

COBRAT RACEBOOK

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OVERVIEW

DESCRIPTION

The cobrat are reptilian creatures divided into three subspecies: high cobrat, low cobrat and troglodytes.

High cobrat have snakelike bodies between 9-12 foot long and about 18 inches in diameter. They stand between 6 and 7 feet tall, with the rest of their body trailing behind them as they walk. They have thin, but powerful legs and spindly arms that end in four long digits. High cobrat are covered in scales ranging in color from dark green (almost black) to a light tan.

Low cobrat are hulking humanoids that stand 5 feet tall. Their bodies are heavily muscled and powerful. They have scales and their coloration is similar to that of the high cobrat. They look like "lizard men" from other fantasy games.

Troglodytes look very similar to low cobrat. However, they are closer to 8 feet tall and even more powerful. Their scales grow quickly and they are continuously shedding old scales. Often the scales grow too fast and individual scales crowd one another causing them to be crooked.

COLD-BLOODED OR WARM-BLOODED

While descended from a cold-blooded species, cobrat have developed an organ called the thothe (THO - thay) that allows them to function in cold environments. Each cobrat has a number of thothe spaced throughout his circulatory system. Thothe act to help the heart pump blood through the veins and arteries. In addition, they produce a substantial amount of heat and heat the blood as it passes through. The result is that a cobrat is a warm-blooded (though inefficiently so) creature.

LANDS

The cobrat occupy the lush forests, jungles and volcanic islands to the south of Bostonia. The northernmost of their lands are temperate forests and rolling hills. Further south, the climate becomes warmer and wetter and forest gives way to jungle.

GOVERNMENT

The cobrat lands are divided into numerous city-states. There are no less than 23 cobrat nations. The smallest of these is a remote kingdom with only 3500 citizens. The largest is an empire spanning dozens of towns and hamlets and having over 100000 inhabitants. Overall, the cobrat number about 450000 individuals.

16 of these kingdoms are monarchies with a king sharing power with a small group of nobles (Seks). In the traditional cobrat monarchy, the king, called a Shalla (SHA - leh), has the power to make and enforce the laws. However, the nobles wield a great deal of money and influence and they act to balance the Shalla's power. Kings consult their nobles or face resistance and rebellion.

Traditionally, succession to the throne is through the eldest son. However, most states have convoluted bloodlines and dozens of royal pairings and alliances with their neighbors. For this reason, the lines of succession can blur and the death of a shalla often brings some kind of controversy or power struggle within the city. Most cobrat look upon the death or overthrow of a shalla with dread and uncertainty. This instability means that the citizenry often supports unpopular rulers – better serve a tyrant than face a civil war and the prospect that the next ruler will be even worse.

Other government types are seen in cobrat states. Priests rule one city, a council of mages another. A couple cities that had traditional monarchies have since been taken over by the nobility. Now the various factions battle to control the city without the influence of a powerful king. There is even one representative democracy among the cobrat states. Citizens of each district elect a representative to the Senate. The Senate then sets policy through a majority vote.

INTERNAL RELATIONS

The cobrat city-states form an ever-shifting tapestry of alliances, royal pairings, treachery and conquest. The political landscape of the cobrat lands changes continuously. New states are formed; existing ones are conquered; alliances are made and broken. The cobrat believe in the philosophy of "Ekhat", which states that there exists only predator and prey. This applies to cities as well as individuals. Thus, strong nations see it as their destiny to defeat the weaker nations and to rule their cities. Weaker nations use any methods at their disposal to protect themselves and disrupt their neighbors.

This continuous tension actually prevents all-out war among the cobrat nations. If one nation becomes too powerful, the others will feel threatened and most certainly form an alliance to destroy the aggressor. If two nations fight excessively and weaken themselves, their neighbors will likely use the opportunity against them.

Since total war is dangerous, the cobrat city-states usually use other methods to further their ends. Diplomacy, espionage, sedition and assassination are common. Each state maintains a complex web of alliances and contracts with its neighbors. Enemies will be hesitant to attack a state with numerous strong allies. To insure that allies will not abandon the alliance at the first sign of trouble, most contracts include provisions to reward the ally. An appropriate award might be some amount of gold or resources, a tract of land, a mine or the cession of an entire city to the ally, payable after the death of the current shalla.

EXTERNAL RELATIONS

The philosophy of Ekhat guides the cobrat in their relations with other species. Cobrat scholars and astronomers believe that their culture is the oldest and most developed in the world. Because of this, cobrat feel that all other species

should serve the cobrat, or be exploited by them. Polite relations are possible, but the cobrat will take a position of superiority and seek every possible advantage. Cobrat often come across as haughty, aloof, manipulative and arrogant.

Relations with Bostonia vary among the city-states. Various cobrat city-states have gone to war with Bostonia over the past 200 years. Most recently (y799), a dozen cobrat cities, calling themselves the Teeta Alliance, united to invade a number of Bostonian colonies and holdings along the border. Bostonia later allied with the two northern states of Sissli and Tatokh and recaptured some of the lost land. Much of it remains under cobrat control to this day.

In addition to the Teeta Alliance, many other southern cobrat states have poor relations with Bostonia. Several of these states practice slavery of low cobrat and humans, and even go as far as raiding Bostonian ships and taking their crew as slaves. Other southern states support the Pirate Lords in their campaigns against Bostonia. All of these factors mean that war with humanity looms near.

On the other hand, northern states such as Sissli and Tatokh trade freely with Bostonia. This trade has fostered cooperation and cultural exchange between the two species. Both cobrat cities buy Bostonian goods and resources and both make heavy use of human mercenaries in their conflicts with other states.

The cobrat are steadily migrating into goblin territory. The cobrat see the goblins as savages in the way of their expansion. Many states have sent their young generals into goblin territory to wage campaigns against the tribes. The goblins retaliate by raiding and looting cobrat settlements. Occasionally, a city-state will trade or deal with one of the goblin tribes, but the usual state is one of tension and battle.

During the War of Bostonian Unification, the cobrat made contact with the Keevel tribe as the Bost drove them from their island home (y6). At first, the Keevel, weakened by their recent war, were defeated and enslaved by cobrat. However, in y24, the Keevel revolted and won their freedom. Now they worship the Great Turtle and sail the seas, raiding Bostonia whenever possible. Among the cobrat, they are known as Shabs Feffsil, the Pirate Lords.

Because of their history, the Pirate Lords have won the respect of many of the cobrat states. The cobrat trade with the Pirate Lords and accompany their ships on raids into Bostonian waters. In many ways, the Pirate Lords are treated like another city-state.

SOCIETY

Cobrat society is ruled by a caste system. The castes in order of power are the Shabs (nobility), the Thenn (priesthood and generals), the Aher (wealthy merchants and scholars), the Khell (mid-level military officers), the Ushe (craftsmen), the Salash (soldiers and laborers), and the Ekhatal (thieves, beggars and the unemployed). The caste of a newly adult high cobrat is determined by his father's caste. Low cobrat of the Salash and Ekhatal castes are generally not raised by their families. When they come of age, young low cobrat become Salash. Mobility between castes is possible. For example,

successful Thenn might find themselves ruling a city and thus a Shabs. Ekhatal finding gainful employment become Salash, or possibly Ushe.

Cobrat society is sharply divided between the sub-species. High cobrat, low cobrat, and trogs all come from the same eggs. Over 1000 years ago, high cobrat pairings started to produce low cobrat and trog eggs. As the generations pass, less high cobrat and more lows and trogs are being born.

Currently, low cobrat make up about sixty percent of the cobrat population. Because of their decreased intelligence, they are considered inferior and are subject to a great deal of discrimination. Lows are generally relegated to roles as laborers and soldiers. However, a few of the most intelligent and fortunate lows have worked their way to become craftsmen or shop owners. Regardless of the wealth or power a low cobrat might accumulate, the highest caste to which a low can aspire is Ushe.

Originally, the cobrat tried to integrate trogs into their society. However, the trogs proved to be powerful and bestial to manage. They could not live in a civilized society, and were too dangerous to enslave. Many small settlements were terrorized or wiped out by their troglodyte slaves. Now, trogs are killed as new hatchlings. However, the troglodytes that escaped into the swamps in the early years have mated and multiplied and now, groups of hulking lizard men roam the cobrat jungles and swamps.

FAMILY

A cobrat's attachment to his family depends on his subspecies and caste. High cobrat of the upper castes are born into the same caste as their father. They are expected to learn their father's profession and seek a similar position when they are the proper age. High cobrat born to low pairings, or to highs that are Salash or Ekhatal are taken from their parents and given to proper high families to be raised.

In the majority of cases, low cobrat are generally taken from their families and put into communal schools where they are taught to work hard and obey their high masters. After six years, the lows are categorized based on their intelligence, savagery, and strength and found a job that suits their temperament. The least intelligent of the lows become laborers and bearers. Those that are most savage and powerful are trained as shock troops in the military. Low cobrat that show higher intelligence are permitted to become sergeants in the military, or craftsmen.

Though most low cobrat go through life without knowing their mother or father, there exist a few city-states that permit low cobrat of Ushe caste to keep and raise their own hatchlings. In these cases, the expectations are similar to that of a high cobrat hatchling – that the child will be trained in their father's vocation and inherit his position when they come of age.

Trog hatchlings are destroyed.

FOOD AND DRINK

Cobrat eat a variety of foods. The main livestock consists of a hearty breed of cattle, called Stub Cattle or Shu. In addition, great lizards called Felsen provide labor and food (though some highly orthodox churches forbid eating reptiles). Small mammals are considered a delicacy. Rabbits, squirrels, mice, and others are cultivated and purchased from Bostonia. These are often eaten raw, or Fa-Deh meaning, "lightly killed."

Poor cobrat often gather vegetables. Commonly consumed plants include shahpheres (SHAW - feerz), graylinks, blood vine, and various roots and nuts. Cobrat enjoy sweet fruits and farmers produce many species including mangos, bananas, and papayas. A fern-like plant called a Chel has leaves that can be fermented and made into a variety of sweet wines.

ECONOMY

Northern Cobrat lands sport huge, thriving hardwood forests. Northern cities use this hardwood for buildings, fortifications, shipbuilding, and furniture. Extra supply is exported to the south where the swamp and climate do not support hardwood trees.

Industrial metal is a resource lacking in Cobrat territory. The cobrat were using bronze weapons and armor long after the Bostonians had iron and steel. Gold, silver, gems, and crystal are fairly common, but iron, tin, zinc, and lead are not. The cobrat have perfected the art of carving and shaping crystal and many of their tools are crystalline, including weapons. More recently, the cobrat have also learned how to mine and extract iron from ancient ruins. Anything they cannot make out of crystal, or mine from ancient sites, or extract from their own poor mines, they have to trade for.

Because of their experience with gems and crystals, the cobrat have an advanced optical science. They have devised ways to grind and polish lenses and have studied how these lenses bend light. Spectacles are a commonplace treatment for visual defects among the cobrat. Magnifying glasses, and simple telescopes are also available here. Cobrat lens makers have even devised a powerful weapon that uses focused beams of light to set distant ships on fire. Optical devices are a popular export.

In general, cobrat are excellent craftsmen and excel at producing finished goods. In addition, due to their lack of resources, they have mastered the skills of reducing waste and reusing materials when possible. Cobrat export crystal and wood furnishings, pottery, stained glass, and tools in spite of their lack of iron and hard wood.

CLOTHING

Clothing styles among cobrat differ depending on location. Because cobrat do not have the same standards of modesty as humans, clothing is not worn to cover the body. Clothing is worn either to protect from the elements, to show rank, or to be fashionable. Heavy or confining clothing is generally avoided.

Cobrat in the south enjoy warm weather throughout the year. Southern highs generally wear loose-fitting light wrap garments or a garment called a sileal, made from hanging, crisscrossing straps. Pouches and tools can be hung from the straps. A shirt called a leeth looks like a small human shirt. It buttons or buckles in the front and has a long back that drapes down over the tail of the high. In warmer months, many highs go without clothing, but wear belts or harnesses with which to carry goods and equipment.

Cobrat in the north suffer through a more temperate climate and thus comfort is more at issue. In the north, a tighter version of the sileal is worn and in winter, several sileals are layered on top of each other to provide warmth and protection from the wind and snow. In addition, heavier version of the leeth made from animal skins and furs is common, as a form-fitting garment that covers the entire body - the cobrat version of long johns.

Low cobrat have a body shape much closer to that of humans. In addition, they are considered ugly by highs. For that reason, southern lows are required to cover themselves and wear loincloths, or wrap garments that cover them from waist to knee. Lows in the north wear clothing similar to humans - just much bigger.

Priests and nobles often wear a robe called a faya (FI - ya). This is a robe that fits over the cobrat's back and covers him from shoulder to tail. The front of the robe is not fitted to the body and so hangs straight down to the ground. The entire garment forms a triangular shape between the shoulders, the floor directly under the shoulders and the tip of the cobrat's tail.

LANGUAGES

The cobrat have two languages. The first is Chudaal (shoo - DUL), the Low Tongue. It is the language spoken in everyday situations. Both high and low cobrat speak Chudaal, and it is the language taught to outsiders. The second language is Feratshahsdaal (fee - ROT - shaz - dul), the Exalted Tongue - sometimes called the Bubbling Tongue because of the odd sounds it uses. This is the language spoken by the underwater ancestors of the cobrat. Only highs are taught to speak Feratshahsdaal and it is used to communicate securely when lows or foreigners are around.

RELIGION

Cobrat religion is highly structured and controlled. The Church of Heshahsthalan exists in every city and town and over 95% of all cobrat belong to it. Cobrat attend formal ceremonies three times each week. At these ceremonies, prayers are offered to Heshahsthalan and each cobrat is then invited to swim across a sacred pool filled with salt water and various species of sea life. Both low and high cobrat attend the same ceremonies; they are one of the few integrated functions in Cobrat society.

The Church of Heshahsthalan does not permit statues or representations of The Great Turtle outside of its temples. In addition, the name of The Turtle is not to be spoken outside of the formal prayer services. Religious displays not sanctioned by the organized church are frowned upon.

Priests are a powerful force in Cobrat society. The priests are the spiritual leaders of society and hold sway over the hearts of the people. In addition, they command powerful elemental magic. So even though priests are rarely part of the power structure of the Cobrat city-states, shahs and shallas before almost always consult them before making important decisions.

GODS OF THE COBRAT

Cobrat believe that the entire cosmos is supported on the back of a huge turtle called Heshahsthalan (heh - SHAZ - thal - en, meaning "The Great Turtle"). The shell of the turtle is the land, and the ocean and the sky are balanced on top. As worshippers of The Great Turtle, they ruled a massive undersea kingdom spanning much of the ocean.

They were forced from this kingdom by the Velesfai, a race of telekinetic squid that worshipped He Who Stirs the Oceans, Heshahsveles (heh - SHAZ - velz, meaning "The Great Squid"). As their kingdom crumbled and they were driven from their cities, Heshahsthalan saved them from destruction by granting them the ability to walk and breathe on land. The cobrat rebuilt their civilization on land, but still long to defeat their hated enemies and return to the sea.

RULES

STAT MODIFIERS

High Cobrat	Low Cobrat
STR -3	STR +4
AGI +1	AGI +1
SPD +1	SPD +1
TOU -2	TOU +3
INT +3	INT -3
SPI +2	WIL -3
PER -2	SPI -3

RACIAL TRAITS

- Natural Swimmers - All cobrat get the skill swimming at their base level at no cost.
- Dislike of Cold - In winter weather, cobrat are uncomfortable. When the temperature drops to 40 degrees F (about 4 degrees C), they will take a -1 to all skill rolls due to this discomfort. All cold-based saves are at a -2.
- Scales - Cobrat have a scaly hide that gives them defense 2 armor on their entire body. If they already have armor, the value of that armor is increased by 1.
- Amphibious - Cobrat can hold their breath for up to five minutes.
- Claws - Low cobrat have a 1d3 claw attack using their combat: unarmed skill.
- Extra Language - High cobrat speak both common and exalted tongue dialects.

HIGH COBRAT TEMPLATES

ARCHER - SCHOOL OF WHISPERING DEATH

Acrobatics
Armor Restriction: AV2
+2 Base Defense
Combat: Bow +2
Combat: Fencing Bow +1
Cr: Bower
Cr: Fletcher
Fast Draw
Free Parry
Repair
Weapon Specialization: Bow
+13 Buy Points

Description

Archers from the School of Whispering Death are trained to fight with their weapons both as bows and as melee weapons. Their bows are bladed, allowing them to parry and attack when engaged in close combat.

Suggested Attributes

DEX, PER

ASTRONOMER

Ancient Knowledge
Craft: Astronomy +1
Craft: Astrology +2
Knowledge: Cobrat History +1
Knowledge: Lenses and Optics
Literate
Read Stars
Ritual Spells: 7 points
Rune Knowledge
Theology
+27 Buy Points

Description

The cobrat's dependence on crystal has made them excellent glassblowers and lens makers. This in turn has allowed them to develop optical devices that have advanced the science of astronomy more than any other race. Many cobrat have learned to use the stars to predict the course of future events. Astronomers use their skills, tools, and knowledge of the heavens to construct complex star maps. Using these maps, they can make predictions about the future of the weather, natural disasters, and other important events.

To supplement their ability to understand the meanings hidden in the heavens, astronomers studies history, as well as basic theories of magic. Many astronomers supplement their scientific skills with rituals to help them interpret their readings, or divine hints of what the future might bring.

Suggested Attributes

INT, PER, SPI

COBRAT LEADER

Administristrate +1
Combat: Choose
Diplomacy +1
Etiquette
Knowledge: Cobrat Politics +1
Knowledge: Nearby City-States +1
Literate
Orate +1
Riding, Felsen
Tactics, Army
+26 Buy Points

Description

This template describes a high ranking cobrat – a noble, or king. Such a leader must be able to administer his lands, make deals with other states, and lead his troops into battle when those deals fail.

Suggested Attributes

INT, PER, CHA

DOUJST, SCHOOL OF THE CAUSTIC BLADE

Alchemist
Backstab
Combat: Knife or Sword
Concealment
Fast Draw
Knowledge: Poisons +1
Literate
Ritual Spell: Bane Binding
Stealth
Tactics, Personal +1
Weapon Maneuvers
+20 Buy Points

Description

The School of the Caustic Blade is hidden deep in the swamps; few know its location. Students of the school learn a variety of assassination techniques. They can strike at vulnerable points, brew poisons, and surprise their opponents with their unorthodox fighting style. Though reviled by "polite" company, they are valuable spies, assassins, and champions and those willing to pay (and check their sense of fair play at the door) seek them out to efficiently destroy their enemies.

Suggested Attributes

DEX, INT, SPD, AGI, WIL

FELSEN TRAINER

Animal Handler +2
Craft: Animal Trainer
Craft: Veterinarian +1
Herbalism
Knowledge: Felsen +2
Physician
Riding, Felsen +1
+30 Buy Points

Description

Felsen trainers are in demand all across cobrat territory. The huge lizards are commonly used as pack animals and war mounts. However, they can be stubborn, hard to handle, and though it is rare, they have been known to fly into a rage if provoked. This character is an expert at handling felsen, and to a lesser degree, other animals. They can deal with the day-to-day care and training of the animals, and attend to their medical needs as well. All good trade caravans, noble houses, and military units retain a felsen trainer.

Suggested Attributes

CHR, WIL, PER, INT

FORTUNE TELLER

Acting
Conversation +1
Craft: Astronomy
Craft: Astrology
Craft: Fortune Telling +1
Knowledge: Bostonian Culture +1
Language: Bostonian (level 2)
Literate
Persuade
Ritual Spell: Divination +2
Ritual Spells: 5 points
+24 Buy Points

Description

In Bostonia, the cobrat have a reputation for being highly intelligent and possessing acute mystical senses. Some cobrat use this reputation to travel into Bostonian lands and make a living "seeing the future." Many fortune tellers will travel from town to town, charging a few pennies to read someone's future. Of course, most of these characters are just entertainers and charlatans, but some have learned to supplement their act with minor rituals to further the illusion.

Suggested Attributes

CHA, INT, PER

PRIEST OF THE GREAT TURTLE

Administrare
Affinity: Ocean
Craft: Sailing
Knowledge: Church Hierarchy +2
Knowledge: Enemies of the Church
Knowledge: Cobrat Politics
Literate
Magic: Gift of the Great Turtle +1
Persuade
Theology +2
+25 Buy Points

Description

About 95% of cobrat worship the Great Turtle and in the vast majority of Cobrat lands, Heshahsthalan is the only religion permitted. Priests of this church wield great power in Cobrat society. Not only do they perform religious and spiritual duties, but they also advise leaders of city-states, and in some cases take the mantle of leadership themselves.

Priests of the Great Turtle are trained in religious matters and in the skills required for them to serve the church in the complex arena of cobrat politics. In addition, skilled priests bind the Gift of the Great Turtle, giving them magical powers.

Suggested Attributes

INT, SPI, WIL

TRADE CAPTAIN

Carouse
Conversation
Combat: Choose
Craft: Sailor or Caravan Driver
Knowledge: Nearby Ports
Knowledge: Trade Goods +1
Knowledge: Trade Routes
Language: Bostonian (level 2)
Literate
Orate
Persuade
Survival: Water, Swamp or Jungle
Trade +2
Tactics, Naval or Personal
+22 Buy Points

Description

Nearly all of the cobrat city-states have thriving trading companies. Southern states trade for resources and sell their finished goods to the north. Northern states trade herbs, spices and crystal to Bostonia. Cobrat maps are laced with trade routes, both sea and overland.

This template represents a ship's captain or caravan leader for one of the trading cartels. He is responsible for getting his goods to market and selling them once there. He has studied the many trade routes, and when one is closed due to bandits or natural disaster, he can easily choose another. In a town, he can deal with local officials in hopes of avoiding or lessening the many tariffs cobrat traders face. If the caravan or ship is attacked, he can lead his guards into battle to protect his profits.

Suggested Attributes

CHA, INT, PER

VILE CULTIST - HIGH

Ancient Knowledge
Artifacts
Knowledge: Enemy Religions
Knowledge: Leviathan Rune Site
Literate
Magic: Mark of the Leviathan +1
Meditate
Oratory
Rune Knowledge
Swim +1
Theology
+21 Buy Points

Description

On the fringes of cobrat society, there exist a handful of depraved cultists willing to sacrifice their fellows for power. These malcontents hide in seaside caves, or in the dark corners of port towns. There, they practice the forbidden worship of He Who Stirs the Oceans, reciting bizarre rituals in exchange for the Mark of the Leviathan.

Suggested Attributes

SPI, WIL, INT

LOW COBRAT TEMPLATES

FISHING CAPTAIN

Administrate
Climb
Combat: Net
Craft: Fishing +2
Craft: Sailing +1
Knowledge: Local Markets +2
Navigate
Persuade
Survival: Water
Set Traps
Swim +1
Trade +1
+29 Buy Points

Description

Many cobrat coastal cities have large floating markets. It is not uncommon for ushe low cobrat to own their own fishing boat. Some of the wealthier lows might even own a number of boats, or a permanent stall in the local market. This template represents a well-to-do low cobrat that makes his living running a fishing boat or small fleet.

Suggested Attributes

CHA, PER, INT

GOBLIN HUNTER

Combat Skill: Choose +2
Combat Skill: Net +1
Detect Traps
+5 Hit Points
Knowledge: Goblin Tactics +2
Language: Goblin (level 2)
Survival: Hills/Mountains
Survival: Swamps
Tactics, Personal
Tracking
+17 Buy Points

Description

Many cobrat city-states are at war with the neighboring goblin tribes. These states often train special units of low cobrat that specialize in fighting goblins. Goblin Hunters are skilled fighters trained to avoid the many traps set by their goblin opponents. In addition, they learn the language and the tactics used by the nearby tribes. Finally, they are expert outdoorsmen and trackers, able to hunt nomadic goblins for weeks without seeing civilization.

Suggested Attributes

STR, DEX, PER, AGI, TOU

MARINE

Breath Control
Climb +1
Combat: Pole +2
Combat: Choose
Craft: Sailor +1
Fight with Wild Abandon
Stealth
Swim +2
+24 Buy Points

VILE CULTIST - LOW

Combat: Choose
Combat: Unarmed +2
Concealment
Conversation
Fast Talk
Knowledge: Leviathan Rituals
Knowledge: Local Hiding Places +1
Knowledge: Nearby City
Stealth
+35 Buy Points

Description

Many cobrat warships carry a complement of low cobrat marines. Marines are powerful warriors trained to swim long distances and storm enemy ships by literally climbing up the sides. Cobrat marines are feared by human and borakki sailors for their combat prowess and crazed tactics.

PIT FIGHTER

+2 Base Defense
Combat Skill: Choose +2
Combat Skill: Choose +1
Combat Skill: Improvisational Weapons
+7 Hit Points
+18 Buy Points

Description

The lows that worship He Who Stirs the Oceans act as thugs and bodyguards for the cult. They protect the cult from discovery, and the cultists from harm. In addition, they will often lurk in taverns, on the docks, and in the dark alleys waiting for a passerby that can be quickly subdued and offered as a sacrifice.

Suggested Attributes

STR, AGI, PER, INT

Description

Pit fighting is a popular sport in many cobrat cities. The fights pit warriors against other warriors, or animals, or against a dangerous obstacle course. Pit fighters are often slaves sold to the arena owners and fights are stages with fighters of any race. This template represents one of the most dangerous types of pit fighters, the low cobrat.

SAILOR

Carousing
Climb +1
Combat: Pole
Combat: Net +1
Craft: Sailing +2
Craft: Fishing +1
Knowledge: Knots and Rigging
Survival: Water
Swim +2
+29 Buy Points

Description

This template depicts a typical low cobrat sailor found on many vessels in the southern seas. Lows are sought after sailors for their hard working dispositions and hardy natures.

NEW SKILLS

Skill Name	Attributes	Default	Cost	Improve
Combat: Fencing Bow	DEX/AGI/SPD	Half	3+3	5
Combat: Fencing Spear	DEX/AGI/SPD	Half	3+3	5
Read Stars	INT/INT/PER	None	5+4	5

SKILL DESCRIPTIONS

READ STARS

Astronomy and astrology are advanced sciences developed by the Cobrat. Cobrat astronomers watch the stars and planets each night, meticulously charting their course. By matching the current and future position of the heavenly bodies with their position at some point in the past, information about coming events can be gained. Generally, this information pertains to large-scale events that affect the entire world; things like famines, plagues, wars and weather anomalies. However, by knowing the exact hour a character was born and creating a star chart for that time, hints as to the destiny of the character can be learned. Unfortunately, the lack of precision of these measurements means that specific questions, or specific instances in time cannot be divined using this skill.

CONSTRUCTING A STAR CHART

Read stars allows the reader to construct a star chart by reading the positions of the stars and planets over the course of several days. The chart can pertain to the world in general, a specific region, or an individual. An accurate chart can form the basis for future predictions about the subject.

SUGGESTED DLs AND MODIFIERS FOR CONSTRUCTING A STAR CHART

Situation	DL
Star chart is general and pertains to world events	12
Star chart pertains to a region	16
Star chart pertains to an individual	20
Character lacks proper tools such as a telescope, astrolabe, compass, etc.	+4
Character has good equipment	-1-3
Character is moving from night to night as he takes the readings	+2
Character has cloudy weather or a poor vantage point from which to take the readings	+2

A successful roll means the character has constructed a proper star chart. A failure by one or two points indicates that the star chart is made, but flawed in such a way that anyone making predictions from this chart will take a penalty to the test. A failure of more than two points means that the chart is unusable for making predictions. At the

GM's discretion, a failure by eight or more points could mean that the chart looks fine, but is fundamentally flawed so that it can never produce a good prediction.

MAKING A PREDICTION

Once a chart is obtained, the astronomer can compare the positions of the heavenly bodies with that of past positions, or with the positions of various reference bodies, which are indicators of different conditions and upcoming events.

SUGGESTED DLs AND MODIFIERS FOR MAKING A PREDICTION

Situation	DL
Prediction pertains to the weather or other heavenly/atmospheric phenomenon	8-10
Prediction pertains to supernatural forces	10-12
Prediction pertains to natural forces not atmospheric (floods, earthquakes, volcanoes)	12-14
Prediction pertains to the actions of nations or large groups	14-16
Prediction pertains to the actions of individuals or small groups	16-20
Coming events are major ones that will greatly alter the item about which the chart pertains (death of a loved one, large scale goblin raids, a natural disaster)	-0-2
Coming events are epic and will change the nature or history of the item about which the chart pertains (death of character, a huge war involving many nations, demon invasion, disaster that will destroy all life in the region)	-3-6
Coming events are minor (these might not be predictable at all at the GM's discretion)	+4-8
Prediction must pinpoint an exact time, or answer a specific question	+0-4

Obviously, the GM will have to take some care in using this skill, or allowing a PC to use it. Generally, it should be a way in which the characters can gain some warning or understanding of the major events of the campaign. Alternately, it could be used by a character to give him some clue as to how he can further his own plotline (how to obtain a family artifact, complete a quest, or where to face his hunter).

COBRAT EQUIPMENT

MONETARY SYSTEM

Through a combination of treaties and trade agreements the cobrat have settled on a standardized monetary system that is recognized by 19 of the 23 city-states. While most city-states mint their own coins, they all are required to maintain the standards of weight and purity defined by the agreement.

The standard unit of currency is called a thek, which is valued at roughly 1p5 in Bostonian coin. Most 1-thek coins are crystal, embossed with the seal of their city-state of origin. For smaller purchases, a coin called a chuthek (1/12 thek) is used. These coins are typically made from a lower grade of crystal. While chuthek are sometimes cast, more often they are simply irregular crystal blobs, drop cast with only scant regard to weight.

Another common denomination of coin is called a kethek (12 thek or around 18p). Kethek typically consist of small gold coins completely encased in crystal, though solid metal coins are used in some city-states. Some city-states have coins for various other denominations, 2 and 4 thek coins appearing

most frequently. Like Bostonian coins, the composition of any coin in crystal or precious metals must be equal in value to the coin itself.

Despite strict regulations, many city-states deliberately undervalue coins of their neighbors. Coins from other city-states can vary in value by 10% or more, depending on the relations with that state. Wars have broken out over nothing more than the value of a coin.

For this reason, large purchases, especially those that cross borders, are generally negotiated with ingots of precious metal, valuable gems or letters of credit drawn from a neutral merchant or bank.

EQUIPMENT AND ADVENTURING GEAR

Cobrat make use of most the same items as humans, so this document will list only those pieces of clothing, equipment or adventuring gear that are unique to the cobrat lands.

CLOTHING

Faya, Fine	7 t	
Faya, Ornate	15 t	
Leeth, Common	8 c	rough linen
Leeth, Fine	5 t	cotton
Leeth, Fur	3 t	lined fur, more suited to cold climates
Leeth, Ornate	9 t	dyed silk
Leggings, Crude	5 c	rough fabric
Leggings, Fine	2 t	form-fitting, soft thick fabric
Leggings, Fur	18 c	
Loincloth	3 c	
Pouch	4 t	
Pouch, Coin	2 t	
Sileal, Common	2 t	hanging, criss-crossing straps
Sileal, Fighting	6 t	heavy leather straps
Sileal, Layered	6 t	layered garment secured by traditional sileal
Sileal, Ornate	8 t	patterned leather straps, brass fastenings
Strap, Plain	3 c	
Strap, Weapon	8 c	
Tholeth	6 t	soft, thick wrap for upper body and tail
Wrap, Fine	8 t	cotton
Wrap, Ornate	10 t	

MISCELLANEOUS EQUIPMENT

Crystal repair kit	20 t	repair solution and buffing stones
Puzzle Box	10 t	INT vs. DL 12 to open
Puzzle Box, Masterwork	50 t	INT vs. DL 18 to open

Lenses and Optics

Telescope	80 t	
Telescope, Masterwork	200 t	
Seeing Lens	25 t	magnifying glass, gives +1 PER checks for small detail
Seeing Lens, Masterwork	50 t	gives +2 PER checks for small detail
Spectacles	40-60 t	corrects mild to moderate vision problems
Spyglass	40 t	gives +1 PER checks at a distance
Spyglass, Masterwork	65 t	gives +2 PER checks at a distance

WEAPONS

The traditional weapon of a high cobrat is the Feratsek'Ta or noble blade, a lightweight, single-edged long sword. Other weapons include the Usheta (short sword) and the Shahsnak'Ta (fencing spear) in addition to a number of shorter daggers and other small blades. The sword itself is a symbol of status among highs and in many city-states lows are outlawed to carry swords of any sort.

Due to shortages of iron, the cobrat have turned to other materials for their weaponry. Bronze weapons are the most common weapons used by lows and cast crystal weapons are

the most common weapons used by highs. Grown crystal and iron weapons are more expensive and used almost exclusively by highs.

BRONZE

Much of the weaponry used by low cobrat is cast from bronze. These weapons are usually quite heavy, with dull edges and sturdy construction. They are well suited to the crushing battle style most often employed by lows.

BRONZE WEAPONS

Weapon	Acc	Throw	Lev	Parry	Init	Len	Dur	Str	Cost	Notes
Hand Axe	0	n/a	1d10-1	-1	-1	M	7	12	16t	
War Axe	-1	n/a	1d12	-1	-1	M	10	14	22t	
Heavy Spear	-1	n/a	1d12	-1	-1	L	10	14	18t	
Throwing Spear	-1	0	1d10	-1	-1	L	8	12	10t	
Maul	-1	n/a	1d12+1	-2	-1	M	12	16	25t	2-handed
Great Axe	-1	n/a	1d16-1	-1	-1	M	10	14	34t	2-handed

CRYSTAL

Natural crystal deposits are found throughout the cobrat lands. Initially the raw crystal deposits were carefully broken apart and chipped into axe, spear and arrowheads. This resulted in a crude but inexpensive weapon, much lighter and cheaper to produce than the bronze swords typically carried by highs of that time.

Chipped crystal is rarely used in the modern day; massive bronze foundries have made for a less expensive and more durable alternative for lows, and cast crystal weapons are a superior alternative for highs. Chipped crystal is still sometimes used in arrowheads, where the process of casting or growing the same arrowhead would be much more expensive for essentially the same results.

The majority of cobrat crystal weapon are now forged from cast crystal. The raw crystal is melted in kilns and then poured into molds. When the blade is released from the mold, the edges are carefully ground to razor sharpness. This process yields a light, inexpensive weapon used primarily by highs.

The greatest drawback to both chipped and cast crystal weapons is their brittleness. They cannot be repaired if damaged in combat, resulting in weapons that are frequently replaced. As a result, these weapons are most often used by highs, who have developed various fighting styles to counteract their fragile nature.

CHIPPED CRYSTAL WEAPONS

Weapon	Acc	Throw	Lev	Parry	Init	Len	Dur	Str	Cost	Notes
Hand Axe	-1	-1	1d10+1	-1	0	M	3	10	10t	
Spiked Club	0	n/a	1d6+1	0	0	M	4	8	6t	

CAST CRYSTAL WEAPONS

Weapon	Acc	Throw	Lev	Parry	Init	Len	Dur	Str	Cost	Notes
Throwing Knife	-1	+1	1d4+1	-1	+1	S	2	3	8t	
Fish Knife	+1	-1	1d4+1	-1	+1	S	2	3	6t	
Dagger	+1	-1	1d6+1	0	+1	S	3	4	8t	
Javelin	-1	+1	1d8+1	0	0	M	4	7	14t	

IRON

Iron is extremely rare in cobrat lands and considered a luxury. Few cobrat carry iron weapons and the ones that exist are often carried as a sign of rank and privilege. While

well balanced and perfectly serviceable as fighting blades, most iron weapons are designed as much for style as function.

IRON WEAPONS

Weapon	Acc	Throw	Lev	Parry	Init	Len	Dur	Str	Cost	Notes
Dagger	+2	n/a	1d6	+1	+1	S	6	4	30t	
Short Sword	+2	n/a	1d8	+1	+1	M	6	8	40t	
Long Sword	+1	n/a	1d10	+1	0	M	7	9	70t	
Fencing Bow	0	n/a	1d8	+1	0	M	8	8	55t	see below

GROWN CRYSTAL WEAPONS

Often the most sought after weapons among high cobrat are those created by the skilled crystal growers. Raw crystal is dissolved into a solution with other impurities, and then the blade is slowly grown from the solution around a seed embedded in what will become the handle. The seed is usually a shard of crystal, though other seeds are sometimes used. Crystal growers work in dark, smelly caves, carefully tending to the pools in which their weapons are growing.

The process is a long one, it can take as much as a year to grow a quality long sword, and the end result can be rather variable. Different impurities in the solution can lead to better or worse weapons. However, these weapons are much more durable than their cast counterparts. They can even be repaired with the right knowledge and equipment.



GROWN CRYSTAL WEAPONS

Weapon	Acc	Throw	Lev	Parry	Init	Len	Dur	Str	Cost	Notes
Dagger	+1	n/a	1d6+1	0	+1	S	4	4	20t	
Short Sword	+1	n/a	1d8+1	+1	0	M	5	5	35t	
Long Sword	+1	n/a	1d10+1	+1	0	M	6	7	55t	
Fencing Spear	0	n/a	1d10+2	+1	0	L	6	9	40t	
Bladed Staff	+1	n/a	1d6+2	+2	0	L	5	6	45t	bladed at both ends

Different crystal growers use different recipes to produce blades with unique properties. These recipes are all unique, and are jealously guarded by their creators. Often blades can be found already made with one or more special abilities, but other times a specific piece must be commissioned (an expensive and lengthy process).

mirror smooth finish. Any fast draw attempts using this weapon are performed at a +2.

SUN SHARD

Weapon Types:	Long Blades and Spears
Leverage:	-1
Cost:	+30t

The sun shard is grown from a highly refractive crystal seed, allowing it to scatter and magnify sunlight. On a sunny day a successful attack against the target's perception will cause them to be partially blinded, stunning them for 1d2 rounds. This attack takes the place of a regular attack.

SHATTERER

Weapon Types:	Long Blades and Spears
Accuracy:	-1
Leverage:	-1
Cost:	+20t

Shatterer blades are made from a special crystal that resonates out of sync with ordinary crystal. Any time a shatterer blade causes a durability check against a cast crystal blade, there is a 50% chance that blade will shatter from the blow. A grown crystal blade will take two durability checks from the blow.

PIERCER

Weapon Types:	Short Blades
Durability:	-1
Cost:	+20t

Piercer blades are grown very thin and sharp. They ignore the first 2 points of any armor they encounter but are more fragile than typical weapons of their class.

BARGAIN BLADE

Weapon Types:	All
Durability:	-1d4
Cost:	-20t

Cobrat crystal growers will sell all of their creations, even the ones that weren't quite successful. The first time this weapon takes a durability check, roll 1d4 and remove that many durability points before applying the check. If the weapon's durability is reduced to 0 or less, it shatters immediately.

Bows

Like all other weapons used by highs, their bows are lightweight and accurate. One school teaches the use of the fencing bow, a medium bow with blades attached to the outer edges. These archers are skilled in using their bows as bladed staves for attack and defense when engaged in melee.

Arrows are typically made from reed, which is lightweight and inexpensive. An enterprising variant on this idea is to fill a slightly larger reed arrow with some kind of alchemical mixture (usually an explosive or gas) allowing for more accuracy and range than simply throwing a vial.

Bows

Weapon	Acc	Dmg	Init	Dur	Str	Range	Cost	Notes
Light Bow	+1	1d6	-1	6	6	4/15/25/45	25t	
Medium Bow	0	1d8	-1	7	8	6/18/36/54	40t	
Fencing Bow	0	1d8	-1	8	8	6/18/36/54	55t	melee weapon, see above

ARROWS

Weapon	Acc	Dmg	Cost	Notes
Light Arrow	+1	1d6+1	5ct	reed shaft with wooden tip, nonrecoverable (shatters on impact)
Heavy Arrow	0	1d8+1	1t	heavier wooden shaft
Whistling Arrow	-1	1d6-1	8ct	carved wooden arrowhead, whistle can be heard for 1/2 mile
Filled Reed Arrow	-2	1d4	3t	filled with liquid, range bands -1/-3/-6/-9, ruptures on impact

WEAPON USE BY HUMANS AND LOWS

Due to their different hand structure, weapons designed for high cobrat are difficult to use by humans or low cobrat without modification. Remounting an iron or cast crystal blade costs between 10 and 25 pennies and requires a competent weapon smith familiar with cobrat weaponry. Remounting a grown crystal blade is more difficult as the blade is generally grown directly into the hilt. The hilt itself can be modified for 20-50 pennies but there is a risk of damaging the blade in the process.

Fencing spears can be used as normal thrusting spears at a penalty, but require specialized training to be used effectively.

Bows designed for high cobrat are almost impossible for humans or lows use, as their design incorporates an entirely different sight mechanism to accommodate the long neck of a high.

PENALTIES FOR USING AN UNMODIFIED WEAPON

Weapon Type	Penalty
Short Blades	-1 parry
Long Blades	-1 attack, -1 parry
Fencing Spears	-2 attack unless properly trained
Bows	-3 to attack

RUNES

THE GIFT OF THE GREAT TURTLE

Description

This rune appears as a series of discolored scales across the priest's back, forming the pattern of a turtle's shell. In addition, the priest carries a sacred turtle shell with him at all times.

Purpose

This rune is given to worthy followers of The Great Turtle. It is given to those who dedicate their lives to learning its ways. It gives its practitioners great power over water. Its purpose is to spread the ideals of the Great Turtle throughout the cobra lands.

Rune Site

There is no rune site for this rune. Any high priest (4th circle practitioner) can perform the sacred ceremony. The ceremony is often, but not always, performed in one of the major temples.

Binding

Practitioners:

Effects:

Skill:

FIRST CIRCLE SPELLS

BREEZE

Casting Time:	Short
Range:	50 Hexes
Area of Effect:	50 Hex Radius
Initiative:	---
Delivery:	---
Difficulty:	8
Duration:	20 Minutes
Save:	None
Maintain:	6/3

This spell creates a gentle breeze. This breeze is useful for clearing smoke and gas from a region. It can also propel a small boat at a slow speed.

TURTLE'S GIFT

Casting Time:	Short
Range:	Self
Area of Effect:	1 Cup of Water
Initiative:	---
Delivery:	---
Difficulty:	8
Duration:	Instant
Save:	None
Maintain:	None

This spell causes a small amount of fouled, or salt water to become cool, pure and clean.

OCEAN'S BOUNTY

Casting Time:	Short
Range:	Self
Area of Effect:	1-3 People
Initiative:	---
Delivery:	---
Difficulty:	10
Duration:	Instant
Save:	None
Maintain:	None

This spell causes a number of fish to leap from the water onto the beach or boat upon which the mage is fishing. The fish caught are generally enough to feed 1d3 people. This spell can only be cast once each day.

CHOPPY WATERS

Casting Time:	Very Short
Range:	50 Hexes
Area of Effect:	20 Hex Radius
Initiative:	---
Delivery:	---
Difficulty:	10
Duration:	10 Minutes
Save:	None
Maintain:	8/4

This spell causes the waters to grow rough and choppy. This is not enough to be a danger to ships, but small boats and rafts suffer a -3 to any piloting rolls and a -2 hex to each rounds movement.

SCHOOL OF FISH

Casting Time:	Combat
Range:	20 Hexes
Area of Effect:	4 Hex Radius
Initiative:	+1
Delivery:	---
Difficulty:	10
Duration:	12 Rounds
Save:	None
Maintain:	8 / 4

This spell summons a school of small fish to move and dart in a 4 hex radius cloud. Vision is blocked and movement through the cloud is at a -1 hex. The school can be directed to move up to 3 hexes each combat round.

SECOND CIRCLE SPELLS

AMPHIBIAN'S LONG

Casting Time:	Very Short
Range:	Touch
Area of Effect:	1 Target
Initiative:	---
Delivery:	---
Difficulty:	13
Duration:	Varies
Save:	None
Maintain:	11 / 6

This spell allows the target to hold his breath 10 times longer than normal. Each time the creature takes a breath the spell must be maintained.

WIND

Casting Time:	Short
Range:	50 Hexes
Area of Effect:	50 Hex Radius
Initiative:	---
Delivery:	---
Difficulty:	14
Duration:	20 Minutes
Save:	None
Maintain:	12 / 6

This spell summons a wind that can speed or slow sailing ships by 1 hex/turn. In addition, this wind can blow out small flames, or fan larger ones. In addition, it clears smoke a gas from a region.

MAMMAL'S BLOOD

Casting Time:	Combat
Range:	Touch
Area of Effect:	1 Target
Initiative:	-2
Delivery:	---
Difficulty:	14
Duration:	Instant / Held
Save:	None
Maintain:	None

This spell allows the mage to drain the blood of a nearby warm-blooded humanoid creature. The target loses 1d6 hit points. The mage can heal a like amount of hit points or replenish 1 magic skill level.

MANDATE

Casting Time:	Combat
Range:	Self
Area of Effect:	10 Hex Radius
Initiative:	-1
Delivery:	---
Difficulty:	13
Duration:	12 Rounds
Save:	None
Maintain:	11 / 6

This spell gives all Low Cobrat within the area of effect that are allied to the mage a +4 to any INT, WIL or SPI tests.

GUIDANCE

Casting Time:	Long
Range:	Self
Area of Effect:	Self
Initiative:	---
Delivery:	---
Difficulty:	13
Duration:	Instant
Save:	None
Maintain:	None

The Great Turtle sends one of his smaller cousins to guide the mage. This gives the mage a +2 to his next navigation check, as well as a bearing to follow if he was trying to find a specific place.

SWELL

Casting Time:	Combat
Range:	50 Hexes
Area of Effect:	3 Hex Radius
Initiative:	-1
Delivery:	---
Difficulty:	14
Duration:	Instant
Save:	Piloting vs. DL 14/10
Maintain:	None

This spell causes a wave to sweep over the deck of any vessels in the area of effect. If the vessel is a small boat, the pilot will have to make a skill roll vs. DL 14 or the boat will capsize. Against a larger ship, the spell requires a save vs. DL 10 or the ship loses 1 hex of movement next turn.

THIRD CIRCLE SPELLS

PROTECTIVE SHELL

Casting Time:	Combat
Range:	Self
Area of Effect:	3 Hex Radius
Initiative:	-2
Delivery:	---
Difficulty:	17
Duration:	1 Hour
Save:	None
Maintain:	15 / 8

The holy turtle shell grows to a radius of 3 hexes. The mage and any other regular-sized creatures can fit underneath. The shell takes 200 hit points to crack (leaving an opening large enough to fit a human-sized creature through) and 500 hit points to destroy. The mage can create one man-sized opening at will. Such an opening must remain for at least one combat round after it is created.

DIVINATION

Casting Time:	Long
Range:	Self
Area of Effect:	Self
Initiative:	---
Delivery:	---
Difficulty:	18
Duration:	Instant
Save:	None
Maintain:	None

This spell allows the mage to ask one yes or no question. The Great Turtle sends a sign to the mage indicating the answer.

SUMMONING

Casting Time:	Combat
Range:	50 Hexes
Area of Effect:	1 Creature
Initiative:	-3
Delivery:	---
Difficulty:	18
Duration:	1 Hour
Save:	None
Maintain:	16 / 8

This spell summons either a giant turtle, or a sea serpent. Since such turtles are holy, they cannot fight (or take ANY hostile action) and flee immediately upon taking damage. The serpent has no such restrictions.

GUST

Casting Time:	Combat
Range:	20 Hexes
Area of Effect:	2x6 Hex Area
Initiative:	+1
Delivery:	---
Difficulty:	17
Duration:	Instant
Save:	STR vs. DL 17
Maintain:	None

This spell causes a massive gust of wind to knock the mage's opponents to the ground. Anyone in the area of effect must make a STR save vs. DL 17 or be knocked to the ground, taking 3d6 points of damage and being stunned for one round.

MARK OF THE LEVIATHAN

Description

This rune appears as a working set of gills on the neck of the caster. Each circle adds a new gill flap to the set.

Purpose

This rune is a gift bestowed upon its believers by the Leviathan, an ancient God living at the bottom of the ocean. The cobra call this god Heshahsveles (He Who Stirs the Oceans) whose minions forced them from their ocean home over a thousand years ago.

Rune Site

The rune site is located inside a sprawling underwater temple, reachable only by a long swim. The temple itself is free of water, allowing proper worship from those who have not yet received the dark god's gift.

In the center of the temple is a large sphere of inky black water floating in the center of a large room. The room itself serves as a shrine to Heshahsveles, consisting of a sacrificial alter and stone steps leading up to the inky sphere.

Binding and Raising

A mage seeking the rune must sacrifice an enemy of the Leviathan on the altar and then immerse himself into the sphere. If he is accepted he will gain the mark, otherwise he will be consumed. A priest of the Great Turtle is the most common sacrifice, though in the rare cases where a human wishes to bind the rune, a Bostonian Priestess will work as well. Raising the rune typically involves a similar sacrifice, though any act that causes great harm to the enemies of the Leviathan will generally suffice.

Practitioners

There are about a dozen Practitioners of this rune, all but one are Cobrat. These twelve form the leading body of the Cult of Darkness.

Effects

This rune begins to shape the caster into an underwater creature. With the first circle, the caster gains the ability to breathe underwater for short periods of time. Each successive circle makes the caster depend more and more upon the water and they can spend less and less time on land. With the Fourth circle, the caster is completely at home underwater, and can only breathe for short periods on dry land.

Skill

The skill for the Mark of the Leviathan is based on SPI/WIL/WIL

FIRST CIRCLE SPELLS

BREATH

Casting Time:	Short
Range:	Self
Area of Effect:	Self
Initiative:	---
Delivery:	---
Difficulty:	8
Duration:	30 Minutes
Save:	None
Maintain:	6/3

This spell allows the caster to breathe easily in a hostile environment such as underwater, in clouds of gas, etc.

WATER JET

Casting Time:	Combat
Range:	20 Hexes (8/20)
Area of Effect:	1 Target
Initiative:	+1
Delivery:	Thrown
Difficulty:	10
Duration:	Instant
Save:	None
Maintain:	None

This spell requires that a suitable amount of water is nearby (at least a barrel full). The target is struck by a jet of water, causing 2d4 points of damage and stunning them for 1d3 rounds.

TRANSPORT

Casting Time:	Very Short
Range:	10 Hexes
Area of Effect:	1 Creature
Initiative:	---
Delivery:	---
Difficulty:	10
Duration:	30 Minutes
Save:	None
Maintain:	8/4

This spell summons a giant jellyfish-like creature near the caster. The creature will not attack, but can create an air bubble large enough for the caster and moves through the water at 10" per round. While travelling in this fashion the caster cannot attack or take any other actions.

SECOND CIRCLE SPELLS

INK CLOUD

Casting Time:	Not Engaged
Range:	Self
Area of Effect:	3 Hex Radius
Initiative:	-1
Delivery:	---
Difficulty:	12
Duration:	1d6+4 Rounds
Save:	None
Maintain:	None

This spell sprays a cloud of ink filling a 3 hex radius underwater. The murky ink obscures sight completely until it dissipates.

INK SPRAY

Casting Time:	Combat
Range:	3 Hexes
Area of Effect:	1 Target
Initiative:	+1
Delivery:	Direct
Difficulty:	12
Duration:	1d6 rounds
Save:	SPD vs. DL 13
Maintain:	None

This spray of ink will blind a single target for 1d6 rounds unless they can make a SPD save at DL 13 to cover their eyes in time.

DISSOLVE

Casting Time:	Combat
Range:	Self
Area of Effect:	Self
Initiative:	-2
Delivery:	---
Difficulty:	14
Duration:	10 Rounds
Save:	None
Maintain:	12/6

The caster's body melts into a puddle of water. This puddle can flow where the caster wishes until he decides to reform. The water can seep through cracks and into the earth if desired, but the caster must reform either within a suitable body of water or on the surface. If the caster is unable to maintain the spell and must reform underground, the caster will take 3d6 points of damage from the transformation.

SWARM OF JELLYFISH

Casting Time:	Not Engaged
Range:	10 HExes
Area of Effect:	3 Hex Radius
Initiative:	-1
Delivery:	Direct
Difficulty:	12
Duration:	8 Rounds
Save:	TOU vs. DL 12
Maintain:	10/5

This spell will only work underwater. A swarm of stinging jellyfish appears, causing 1d6 points of damage to anyone caught inside the swarm. Anyone stung must make a TOU check at DL 12 or lose 1d3 points SPD for 30 minutes. The swarm also blocks vision and slows movement through the area by 1" per hex.

TENTACLES

Casting Time:	Not Engaged
Range:	Self
Area of Effect:	Self
Initiative:	-1
Delivery:	---
Difficulty:	14
Duration:	6 Rounds
Save:	None
Maintain:	12/6

The casters arms grow into long, squid-like tentacles. This allows them to grab objects or attack for 1d8 points of damage (plus the caster's STR damage) at a range of up to 3 hexes. The tentacles have very little fine control, so only large objects can be grasped.

THIRD CIRCLE SPELLS

WATER FORM

Casting Time:	Not Engaged
Range:	Self
Area of Effect:	Self
Initiative:	-1
Delivery:	---
Difficulty:	16
Duration:	10 Rounds
Save:	None
Maintain:	None

The caster's body becomes a blob of water in roughly the same shape as the caster. This renders the caster virtually invisible (PER vs. DL 20 to spot) when moving through a

body of water, and causes them to take only half damage from slashing weapons and no damage from piercing attacks. While in the water form the caster cannot physically attack, but can move and cast spells normally.

SUMMON

Casting Time:	Not Engaged
Range:	20 Hexes
Area of Effect:	1 Creature
Initiative:	-2
Delivery:	---
Difficulty:	16
Duration:	10 Minutes
Save:	None
Maintain:	None

This spell summons one of the Leviathan's minions to fight for the caster, provided the caster is near enough to a body of water. The creature summoned could be a serpent, veles'fai or giant jellyfish, at the discretion of the GM.

WATERY GRAVE

Casting Time:	Combat
Range:	10 Hexes
Area of Effect:	1 Target
Initiative:	+1
Delivery:	Thrown
Difficulty:	16
Duration:	Instant
Save:	SPI vs. DL 14
Maintain:	None

A jet of water sprays from the caster's hands into the target's mouth, doing 2d6 points of drowning damage (no armor applies). The subsequent round, the target is considered stunned and must to save vs. SPI at DL 14 or take 2d4 additional points of damage.

MARSH SONG

Description

The marsh song shows itself as a thin mat of tiny reeds and rushes growing from the character's skin. In most cases the reeds grow from the scalp and become entwined with the mage's hair. In other cases, the reeds grow from the mage's back forming a thin mat of grass down his back.

Purpose

Marsh song has no true purpose. It is an elemental rune dealing with swamps and summoning marshland creatures. Many cobrat priests take this rune for the purpose of entrapping the creature from which it comes.

Rune Site

Deep in the dank and steamy marshes far to the south of Bostonia, there was a Cobrat city named Shan'Shar. Legend has it that the high cobrat that ruled the city were learned scholars and mages. These highs learned of a powerful elemental creature of the marsh and used a powerful magic weapon to subdue the creature. For years, the city stood guardian over the elemental. One day the beast escaped. In its rage, it destroyed the city and submerged it in the swamp. However, in the battle, the cobrat mages wounded the creature and it once again fell dormant. The site where the creature fell contains the elemental's power for the bold to bind.

Binding and Raising

The elemental of Shan'Shar is not dead, but simply dormant and healing slowly. To bind the rune, a mage must have some healing magic (or potion) available to him to partially revive the creature. When the creature stirs, the mage then siphons some of its energy, binding it to him and attaining the rune. This energy comes from the elemental's life energy and thus every mage that binds marsh song ensures the creature remains dormant for a longer period of time. This process requires that the mage know the ritual to do so. Generally, he would have to be instructed on how to do this by a marsh song practitioner, or study and research the site (perhaps an INT test at DL 14 to do the proper research). If the mage knows the ritual, then the binding requires a SPI test vs. DL 14 to succeed.

Raising the rune requires the mage to return to the elemental and again drain some of its energy. This requires another SPI test at DL 14 to succeed. Failure means that the mage will be damaged by the creature (3d8 hit points) and will have to try again when he regains his strength.

Practitioners

There are few practitioners of the marsh song. The rune site and required ritual are hard to find unless the mage knows another who has bound this rune. In addition, the site is remote and the swamp is rife with beasts and disease. Only 2 Bostonians have this rune. A little over a dozen cobrat have the rune and many of those are mage/priests of the Great Turtle who have bound marsh song to keep the Shen'Shar elemental dormant.

Effects

In binding the energy of the elemental, the mage also takes on aspects of the creature's personality. A mage of the marsh song becomes greedy, haughty and cowardly. Treat these as compulsions at the 35% level.

Skill

The magic skill for marsh song is based on SPI/SPI/WIL.

FIRST CIRCLE SPELLS

MARSHY GROUND

Casting Time:	Very Short
Range:	40 Hexes
Area of Effect:	10 Hexes
Initiative:	---
Delivery:	---
Difficulty:	8
Duration:	10 Minutes
Save:	None
Maintain:	8/4

This spell causes an area of ground to become soaked, marshy and difficult to navigate. Anyone moving in this area will have his movement rate cut in half. In addition, fighting is difficult and combatants in the marsh have their defenses reduced by 2.

Fog

Casting Time:	Short
Range:	0 Hexes
Area of Effect:	50 Hex Radius
Initiative:	---
Delivery:	---
Difficulty:	10
Duration:	1 Hour
Save:	None
Maintain:	8/4

This spell causes the region around the caster to be enshrouded in fog. This cuts visibility to 6 hexes (12 meters or 40 feet). Everyone in the fog is affected, including the caster. In addition, fire spells and effects take -1 point/die of effect due to the increased moisture in the air.

FOG SIGHT

Casting Time:	Very Short
Range:	Self
Area of Effect:	Self
Initiative:	---
Delivery:	---
Difficulty:	6
Duration:	1 Hour
Save:	None
Maintain:	4/2

This spell allows the caster to see in mist and fog as though it were a clear day.

MARSH LIGHTS

Casting Time:	Very Short
Range:	20 Hexes
Area of Effect:	1-4 Lights
Initiative:	---
Delivery:	---
Difficulty:	6
Duration:	1 Hour
Save:	None
Maintain:	4/2

This spell causes small lights to flutter about the caster. The lights look like large fireflies, but are very bright and provide as much light as a lamp. The caster can move and control these lights so long as he does not move them more than 20 hexes away from himself.

SNARE

Casting Time:	Short
Range:	1 Hex
Area of Effect:	1 Hex
Initiative:	---
Delivery:	---
Difficulty:	8
Duration:	1 Hour
Save:	AGI/PER vs. DL 11
Maintain:	None

This spell creates a small snare trap. The snare can be set by the caster in any hex adjacent to him. It lasts for 1 hour. Anyone who steps in the trapped hex must make a save or be snared until they can be freed, or until the spell expires.

TRUE GROUND

Casting Time:	Short
Range:	Self
Area of Effect:	Self
Initiative:	---
Delivery:	---
Difficulty:	8
Duration:	1 Hour
Save:	None
Maintain:	6/3

This spell allows the caster to traverse muddy, marshy and otherwise difficult ground as though it were dry and even. This means the caster will have his normal movement rate through difficult terrain and can ignore any combat terrain penalties for bad footing.

SECOND CIRCLE SPELLS

DECAY

Casting Time:	Not Engaged
Range:	Touch
Area of Effect:	1 Object
Initiative:	-2
Delivery:	Touch
Difficulty:	12
Duration:	1 Hour or 4 Rounds
Save:	SPI/TOU vs. DL 12
Maintain:	None

This spell causes any object made of organic material to age and decay at a rapid rate. The decay caused by this spell will rot through a rope, eat away straps on a backpack, make a wooden support weak and crumbly and cause food to rot into disgusting goop. The caster can choose the rate of this decay, causing the rot to occur over the course of an hour, or in seconds.

The caster can attack with this spell as well. Anytime this spell is used as an attack, its duration is 4 rounds. If he hits armor, then the armor will rot away at the end of the spell if it is leather or cloth. Metal armor is not affected. If the caster touches flesh, then the victim must make a TOU or SPI save vs. DL 12 for each of the 4 rounds of the spell. Each round the save is failed, the victim suffers 1d6 points of damage.

MARSH GUIDE

Casting Time:	Long (20 Minutes)
Range:	Self
Area of Effect:	Self
Initiative:	---
Delivery:	---
Difficulty:	14
Duration:	1 Day
Save:	None
Maintain:	None

This spell gives the caster an innate feeling for the swamp. The caster gains the following skills Kn. Marshes and Swamps 14, Survival: Swamp 14, Swimming 14, Stealth 12. If the caster has any of these skills at levels higher than this, then that skill is increased by 1 for the spell's duration.

SUMMON SNAKE

Casting Time:	Not Engaged
Range:	5 Hexes
Area of Effect:	1 Snake
Initiative:	-1
Delivery:	Direct
Difficulty:	14
Duration:	20 Minutes
Save:	None
Maintain:	11/6

This spell summons one large snake to fight for the caster and otherwise do his bidding. The snake will follow simple telepathic commands like "attack the man" or "get the apple." The caster can summon as many snakes as he likes. However, each snake after the first increases the spell's DL by 1.

ENVENOM

Casting Time:	Very Short
Range:	Touch
Area of Effect:	1 Item
Initiative:	---
Delivery:	---
Difficulty:	12
Duration:	5 Minutes
Save:	TOU vs. DL 13
Maintain:	None

This spell creates a weak poison on any single object the caster touches. The poison must enter the bloodstream to be effective. Anyone affected by the poison, must make a TOU save vs. DL 13 each round for 3 rounds. Each failed

save means the victim takes 1d6 points of damage. The poison lasts for one application, or for 5 minutes.

Weaving Weeds

Casting Time:	Short
Range:	Touch
Area of Effect:	1 Target
Initiative:	---
Delivery:	---
Difficulty:	12
Duration:	Instant
Save:	None
Maintain:	None

This spell takes a handful of live grass or flowers and weaves them into a wound. This heals 2d4 points of damage.

SUMMON MOSQUITO

Casting Time:	Not Engaged
Range:	0 Hexes
Area of Effect:	1 Mosquito
Initiative:	-2
Delivery:	Direct
Difficulty:	13
Duration:	Combat
Save:	None
Maintain:	None

This spell summons a single giant mosquito to fight for the caster. The creature will immediately attack the enemy nearest to the caster and continue fighting until the battle is over or until the creature is killed.

THORNS

Casting Time:	Combat
Range:	20 Hexes (8/20)
Area of Effect:	1 Target
Initiative:	0
Delivery:	Thrown
Difficulty:	12
Duration:	Instant
Save:	None
Maintain:	None

This spell causes thorns to shoot from the caster's hands, striking a target for 2d10 points of damage.

THIRD CIRCLE SPELLS

SUMMON SWARM

Casting Time:	Not Engaged
Range:	100 Hexes
Area of Effect:	10 Hex Radius
Initiative:	-2
Delivery:	Direct
Difficulty:	18
Duration:	6 Rounds
Save:	None
Maintain:	16/8

This spell brings a large swarm of angry insects into being. The insects appear the round after the spell is cast, buzzing in from the sky or crawling in a mass along the ground. The swarm can have one of several effects depending on the type of swarm created. Once the swarm is summoned, it can move up to 2 hexes each combat round under the direction of the caster.

Buzzing Swarm: Summons a swarm of noisy flies. All actions within the swarm are at a penalty of -2 and actions taking concentration (like spell-casting or picking a lock) take a -4.

Creeping Swarm: Summons a horde of beetles and ants. Anyone in the swarm must make a WIL save vs. DL 18 or flee in terror until they are out of the swarm. Once they leave the swarm, they may save again. If they fail, they continue to run for another 1d4 combat rounds.

Stinging Swarm: Summons a horde of wasps. Anyone in the swarm takes 1d3 hit points of damage each round.

QUICKSAND

Casting Time:	Combat
Range:	30 Hexes
Area of Effect:	1 Hex
Initiative:	0
Delivery:	Direct
Difficulty:	17
Duration:	20 Rounds
Save:	STR vs. DL 17
Maintain:	None

This spell causes the ground in one hex to become quicksand. Anyone in the hex, or entering it, will become trapped unless they can make a STR save vs. DL 17. Anyone trapped will start to sink, becoming totally covered in quicksand after 6 rounds. The first 4 rounds, the victim can attempt to escape by making a STR save. However, this save is at a -1 penalty for each round the character has been trapped. The fifth round, the character is submerged to the neck and can only be freed by others.

Characters outside the quicksand can help the victim escape. When a single character is helping the victim, the character with the higher STR score makes the save. Additional characters pulling the victim out add +2 to the save for each helper.

KNOWING TENTACLES

Casting Time:	Long (30 Minutes)
Range:	Self
Area of Effect:	500 Hex Radius
Initiative:	---
Delivery:	---
Difficulty:	17
Duration:	1 Hour
Save:	None
Maintain:	15/8

This spell gives the caster intimate knowledge about a marsh or swamp as though he has a specific knowledge skill of 24. He will know all of the natural terrain, hiding places, creatures, plant life and any hazards of the area. In addition, he may make a knowledge roll to determine if he senses the presence of non-native beings, construction or other odd features.

BALL OF MUD

Casting Time:	Combat
Range:	20 Hexes (8/20)
Area of Effect:	1 Target
Initiative:	0
Delivery:	Thrown
Difficulty:	17
Duration:	1d4+1 Rounds
Save:	STR/AGI vs. DL 18
Maintain:	None

This spell creates a ball of mud and slime that the caster can throw at opponents. The ball of mud does 2d8 points of damage if it hits. In addition, the target will take an additional 1d4 points of damage each round from suffocation as mud and slime fill the nose and mouth. This damage lasts until the spell ends, or the target takes a combat round to clear the goop from his face.

The ball of mud also traps its victims. Anyone hit by this projectile must make a STR or AGI save vs. DL 18. If they fail, they are partially entangled by the slime. A partially entangled character can only move at half-speed, they cannot jump or run and take a -3 to all attacks, defenses and skills that require any motion or fine motor control. If the target of the spell fails by more than 3 points, he is entirely covered in the mud and cannot move or act for the duration of the spell (including clearing his face to avoid the suffocation damage).

MARSH GAS

Casting Time:	Combat
Range:	30 Hexes
Area of Effect:	4 Hex Radius
Initiative:	-1
Delivery:	Direct
Difficulty:	17
Duration:	6 Rounds
Save:	TOU vs. DL 18
Maintain:	None

This spell causes a cloud of noxious gas to appear. The gas incapacitates anyone in the area of effect who fails a TOU check vs. DL 18. Those that fail will find themselves unable to move and only able to attack and defend themselves at a -3. This effect lasts 6 rounds.

The caster can move the cloud at a rate of 2 hexes each combat round. Anyone caught in the cloud must save or be incapacitated as above. Anyone who finds himself outside the cloud can make a second save at DL of 14 to regain their senses.

FOURTH CIRCLE SPELLS

WISP GUARDIAN

Casting Time:	Long
Range:	0 Hexes
Area of Effect:	1 Wisp
Initiative:	---
Delivery:	---
Difficulty:	24
Duration:	6 Months
Save:	None
Maintain:	None

This spell causes a wisp to appear. The creature is bound to serve the caster as a guardian of a location. The wisp will follow specific instructions on its guardianship as long as the instructions consist of no more than 100 words. Once the instructions are spoken to the wisp, they cannot be changed and the wisp will follow them to the letter.

CREATE MARSH

Casting Time:	Long
Range:	100 Hexes
Area of Effect:	200 Hex Radius
Initiative:	---
Delivery:	---
Difficulty:	24
Duration:	Permanent
Save:	None
Maintain:	None

This spell causes the target area to turn become a marshland complete with marshy ground, standing water as well as swamp flora and fauna. The effect is permanent, though if the land was previously unsuited to be swamp (i.e. if it was desert or rocky) then it will revert to its previous state in 2-24 months. Otherwise, this spell is permanent, but it takes one magic level from the caster that must be regained through experience.

TOMAN'S BOUNTY

Casting Time:	Very Short
Range:	0 Hexes
Area of Effect:	1 Patch of Herbs
Initiative:	---
Delivery:	---
Difficulty:	23
Duration:	Instant
Save:	None
Maintain:	None

This spell allows the caster to find 2-8 (2d4) doses of any herb about which he has knowledge. The caster must be in the proper terrain for this spell to work, but the seasonal weather conditions and relative scarcity of the herb do not matter. The caster will find the herb within 10 minutes of casting the spell. At the GM's discretion certain herbs may be excluded from this spell's effects, though any such herbs should be told to the player before he attains this spell.

RITUAL SPELLS

BANE BINDING

Casting Time:	Long
Range:	Touch
Area of Effect:	1 Metal Object, 2 Hexes
Initiative:	---
Delivery:	---
Difficulty:	13
Duration:	1 Day
Save:	None
Maintain:	None
Skill:	WIL/WIL/INT
Cost:	3 Buy Points
Components:	Betbind, Quicksilver

This ritual spell enchants a metal object such that it binds to the first liquid it touches after the spell is completed. Once the metal and liquid are bound, the metal mystically attracts the liquid will always be covered in it as long as there is some amount within 2 hexes. The liquid will pass through any barrier and instantly appear on the metal as soon as it is wiped off. The only exception to this occurs if the liquid in question has been absorbed by a porous substance or has been mixed.

The primary use of this spell is by assassins who use it to keep their blades coated in poison even as the poison is insinuated into a wound in the heat of combat. The assassin casts the spell on his blade and makes sure he carries several vials of the poison on his person. When he hits his victim, the poison comes off the blade, but instantly new poison appears.

SUNCATCHER

Casting Time:	Long (1 Hour)
Range:	Self
Area of Effect:	3 Hex Radius
Initiative:	---
Delivery:	---
Difficulty:	10
Duration:	2 Hours
Save:	None
Maintain:	10 / 5
Skill:	SPI/SPI/PER
Cost:	2 Buy Points
Components:	Cut crystal or gemstone (50 p)

This spell requires a cut crystal or gem to be placed in direct sunlight while the caster performs the ritual. Anytime in the next 24 hours the caster (or another) may complete the spell with a single word, causing the crystal to glow with the sunlight stored within.

The crystal emits about as much light as a lantern while active. The spell may be maintained an additional 2 hours before the crystal must be recharged again.

MAGIC ITEMS

Distance Viewer

Analyze DL: 13

This device appears to be a hollow metal tube with runes inscribed along the sides. It functions in a similar fashion to a spyglass except that the user can increase and decrease the magnification at will. Every time the viewer is used, it takes a short time for the user's eyes to adjust. They will be at -2 to all skills involving sight for a period of 2d10 minutes.

Puzzle Box

Analyze DL: 14

This item appears to be an ordinary, if rather ornate puzzle box about 4" on a side. Like its mundane cousins, it consists of multiple intricate metal parts that can only be opened by following a certain set of actions (INT test at DL 15 to open for the first time). Upon closer inspection, tiny runic script can be seen engraved into some of the pieces.

When the box is closed and the command word is spoken, anything inside the box will disappear. The contents will not reappear until the box is closed and the proper command words spoken again.

The box functions correctly most of the time, but occasionally (about one time in 20) something entirely different will appear the next time the box is opened. It is believed that what appears is actually from another one of the boxes, but that remains speculation. The replacement items are usually comparable in value to the originals, but often of unknown origin.

STONEPIERCER ARROWHEAD

Analyze DL: 16

The tip of arrowhead is fashioned from the claw of a mountain wolf. A brass band and loop inscribed with runes connect the arrowhead to an ordinary shaft. The arrow will easily penetrate wood, metal or stone and grip tightly until a command word is spoken.

A thin coil of rope attached to the shaft can support the weight of one cobrat. When the command word is spoken (even at the other end of the rope) the arrow will release its grip and fall free.

If fired at a living target the arrow has an accuracy modifier of -1 and does 1d8 points of damage, ignoring any metal armor.

TURTLE'S BLESSING

Analyze DL: n/a

These are small shells from the hatchlings of a holy turtle, typically strung on a necklace or bracelet. The shells are blessed by a priest of the Great Turtle and given only to those cobrat who have performed some great service to the church.

The bearer of one of these blessed shells is granted a single level of luck (as per the advantage). This blessing can only be used once, and only when the bearer is at sea.

VELES'EKDEH

Accuracy:	+1
Throw:	+2
Leverage:	1d6+1
Parry:	+1
Initiative:	+1
Length:	S
Strength Min:	7
Analyze DL:	15

Veles'EkDeh (or "Deep One's Bane") is a star-shaped throwing weapon, similar to those used by the veles'fai. Its five crystal blades are set into a central handle forged from spirit iron.

Legendary Powers

Deep One's Bane: Veles'EkDeh does an additional 1d6 points of damage to enemies of The Great Turtle (Velesfai, Dark Cultists and their servants)

Returner: Veles'EkDeh can be called back and caught by its owner if within 20m. This takes one full action.

Underwater Blade: Veles'EkDeh can be thrown underwater as easily as it can be thrown through the air.

Spell-Like Powers

Hold Breath: Veles'EkDeh can allow its wielder to hold their breath for 30 minutes 3 times per day. The wielder takes no penalties to any action while in this state.

History

Veles'EkDeh is a relatively young weapon, forged 100 years ago for a young priest named Kessek. Kessek's father was a member of the Order of the Shell, a select order of priests who dedicate their lives to battle the hated Velesfai. He was killed by a Velesfai throwing blade while Kessek was still a nestling.

Kessek had Veles'EkDeh forged from the shards of the weapon that killed his father. After his death, it was passed down through the ranks of the Order.

ALCHEMY

New Reagents

Reagent Name	Commonality	Purchase	Harvest	Description
Lizard Oil	Rare	30 t	0 t	The oil from an unfortunate lizard is quite useful in recipes dealing with flame of any sort. It burns very evenly and is often used to temper or slow the reaction of other flammable substances. The oil costs nothing to process but the difficulty of collecting any significant amount from an unfortunate lizard (as they tend to explode when killed) adds significantly to the price.
Shahpheres Pulp	Common	1 t	6 ct	Shahpheres (SHAW - feerz) or sweetcane is a bamboo-like plant that is widely cultivated in the coastal wetlands of many city states. In addition to the processed cane syrup and sugar, the stringy pulp itself is used in a number of sweetbreads and pastries. Shahpheres pulp is inexpensive in general, though it takes a small amount of processing to render a batch suitable for alchemical purposes.
Turtle Shell	Rare	30 t	5 t	The shell of a giant turtle, when treated and ground, is used as an ingredient in various potions of protection. The more orthodox churches consider these animals to be sacred, making this reagent difficult to find in some city states.

WARMING BALM

Commonality:	Rare
Complexity:	DL 12
Time to Make:	1/2 day
Total Cost:	107 t
Ingredients:	Ancient Stone, Beeswax, Druth, Lizard Oil, Sparking Essence
Processes:	Infusion, Electrification
Equipment:	Infuser, Electrifier

This mixture will warm a single person for up to four hours when spread over the entire body. It allows the user to operate without penalty in weather up to 20 degrees colder than they normally could. The recipe was developed by a cobrat alchemist and is sold mostly to other cobrat, especially those traveling in human lands.

The ancient stone may be omitted for a savings of about 25 t, but the resulting balm is only effective for about 30 minutes.

THALENSEL

Commonality:	Rare
Complexity:	DL 14
Time to Make:	2 days
Total Cost:	110 t
Ingredients:	Ancient Stone, Mild Paralytic, Tar, Turtle Shell
Processes:	Infusion, Mixing
Equipment:	Infuser

This recipe creates a thick paste that is usually spread on the scales of the left forearm (or right, for left handed cobrat). It causes the scales to thicken, reducing mobility somewhat but proving almost impervious to damage.

For the next 30 minutes, the user may block weapon attacks with a +2 bonus to his unarmed parry skill. If any attack hits the arm location directly, treat it as having an armor value of 8. However, due to the loss of mobility, the user takes -2 to any skills that require the use of that arm.

SELETH - TRAVELLING BREAD

Commonality:	Rare
Complexity:	DL 13
Time to Make:	1 day
Total Cost:	95 t
Ingredients:	Distilled Water, Druth, Mirroot, Queen's Honeycomb, Shahpheres Pulp
Processes:	Mixing, Superheating
Equipment:	Mixer, Alchemical Oven

This recipe creates a small loaf of crisp, sweet tasting bread. A single loaf will provide sustenance for up to a week for a single person, without any need for additional food and only a minimal need for water. As long as the user has a daily ration of this bread, they can sustain themselves indefinitely with no ill effects. Once the user stops consuming the bread, they must eat, drink and rest for as many days as they went without normal food. During this recovery period, the user is unable to take any strenuous action.

HERBALISM

ESTRAIL

Climate:	Warm; Coastal
Season:	Spring; Summer
Knowledge DL:	11
Discovery DL:	19
Bunch:	1d6
Purchase:	10 t/dose

Estrail (also known as "Sea Cloak") is a plant that thrives in the seas bordering southern Bostonia. Estrail has a bulbous core, about one inch in diameter, topped with long, flowing, green leafy stems. Typically, Estrail floats on the surface of the ocean. However, when the current carries the plants near the shore, they will put down roots in the sandy beach and go to seed.

Estrail can be found on most beaches in southern Bostonia, but most Estrail that washes up is not potent. The best specimens of this plant are found just under the low tide line, where the Estrail bulb is constantly covered in water.

If the Estrail bulb is ground into a powder and boiled, it becomes a starchy pulp with a bitter taste. Generally two bulbs are used for one dose. When consumed, this paste will grant the user an enhanced lung capacity, providing a +3 to swimming, or running checks, as well as a +3 to TOU saves against gases.

SHOSHARI

Climate:	Warm, Dry, Hills
Season:	Spring, Summer, Fall
Knowledge DL:	6
Discovery DL:	10
Bunch:	2d6
Purchase:	2 t/dose

Shoshari beans are small greenish brown beans commonly found growing close to the ground. The mature beans are dried and roasted and commonly ground for infusion in boiling water, often sweetened. The taste is best described as a cross between coffee and chocolate, and is widely popular in cobrat lands and many southern Bostonian baronies. A number of southern cobrat plantations cultivate these beans for export. The drink acts as a mild stimulant, allowing the drinker to function without penalty for one hour, despite lack of sleep.

Ground shoshari beans can also mixed with just enough water to form a thick paste. This concentrated dose has the same effects as above, but also grants the user 1 point of SPD for 30 minutes.

BESTIARY

FELSEN

Physical	18	Initiative	+1
Swiftness	10	Attack	10
Mental	8	Damage	2d8
Perception	8	Defense	<u>11</u> /10/8
Move	6	Armor	3,3,3,2,3
		Hit Points	65

Special Abilities

Pack Animal: Felsen can carry or pull a tremendous load without suffering any ill effects. In game terms they can carry twice the normal load without any penalty to movement or combat.

Description

Felsen are huge squat lizards 10-12 feet long from head to tail. They are most commonly used to pull wagons or as pack animals.

Occasionally Felsen are used as riding beasts, either saddled of with a small platform is attached to their back. They can carry 1 or 2 high cobra in this fashion.

JELLYFISH, GIANT

Physical	8	Initiative	+1
Swiftness	14	Attack	12
Mental	5	Damage	Special
Perception	8	Defense	<u>11</u> /10
Move		Armor	0,0,1,0,0
Swim	10	Hit Points	20

Special Abilities

Envelop: When their prey has been rendered immobile, the jellyfish will envelop it and begin to feed. This causes 2d6 points of damage per round. If the target is not paralyzed, they may make a STR test at DL 10 to break free from the creature. Failing that, the only way to free someone being consumed is to kill the creature.

No Mind: This creature is so dumb, that it has immunity to spells based on illusion or fear. In general, most spells affecting the mind of the creature, or spells requiring an INT save will not affect this creature. The GM is the final arbiter as to whether a given mind-based spell will affect this creature.

Sting: The sting of a giant jellyfish requires only a touch and ignores any armor worn by the target. The target must make a TOU save vs. DL 14 or lose 1d4 points of SPD. Once the target's SPD is reduced to 0, they are paralyzed. Points lost in this manner will recover at the rate of one per minute.

Description

These translucent creatures can grow up to 6 feet in length. They travel in schools of 4-12, depending on the amount of food available in the region. They eat mostly small fish and assorted marine life, but will attack larger targets on occasion, using their stings to paralyze the target before enveloping it and feeding.

Giant jellyfish are nocturnal creatures, rising to the surface at night wherever a good source of food can be found. During the daytime they tend to stay in deeper water, though they can occasionally be found in caves, often trapped there by the tide. When feeding or fighting, fluoresce faintly, which will attract any others of their kind in the area.

LIZARD, GIANT

Physical	14	Initaitive	+2
Swiftness	16	Attack	12
Mental	5	Damage	1d8+1d6
Perception	10	Defense	<u>12</u> / <u>11</u> /9/8
Sight	16	Armor	2,2,2,2,2
Move	7	Hit Points	45

Special Abilities

Independent Eyes: A giant lizard's eyes can track independently. It can defend against flank attacks without any penalty and against rear attacks with a -1 penalty as opposed to the normal -2.

Sticky Tongue: A giant lizard can make an attack with its tongue up to 2 hexes away. If successful, this attack only does 2d4 points of damage, but can pull the weapon out of an opponent's hands if they fail an opposed STR roll.

Description

Giant lizards are 8' long lizards with mottled tan or grey scales. Their eyes are set on either side of their head, allowing them to better track their natural prey, which consists primarily of fast moving insects and small mammals.

The cobra sometimes use these creatures as guard animals. They are not very bright, but can be trained to distinguish their owners from others by smell.

SEA SERPENT, BABY

Physical	16	Initiative	+1
Swiftness	12	Attack	13
Mental	5	Damage	2d8
Perception	8	Defense	12/ <u>11</u> /9
Move	8	Armor	2,3,3,3,3
		Hit Points	46

Special Abilities

Steam Breath: Sea serpents can breath a gust of scalding steam once per combat. This covers an area of 2 hexes. Anyone caught in the blast must make an AGI save at DL 14 or take 2d6 points of scalding damage. This damage is unaffected by armor, but cannot cause a wound.

Drown: Rather than doing damage with a successful attack, a baby serpent can grab an opponent. Next round, it will pull its victim into the water on a successful opposed STR test. Until the opponent can break free, they will take 2d6 of drowning damage each turn they are held underwater.

Capsize: A baby sea serpent can capsize a small boat or raft instead of making its normal attack. The crew of the boat must make a sailing roll at DL 12 to avoid being capsized.

Description

These 12' long sea creatures are covered with sharp scales. They represent the young of the species and are seen far more often than their older kin. They travel alone and will generally only attack if threatened.

Baby sea serpents are frequently hunted for the black pearls they produce. A typical specimen will yield from 5-10 of these small pearls.

SNAKE, GIANT - SUMMONED

Physical	10	Initiative	+2
Swiftness	16	Attack	13
Mental	3	Damage	2d6
Perception	10	Defense	14/ <u>12</u> /11/10
Smell	17	Armor	3,3,3,3,3
Move	7	Hit Points	65

Special Abilities

Magical Nature: The magical nature of this summoned creature means that it does not have to check for unconsciousness. When it is reduced to zero hit points, it disappears in a puff of smoke.

Description

A jet black snake with shiny scales.

TROGLODITE

Physical	22	Initiative	-1
Swiftness	10	Attack	12
Mental	8	Damage	1d12 + weapon
Perception	10	Defense	12/ <u>10</u> /8
Move	8	Armor	3,3,3,3,3
		Hit Points	50

Special Abilities

Weapon Use: Troglodytes sometimes carry huge clubs and even crude stone axes into battle.

Description

Troglodytes look very similar to low cobra. However, they are closer to 8 feet tall and even more powerful. Their scales grow quickly and they are continuously shedding old scales. Often the scales grow too fast and individual scales crowd one another causing them to be crooked.

Troglodytes are generally loners, though small groups will sometimes hunt together. During combat, they have little regard for tactics, preferring to charge madly towards whatever drew their attention.

TURTLE, GIANT

Physical	15	Initiative	-2
Swiftness	5	Attack	9
Mental	8	Damage	2d4
Perception	10	Defense	10/ <u>8</u>
Move	2	Armor	1,1,6,2,1
Swim	6	Hit Points	35

Special Abilities

Shell: A giant turtle can hide inside its shell, giving itself defense 6 armor against any attack. While hidden in this fashion it cannot move or attack.

Description

Giant turtles can grow up to 6 feet in length. They are excellent swimmers but move slowly on land.

Some turtles are trained to carry small amounts of cargo or a couple of passengers on their backs.

Velesfai

Physical	18	Initiative	+2
Swiftness	14	Attack	13
Mental	12	Damage	1d10 + weapon
Perception	12	Defense	13/12/10/9
Move	-	Armor	2,1,3,2,2
Swim	8	Hit Points	45

Special Abilities

Underwater Creature: Velesfai are well equipped to fight their battles underwater. They receive a +2 to all attack and defense rolls if their opponent is underwater as well.

Weapon Use: Velesfai make use of crystal weapons that are virtually invisible underwater. As the Velesfai are able to fight without physically touching their weapons, the blades are sharp on all sides. Their primary weapon is a fighting blade between 3 and 4 feet in length. They also make use of star-shaped throwing blades to attack enemies at a distance.

Telekinesis: Velesfai can lift and move objects without physically touching them. This ability extends to a range of 6 feet, allowing them to use their fighting blade to attack their enemies on land without leaving the water. To attack a Velesfai directly, the attacked must first push past the fighting blade. While this renders the attacker more vulnerable to attack, it also allows the Velesfai itself to be struck with short and medium length weapons.

Grab: Using their powerful tentacles, a Velesfai can pull an opponent into the water. If the attack is successful, an opposed STR test will determine if the target is pulled in. Once in the water, the Velesfai is at a significant advantage, using its weapons, beak or simply drowning its victim.

Ink: Velesfai can emit a cloud of black ink. The ink cloud has a radius of 2 hexes and will last for 2d6 rounds. As the Velesfai cannot see through their own ink clouds, this is most often used as an escape mechanism.

Description

The Velesfai are a race of telekinetic squid that inhabit the ocean depths. Their bodies range from 4 to 7 feet in length, with tentacles almost as long.

Velesfai usually hunt in groups, ambushing cobra ships from below. They typically open the combat with their throwing blades, and then approach the vessel to either pull the crew overboard or engage with their fighting blades.

COBRAT CITY STATES

ARTHISS

OVERVIEW

Government:	Monarchy
Population:	15,000
Military, Land:	Low
Military, Sea:	Moderate
Friends:	Sissli, Tatokh, Terzani Barony, Baloric Barony, Church of Aestra
Enemies:	Fen'Shal, Oniss, Ferat'thel

Arthiss is a medium sized city-state. Aside from some small island ports, it is the closest cobrat trading port to the Bostonian lands. The city itself houses 10,000 cobrat and with ample room for travelers and merchants. An additional 5000 cobrat live nearby inland and along the coast, mostly in small farming of fishing villages.

The city of Arthiss is build partly on land and partly on the water. Over half of the city is afloat on jetties and floating rafts. Much of the city is only accessible by ferry (or by swimming, a common practice among the inhabitants). The harbor is protected by a complex set of floating screens. These screens allow for some degree of protection against an invasion by sea and also serve to contain the floating city. They are anchored with strong cables, but can be moved if necessary for expansion.

A low wall surrounds the landlocked side of the city, designed more to form the boundaries of the city than for serious defense. Instead, the city's defense is designed around ten tall stone spires and over a dozen shorter defensive towers. The towers and spires are interconnected by a series of walkways, allowing them to cover the entire city in a spider web pattern. Some of the wealthier highs who live in Arthiss have been allowed to connect their homes to these walkways, allowing them access to the city's defensive net and as an escape mechanism.

In addition to the city's own defenses, all of the landlocked buildings are constructed in the typical cobrat fashion as small fortresses. They are 2-3 story structures only small ventilation slits on the lower level. Many of them have their own water supplies in the form of small underground cisterns or even open pools. It is expected that every household will be able to defend itself in the event of an attack.

While the land side of the city is mostly residential and administrative, the water side of the city is divided into three main areas. Ships come and go at all times of the day and most of the harbor never truly closes. At night large braziers floating on the water light the entire harbor.

The port section is where all of the merchant ships are anchored. They dock near floating warehouses or send their cargo inland on rafts. A couple of dozen large cargo trimarans are almost always present, as well as a number of

human ships. In addition, some of the larger fishing boats will dock directly at the warehouses rather than the floating market.

The Arthiss navy is stationed in a separate part of the harbor and is positioned closest to the exit from the harbor to allow it to maneuver freely in the event of an attack. The repair yard itself is on a series of floating platforms, allowing minor repairs to be performed without moving closer to shore.

Another prominent feature of the harbor is a huge floating market consisting of a network of docks, platforms and boats. The boats themselves are often used as market stalls, many small fishermen will simply sail into the market, tie themselves to a convenient structure and set up shop. Rafts and canoes are constantly moving from place to place, as well as cobrat swimming with their daily shopping tied to their back in nets.

The section of the harbor closest to the land is the most built-up. Many of the structures are permanently anchored or built directly into the seabed on stilts. Most of the structures, rafts or boats here serve as inns or taverns, though there are a number of more permanent residences here as well.

Humans are a common sight in Arthiss, with over 500 in permanent residence. The Spice Guild has set up a headquarters in Arthiss to oversee it's trading ventures further south. In addition, Arthiss has allowed the Church of Aestra to set up a small missionary temple in the city. They are bound by several rules but are allowed to minister and preach to any who come willingly to their temple. This decision has caused problems with some of the more orthodox (or human hating) southern city-states.

HELL OF THE SEA TURTLE

The Shell of the Sea Turtle is a prominent tavern set in the harbor district of Arthiss. It is a large floating structure, with an elliptical shape and curved roof that looks somewhat like a turtle shell. It floats freely at the edge of the inner harbor, setting anchor for a few weeks in one place until the shifting outer harbor opens up a more promising spot. Like many other structures in that area, the only way to get there is by boat or by swimming.

The tavern consists of a single large common room with a raised platform in the center. Around the room are numerous small metal lined fire pits. Each fire pit serves as a centerpiece for a mixed setting of tables, stools and cushions, generally serving a number of lows and the occasional high or human.

A small kitchen is set to one side, through an open doorway. To one side of the doorway along the wall are private booths, most with curtains that can be pulled shut for additional solitude. Further along the wall are two doors leading to the toilets.

The center platform is set above a shallow, sand-filled fighting pit. A narrow staircase leads up to the platform, where the owner, a high cobrat named Nass, conducts

business. Multiple pit fights are sponsored by Nass nightly and he is always willing to add another fight to the schedule. Nass also collects and distributes any wagers made on the fights.

While food is served in the common room, most patrons come just to drink. A pot of boiling Slith is suspended above each fire pit, serving all of the patrons in that area. Slith is a strong, thick alcoholic drink favored by lows, generally served hot. When food is served in the common room, it is often just large chunks of meat either boiled or cooked over an open flame.

Both food and wine is served to the booths upon request. While the quality (and price) is better than that of the common room, it's generally only passable by the standards of most highs. There are many reasons to pay for a booth in the Sea Turtle, but the quality of food is generally not one of them

ADVENTURE IDEAS

Meeting place: The Shell of the Sea Turtle is an excellent place to have a drink and meet with a mysterious employer. Nass goes out of his way to provide a space where a quiet conversation can go unheard, if not always unnoticed. Any number of nefarious plots can begin in a booth over a glass of chel frond wine.

Pit fight: Adventurers down on their luck may try to win some money in the nightly fights. Nass will pay anyone willing to go up against the current champion, in addition to any winnings they may be able to make in betting. Even spontaneous fights can be profitable, at least to the winner. Of course, since the majority of the fighters are low cobrat, this can also be an easy way to get oneself killed.

Esis

OVERVIEW

Government:	Council of Mages
Population:	35
Military, Land:	None
Military, Sea:	Low
Friends:	Sissli
Enemies:	
Imports:	Food
Exports:	Low hatchlings, Alchemical instruments, Lenses

Esis is a tiny city-state set on an island off the coast of Arthiss. Almost all of the population lives in the confines of the city, with only a few scattered estates set along the slopes of the island.

Esis is ruled by a council of five powerful mages. A Priest of the Great Turtle and three other elemental mages make up the public face of the council. Little is known about the fifth, who is said never to leave his tower. He communicates with the council only in the event of an unresolved vote.

By decree of the council, the city of Esis is open only to high cobrat. Lows are not allowed inside the walls for any reason. There are a few lows working as servants for the outer estates but most low hatchlings are shipped off to the southern city-states as slaves. Consequently, many of the positions often held by lows are held by salash highs.

Human guests are allowed in the city occasionally, but only if accompanied by a resident at all times. However, mages and shamans of any species are welcome at any time. There are over two dozen mages of varying ability living in Esis and often half that many visiting at any one time.

Esis has no land-bound military to speak of and only a handful of ships make up its navy. Fortunately the city is well protected by a maze of jagged reefs, which make an attack at night or in bad weather next to impossible.

The city has historically relied on the strength of its mages to defend against a daylight attack. Recently however, a group of lenscrafters have designed a device to amplify and focus the light of the sun onto a target as much as a mile away. This device, combined with the reputation of its mages, has kept Esis safe from conquest for many years.

Esis is an old city built inside the cone of an ancient volcano, half collapsed into the sea. The low ring on one side forms the harbor and with the city nestled into the jagged cliffs beyond. Attack is impossible from any direction but the sea. The city is divided into two districts, commonly referred to as Shahsthe and Chuthel (high city and low city).

Shahsthe is the most striking part of the city, filled with elegant spires and towers that seem to grow out of the solid rock. Many of the towers are connected by sweeping stone walkways hanging between them like threads.

Set below is Chuthel. Stone walls and towers are built along the outer ring to fortify the natural defenses of the harbor itself. While the buildings are less grand than those above, they are constructed with the same sweeping lines as the rest of the city.

High above the city stands the great tower. Originally designed as a watchtower to warn the city of an attack against the greater island, it now serves as a platform for the suncaster device, protecting the city and the island itself from attack.

Oniss

OVERVIEW

Government:	Council of nobles
Population:	26,000
Military, Land:	Medium-Low
Military, Sea:	None
Friends:	Sekthel, Shahsthel
Enemies:	Lassk, Sissli, Tatokh, James Barony, Ernst Barony, Goblins

Oniss is a sprawling city-state running along the Feratsen (Serpent) river. The city itself is home to only 5000 cobrat, but Oniss lays claim to numerous villages and fortresses both up and down the river.

Oniss served as the focal point for the attacks made by the Teeta alliance on Bostonian settlements. Support in the form of troops and supplies flowed into Oniss from all other members of the alliance. However, even with this support, the armies fielded by Oniss itself bore the brunt of the battle. This was justified by most other members due to the fact that Oniss was in the best position to keep any territory won in the attack.

When Sissli and Tatokh, with the support of other city-states such as Arthiss and Esis, joined the battle on the side of the humans, several members of the alliance recalled their troops. The remaining forces took a heavy toll in the following battles, severely weakening Oniss.

The reasons for the withdrawal became clear several months later when the city-state of Lassk engaged in a sneak attack against Oniss itself. Lassk was defeated, but not before almost crippling the remaining army.

The leading noble families became convinced that the current Shalla was too weak to continue to protect their city. They had the king assassinated less than a week after the attack. Fearing that instability could weaken the state further, the nobility agreed to a joint rule by council for the duration of the hostilities.

While Oniss has kept some of the territory taken in the attack, much was lost to the counterattacks. The council was able to secure a treaty only after making further concessions and with their repeated claims that the Shalla had thrust them into the war against their will.

The city of Oniss straddles the Feratsen River, including a small island in the middle of the river itself. Two delicate-looking bridges join the city and island together.

Oniss was built up around the ruins of a fortified outpost on the island. Over 300 years ago the outpost was established as an early warning against a large-scale goblin attack. The current site is dominated by a sprawling castle complex.

Unlike many cities of its size, Oniss is not well subdivided into districts. It is not uncommon to find residences, merchants and craftsmen as neighbors. Most buildings are multi-story structures, often with workshops and shops on the lower level. Unlike most cobrat cities, the buildings of

Oniss are almost entirely wood. Most buildings are constructed out of sturdy hardwood beams on a crushed stone and mortar foundation.

A major export of Oniss is hardwood. Trees are cut up-river at one of the many logging camps and then sent downriver to the city in small groups. These groups are lashed together into larger rafts before being sent further downriver, accompanied by the merchants who conduct the final sale when they reach their destination.

Oniss does not have a wall for defense, nor does it have a centralized garrison. Instead, a network of fortresses rings the city and surrounding towns. Each fortress is home to an independent and highly mobile garrison. In the event of an attack, several garrisons can surround and crush the invaders. While this works well against goblins, it is much less effective against an organized attack.

COBRAT CULTURAL NOTES

COBRAT CALENDAR

The cobrat week is five days long. There are 12 months of six weeks each in the cobrat calendar. The final five days of the year are not technically in any month, they form a holiday period to celebrate the New Year.

According to the teachings of the Great Turtle, each day of the week represents a different phase of their exodus from their ocean home. Breaking free from their shells is the first conscious act of cobrat hatchlings, leading to the belief that the day chosen by the young cobrat to be born is a sign of their future.

TreSa'Ke (Betrayal) represents the darkest day of cobrat history. It is said that hundreds of cobrat, under the leadership of a priest named TreSa, rose up in rebellion, destroying the gates that had long kept the velesfai at bay. This day starts the week with solemn morning worship. Cobrat born on this day are said to live their lives in the shadow of the betrayer, never completely trusted. However, there are many who feel the traits of the betrayer embody the spirit of ekhat and those born on this day are destined to become great leaders.

Deh'Ke (Defeat) literally translates to the day of death, the downfall of the cobrat empire. In many respects, it is widely considered extremely unlucky to be born on this day, though warriors, assassins and others who deal in death are often born on this day.

Xhe'Ke (Flight) represents the months the shattered remains of the empire fled from their enemies. Those born on this day are said to be quick of feet but cowardly, preferring flight to conflict.

Thu'Ke (Emergence) is the day the last survivors of the empire, cornered by their enemies, were spared by the Great Turtle, who offered salvation only to those who would walk away from their underwater world to live upon the surface. Those born on this day are often considered clever and adaptable but foolhardy.

Hesh'Ke (Rebirth) represents the beginning of a new cobrat empire on land. This day ends the week with a festive evening worship celebrating the survival of the cobrat. Those born on this day are considered lucky and resourceful. This day is of great importance to many lows, who feel that the day of rebirth justifies their own existence.

The 12 months in the cobrat calendar do not have the same religious significance as the days. Instead the months are labeled seasonally. An example is "the third of winter" which represents a time somewhere around the Bostonian month of February.

FELOS'TA

Felos'Ta is a popular sport throughout cobrat lands. Larger city-states have at least one arena. The sport it is said to represent the eternal battle against the Velesfai. Due to the religious significance, a Priest of the Great Turtle presides over every match.

Felos'Ta is played in a sunken rectangular arena surrounded by 20' high stone walls. A pillar sits in the very center of the arena with two metal hoops embedded about 15' from the ground. At each end of the arena a similar hoop rings a hole in the wall, again about 15' above ground. The arena is divided by into three territories (friendly, neutral, enemy) by stone markers.

Each territory has a limit to the number of players allowed. A team may have no more than 3 players in friendly territory, 6 players in neutral territory and 2 players in enemy territory at any one time. In addition, players are not allowed to strike or even touch opposing players unless the ball is in the territory they currently occupy.

The object of Felos'Ta is to score points by hitting a large (1' diameter) rubber ball through either their center hoop or the hoop at the opposite end of the arena. Neither the ball nor any other player may be touched by 'tooth or claw' (i.e. no hands, feet or mouth) though striking with any other part of the body is permitted.

Felos'Ta teams consist of 9 players. The most common distribution is 2 highs and 7 lows, though other combinations are possible. The games are quite brutal and can last from 2 to 5 hours or more.

COBRAT COMMUNICATION

Neither high nor low cobrat have vocal cords suitable for shouting. To some extent, this is rectified in their language habits. High and low cobrat both have better peripheral vision than humans and their spoken language contains a number of hand and arm gestures to convey simple concepts.

However, there are times when communication is vital and neither speech nor arm gestures will suffice. In battle, for example, the cobrat make use of a combination of drums, signal flags and whistling arrows. This is not unlike the typical Bostonian fighting except that the cobrat must often use such tactics even in smaller conflicts. Using such signals in the heat of battle can be inconvenient at best and more than one commander has died with a signal flag in his hand and his sword on the ground. For this reason, cobrat fight in smaller, more independent units than their Bostonian counterparts. Each unit has a well-defined chain of command as the commander must literally lead by example, often with a standard attached to his back so his troops can follow his charge into battle.

In cities the cobrat use drums or bells to raise alarms, much as any Bostonian city would. In instances where precise communication is necessary, they build a structure called a

Fadaal Sheth or whisper chamber. A pair of specially built open rooms can pass a whisper between them over long distances. The size of the room itself is proportional to the distance the sound must travel, limiting the range somewhat. However, these installations often cover distances over 100m and the largest spans a distance of almost a kilometer.

Signal towers are built for longer distance communications. These most often use mirrors but drums are sometimes used when a sightline between two towers is impossible.