then Lunar types. Guardian naga rarely associate with nagaji, dedicated to higher pursuits, and Water naga are limited by their habitat, though they will direct groups of them if they are subservient enough. Spirit naga have their place, but are not thought well of by their fellow naga, and generally must be content with leading disgraced clans of nagaji or leading specialist missions. The rarer breeds of slime, dream and deep nagas can and do attract clans of nagaji to them, but they do not have a presence at Asp Fortress or in the homelands of Cobra, preferring their own particular habitats.

The region of Cobra is one of the few points of control left of the once relatively vast naga and nagaji holdings. Whatever they once were, the naga now primarily control just the Silvered Mountains and the isolated fortress they built upon it. The nagaji tribes, most of whom remain devoutly loyal to the naga high clergy, wander nomadically on the Lotus Blossom Steppes, capable of guarding only a small portion of steppe territory.

The monstrous naga are few in number, suffering over the centuries for their and S'sluun's treacheries, especially during the Calling. Though they are intelligent and cunning their arrogance has often been their downfall. It is for this reason that one naga is often in control of several nagaji tribes. These tribes are usually, but not exclusively, found on the Lotus Blossom Steppes, raiding and renting out as mercenaries to earn income and glory for Cobra.

It is the primary goal of the nagaji to gather enough wealth, warriors and support to wage a glorious holy war in the Wyrms' Quarter, returning to what the naga have painted as the glorious golden age before the awesome Porphyrite Dragon drove them out. It is this twisted and ever more grandiose image of a promised land that drives the nagaji, coupled with their fervent devotion and crippling fear of their masters.

There exists another group of nagaji (and sometimes even naga) who reject the divinity of the naga races, even as they continue to view them as the most perfect of S'sluun's mortal creations. These worshippers of S'sluun are known as Walens, and many consider it strange that S'sluun continues to grant both those of the Ra'lendi and Wa'lendi faiths power. Smaller in number and more disparate, these worshippers tend to form cults and accept a more varied cast of followers. Believing that through absolute

devotion to S'sluun even the inferior warm-blooded races can gain her favor, and this faith is more popular among non-naga and non-nagaji worshippers of S'sluun. Younger naga are often attracted to these cults as well, as, with their exceedingly long lifespans compared to the other worshippers, they can often gain control of a cult in just a few decades. In the Ra'lendi faith, where such naga are worshipped as gods, they might have to wait well over a century to gain real power, as the naga who have already amassed power are quick to take any a weaker naga might be close to obtaining.

With lives brutal and often short, most nagaji are born into tribes that either exist in service to the Cobra of the Lotus Blossom Steppes or to a cult. Few, if any, naga begin their life to parents that have fully rejected the naga ways, and such nagaji are usually ruthlessly hunted down. From birth, they are carefully measured by the tribal priests and priestesses, who look for "impurities" in their form. If they are deemed acceptable, they will be taken from their birth parents and given to the tribal egg-guardians. If they are deemed unsuitable for the tribe, they will either be abandoned or drowned. At six years of age, tribal nagaji begin the basic training that will usually take four to six years, taught the naga faith of their tribe, how to read and write, and how to fight with the trident and bow (although certain tribes' weapons of choice occasionally differ). Most nagaji tribes worship the naga as deities, but even those that do not tend to view the naga as beings of mortal perfection. Near universally among the tribes the naga are respected, and Empress S'sluun is worshipped above all other deities. At twelve, a nagaji's role is chosen for him by the clergy. Depending on the role, they will then either begin that role immediately (as is the case with laborer or soldier roles) or they will begin specialized training (such as in the case of blacksmiths and priests). Sex and gender are generally unimportant concepts to the nagaji. With only very mild differences between the two sexes in terms of average size and strength, the only time nagaji tend to note each other's sex is when seeking mates or when a female is pregnant. Pregnant females are given smaller workloads and are forbidden to raid or battle, except in defense of the tribe, until they give birth.

Relations

Poisoned by the ideology of the naga, most nagaji view warm blooded races as inherently inferior to the point of often being beneath notice unless they prove themselves in some exceptional way. Nagaji have learned respect for a few of the races on Porphyra however. Dragons are respected

as racial equals by the nagaji, believing only the naga are superior (nagaji equally believe themselves inferior to the naga). The rare and mercurial race of dragonbloods are seen as potential tempters or messiahs to the nagaji, and have subverted several clans in the past; naga leaders tend to hate these bringers of random circumstance to the servants of S'sluun. Lizardfolk have a long history on both sides of various conflicts the nagaji have engaged in, and are often treated with respect if not trust by nagaji. Equally, races that have allied themselves in large numbers to Empress S'sluun, such as the aquatic sahuagin are dealt with as equals.

Perhaps the only surprising race many nagaji have developed some positive relationships with are the half-rakshasa of the Lotus Blossom Steppes. Due to their proximity and similarly oppressive upbringings, some nagaji find kinship among the half-rakshasa. It is not uncommon for the few nagaji who end up rejecting the naga ways to do so from the prodding of a half-Rakshasa ally, a people who have a cultural history of rejecting the worship of deities. Humans are disliked by nagaji with a cold intensity, and meetings between nagaji and the tundra nomads of the Sikayan Tundra never end peacefully. The Lung people who are neighbours to the region of Cobra enact an uneasy truce with them, but skirmishes break out often. The nagaji-dialect word in Draconic for humans is *ossithi*, or 'blinkers', which nagaji do not do.

Religion

To understand the nagaji faith, one must first understand the naga faith. In ancient times, S'sluun created the naga races in her image. Devious, patient, and masters in magic, the will of S'sluun is the will of the naga. They gather power and influence for their master, one day hoping to convert dragonkind to the worship of S'sluun and use their power to conquer the warm races of Porphyra. After the calling, the New Gods Paletius, Nise, and Lyvalia made a furious enemy of Empress S'sluun, whose many machinations were all but totally reset by their interference. As such, many naga and nagaji curse their names and their dogma calls for their deaths (which seems highly unlikely for at least the next few centuries unless a major shift in power occurs).

Through S'sluun's guidance, the naga worship what is known as the "Superiority of the Scale." Scaled creatures, especially those with serpentine qualities, are deemed divinely superior to those without these qualities. The naga collective believe in a racial hierarchy (often called the "Hierarchy of Scale") that they believe is divinely necessary: one where naga rule over the

lesser scaled creatures who rule over lesser creatures who rule over lesser creatures and so on. It is only under this political hierarchy that believers feel a perfect society can begin.

There are essentially two paths one can take with this Nagan system:

Ra'slendi: Ra'slendi is the dominant faith among the nagaji, preached by Ra'slen Re and manipulated by the Naga to their benefit in the centuries that followed all the way to modern day. In essence, as S'sluun's most divine creations, the naga were touched by an Elemental Lord and became deities themselves. Only a single step from the perfection that is S'sluun, their word is but one step from her word and must be followed without question. To fail S'sluun or the naga is to damn one's soul. A nagaji is said to have their soul obliterated should they die before being forgiven of a failure by a naga cleric, and it is this fear and total respect for authority that is the heart of nagaji religion.

Wa'lendi: Popular among nagaji who have abandoned their naga masters, Wa'lendi remains at its core very similar to Ra'slendi. The Superiority of Scale remains in place but the divine nature of the naga are rejected. They are instead the most divine of mortal forms. Equally, a being is believed to be able to reach any level below that of naga on the hierarchy should their worship and devotion be strong enough, and their works please S'sluun greatly enough. As such, Wa'lendi is very popular among non-naga/nagaji Cults of S'sluun, as it supposedly presents an opportunity for a believer to be elevated in S'sluun's eyes above where they begin on the Hierarchy of Scale. One is judged almost purely on how they served S'sluun, it is only their starting point in her eyes that is affected by race.

Adventurers

It is not uncommon for nagaji to be given the role of mercenary by their tribe, with the hope of bringing glory and coin to their people. These nagaji will usually be trained martially, and their physical strength and indomitable will make them a highly valued asset to any team. Sometimes even nagaji priests will go on a journey, preaching the word of the naga and S'sluun to those who will listen. In times of desperation, where a mandate has been set that a tribe's priest feels cannot be met, many nagaji will often be sent out into the world, seeking some miracle to help the tribe avoid a naga's wrath. Nagaji who reject S'sluun totally will find themselves

hunted. A nomadic lifestyle of adventure appeals to these nagaji, who often are slow to lose their sense of racial superiority even if they now reject the teachings of the naga and S’sluun. Animism practice is rare among nagaji, although it is not unheard of for a nagaji priest to exhibit abilities not unlike those of a nature priest, especially priests far from Cobra influence who interact with their naga masters only rarely. Wizardry is almost unheard of among nagaji, whose minds seem (likely intentionally) built to be too incurious for such study and whose Nagan ideology places complex above their station. Wizarding nagaji will be extremely rare and universally labeled as heretics, whether they claim to worship S’sluun or not.

Names (any gender): Tok, Sarrik, Ros, Re’le, Quo, Bis’len, Jor, Baslis, Goss

Height	Weight (lbs.)	Mod. Dice	Weight Mult.
5’8”	170	2d10	x7

Nagaji Racial Characteristics

Nagaji player characters are defined by class levels—they do not possess racial hit dice. As a nagaji, you possess the following racial characteristics.

- **+2 Strength, +2 Charisma, –2 Intelligence:** You are strong and have forceful personalities, but tend to ignore logic and mock scholastic pursuits.
- **Medium:** You are a Medium creature and have no bonuses or penalties due to their size.
- **Reptilian:** You are a humanoid with the reptilian subtype.
- **Normal Speed:** You have a base speed of 30 feet.
- **Low-Light Vision:** You can see in areas of low-light without penalty.
- **Armored Scales:** You have a +1 natural armor bonus from your scaly flesh.
- **Resistant (Ex):** You receive a +2 racial saving throw bonus against the mind and poison descriptors.
- **Serpent’s Sense (Ex):** You receive a +2 racial bonus on Handle Animal checks, and a +2 racial bonus on Perception checks.
- **Languages:** Nagaji begin play speaking Common and Draconic. Nagaji with high Intelligence scores can choose from the following: any human tongue, Abyssal, Aklo, Celestial, Draconic, Giant, Infernal, and Sylvan.



Alternate Racial Characteristics

Below is a selection of racial characteristics that could be selected by nagaji characters in place of the specified racial characteristics listed earlier.

Eyes of the Masters: Some nagaji exhibit more of the naga magic that was used in their creation than was likely ever intended by their masters. You have darkvision and can see in areas of low-light and darkness without penalty. This racial characteristic replaces low-light vision and serpent's sense.

Hardened Servitor: Many nagaji grow up underfed, always feeling a gentle hunger that many of their kind have accepted as one of many forces that drives them to succeed for the glory of S'sluun and the naga. If they succeed, they are fed. If they fail, they will starve. The quality of food that is provided is often poor and would even make many lesser nagaji ill. Your biology has even adapted to your low quality diet, giving you a +2 racial saving throw bonus against disease and poison. You may go without food for 4 extra days, and 2 extra days they may go without drink before suffering starvation. This racial characteristic replaces resistant.

Hypnotic Gaze (Sp; mind; Cha): Your gaze is so intense it stops others in their tracks, much like that of the inscrutable lunar naga. Once per day, you can attempt to hypnotize a single target, as per the spell hypnotism (caster level equal to your hit dice). The effects of the hypnotic gaze only last a single round. This racial characteristic replaces serpent's sense.

Like a Viper: There exist nagaji warriors and assassins renowned for their ability to strike rapidly, leaping for the death blow the moment it is upon them. You receive a +1 racial bonus to attacks against prone or flanked targets. This racial characteristic replaces resistant.

Nearly Rejected: When times are especially tough for a tribe, on occasion the priests and priestesses who lead them will loosen their restrictions on which infants will be accepted, rather than disposed of. Sometimes, these nagaji infants might even show far more human characteristics than would ordinarily be permitted. You are a humanoid with the human subtype, but you have a -4 racial penalty to Deception, Diplomacy, and Intimidate checks against naga and reptilian humanoids. You gain a +2 racial bonus to initiative, allowing you to run or fight first as you choose. This racial characteristic replaces the reptilian subtype.

Poison Use (Ex): Some nagaji are chosen at a young age for their careful, sure hands. With their worship of S'sluun and the Cobra Naga, it is no wonder the nagaji tend to employ poisons against their enemies, and it is these careful nagaji which are trained most heavily in its care. You are skilled in the use of poison and never risk accidentally poisoning yourselves. This racial characteristic replaces serpent's sense.

Scales of Shadow: Most nagaji have hard scales of moderate autumn hues. However, a few nagaji have scales that are a deep dark black, as seen in the dark naga species. Despite this often giving the scales a softer quality, it is a coloring and texture prized by the nagaji among their raider and assassin groups. The scales are dark and the flesh allows for very soft steps, giving you a +2 racial bonus to Stealth checks. This racial characteristic replaces armored scales.

Race Traits

The following traits can be taken by nagaji players if the alternate rules for traits are used.

Brutal Childhood: Nagaji children know little of love. From an early age, they are kept fed and watered and otherwise are expected to earn the affections of their masters and teachers. For the young, hunting is the easiest way to earn at least mild praise. Survival is now a class skill for you.

Fearful Servant: The ultimate fear of most nagaji is to fail S'sluun. This doubly true among those who seek to convert dragons and similarly powerful beasts to her worship. If you fail a saving throw against a creature's Frightful Presence aura, you may delay the effect of that failure for 1d6 rounds, as your fear for your soul battles with the magical fear of the beast.

The Six Races: Dark, Guardian, Lunar, Royal, Spirit, Water- the Naga Lords have six forms, it is best to know all about their ways...or perish! You gain a +1 trait bonus to Knowledge (dungeoneering) and Knowledge (religion) and one of these skills is a class skill.

They Shall Bend: Some say S'sluun's frustration at the dragons ignoring the proselytizing of her people have begun to bleed into her followers into a deep racial anger. Once per day, you gain a +1 trait bonus to the first three attacks made against creatures of the dragon type.

Victory Guaranteed: Most are trained for over six years in martial combat and then spending huge portions of their life fighting side by side with fellow nagaji warriors. When damaging a creature flanked by you and at least one fellow nagaji, you gain a +1 trait bonus to damage.

Racial Feats

The following feats are available for nagaji players who possess the prerequisites.

Blood of the Serpent

As the poison of the fang kills, become the poison, be the poison...

Prerequisite: Nagaji, BAB +1

Benefit: You must fail your poison save against two incidences of poison to move down the damage track progression.

(BAB +6): Select two types of damage tracks (such as Strength or Constitution). You are immune to poisons of the selected tracks.

Guarded Thoughts

The labyrinthine curves of the snake exists in the mind as well as the body.

Prerequisite: Nagaji, base Will save +3

Benefit: You, like the dark naga, have developed a labyrinthine mind. You gain a +4 racial bonus against spells with the mind descriptor.

(BAB +11): You are immune to divination spells with the mind descriptor.

Naga Speed

Strike! Strike the warm-bloods and lay them low.

Prerequisite: Nagaji, Sharp Fangs

Benefit: When flanking an enemy, you may attack with your bite attack as an immediate action if a flanking ally hits. This attack counts as an attack of opportunity.

(BAB +8): When using this feat, if your bite attack hits, one flanking ally may make an attack of opportunity on the same target.

Snaketongue

Sssss-sss-sss ***. Ssss-sss-ssshsssth? Ssss...

Prerequisite: Nagaji

Benefit: You understand and can communicate with non-magical snakes, adding the language “Snake” to your known languages. This tongue has no system of writing and requires little noise, relying on slow and subtle body movements.

(BAB +4): All non-magical snakes begin with “Helpful” as a starting attitude towards you when first encountering them. Actions taken after can still negatively impact their disposition.

Sharp Fangs

Emulate the naga, not the hated human, and use the weapons S’sluun gave you.

Prerequisite: Nagaji

Benefit: You gain a piercing bite primary attack that deals 1d8 damage + your strength bonus.

(BAB +8; Con): Your bite is always treated as coated in the following poison and you are considered immune to nagaji venom even if not normally immune to poison:

NAGAJI VENOM

Type poison, injury; **Save** Fort

Track Dexterity; **Frequency** 1/round for 3 rounds

Cure 1 save

Additionally, you may extract a single dose of nagaji venom from your fangs which depletes your bite attack’s venom for 1d6 days. You may not extract venom from your fangs again until after this recharge period has allotted.

S’sluun’s Warrior

Strike without fear or mercy.

Prerequisite: Nagaji, worshipper of S’sluun

Benefit: You are proficient with the sawtooth sabre. When wielding the favored weapon of your god your CMD to resist demoralization is increased by +4.

(BAB +9): You attacks with the sawtooth sabre deal 1 point of bleed damage. When wielding the sawtooth sabre you cannot be demoralized.

Racial Archetypes

The following racial class archetypes modify the existing class abilities detailed in the *Porphyra Roleplaying Game*, by substituting class abilities in the normal manner. Both are specific to the nagaji race.

Fanged Assassin (Assassin Racial Archetype)

Fanged assassins are the feared dark hand of death of the nagaji priests and their masters, the naga. They serve at the whim of these personages, as killers of their enemies, guardians of temples to S'sluun, even patrol leaders of platoons roaming the steppes. A few fanged assassins travel the outside world as spies-at-large, gathering wealth for the final glorious invasion planned by the spawn of Ra'slen'Re. Fanged Assassins must take the Fanged Assassin Secret.

Weapon Proficiencies: You are proficient with all simple weapons, kukris, sawtooth sabres, and the short sword.

This replaces the normal weapon proficiencies.

Poison Feat Path: You must take the Sharp Fangs racial feat at 1st level. You gain the Venomous Bite racial feat as a bonus feat at 2nd level.

This replaces poison use.

Transcendent Poison: At 16th level, your poisonous bite affects living creatures that are otherwise immune to poison, even if it is a characteristic of their monster type.

This replaces poison mastery.

Fanged Assassin (Racial Assassin Secret)

Nagaji fanged assassins must take the fanged assassin secret. Fanged assassins are, themselves, their weapon of choice, relying almost exclusively on their virulent internal poison to remove their targets. They have a reputation of being dismissive of their own escape and survival, attacking to ensure that their target will not survive.

Class Skills: Deception (Cha), Knowledge (dungeoneering) (Int), Knowledge (religion) (Int), Survival (Wis)

Secret Training (Ex): At 1st level, you have trained from birth to be a perfect muscular weapon of death. You add half your assassin level (minimum

+1) to all Athletics and Sap checks.

First Step: Deadly Fang-Poison (Ex; poison; Con) At 6th level, you do an additional 1d6 poison damage from his personal venom, and add 1 to the poison's duration (1/round for 4 rounds)

Second Step: Deadlier Fang-poison (Ex; poison; Con) At 10th level, your poison does 1d3 bleed damage upon initial exposure, and the target now needs to make to consecutive saves to resist the poison instead of one save.

Third Step: Poison Spit (Ex; poison; Con) At 14th level, a fanged assassin can spit their venom 30 feet as a ranged attack; their venomous spit does 1d10 poison damage in addition to normal poison effects.

Fourth Step: Naga Apotheosis (Ex; poison; Con) At 18th level, your bite does 1d12 poison damage, bleed damage is automatically 3 points, the poison's duration increases by 1 round (1/round for 5 rounds) and may now deal poison damage on the Strength, Dexterity, or Constitution damage track.

Naga Clanpriest (Cleric Racial Archetype)

Fanatical nagaji that wish to show true devotion to their naga masters will enter the ranks of the clanpriests, and develop powers that mimic the signature aspects of the six most powerful races of naga-kind. This is a calculated risk for the nagaji clerics who choose this way, as a naga leader will see a challenge as well as a devotion in such a choice. It is also important to note that a clanpriest may only mimic five of the naga races, not the entirety, to show that nagaji will never be able to aspire to true naga-hood.

Religious Fanaticism (Ex): It takes a particular fanatic to enter the ranks of the clanpriests. Ritual scarring is performed, and many days of meditation and confinement are required. You may retry a failed Knowledge (religion) check (once per failure), and may use Knowledge (religion) for monster lore checks where aberrations are concerned.

This replaces the racial characteristic of serpent's sense.

Naga Clanmark (Ex): At 2nd level, a naga clanpriest may emulate a characteristic power of one of the six races of nagas, lords and rulers of the nagaji. Spell powers are as though the clanpriest just cast the spell from her memorized spells. She may choose another power at 6th, 10th, 14th and 18th level.

- *Dark Clanmark:* +2 to saves vs. enchantment effects; cast detect thoughts once per day per cleric level; use 2 charges for 1 use of wand

- *Guardian Clanmark*: +2 to Charisma-based skill checks; cast poison once per day; cast one less 1st level spell, cannot take until 6th level
- *Lunar Clanmark*: +1 caster level to divination spells; cast hypnotism spell once per day per cleric level; gain light sensitivity
- *Royal Clanmark*: +5 to any 1 skill; cast see invisible once per day per cleric level; cannot take until 6th level
- *Spirit Clanmark*: +2 to Perception; cast charm person once per day per cleric level; -1 to Will saves
- *Water Clanmark*: +4 to Athletics checks; cast water breathing once per day; -5 ft. to land based movement

This ability replaces the bonus feats gained at the same cleric levels.

Poisons of the Nagaji

Despite their often nomadic lifestyle, the nagaji are not without their innovations. With a natural affinity for venomous creatures (especially snakes), and their bodies' resistances to the poisons they know outsiders fear so much, the nagaji have taken to creating exotic and deadly toxins from the plants and wildlife of the Lotus Blossom Steppes.

OSENI LICK

Type poison, injury; **Save** Fort DC 14

Track Strength; **Frequency** 1/rd. for 4 rounds

Cure 1 save; **Price** 14 gp

Perhaps the most common poison among the nagaji, Oseni Lick is derived from the oseni cobra from which the poison gets its name. Combined with select herbs of mild rarity found throughout the steps, the creation process of Oseni Lick is common knowledge among nagaji priests. It is put on arrows and is usually used to hunt wyverns, although many nagaji carry five or so arrows tipped with the poison at any time in case they are faced with especially dangerous foes on the steppes.

RAPTURE

Type poison, ingested; **Save** Fort DC 19

Track Charisma (special); **Onset** 1d4 hours; **Frequency** 1/hour for 3 hours

Effect Healthy-Impaired-Pliable/Catatonic

Cure 1 save; **Cost** 160 gp

This poison, or perhaps more accurately drug, is a favorite among S'sluunish cultists. It is derived from a mix of bright blue wayer berries and some actually relatively common alchemical ingredients. The mixture is heated slowly, eventually turning into a sludge which is then dried and powdered. When the drug is consumed, intentionally or not, and a user falls unconscious, they will begin to experience vivid dreams. With a user still at least mildly aware of outside stimuli, a conscious person can then guide these vivid dreams, narrating scenes and figures that the user will then experience with incredible intensity. If a person's intent for a user is malicious, the dreams can easily be made into horrific nightmares with only the vaguest of cues: "and then you see something more horrifying than you thought possible" is a common phrase used among cultists wishing to punish those who have failed them. A character who awakens after experiencing these nightmares must make a Will DC 20 save or be shaken for 1d6 days as the memories haunt them. Otherwise, the character will simply awaken after their unconsciousness understanding their experience was not wholly real but still recalling its odd and vivid beauty.

RED LOTUS POWDER

Type poison, inhaled (10 ft.); **Save** Fort DC 20

Track Dexterity; **Frequency** 1/rd. for 6 rds.

Cure 2 saves; **Price** 480 gp

This lethal powder was made famous by the Quiet Viper, the most elite of the nagaji assassin guilds. Its key ingredient is the mightily rare red lotus, found only on the Lotus Blossom Steppes. The lotus must be picked in just the right state and, once it has been acquired, is prepared by only the most skilled of nagaji alchemists. A vial of red lotus powder is given to assassins on vital missions for the Quiet Viper and even then it is usually to only be used as a last resort or on targets of the utmost priority.



Spells of the Nagaji

There are some magics rarely seen outside those practiced by the nagaji clergy. Strange and devious in the way they distort the bodies and minds of their victims, these spells help to show the exotic cruelty the Naga Empress S'sluun is willing to exert upon her foes. This supplement introduces two new descriptors: nagaji and S'sluun. Clerics of S'sluun (and other worshippers with GM permission) add any S'sluun spells to their spell list. All nagaji spellcasters add nagaji spells to their spell lists.

Agony of the Naga Empress

Necromancy [nagaji, S'sluun]

Level 8 (exotic)

Casting Time 1 standard action

Components V, S, M (a drop of naga blood)

Range close (10 ft./level)

Effect one target in range

Duration instantaneous

Saving Throw Fort partial

Spell Resistance yes

Beginning with but a pinprick of pain behind the eyes, a half-second later this spell renders the target blind, sickened, and shaken, as terrible pain wracks their body. If the target passed its saving throw, these conditions pass in 2d4 rounds. If the target failed its save, the pain worsens until it becomes completely unbearable. The target begins to feel as if thousands of fiery threads are flowing through their body, tunneling through their internal organs like rapid burrowing worms. The eyes are an especially strong source of agony, as the venom this spell creates slowly melt them, feeling not unlike a hot poker is gently being inserted into the sockets. The target is rendered blind and helpless, doing nothing but writhing on the ground, as increasingly hoarse screams occasionally exit their body. The venom completely prevents sleep and the pain it causes is without end. It is not a spell designed to kill, it is to torture in a way beyond the comprehension of most mortals. Greater restoration, heal, limited wish, or wish can restore the creature.

Breed Poison

Necromancy [poison, nagaji]

Level 3 (exotic)

Casting Time 1 standard action

Components V

Range close (10 ft./level)

Effect one target in range

Duration concentration, up to 1 round/level (D)

Saving Throw Fort negates

Spell Resistance yes

Targets who fail to save against this spell have one round added to the duration of the poison's effect as listed in its "Frequency" for each round they are under the effects of this spell, essentially making the poison last indefinitely if the target fails to make the appropriate amount of saves needed to cure it. This spell is useless on targets not already under the effects of a poison or who are affected by poisons without a frequency.

Shape of the Sacred Snake

Transmutation [animal, nagaji, polymorph]

Level 3 (exotic)

Casting Time 1 round

Components V, S, M (jeweled snake worth 100 gp)

Range personal

Effect transform into an emperor cobra

Duration 1d6 rounds plus 1 round/2 levels

This ritualistic spell agonizingly transforms the caster into an emperor cobra, in mind, as well as body. The caster takes 3d4 points of damage and polymorphs into an emperor cobra (as per beast shape III), but behaving as a large, angry snake would, typically attacking those nearby, especially those that would harm it. The caster is stunned for 1 round after the spells duration expires.

Shedding Flesh

Enchantment [mind, nagaji]

Level 2 (exotic)

Casting Time 1 standard action

Components V, S, M (a shed snakeskin)

Range medium (50 ft./level)

Effect 20 ft radius spread

Duration 1 minute

Saving Throw Will negates

Spell Resistance *yes*

Creatures affected by this spell begin to hallucinate the sloughing off of their flesh. It will initially feel dry, and begin to crack with slight but notable pain. Affected targets will then feel a notable but painless tingle as the dry and cracking flesh peels away. Beneath is only more flesh that, as the old flesh falls from the body, immediately seems to begin peeling anew for the duration of the spell. For one round upon being affected, a creature is dazed and shaken. They are then shaken for the remainder of the spell's duration.

Magical Items

The naga are slow to give power the nagaji, only doing so for their most loyal servants and priests. If a nagaji who has not earned such a gift, let alone a foreigner, is found with one of these items, it is likely they shall soon have the wrath of the naga fall upon them. A favored method of Cobra when dealing with such abusers is to send nagaji assassins from the guild known as the Quiet Viper.

ARROW OF THE NAGA (DC 22)

Moderate enchantment; **CL** 7th

Slot none; **Weight** 1/10 lbs.; **Price** 1,000 gp

DESCRIPTION

These arrows are inky black, enchanted by dark naga clerics for the purposes of abduction and assassination. Usually given in groups of 10 and wrapped in a non-magical silken cloth, these arrows eternally hold the poison of the dark naga on their tips when fired. These +2 arrows carry an additional magic poison effect.

Targets struck with these arrows must make a DC 19 Fort save or sleep for 1d4 minutes.

CONSTRUCTION

Craft Magic Arms and Armor, creator must be nagji; **Cost** 500 gp, 100 craft points

IDOL OF NAGA-JI (DC 20)

Faint conjuration; **CL** 5th

Slot none; **Weight** 5 lbs; **Price** 8,000 gp

(B)DESCRIPTION

These jeweled statuettes portray a disquieting image that combines fea-

tures of human and snake, slowly flowing from one to the other in constant transformation. There is usually at least one of these items in a large enclave of naga and nagaji. If placed on a flat surface it emits a vaguely hallucinogenic aura in a 30 ft. radius that reduces all skill checks and initiative by -4. If this aura is experienced for 1 hour, the petitioner gains an extra spell slot for 1st level spells (if they are a spellcaster) or a +1 morale bonus to attack rolls for 1 hour (if they are not).

CONSTRUCTION

Craft Wondrous Item, 2nd level poison spell, 1st level mind spell, 1st level emotion spell, creator must worship S'sluun; **Cost** 4,000 gp, 800 craft points

RA'SLEN DAGGER (DC 28)

Strong enchantment; **CL** 13th

Slot weapon; **Weight** 1 lbs.; **Price** 15,000 gp

DESCRIPTION

Named after the legendary high cleric and creator of the nagaji, Ra'slen Re, these daggers are crafted to be both weapon and art. Their blade shape is simple, with a small initial width and long blade that tapers to a dastardly point. Generally forged by only the most skilled of nagaji smiths, and enchanted with care by clerics of S'sluun, this +3 dagger allows its wielder to cast the detect thoughts spell as a standard action. The spell is Will DC 15 to resist, and its effect, which still requires concentration, has a duration of 4 rounds.

CONSTRUCTION:

Craft Magic Arms and Armor, naga or nagaji creator; **Cost** 7500 gp, 1,500 craft

RING OF AGONY (DC 26/36) [CURSED]

Moderate transmutation, CL 11th

Slot ring; **Weight** —

DESCRIPTION

These nondescript brass rings are often used in brutal and arbitrary ceremonies nagaji cultists claim are to see whether S'sluun has deemed one worthy of her attention. Three rings are laid before one involved in this ceremony. Two are rings of agony, the third is a ring of the serpent. A ring is chosen and worn after a short prayer is said to S'sluun. The idea being she will guide the worthy to choose correctly (S'sluun gives no such guidance). The ring of agony wracks a wearer in pains the moment it is put on. Like most cursed magical rings, it cannot be removed until a remove curse

or similar spell is cast upon it. At the beginning of each round this ring is worn, they must make a Fort (DC 15) save or they fall prone and are stunned until the end of that round. In addition to the crippling pain this ring brings, wearers cannot sleep. Each hour, wearing a ring of agony deals 1d8 nonlethal damage to the wearer. The cultists who use these rings in ceremonies tend to simply allow those who wear them to die in agony in the name of S'sluun.

CONSTRUCTION

Magic Items ring of the serpent

RING OF THE SERPENT (CR 26)

Moderate enchantment, **CL** 11th

Slot ring; **Weight** —; **Cost** 2,000 gp

DESCRIPTION

This nondescript brass ring, identical in appearance to a ring of agony, is created by S'sluun cultists as a way of subtly marking her worshippers. Wearers of this ring are immediately aware of anyone wearing a similar ring that is currently in sight, out to a distance of 120 feet. Unless a target is magically invisible or totally obscured (and therefore not within sight), wearers of a ring of the serpent looking for another wearer of one of these rings who is attempting to hide receive a +10 bonus to their Perception check. These rings are also worn as a token to indicate that the wearer should not be attacked by serpentine or reptilian temple guardians such as giant lizards and snakes, though this is a function more of training than magic.

CONSTRUCTION

Forge Ring, 2nd level divination spell; **Cost** 1,000 gp, 200 craft points

Nagan Politics

Nagan politics are complex, with each individual naga vying for power and control of their fellow naga and the nagaji tribes. Becoming a high ranking member of clergy represents the ultimate achievement of power among the naga and nagaji. Blessed by S'sluun, they are then able to wield power (both magical and political) to influence the world and their society. Politics and religion are intertwined in Nagan society and no position does not come with religious obligations. Currently numbering less than an estimated five hundred, the naga have little room to move in their hierarchy. The birth of a naga is thing of import, as naga seek the new player's allegiance. Likewise, a naga death is a race to fill the vacuum of power left.

Internal naga treachery is a subtle thing, with direct acts like assassination inviting the ultimate wrath of S'sluun. Instead, the game becomes leading one's opponents to failure or to unintentionally concede resources to another, more favorable, naga. Such games are expected of S'sluun but the rules and tolerances of both her and the naga high clerics are ever shifting. Nagan politics are never permitted to put the ever teetering naga in true jeopardy. There are three naga high clerics and each has absolute authority over their people. Only through veto by the other two high clerics, or through S'sluun herself, can the decision of a high cleric be overturned.

Naga and nagaji loyal to Cobra are in an awkward position, where they fear drawing the ire of too powerful a foe and losing Asp Fortress. On the other hand, if they do not begin taking risks, they will sit in the same stagnation they have been in for too long, all the while frustrating their Empress S'sluun. As they continue to fail to recruit dragonkind in the Wyrms' Quarter, many have now turned to attracting Lizardfolk warriors to their cause. High Cleric Boro, one of the three members of the naga high clergy, is hopeful that if a large enough horde can be gathered, and then the Cobra's Quiet Viper assassins can be sprung onto certain key targets, the steppes can be thrown into a chaos that the Naga can take advantage of.

Meanwhile, the disparate Wa'lendi cults grow in the shadows. Where Cobra arguably suffers from a lack of innovation, these cults tend to change rapidly in goals, leadership, and creed. Devout to S'sluun and rejecting the divinity of the naga, these cults often share little else in common. In fact, arguments among the Dancers (the leaders of the Walendi cults) is common and little beyond the wrath it would bring from S'sluun stops the cultists from slaying one another. The primary advantage the cults have is that their varied and radical tactics have led to growth and a diversity in followers that Cobra does not see.

Many religious scholars wonder as to why S'sluun supports the clergy of both Cobra and the Wa'lendi cults. Some say she is building towards a clash between her Cobra, with their Ra'slendi ideology, and her many cults, with their dominantly Wa'lendi ideology, to firmly establish which philosophy will most benefit the Naga (or, more cynically, herself) going forward. For now though, the slaying of any cleric or Naga, and any action that makes the already precarious position of the Naga and their followers worsen, is forbidden by both Cobra's high clergy and the dancers of the cults. So they sit in an uneasy stalemate, forced to play politics while watching each other closely, knowing someday that one or both sides will attempt an explosive coup.

Important Figures in Nagaji Politics

The following figures play important roles in nagaji society.

High Cleric Boro (Cleric 13, Male, Dark Naga, 750 years old): High Cleric Boro is in many ways the military mastermind of Cobra and has been involved with the organization through almost the entirety of its existence. Leaving the safety of Asp Fortress on only the rarest and important of occasions, High Cleric Boro is rarely seen by those not already a part of his inner circle. His genius is unparalleled among the Naga and many, fairly, attribute the survival of Cobra to his ability to constantly evolve and adapt his tactics as necessary, sacrificing whatever might be necessary to achieve net gain.

High Cleric Hitosh Nor (Cleric 10, Female, Dark Naga, 360 years old): Daughter of the ancient High Cleric Greslin, Hitosh Nor is the newest and most controversial of the high clergy. It is High Cleric Hitosh Nor's branches of Cobra that are tasked with the proselytization of "desirables," which for the most part means the dragons of Wyrms' Quarter but can also include foreign or steppe nobility who fear the workings of S'sluun. Hitosh only achieved her position through her connection to Greslin, and her work has come over great scrutiny by S'sluun herself over her failure convert even a single dragon of worth to the Naga faith. Should she continue to fail, it is likely she will be replaced in the coming decade or two.

High Cleric Greslin (Cleric 15, Male, Dark Naga, 1100 years old): The oldest of the clergy, Greslin was born in the age of the great Ra'slen Re and witnessed the rise and fall of the naga. It is he who most of all encourages the nagaji's focus on the Wyrms' Quarter, seeking to return there and exact vengeance upon the awesome Porphyrite Dragon for the genocide that forced their exodus. Greslin is a being consumed by his resentments and angers. Remaining cold, calculated, and intelligent, he has simply become increasingly driven to achieve the vengeance his core being desires. Although the father of Hitosh Nor, it is Greslin himself who constantly debates whether to simply appeal to S'sluun for permission to replace her over her supposed incompetence. The recruitment of dragons is essential if the naga are to return to the Wyrms' Quarter.

White Chief See (Cleric 7, Male, Nagaji, 33 years old): See heads the most powerful nagaji tribe devoted to Cobra, the Blade Serpents. The Serpents are feared raiders and respected mercenaries, bringing much prestige

to their masters and honor to themselves. They are often used by the high clergy to train lesser tribes whose skill is deemed lacking. White Chief See is also the head of a secret nagaji assassin branch, the Quiet Vipers, although its use is rare. His superiors fear the wrath assassination might bring upon them and instead have See position his assassins ever closer to valuable targets on the Lotus Blossom Steppes so that one day, when the timing is right, a bloody day of mass assassination can topple the steppe political landscape to their advantage.

Dancer Barador (Cleric 11, Male, Nagaji, 40 years old) and the Cult of the Empress: Barador heads the Cult of the Empress, a Wa'lendi cult with the goal of spreading the Wa'lendi faith to as many Porphyran nobility as possible. His small cult is dominantly human, with those that survive his brutal rituals finding their connection to S'sluun grants them new insights. Through his cultists, Barador wishes to bleed his faith into the upper levels of politics, elevating himself beyond even the most glorious of Naga with a sudden and righteous twisting of the most vital of human political circles.

Dancer Ellen Reedis (Wizard 9, Female, Human, 27 years old), Cult of Ra'slen Re: The most brutal of S'sluun's cults, Ellen Reedis is a human wizard whose worshippers seek to create a race to surpass even the nagaji in their value to S'sluun. Their experiments are horrific and even their failures show signs of power and promise. Twice the Cult of Ra'slen Re has been discovered and battled over its machinations and twice has it repelled attackers with its horrific monstrosities and then fled to survive anew. Ellen Reedis claims to hear the whispers of S'sluun herself and it may be she is only half mad.

Dancer Groso Be (Cleric 3, Male, Dark Naga, 235 years old) of the Nagaji Fists: Forbidden to slay a Naga in anything by self-defence, Groso's cult focuses on the undermining of Re'slendi powers in whatever way Wa'lendi creed allows. The slow nature of Naga politics frustrated Groso, who sought power and knew he had the intellect to keep it. As such, he has turned to whatever heresy S'sluun will still tolerate. Frequently this results in the abduction and either conversion or murder of nagaji important to Cobra. Gro is firmly aware that without the nagaji, the naga high clergy lose the vital wall of defense they need to protect themselves. It is his eventual goal to commit a bloodless coup against the high clergy, although whether S'sluun would allow such an act, or it is even possible, remains to be seen.

The Bastion of the Naga - Asp Fortress

Asp Fortress is built on a low bluff. It is provided for by several deep wells and its food stores are kept high by the nagaji loyal to Cobra. Outsiders might recognize it is not the most impressive of fortresses but the naga and nagaji hold a pride in their fortress which has supposedly withstood over one thousand years of hardship. Its slopes are seeded with simple but deadly traps, many of which are tipped with the lethal venoms of the naga or one of their many snakes bred specifically for such a purpose. The nagaji carry on a brisk but cautious trade with the Sikoyan nomads of the treeless tundra to the north, purchasing metals and fish as needed. Impressive or not, the Asp Fortress would take a disproportionate amount of resources for an enemy to conquer. In addition to the 800 or so within, the nearby nagaji tribesfolk would rush to its aid at the first sign of trouble. With a religious fervor, they would harry any army attacking the fortress, willing to die to the last man, woman, and child if so was the will of the naga. While some political leaders and even deities have considered stamping out the naga bastion once and for all, the reality is the naga and S'sluun have not managed to be politically relevant enough to warrant the massive amount of resources conquering such a small piece of land would require. Coupled with the fact that the Cobra are not the only Nagan threat if one also considers the Walen cultists *and* that such a blow would attract the anger of S'sluun extremists for decades, it is no wonder Asp Fortress remains.

ASP FORTRESS, BASTION OF THE NAGA

Small town (Fortress)

Qualities magically attuned, pious, racially intolerant (all non-naga/nagaji), racial enclave (naga/nagaji)

Defenses archer patrols of 20+, with poisoned arrows; royal naga patrols for invisible intruders; 4 emperor cobras guard access to wings of fortress; 2 poisonous cloud traps

DEMOGRAPHICS

Government theocracy

Population 800 (750 nagaji; 25 naga, 25 humans)

MARKETPLACE

Base Value 1,200 gp; **Purchase Limit** 6,000 gp; **Spellcasting** 8th

Minor Items arrows of the naga (10), incense of meditation, nagaji scale polish, pearl of power (level 2), rings of agony (6), rings of the serpent (3);

Medium Items dagger of venom, lesser poisoner's jacket, naga-scale bindi, idol of naga-ji, scale mail +2; **Major Items** ras'len dagger

As I work on the Porphyra Roleplaying Game it is important for me to take frequent breaks from it to see how all the moving pieces are going together. To that end, I have prepared the following monster update for some of the creatures mentioned in Quinn's product. This material will be added to the new Porphyra Roleplaying Game Wiki.

~ Mark Gedak



Monster Update

The following monsters are mentioned in Nagaji of Porphyra. These are updated to be consistent with the current version of the *Porphyra Roleplaying Game*.

Animal

An animal is a living, nonhuman creature, usually a vertebrate with no magical abilities and no innate capacity for language or culture. Animals usually have additional information on how they can serve as companions. An animal has the following features (unless otherwise noted).

- d8 Hit Die.
- Base attack bonus equal to 3/4 total Hit Dice (medium progression).
- Good Fortitude and Reflex saves.
- Skill points equal to 2 per Hit Die. The following are class skills for animals: Acrobatics, Athletics, Perception, Stealth, and Survival.

Traits: An animal possesses the following traits (unless otherwise noted in a creature's entry).

- **Ability Scores:** Int score of 1 or 2.
- **Senses:** low-light vision
- **Proficiencies:** natural weapons
- **Metabolism:** breathe, eat, sleep

Universal Monster Rules

The following monster rules are referenced in this product.

Low-Light Vision (Ex): A creature with low-light vision suffers no penalties to vision in low-light conditions.

Poison (Ex or Su; Con): A creature with this ability can poison those it attacks. The effects of the poison, including its save, track, frequency, and cure, are included in the creature's description. The saving throw to resist a poison is usually a Fort save.

Scent (Ex): This special quality allows a creature to detect approaching enemies, sniff out hidden foes, and track by sense of smell. Creatures with the

scent ability can identify familiar odors just as humans do familiar sights.

The creature can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at triple normal range.

When a creature detects a scent, the exact location of the source is not revealed. The creature can take a move action to note the direction of the scent. When the creature is within 5 feet of the source, it pinpoints the source's location.

A creature with the scent ability can follow tracks by smell, making a Survival check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. Creatures tracking by scent ignore the effects of surface conditions and poor visibility.

Snake, Emperor Cobra

This massive green cobra rears its head upward aggressively, its brightly colored, scaly hood flaring in an unmistakable warning.

EMPEROR COBRA (CR 5)

Large animal

Init +6; **Senses** low-light vision, scent; **Notice** 22

DEFENSE

AC 18, flat-footed 16

(+2 Dex, +7 natural, -1 size)

HP 51 (6d8+24)

Fort +9, **Ref** +7, **Will** +5

OFFENSE

Speed 30 ft., climb 30 ft., swim 30 ft.

Melee bite +10 (2d6+9 plus poison)

Space 10 ft.; **Reach** 10 ft.

STATISTICS

Str 22, **Dex** 15, **Con** 18, **Int** 1, **Wis** 17, **Cha** 2

Base Atk +4; **CMB** +11; **CMD** 23 (can't be tripped)

Feats Improved Initiative, Skill Focus (Stealth), Weapon Focus (bite)

Skills Athletics +6 (+14 climb, swim), Perception +12, Stealth +11; **Racial**

Modifiers +4 Stealth

ECOLOGY

Environment marsh

Organization solitary, pair, or nest (3–8)

Treasure none

SPECIAL ABILITIES

Poison (Ex; Con) Bite—injury; save Fort DC 17; track Constitution; frequency 1/round for 6 rounds; cure 2 consecutive saves.

Infamous among travelers for its deadly poisonous bite, the emperor cobra is a foul-tempered snake typically encountered in bogs. The snake's scales are generally a dark green, with a pale green or even ivory underbelly. Its eyes are bright red and lack the distinctive serpentine slit most snake eyes possess. Emperor cobras are often trained to serve as guardians in temples. They are 16 feet long and weigh 200 pounds.

Magic Item Update

The following magic items were mentioned but have not been updated in the Porphyra Roleplaying Game yet.

NAGAJI SCALE POLISH (DC 22)

Moderate evocation; **CL** 7th

Slot none; **Price** 1,400 gp; **Weight** 1/2 lb.

DESCRIPTION

This small clay urn contains a scintillating paste which works like imbue with spell ability. Any caster may cast spells into the jar. The creature that applies the paste to its scales (a standard action) gains the ability to cast the imbued spells (assuming it has enough Hit Dice and the requisite ability scores). Only a reptilian creature (such as a dragon or a humanoid with the reptilian subtype) can use the polish to cast spells.

CONSTRUCTION

Craft Wondrous Item, level 4 evocation spell; **Cost** 700 gp, 140 craft points

POISONER'S JACKET, LESSER (DC 20)

Faint conjuration and necromancy; **CL** 5th

Slot chest; **Price** 12,000 gp; **Weight** 3 lbs.

DESCRIPTION

Three times per day, the wearer of this dark jacket can create a vial con-

taining one dose of any poison from that costs 300 gp or less. The jacket's poison always looks like a murky amber fluid. This poison becomes inert after 1 hour.

CONSTRUCTION

Craft Wondrous Item, 4th level wood spell, 4th level poison spell; **Cost** 6,000 gp, 1,200 craft points.

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