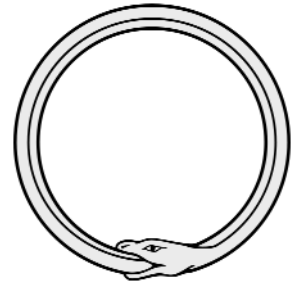


Obscene
Serpent
Religion



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Obscene Serpent Religion

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Instructions
Roll the dice. See what happens.

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The Way of the Circle (1d6)

The Circle of Constriction is a cult of snake worshipers, though they'd probably prefer to be called a religion, as they deem all other faiths to be cults.

Their symbol consists of three Ss in a circle, forming a spiral which they claim represents the nature of our reality and the essence of all truth. They sometimes etch this symbol into their weapons, homes, or victims.

Depending on preference, the Referee may choose to depict the Circle of Constriction as an evil organization that the player characters must battle against, or as a group of NPCs that are engaged with in different ways, or as a secret organization that ambitious PCs can join (if they prove themselves worthy).

Good characters may find it difficult to follow the Way of the Circle. This is the Way:

1. Worship All Serpents

Worship all snakes, for they are avatars of the Goddess. They are her children and her spies and her soldiers, and to harm one of them is to challenge all of them.

Never kill a snake. If you do so, you risk death, and even if your life is spared, you will endure exile or torment. All members of the Circle of Constriction will turn upon you, and you will find no sanctuary in this world.

You must never eat snake flesh, or you will be found out and eaten in turn.

To defeat a snake without shedding its blood or taking its life is a heroic thing, and a true engagement with the heart and soul of the natural world. (Referee note: such action results in double XP.)

Anyone who defiles the image of a snake must be challenged in a polite manner. Even if he glorifies the snake, he defiles because he displays its image without consent of the Circle of Constriction. Thus, confront this person. If he should curse you, take his tongue. If he should strike you, take his hand. If he continues, take his heart.

The Way of the Circle (1d6)

2. Revere Art and Beauty

You must pay attention to that which is beautiful, because this is an ugly world. Revere the creation of art, particularly brushwork and stringed instruments. If the string is made from cat gut, so much the better. Attend performances and be polite; never disrupt the presentation of art.

The following must be done on sight:

Clowns and buffoons are not artists. They are to be stripped and humiliated.

Because flutes are used to mock serpents, they are despicable, and therefore snake charmers must be killed immediately.

3. Know Faith's Power

Do your best to explain the beauty and power of the Goddess to all whom you encounter, and know that your faith in her will keep you safe.

If it does not keep you safe, then know that she expects you to fight to the death.

This faith is for the world, but its traditions are secret, so divulge nothing but the power of the Goddess. Speak not of names, rites, locations,

The first time you are caught in violation of this rule, you will be fined (roll 1d6):

1. Your highest quality weapon
2. A good steed
3. 100 silver
4. A large gemstone
5. Article of fine clothing
6. Fine art

If you are not in possession of such an item, you will have until the following day to procure it, or face consequences.



The Way of the Circle (1d6)

4. Praise the Goddess

The Goddess is mother and murderess, holy above all others. The Goddess slithers through endless rain in a paradise of wounded birds and slow rabbits. Her realm is populated by children who were stillborn from umbilical strangulation. Such children are saints.

She gave birth to the moon, which was the first egg, and when it hatches, all will be devoured. She immolated her husband, who became the sun. His name is forgotten, for he is of no consequence. The Goddess is life, the Goddess is all.

5. Purge All Heretics

There are those who do not worship the Goddess; instead, they praise the name of her husband, whom some call Salah Suul and others call Tohil. They are frauds and mountebanks, and must be put to the sword as soon as they are known to you.

These heretics who worship this male God believe that he was the first snake, and he died, but will return to punish all deviants. When heretics capture members of the Circle, they split them open, pull their hearts out, and burn the bodies.

6. Utter Holy Phrases

Six secret sayings are spoken to establish if someone is in the sacred Circle:

1. Strong serpents slowly swallow
struggling swans
2. Suddenly, six sidewinders strangle
startled salamanders
3. Six syphilitic strumpets seek sweet sex
4. Sometimes, scarlet snakes slither
sideways sadly
5. Swift sharp sickles slit soft skin
6. Some say sick sylphs should suffer

Who is the Goddess? (1d6)

1. Cihuacoatl

She wears a skirt of writhing snakes, and a necklace made of human hearts, hands, and skulls. Her head was cut off, and two snake heads grew in its place. She is the insatiable monster who devours all, and she is both womb and grave to every creature.

2. Eopsin

She is the goddess of wealth, loved and praised by merchants and those who seek coin. If a snake dwells in your home, it means that she smiles on you; if it leaves, you have fallen from favor. Many people breed mice to attract her serpents.

3. Ningishzida

She is the goddess of the good tree, and is known for bringing prosperity and bountiful harvest to those who worship her. The priestesses of Ningishzida raise captured children as assassins known as Cullers.

4. Renenet

The goddess of nourishment demands that her followers present the spiked heads of enemy clerics; if the slain foes are worthy, Renenet will appear briefly, and will grant minor boons to her cringing servants.

5. Saule

Trailing fire, Saule rides her chariot through the sky. This fertility goddess is worshiped with lavish feasts, decorated with garlands made of red flowers. If such cannot be found, she accepts flowers of human flesh.

6. Vishahara

This miserable goddess is kind to her devotees, but inflicts pain on all others. Under her canopy of seven cobras, she glares at the world from a single eye socket (her husband burned out the other). She can only be worshiped during the rain, and so all droughts are a test of one's faith, for no miracles will be performed until the waters pour down.



Tenets of the Faith (1d6)

These six Tenets of the Faith may be genuine, or they may be demented rumors lies spread by scurrilous persons.

If the Referee decides that these Tenets are true, then they are only known to members of the Circle, who will fight to keep them secret.

If these are rumors, they are spread by:

1. A bitter heretic who despises the Circle
2. An apostate who left the faith in disgrace
3. Deranged lunatic who speaks madness
4. A fool who attempts to stir up trouble
5. Agent of a rival cult, seeking conflict
6. Member of the Circle who seeks to ferret out opponents or apostates

1. Inject Sweet Nectar

Some intelligent serpents give their blood freely, so that it might be transformed into Sweet Nectar. First, the learned elders mix this blood with the venom of enchanted snake-beasts (a venomous hydra, for example) and the amniotic fluids from a priestess of the Circle.

When the mixture is prepared in the darkness of the new moon, Sweet Nectar is created. It is used by elite members of the Circle of Constriction, and bestows special abilities on them.

New members of the Circle are often sent in search of blood or venom, but are seldom rewarded with Sweet Nectar.

When Nectar is injected, it bestows a random ability upon the recipient, which lasts for 24 hours, unless specified:

1. Asp: During the next battle, receives damage bonus of 1d4 during melee.
2. Adder: Receives a critical (double damage) on a natural 18 or higher.
3. Canebrake: Can spit poison once per hour, with a range of 20' and damage of 1d6. Victim must save or be paralyzed for 1d4 rounds.
4. Krait: Inflicts double damage to all avians and feathered entities.
5. Mamba: Twice per day, can bite for 1d6, and the victim must save vs. poison or take an additional 1d4 damage for 1d4 rounds. (save negates).
6. Diamondback: Receives +3 to all saves.

Tenets of the Faith (1d6)

2. Kill All Ophiophages

When a member of the Circle encounters any mongoose, skunk, hawk or other animal that eats snakes, then that animal must be put to the sword. This need not be done immediately, but it must be a priority.

Any person who favorably depicts such a creature, or bears a banner or sigil, or uses such a name (“We are the company of the Red Hawk”) must be persuaded to stop, or else killed in battle.

3. Defend Sacred Sites

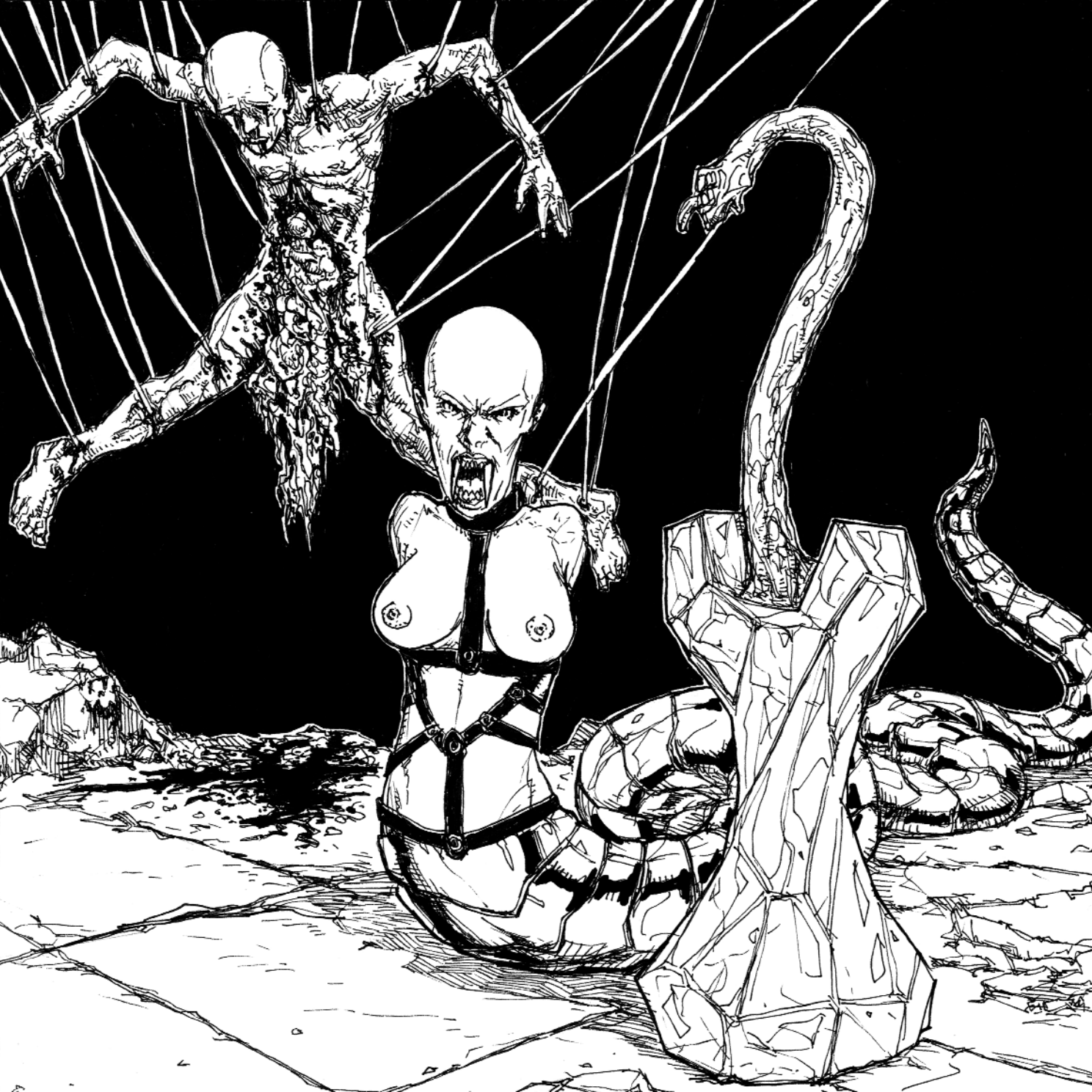
There are six sacred sites known to the Circle, and they have fallen into disrepair: they are overtaken by humanoids or mammals, and must be cleansed of all vermin. Only then will the Goddess be satisfied.

New members are often told to seek out these sites and restore them to pristine condition. Sometimes, a mission is more challenging: for example, transport deadly snakes to the site and release them.

4. Hunt Red Meat

Someone who has been ostracized from the Circle is known as red meat, and may be hunted. This person is hunted, and taken alive, and bled to death in the Citadel, amid the Gallery. Sometimes, the red meat is taken to the grey lands and fed to the colossal pythons who dwell there.

New members of the Circle are often tasked with tracking down red meat, or delivering such persons to the pythons in the grey lands; they are also responsible for defending the dozing pythons from attacks afterwards, because the filthy scavengers known as rocs and griffons are always hungry.



Tenets of the Faith (1d6)

5. Serve Siavacia

Saint Siavacia (sha-VA-sha) gave all so that she could attain a purer form: surgeons cut off her arms and legs, and a tail was wrought of steel. It is strapped to her body with a leather harness. Her jaws were broken and reset so that she could swallow prey whole, and metal fangs were inserted into her mouth. Now, Siavacia dwells in the Citadel of Undulation, among the preserved bodies of her most devoted followers.

New members of the Circle are required to defend her when she is most vulnerable: when her body is shorn hairless and waxed, or during her feeding times.

She feeds on the flesh of heretics, blasphemers, those who offend members of the Circle, and those who are deemed unfit to live. Finding new victims is an endless task, as her appetite is considerable.

6. Walk the Gallery

The highest honor that can be bestowed upon a member of the Circle is to be preserved for all time within the Elapine Gallery. This vast and musty chamber, in the heart of the Citadel of Undulation, is where Saint Siavacia coils in darkness. There, the Circle's greatest members are transformed.

First, the body is carefully preserved with hardening fluids, which harden flesh to the consistency of soapstone (while keeping the original coloration).

Then, the flesh is cut and chipped away, leaving behind the esophagus, gums, teeth, tongue, and a specific quantity of jawbone. The resulting maquette, which resembles a snake in mid-strike, is mounted upon a pedestal in the Gallery.

Because it is the heart of the faith, the Gallery must be patrolled by members of the Circle; enemies are legion, and they would love nothing more than to despoil those who have been transformed.

Quests of the Hexagram (1d6)

The completion of these quests will raise your stature in the faith, and you will be rewarded with experience point bonuses. Traders who are members of the Circle will give you better prices, or bestow gifts upon you. Others will introduce themselves to you, such as powerful allies in cities.

Failure simply means that the individual must try again after going up a level (or, if all members of a group have tried this as a team, then at least half of them must have gone up a level before trying again). Quests must not be completed out of order.

1. Lesson in Anatomy

A name is given to the member(s); this name belongs to a total stranger, a person who has no connection whatsoever to the Circle of Constriction.

This person must be taken to a dark place. The Circle member(s) must learn about anatomy by successfully extracting an organ (randomly selected, as follows).

If the victim is still alive one week later, then the surgery is deemed a success and the quest is completed. *Cure* spells are not allowed. It is permitted to administer medical attention, of course. Once the week has passed, the victim must be presented to the Circle, and then dealt with somehow.

1. Kidney
2. Lung
3. Appendix
4. Spleen
5. Sex organ
6. Length of intestine

To complete the surgery, the following checks must be made, in order, on a d20:

- * Intelligence, to find the organ.
- * Dexterity, to cut it out.
- * Wisdom, to close the wound.

Each failure costs the the victim hit points:

1. A scratch: 1 point of damage
2. Minor: 1d6 points of damage
3. Major: 1d12 points of damage
4. Critical: 2d10 points of damage

Quests of the Hexagram (1d6)

2. Depths of Despair

Drive someone to despair, but keep him alive at all costs. Select your victim at random, but no one affiliated with the Circle. Kill his family members; take or ruin his most precious belongings; defile his home and render it uninhabitable; then ruin his reputation and all chance for prosperity. Fill him with grief and despondency.

After that, befriend and support him. Do not let him take his own life, or you have failed. When he is at his lowest, cut off his arms and one leg. Keep him alive for one day, during which he is of the serpent, and therefore sacred. Give him a day to contemplate his own beauty and power, and all that he might have been, and then burn him.

3. Consummation Denied

The prophets of the Circle know that often, children are born who can bring light to this dark world. Such children should not be born.

The prophets will tell you who the parents will be, and the night that they are to conceive the prophesied child.

If these people consummate their love on that night, then the child will be born. All the work of the Circle of Constriction will be undone, and the world will be a place for rabbits and birds and other hideous things.

Instead, they must consummate their love on the wrong night; then, all hope for this messiah will be lost. You must be sure that their love is made on the wrong night. Ingratiate yourself with this couple, then find a way to spark romance between them on the wrong night, through perfumes and pleasant music. This way, their child will be ordinary.

Alternately, find a way to create discord between them on the night in question, ensuring that their love is not made that night, so that the special child is never born.



Quests of the Hexagram (1d6)

5. The Slow Penetration

In a public place, you must force a serpent into the body of a powerful foe with many allies.

The result must be fatal, regardless of whether the serpent is shoved into the victim's mouth, or into a wound, or in some other part of the body.

This must be done with several witnesses, so that all know the cost of opposition. The victim can be:

1. High-ranking clergy of another faith
2. Nobleman who opposes the Circle
3. A known apostate or heretic
4. Someone who has injured or killed a member of the Circle

4. Enemy Desecrated

Seek out someone who enforces moral codes. Desecrate the temple of his gods, kill those who serve his deities, and frame him for the crime.

See that he is punished for it, and let his own people shun him and scorn him. Before he dies, make sure he knows that it was you.

6. The Convert's Zeal

Sometimes, after grueling torture, a member of a heretical sect is made to see the light, and is converted back to the worship of the Goddess. Using snakes as rope, the victim is lashed to an inverted T made of wood, and a rite is performed.

This rite transforms the victim into a snake-man, who must then be escorted to a distant land.

During the transformation ritual, the convert may require food in the form of dead elves or halflings.

Assigned Missions (2d6)

High-ranking members of the Circle, or low-ranking members who are otherwise powerful (a novitiate who is also a powerful princess, for example), may offer tasks to the adventurers if they are of the faith.

These tasks may also be offered to mercenaries or adventurers in need of coin.

These missions may be completed for money, or for favors, or for a good word with the ranking priestesses who offer Bestowed Powers. While not as momentous as Quests, these are still an indication of good character.

To reject a mission is to invite suspicion.

Part the first...

1. Gather information about the heretic plot to assassinate our High Priestess
2. Investigate a local nobleman and find a way to blackmail him into obedience
3. Cut out the heart of an enemy's child and place it in the home of another foe
4. Travel to a distant land and spread the gospel of the Goddess
5. Loot the temple of our hated foes, then come back with treasures
6. Using disguise or subterfuge, you must murder one of our own

...and part the second.

1. but let the Heretics believe that you wish to defect and join them
2. but make sure that you appear to be doing something else entirely
3. and leave enough evidence to implicate one of our worst enemies
4. but while you are at it, place poison in a very specific (and strategic) location
5. and while you are doing this, deliver a burlap bag (which you must never open)
6. and allow yourself to be caught, for this is the only way you will get close enough



Sacred Sites (1d6)

These sites were once maintained by members of the Circle of Constriction, but the faith is not as powerful as it once was. Now, it is time to rebuild. These holy places must be cleansed of interlopers.

If no new recruits can be found, then the Circle may elect to hire mercenaries or adventurers to undertake the task. Though the congregation's size dwindles, its coffers yet bulge...

1. Village of the Snake-Men

This is where heretics go when they have been captured and converted to the faith. If they renounce all false gods and sincerely pledge themselves to the Goddess, then they are made into Snake-Men and sent into the woods.

It is a return to natural order, far from cities, a life of simple contemplation. In their ever-expanding subterranean home, they live in peace.

Alas, the underground lair of the Snake-Men has been pillaged, and they have been driven out; they now live in the forest, where they are vulnerable. The adventurers must enter the underground village of the Snake-Men, which is made of wood, and drive out all the invaders. The ancient scriptures and parchments must be kept safe at all costs, as they contain the history and lore of the Circle of Constriction.

2. Lair of the True Hydra

Few have looked upon the True Hydra, the embodiment of all that is righteous and pure. But it is said that a knight and his minions have killed the creature and defiled its body. This must be avenged.

The lair must be investigated, and the Hydra's status must be determined. Then, revenge must be taken against those who invaded her sanctuary.

Sacred Sites (1d6)

3. Birthplace of the Python

The cave where the Silver Python was born, aeons ago, is empty now, but settlers have claimed it for their own.

Drive them out, kill them if necessary; then fortify the cave, and turn it into a shrine that will never again be invaded.

4. Reliquary of the Ancients

This labyrinth is made of transparent metal, and thus, one can see what's going on in adjacent rooms. This complicates things.

A group of brigands, armed with mirrors, have established their lair in the reliquary. Murder them all and take their belongings.

5. Green Venom Stream

This jungle stream flows with sweet water, but the green snakes who swim its length are truly lethal. They are also in danger.

Something has awakened at the bottom of the lake, and it devours serpents. Find it and destroy it, at all costs.

6. Glade of the First Kill

Aeons ago, the first snake bit the first man, and the nature of the world was revealed.

Filthy dwarves, nails dirty with grime, have tunneled up from below. Their greed threatens this blessed sanctuary.

The mine shafts must be collapsed, and the dwarves must be taught a lesson. Drive them back down into the sulfurous depths where they may cut their beards in shame.

Bestowed Powers (1d6)

Those who serve the Goddess are sometimes (at the Referee's discretion) granted special abilities, regardless of class or level.

These may be used exactly once, and then they are lost. However, they can be received repeatedly, from the Goddess or her priests.

1. False Flesh

First, the character must find a corpse, which is no more than 12 hours old. The character must then touch the corpse, which will awaken the organs within the dead body.

Sprouting limbs, eyes, teeth, and tentacles, these various internal organs will tear their way out of the corpse and obey the will of the master. One organ per caster level, to a maximum of 6, can be animated.

These ambulatory organs (AC 12, hp 1, no attacks) are capable of gathering information and relaying it back to the character who controls them. She sees and hears all that they see and hear. They can move 20' per round, and can climb walls, dangle from ceilings, and attach themselves to people or animals.

After 6 minutes, the enchantment wears off, and they are nothing but organs.

2. Mail of the Scale

The character's flesh is covered with snake scales, which grant 6 points of Armor. The character can choose to gift some (or all) of this protection to other people. The effect lasts 2 rounds, but for each additional person affected, the effect lasts another round.

Example: A character with Armor 12 now has Armor 18, which lasts 2 rounds. Or he can give 1 point each to the other three people in his group. Now he has armor 15, but it lasts for 5 rounds, and his allies also experience a 1-point boost which lasts for 5 rounds. Or he could give 3 to this group member, 2 to that one, and so forth.



Bestowed Powers (1d6)

3. Merciless Hiss

The character's question is delivered with a rasping hiss that no mammal can resist; the answer must be provided truthfully.

For intelligent mammals, no saving throw is possible. Snake-Men and other reptiles are immune, and can ignore the question.

4. Secret Sign

The character has the ability to communicate a single message to a small group of people (up to 6) who are within line of sight.

This telepathic transmission can be no more than 20 words in length. This is psionic, not magical, and is undetectable.

5. Scarlet Sight

By decapitating a victim, the character can see through their eyes, and learn the details of the actions during the previous 24 hours.

The Referee tells the player what has been learned; the player then asks one yes/no question, which the Referee must answer.

6. Sweet Deceit

The character can look like anyone of roughly similar height/weight, regardless of species or gender or other considerations.

However, this is a visual illusion, and can be dispelled; furthermore, it does not extend to scent, sound, or voice. The effect lasts for 1d20 minutes, and it is the Referee who rolls to determine the duration, without the player's knowledge of the result.



NPCs in Cities (4d20)

Prominent members of the Circle of Constriction are often accompanied by 1d4 bodyguards, and are likely to carry 1d100 silver pieces, a weapon, and (roll 1d4):

1. A list of names; three are crossed out
2. The map of the Citadel
3. A key made of iron or bronze
4. A chemical formula in code

Name	Surname	Epithet	Situation
1. Ashila	1. Aeshan	1. of the Emerald Wood	1.amnesiac
2. Azulia	2. Cavaliss	2. of the First Egg	2.blessed
3. Celeste	3. Feilaci	3. of the Green Scale	3.blind
4. Ciana	4. Ishuaza	4. of the Hidden Hook	4.disguised
5. Elishai	5. Melshas	5. of the Single Nail	5.drugged
6. Enesha	6. Nephaim	6. of the Sinuous Length	6.exploring
7. Lashun	7. Nephoris	7. of the Slow Choke	7.geas
8. Lessem	8. Neviam	8. of the Western Light	8.infected
9. Luza	9. Nyriel	9. of the Yellow Fang	9.infiltrating
10. Ossa	10. Olishia	10. the Dog-baiter	10.injured
11. Sabas	11. Ralishuul	11. the Execrable	11.insane
12. Saleh	12. Renzaurase	12. the Fleshweaver	12.lying
13. Saul	13. Shulhoris	13. the Grim	13.oblivious
14. Saura	14. Shulud	14. the Iniquitous	14.possessed
15. Sazima	15. Sobaras	15. the Perfidious	15.pregnant
16. Sheela	16. Sulizo	16. the Pious	16.returning
17. Shura	17. Syeshaur	17. the Prim	17.royal
18. Solomon	18. Taphor	18. the Unrelenting	18.starving
19. Viazio	19. Uathas	19. the Venal	19.undead
20. Zafira	20. Ziuloira	20. the Virgin	20.vengeful

Encounters in the Wild (3d6)

The company makes contact with...

1. Rival cult members in search of business partners
2. Prominent NPCs who secretly oppose the Circle of Constriction
3. Mercenaries who claim to be part of the Circle
4. Adventurers who seek to loot a sacred site
5. The Company of the Iron Mongoose, back from adventure
6. An infamous NPC who is secretly a member of the Circle

...and this is what has befallen the NPC(s)...

1. Horribly injured during an encounter with wild animals
2. Sickened by inexplicable poison
3. Being pursued by heretic assassins
4. Dehydrated, dying
5. Lost, paranoid, hallucinating because of mushrooms
6. In chains, captured by Rat-Men

...and this is what one might find upon said NPC(s).

1. The jealously-guarded formula for Sweet Nectar
2. Names of the leaders of a rival cult
3. 100 snake eggs, packed in straw, kept warm by hens
4. Proof that a ranking Circle priestess is actually a heretic
5. Scale mail armor made out of Python skin, crafted by the forest elves
6. A (possibly genuine, possibly fake) map of a long-forgotten seventh Sacred Site

Sable Nectar (1d10)

When Sweet Nectar is mixed with the blood of half-human snake-creatures, such as a naga or medusa, the result is Sable Nectar.

This potion is regarded as an abomination by more conservative elements of the Circle of Constriction, but newer members of the Circle use it with increasing frequency.

There is a 25% chance of an undesirable side-effect each time Scarlet Nectar is consumed. Side effects include (roll 1d4):

1. Blindness for 24 hours
2. Random ability score drops by 1d6 for 24 hours
3. Attract attention of undead for 1 week
4. Max hit points halved for 2 days

Effects of Sable Nectar (Duration: 1d6 hours)

1. Move rate doubles; encumbrance only has half normal effect.
2. Bonus of +3 to Open Doors and Bushcraft.
3. Attack bonus of +1d3, but only for melee combat.
4. Bonus of +3 to Climbing and Architecture.
5. Armor bonus of +1d3.
6. Bonus of +3 to Stealth and Sneak Attack.
7. Receives +1d3 to all saving throws.
8. Bonus of +3 to Languages and Tinkering.
9. Innate and infallible direction sense.
10. Bonus of +3 to Search and Sleight of Hand.



Scarlet Nectar (1d12)

When Sweet Nectar is mixed with the blood of a regular snake, such as a sidewinder, the result is Scarlet Nectar.

Creating or drinking this potion is regarded as an act of blasphemy to all members of the Circle, and may result in excommunication.

Effects of Scarlet Nectar (Duration: 1d8 hours)

1. Boa: Receive a +1d4 to all Wrestling attacks
2. Cottonmouth: Bite for 1d4 damage, poison 1d6 damage (save halves)
3. Flying snake: Leap 20 feet straight up, or 40 feet across
4. Hognose: Take on the appearance of the dead (or, if preferred the undead)
5. Kingsnake: Immunity to poison
6. Mangrove: While in a tree, completely invisible
7. Milk snake: Appears to be a far more dangerous entity (different to each viewer)
8. Pit viper: Can detect prey by feeling body heat, from a distance of up to 100', even if concealed by magic
9. Sea snake: Can breathe underwater
10. Sidewinder: Armor bonus of +2 when defending against projectile attacks



Skin Vessels

Skin Vessels

Movement: 30'
Armor Class: 14
Hit Dice: 2
% in Lair: 15%
Attacks: 2
Damage: 1d3
Intelligence: 3
Morale: 11

The sorcerers of the Violet Jungle pay dearly for the skins of powerful people, provided they are intact.

And if they're not intact, they'll still buy them, but they won't pay as much, and even then they'll only consider a deal if the faces are in fairly good condition.

These skins are dressed up in clothing and filled with hundreds of tiny snakes and a few large ones. A magnificent sorcery is performed, and a few thin tubes are inserted here and there into the skin so that the snakes might breathe and drink some water.

Though it can't speak, the Skin Vessel can perform a few basic tasks and simple actions, enough to fool someone who isn't looking very closely.

Skin Vessels are not terribly intelligent, but the magic that keeps them all working in tandem also makes them quite agile. They can run and leap as well as any athletic human or demihuman.

If the body was severely damaged, then the sorcerer may have merely sewn up the holes after stuffing the snakes in; exertion may cause the hole to pop open, releasing a few garter snakes or other slim specimens. This causes no damage to the creature, but might result in some confusion.

There have been reports of Skin Vessels that continued to function long after their mission was accomplished. These creatures eventually developed a rudimentary intelligence, and even managed to learn basic speech.

Perhaps because of their origins, they do not believe that humans are real, and instead only address the skeletons and organs within, believing these to be imprisoned inside a decaying skin. Some Skin Vessels see themselves as liberators, and are hell-bent on stripping away useless skin and permitting the skeletons and organs underneath to run free, skinless, gleaming, raw, and pure.

Other Madness by Rafael

RPGs

No Salvation for Witches

ViewScream

Pandemonio

Teratic Tome

SlaughterGrid

Bad Myrmidon

Lacerations of the Slain Priestess *

Exhumed Errata *

Novels

Hexcommunicated

The Astounding Antagonists *

* Working on this now, will probably release it before the tarantulas rise up and take over.

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