

World of Sobat River

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Along the Sobat River, life is green. Fields of grass and papyrus spring from its banks, and stands of fig trees offer a nice patch of shade to catch your breath. But if the river is life, it's also death. Cats and jackals get thirsty, boomslangs and kites watch for inattentive rabbits, and the draconian River King will lie in wait for hours and then take you in a flash. But worst of all is Wafaa El-Nil, when the Sobat swells and pushes the rabbits from the warren, past the jackals' den and into the sandy hills where Temshien waits. Okay, maybe that's not quite the worst. The worst is how, sometimes, on a clear morning when the mist has just risen from the river and before the heat has really clamped down, you can see the spirits of your forebunnies on the far shore, waiting for you to join them.

Questions: The Warren

- Where along the river is your warren?
- How many others are part of your warren?
- What is the warren like?
- Who are the revered ancestors of the warren?
- Do you really believe spirits of the dead reside on the other side of the Sobat?
- How are decisions made in the warren?
- What ways did the warren once practice that have now been abolished?
- You once saw a drawing of a human with a rabbit head. What do you think it means?
- What does the warren need that would lure you out to the desert or into a tomb?
- What is your relationship to the river?

Questions: Relationship

- Who is the very best rabbit you know?
- Who are you jealous of?
- Who do you wish would go away and never come back?
- Who has brought a curse upon the warren?
- When you go to the river, who do you go with?
- Who's love would you defy the Black Rabbit for?

Questions: Situation

- Why have you trespassed where you don't belong?
- What has brought you to the desert's edge?
- What secret have you just learned?
- What animal just approached you?
- Who is hurt or trapped?
- What predator of threat has just revealed itself?

Questions: Stakes

- What will happen when a rabbit dies?
- What will they find when they venture into the necropolis?
- Where will they go when Wafaa El-Nil comes?
- How will they appease the River King?

Custom Player Move

The Banks of the Sobat River

When you use the river for your own purposes – to get a drink, as a landmark for travel, seeking out one of its denizens, or something else – roll+shrewd. On a 10+, you do it. On a 7-9, you can do it, but you're not alone upon the river; the GM will tell you who or what is already here. On a miss, as 7-9, but you realize it too late.

Names

Bucks:

Anebos, Bata, Entef, Hem-Bai, Hurbaasa, Kawab, Mnevis, Neb, Sabaf, Teni-menu, Turaab, Yuf

Does:

Ast, Bint-Anath, Bunefer, Kema, Menwi, Nefru, Ruba, Sadeh, Ta-Opet, Tikar, Zahra

Edible plants:

Spelt, millet, barley, lentils, pomegranates, figs

Other plants:

Papyrus, cyprus, acacia, lotus, date palm, Phoenician juniper

Desert animals:

Desert hare, jerboa, vulture, antelope, lion, ichneumon, falcon, scorpion

River animals:

Black kite, crocodile, Egyptian cobra, boomslang, caracal cats and domesticated animals such as cattle, sheep, and goats.

...What do you do?

the warren

World of Sobat River

Custom GM Move

- Make them thirsty, overheated, or exhausted

NPCs

SHAI, Domesticated Caracal

Trait: Narcissistic

Voice: As condescending as possible

- Stalk silently
- Preen and wash himself
- Show off his pretty, pretty collar
- Soak up flattery
- Respond to the call of his human child

INHAPI, Ibis of the River

Trait: Garrulous

Voice: Talks in circles

- Talk with any river animal
- Pass freely between lands of the living and dead
- Bring tidings of hope or warnings of danger
- Carry a rabbit a short distance

BEBI, Rogue Hippo

Trait: Fun-loving

Voice: Child-like

- Splash and play in the river
- Come in a big damn hurry
- Capsize things
- Trample underfoot
- Doesn't know her own size

Predators

TEMSHIEN, Saw-Scaled Viper

Trait: Murderous

Voice: Soft-spoken

- Make promises she'll never keep
- Be one with the desert
- Bite. Wait. It won't take long
- Rasp scales together to announce her presence

SEBEK-KHU, THE RIVER KING, Crocodile

Over twenty feet long and criss-crossed with scars, even other crocodiles stay out of Sebek-khu's way.

Trait: Mythic

Voice: Booming, Gravelly

- Patiently wait along the riverbank for hours
- Ambush suddenly from out of the water
- Speak the cold hard truth
- Drive away any other predator
- Death roll

AN UNSEALED TOMB , Stoic and silent

Trait: Mysterious

Voice: Yawning silence

- Lure a rabbit into its depths
- Spring an insidious trap
- Spew forth a dangerous predator
- Block or hide the way
- Reveal treasures terrifying or resplendent

ANPU AND EPPU, Mated Jackal Pair

Trait: Doting

Voice: Think Gomez and Morticia

- Call to the other
- Give chase as a team
- Bite and shake fiercely
- Carry live prey back to their pups

Threats

WAFAA EL-NIL, THE FLOODING THE NILE

Intent: To drown the world

- The river rises, the ground becomes damp
- Low entrances are filled with water as the Sobat crests its banks
- The warren is submerged and many still there are drowned
- The waters recede over weeks and life returns to normal

THE MIGRATION

Intent: To Weed out the weak

- The river rises and the warren is afraid
- Rabbits leave en masse, heading east
- They must pass through the jackals' territory
- They come to a dry land of sand, where there is little to eat or drink
- Temshien takes a rabbit every few days

THE JACKAL SIEGE

Intent: Establish new hunting grounds for the jackals

- Anpu and Eppu's pups have reached adolescence
- The jackal pack encroaches upon the warren
- It is no longer safe for rabbits above ground
- Rabbits turn on each other in desperation

THE GREAT CROCODILE HUNT

Intent: To slay the River King

- A man is killed by a crocodile
- New men arrive, camping near the warren
- Rabbits are captured in traps
- Rabbits are placed on hooks alive, to be used as bait while the men hunt crocodiles from their boats



Swift current

lazy channel

Jackal den

DARK HOLE

HAKA'S GROVE

SCARE

ODA'S GARDEN

ELDER

FIGS

sandy island

RISKY

TRASH PILE

TENS FIELD

shady spot

tombs

OUT

Doutz