

Porphyra



Elemental Lords of Porphyra by Perry Fehr



ELEMENTAL LORDS OF PORPHYRA

The place of council had been hastily chosen, in a cave by a tarn, on the side of a smoldering volcano, the wind whistling close by. As few attendants as possible were allowed to come, to stem the bleeding of intelligence that had plagued the Elemental Lords in their planning. Giants of fiery, icy, stony and stormy varieties, genies of various shapes, sizes, and intents- and primal elementals, raw beings of a single substance. Porphyran attendants tried to look arrogant and privileged, but realized the dangers in bringing these titanic, oppositional forces of the universe. Outside, barely tolerated, were the Water Lords, relaxing in the tarn, supposedly given the privilege of protecting the conclave- Poison Wave slackly floating on the surface, S'sluun haughtily posing with a cadre of nagas, feigning indifference. The Air Lords stood near the entrance, aloof and distracted; wispy Qarryn studying a floating feather, hideous Kurofu nearly invisible in the shadowed doorway. The twinkling beauty of Ael-Rashabar, admired even by the God- spewers as 'Wind of Jewels' cold and contemplative. The outnumbered Earth Lords, glowering along the stone wall, Drothos pulsing with every smoky breath, Enor coyly playing with a strand of ash with his vinelike fingers. The Ice Tyrant, more comfortable with the Earth Lords than his own watery ones, like an iceberg given humanoid features. The Fire Lords, passionate as ever, led the council for the moment, Ashamar with the Shining Face speaking as a tinkling glass, Grunzol and Mal'Eket jealously eying each other, competing for her favors. And her words-

"We gather here, all, Ladies and Lords-" sneers from some, at the 'humanoid' formality- "to call council of war, to decide how to push back the tides of the New... Gods." She spat the word. "Already they have reduced our numbers, kidnapping our yet-to-arrive brother, but we shall prevail. Porphyra is ours, after all. It is made, composed, of that which we are, Air, Earth, Fire- even Water...

And we shall not let it go. Not even to something called- a God."

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The Elemental Lords of Porphyra were once the ascendant powers of that world, not exactly gods, but more primal powers of the world, controlling its substance at the expense of the mortal life there, and thus attributed the epithet 'evil'. Most were rulers, in the truest

sense, concerned to a certain degree with the livelihood of their subjects, but alien to most mortal life to the extent that they identified more with monsters than men, a likely motivation for the widespread abandonment of them during the cataclysmic conflict known as the NewGod Wars, which ravaged Porphyra for nearly two centuries. Though most were banished to one outer plane or another, cults to all still remain, hunted and secret, still dreaming of reestablishing their dread masters.

Purple Duck Note: *The statistics for the Elemental Lords are presented in the same format as the Gods of Porphyra. The third 'name' given for each Lord is that typically given by the opposing Deist forces, loathe to speak the title of their less-than-divine enemy.*

Credits

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Elemental Lord	AL	Worshippers*	Domains	Subdomains	Favored Weapon	Favored Animal
Ashamar Shining	NE	Glassblowers, gemcutters, weaponsmiths	Artifice, Evil, Fire, Protection	Construct, Defense, Toil, Retaliation	Blowgun	Glass snake
Djinnlord Qarryn	LE	Gnolls, slavers, sphinx	Air, Animal, Evil, Law	Cloud, Feather, Loyalty, Slavery	Quarterstaff	Great horned owl
Drothos	CE	Fire giants, mountain folk, pyromaniacs	Earth, Evil, Fire, Magic	Arcane, Arson, Caves, Fear	Flamberge	Thoquua
Enor Ashlord	LE	Ash giants, druids, northern zendiqi	Earth, Evil, Law, Plant	Ash, Growth, Home, Tyranny	Grape hook (as kukri)	Panther
Firelord Mal'eket	CE	Antipaladins, efreeti, warlords	Chaos, Charm, Evil, Fire	Entropy, Fear, Lust, Smoke	Falchion	Bull
Ice Tyrant	CE	Frost giants, northern barbarian, ith'n ya'roo	Evil, Strength, War, Water	Blood, Fear, Ferocity, Ice	Warhammer	Polar bear
Kurofu the Shadow	CE	Oni, samaran, tengu	Air, Darkness, Death, Evil	Loss, Murder, Night, Oni	Chakram	Crow
Lord Grunzol Firestorm	LE	Giants, lizardfolk, nomads	Evil, Fire, Law, Sun	Day, Fear, Light, Loyalty	Spiked armor	Horned lizard
Najim	NE	Derro, sentient oozes; potentially astronomers, inventors, seekers of forbidden knowledge	Artifice, Earth, Knowledge, Void	Dark Tapestry, Metal, Stars, Thought	Aklys	Firefly
Poison Wave	NE	Aquatic humanoids, explorers, pirates	Evil, Travel, Water, Weather	Exploration, Oceans, Seasons, Trade	Harpoon	Marlin
S'sluun, Naga Empress	LE	Naga, royalty, serpentfolk	Evil, Nobility, Scalykind, Water	Devil, Dragon, Leadership, Naga	Sawtooth sabre	Water moccasin
Wind of Jewels	NE	desert dwellers, nomads, treasure hunters	Air, Evil, Luck, Repose	Ancestors, Curse, Fate, Wind	Shuriken	Golden eagle

* It goes without saying that the zendiqi people and elementals still worship the elemental lords and receive divine gifts from them even though the Elemental Lords were defeated in the NewGod Wars.

ASHAMAR SHINING

Lady of Aish, The Glass Queen, Fire-Splinter

Worshippers: Glassblowers, gemcutters, weaponsmiths

Alignment: Neutral Evil

Domains: Artifice, Evil, Fire, Protection

Subdomains: Construct, Defense, Retaliation*, Toil

Favored Weapon: Blowgun

Favored Animal: Glass snake

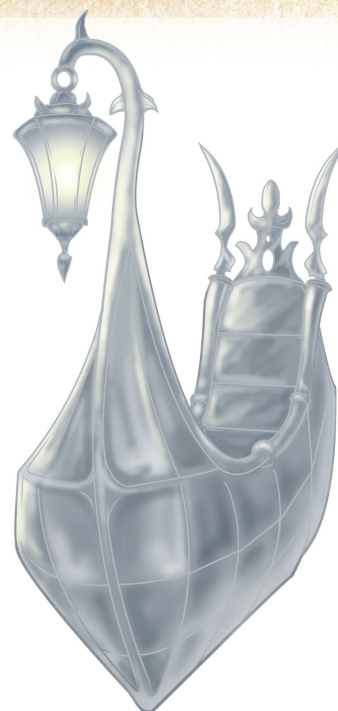
Legend

As cruel and beautiful as an ember on a flower, the Lady of Aish was one of the dominant personalities of the Elemental Lords, though she was a rather stay-at-home despot, ruling over the southeastern lands from her awesome domain of the Fire-Mounts of Aish. These eternal volcanoes were permanent portals to the Plane of Fire, and rife with the creatures that love that element. The lands west of the Fire-Mounts felt the rain of black volcanic sand, and Ashamar taught the peons there to mold and shape that unique medium into crafts and utensils unmatched in beauty and power. Weapons, armor and shields of exquisite sand-glass armed her forces in brilliant display, and even the walls of the castles of her trusted nobles were made of this amazing material. To please The Glass Queen was to know the fragile beauty of careful art- but to displease her, dismiss her works, or arrive during one of her whimsically cruel moments was to be tortured exquisitely by Ashamar's fanatical Splinter Guild, professional torturers unmatched even today.

Though early early victories by her elite troops were promising for the Elementalist forces, Ashamar Shining's defeat in the NewGod Wars was brutal, devastating, and sudden. With a distracting force of Ferrakans and Linites- devoted of deities that had personally ended two Elemental Lords- approaching across the sands, Veiloaria the Eternal Traveler, her personal cadre of Xia priests and several squads of monadic devas infiltrated the Fire-Mounts of Aish themselves from the Ethereal Plane. They sabotaged the planar gates of the unnatural volcanoes of shimmering glass with counter-gates of Water, Earth and Air, blowing the entire system, and Ashamar herself, into fragments. Even the remnants today are called the crumbs of Aish...

Church

The isolated town of Aishyim openly worships Ashamar Shining, protected as it is by the Glass Sea, the Wastes of Simoon, and the Deserts of



Siwath. Even the Bay of Glass is a barrier to attackers, as reefs of volcanic glass rise from the ocean bottom to slice open the hulls of approaching ships. The glass-fibre robes and tiny ship-symbols identify her female devotees, and they walk with impunity among the Aishyim, coldly observing and doling out advice and scorn as needed. She is by association the patron of all glassworkers, and in some pious areas even a glass bottle will bring a call for the Codions to smash blasphemous glass. Fire-Splinter killers use poisoned slivers of glass to kill threats to the faithful, and the old ways upon the Glass Sea are growing stronger every season.

Spell Preparation Ritual

Pouring sand over embers to make even a primitive fragment of glass is sufficient for a centering beseechment, and civilians typically engage in a ritualistic polishing of glass items in their possession, while singing simple working tunes.

Religion Traits

The following traits are available to followers of Ashamar Shining.

Glassblower's Tool: To shape glass, and bring down your enemies with the prick of a glass splinter, use the blowgun, the perfect tool. You gain proficiency with the blowgun.

Ascendant Pyre: Constantly build to resist the domination of the hated ones, the so-called 'gods'. Once per day you can re-roll a failed Craft check.

DJINN LORD QARRYN

Master of M'harret, The Oppressor, The Great Windbag

Worshippers: Gnolls, slavers, sphinx

Alignment: Lawful Evil

Domains: Air, Animal, Evil, Law

Subdomains: Cloud, Feather, Loyalty, Slavery

Favored Weapon: Quarterstaff

Favored Creature: Great horned owl

Legend

One of the most powerful of the Genie Lords of the East, Qarryn, Lord of the Djinn was an overlord of unprecedented stature. That most djinni are individualistic and benevolent in nature speaks to the iron will of Qarryn, and his commitment to the alliance of elemental lords that ruled Porphyra. The eternal memories of djinn even today remembers The Oppressor and his methods of keeping his genie-folk in line. The tortures that can be exerted over a race that is, in effect, immortal are too horrible to contemplate. So it was to their shame that the main task of the djinni was to secure slaves to fuel the engines of the Djinnlord's flying city. These and other mortal intermediaries dealt in promises to the middle and upper classes to secure what passed for an afterlife in the vast Tombs of Tel'ran, the burial cities that formed the outskirts of the larger ground-based cities.

So diabolical a system was the life-for-death exchange of Qarryn's that the middle class tomb-tenders and farmers took to calling themselves 'telrani', people of the tombs, in the old tongue. This term was not one of obedience to Qarryn, as one might think, but of rebellion. Of what Djinnlord Qarryn thought, few knew but the silent owl-people that were his closest circle, the syrinx. He raised them up from simple animals in eons past, and they fascinated him in ways no mortal can contemplate. Though the human template probably played a part in their creation, Qarryn saw humanoids as mere fodder for his wondrous city, M'harret, scarcely noting the 'kingdom' of the same name below.

When the New Gods came to Porphyra, it was Qarryn's remote aloofness that facilitated his swift downfall. Rolterran radicals easily infiltrated the unhappy masses, and Yolanite mystics freed the fettered djinn commoners from their bondage. In a sweeping coup de main attack at the heart of the Flying City itself,

Qarryn's syrinx servitors were routed, and The Oppressor himself was banished to a windy corner of Hell, his neglected empire in ruins.



Church

In the days of the peak of M'harret, Qarryn's mortal servants wore robes of pastel feathers, silent and grim as the clouds M'harret flew above. Humanoids made businesslike proposals for slave exchanges and tomb rentals, and mundane transactions and perfunctory services in the ground cities. Syrinx clerics were the philosophers and mystics of his 'faith', and still are today. Some few cultists still exist in the ruins of M'harret, in the deep desert, taking slaves and pleading for the intercession of their lost lord.

Spell Preparation Ritual

In the days of M'harret, the devout would climb to the top of a staircase to small platforms in the clouds, regardless of weather, and beseech the air itself. Syrinx perform a corrupted version of this, accompanied by soft hooting in unison to unify their sinister group-think. Interrupting this ritual is likely to get one ripped to pieces.

Religion Traits

The following traits are available to followers of Djinnlord Qarryn.

Sinister Quiet: Be as the owl, approaching without detection- the weak need not know you at all... You gain a +1 bonus to Stealth, and Stealth is a class skill for you.

Cloud Minder: The clouds follow the orders of the wind, as we must follow the Djinnlord. Once per day you can take the same initiative roll as an adjacent ally.

DROTHOS

Magma Exarch, The Fiery Prisoner, Lava-Caller

Worshippers: Fire giants, mountain folk, pyromaniacs

Alignment: Chaotic Evil

Domains: Earth, Evil, Fire, Magic

Subdomains: Arcane, Arson, Caves, Fear

Favored Weapon: Flamberge

Favored Animal: Thoqqua

Legend

As one of the Elemental Lords who used to rule over Porphyra before the arrival of the New Gods, Drothos was defeated in the Battle of Purple Mountain, and now dwells in an extraplanar volcanic caldera, waiting for his time to rise once more and spread devastation across the land. Saren has a particular hatred of Drothos, for the Lava-Caller's destructive ways are a bitter reminder of the catastrophic destruction that erased Saren's primordial home. Drothos neither knows nor cares about The Great Warden's enmity, hating all of the New Gods for robbing him of his power.

Drothos often manifests in the form of a colossal salamander made entirely of volcanic rock and magma, emerging from the pool of lava in his volcanic prison. His eyes are glowing orbs of magma, the armored scutes along his back black basalt, capable of blowing clouds of burning, choking ash with every breath. Drothos is an eternal source of destruction, incapable of pity, mercy or compassion. Cruelty is a virtue to Drothos, and even those who spread destruction in his name and wield his power are of little consequence to him. The most loyal and powerful of his servants eventually succumb to the Call of Drothos, and throw themselves into the lava pool he dwells in and emerge as greater magma elementals in thrall to The Fiery Prisoner. Elementals who follow Drothos are gifted with his fiendish power, and hold that template as well. Drothos now considers himself to be part of the natural order-the bringer of extinction to clear the way for new life; but in truth he is a monstrous being whose ultimate pleasure is extermination. In the years since the NewGod Wars he has erased entire civilizations by triggering super-volcanic eruptions on many realities, lasting for years.

Church

Being an old and vanquished 'god', there are few temples openly worshiping Drothos. At the height of his power, worshipers gained favor with Drothos



by sacrificing to him; all were cast into pools of bubbling lava to sate Drothos' appetite for destruction. His cult worshipers must also be 'kissed by fire', and as such, they must ritualistically brand themselves. A willful ignorance prevails over elemental cults, whereby those that claim to hate and disavow the gods gain divine power from those outsiders that have slipped outside the bonds of reality. Drothos' clerical cultists are no different, and often work closely with sorcerers and the like to maximize their collective power.

Spell Preparation Ritual

Spell preparation often includes much one-upmanship in terms of burning and scarring competition- the most extreme being known to burn out their own eyes and/or tongue, with Drothos replacing the ruined flesh with magical fire enabling them to see and speak. Worshipers also use amulets made of fresh globlets of erupted magma as foci for their power, the rock seeming to glow as if fresh.

Religion Traits

The following traits are available to followers of Drothos.

Destructive: You enjoy breaking things for little or no reason, and feel the Caller's pleasure. You gain a +2 trait bonus to attempts to sunder, break, or burst items, weapons, or armor.

Elemental Resonance: You are becoming one with the substance of Drothos, drawn to his call... You gain fire resistance 1, stackable with other sources, but also take 1 extra point of damage from cold attacks and conditions.

ENOR ASHLORD

Master of the Vines, Grape-King, The Tall Tyrant

Worshipers: Ash giants, druids, northern zendiqi

Alignment: Lawful Evil

Domains: Earth, Evil, Law, Plant

Subdomains: Ash, Growth, Home, Tyranny

Favored Weapon: Grape hook (as kukri)

Favored Creature: Panther

Legend

The Gardens of Enoria were once the playground of the Ashlord Master of Vines, the Grape-King. A charismatic being, Enor was very popular among the Elemental Lords, and the zendiqi especially flocked to serve him in his fantastic palaces of coalesced ash. These servants were unusually cruel, used their greater size to push around smaller gnome, kobold and halfling slaves. The little folk pruned the lush vines and brush that covered the unearthly landscape and built temples and cities in Enor's honor. The lands were fruitful and supplied Porphyra with much provender.

When The Calling brought new gods to Porphyra, Enor was attacked on two fronts by the upstart gods. First, Mâl, Destroyer of Worlds, used His influence to create a spreading area of tainted jungle, called the Forest of Gora, which crawled with mâlites. This affront prompted Enor Ashlord to abandon his land as he futilely hunted the god responsible. Secondly, a large piece of Landed territory manifested itself in the north of Enoria, a vast ruin of urban area from a destroyed world. This was the realm of Rolterra, a revolutionary deity followed by clans of surviving muses. A few Landed kobolds and the muses immediately took Her banner to the small slaves of Enor; halflings, gnomes, even derro, and inspired them to overthrow their slave-masters. This two-pronged assault drew essential troops from the efforts against the Middle Kingdoms in the east, and the Codion is still grateful after eight centuries. After running Enor down, the scythe of the Liberator herself cut the Tall Tyrant down, and he now cowers in a barely fertile slice of the Plane of Earth called the Garden of Soot, warmed by the nearby Plane of Fire.

Church

The zendiqi garden-masters who enforced Enor's will in the days of the Garden are long, long gone.

Some rare few zendiqi in hunted clans in the northern lands pay homage to their exiled master, a practice their southern



kin find vaguely repulsive. Strangely enough, several clans of ash giants are led by exceptional members of more organized disposition, who cast spells dedicated to the Ashlord. Halflings even today are incensed by the mention of Enor, and the small folk will do uncharacteristically unspeakable things to those still revering his memory. It is also been reported that decadent druids of vermin and destruction chant Enor's name in the Scrublands, west of the Great Green.

Spell Preparation Ritual

The rituals of the garden-masters are long forgotten, but probably similar to the modern rite of eating a recently picked plant and rubbing ash in a pattern on one's face. The intricate holy symbols of the antevocal era are now rare in the extreme, and rumored to possess additional powers; the few modern practitioners make do with crudely woven rattles, or the odd bottle with symbolic pieces within.

Religion Traits

The following traits are available to followers of Enor Ashlord.

Dirt Disguise: As a seed in the soil, I will conceal myself until the time is right. You gain +1 to Stealth while outdoors or underground, and Stealth is always a class skill for you.

Forest Reclaimer: The infidels cannot make the forests their own, I will not permit it! You gain a +1 trait bonus to hit in the surprise round while in a forested environment.

FIRELORD MAL'EKET

Master of the Furnace, The Brass Tower, Smokey Jack

Worshippers: Antipaladins, efreeti, warlords

Alignment: Chaotic Evil

Domains: Chaos, Charm, Evil, Fire

Subdomains: Entropy, Fear, Lust, Smoke

Favored Weapon: Falchion

Favored Animal: Bull



Legend

Elementals are indeed, immortal, but it is not always so that exist eternally- even genie lords can perish on their own plane, even if most of them do eventually reform. The Elemental Lords known of at the time of The Calling were not always so, especially genie lords, who could be recalled by their betters on the Elemental Planes.

Mal'Eket, who had held the title of Firelord on Porphyra, was a rather recent addition, but in his century before the Deist incursion, the efreeti ambassador made a rather bold name for himself, with the construction of the Furnace Palace in the south of Wathis, and his penchant for mortal women in his harem. A great deal of the ifrit elemental-kin on Porphyra today owe their heritage to The Brass Tower...

Mal'Eket was able to control the populace, mostly through a well-schooled cadre of antipaladins known as the Order of Smoke, and kept the peace with the air-folk to the north, mostly through Djinnlord Qarryn's indifferent politics. The Master of the Furnace was curried for favor and called on for his crack shock troops, irregular in the extreme but unstoppable in their fiery ire. In the Battle of The Scorched Vines in western Vinterre, Mal'Eket personally lead his savage conscripts to the gates of the city itself, and the coal-seams still burn there today. What finally did stop him was the maiden Senmi El Sioban, founder of New Wathis. A member of his harem, she was freed from bondage by an angelic agent of Shankhil, and went on to lead a popular revolt against the besieged Firelord- it is said that she herself fired a bolt of lightning through Mal'Eket's head, freeing her people. Male'Eket's form did not return to the efreeti City of Brass, as he was in disgrace there, but to the Abyss itself, where it is said that he has allied himself with the antidemon qliploth- a case of the enemy of my enemy being my friend... but that the Firelord would stoop so low speaks much of how far he has fallen.

Church

On the Material Plane, Mal'Eket is most revered by the descendants of the Order of Smoke, an iconoclastic group of antipaladins that are known for their habit of summoning qliploth to annihilate their opponents. Their red-enameled armor and horned helms strike fear into those who they oppress, mostly in the hinterlands west of the Calinsur, where they ride their red bulls against any intruders. The name of Mal'Eket can also cause some efreet to pause, as they remember him as a Lord of theirs, of old.

Spell Preparation Ritual

Chanting before a small flame before spitting on it to extinguish, then inhaling the smoke is a quick ritual of the Order of Smoke that has been observed. The Order has also been known to communicate via smoke signals, between their mountain holdfasts.

Religion Traits

The following traits are available to followers of Firelord Mal'eret.

Fiery Lust: Come to me, scorched one. In the round after you damage a target with a spell with the fire descriptor, they suffer a -1 penalty to saves vs. any mind-affecting spell you cast.

Battlesmoke: The heat of battle is not just a turn of phrase for you. You gain a +5% trait bonus to concealment if there are smoky or heat-shimmer conditions on the battlefield.

ICE TYRANT

The Glacier King, Jarl of Jarls, Frosty

Worshippers: Frost giants, northern barbarians, ith'n ya'roo

Alignment: Chaotic Evil

Domains: Evil, Strength, War, Water

Subdomains: Blood, Fear, Ferocity, Ice

Favored Weapon: Warhammer

Favored Animal: Polar bear

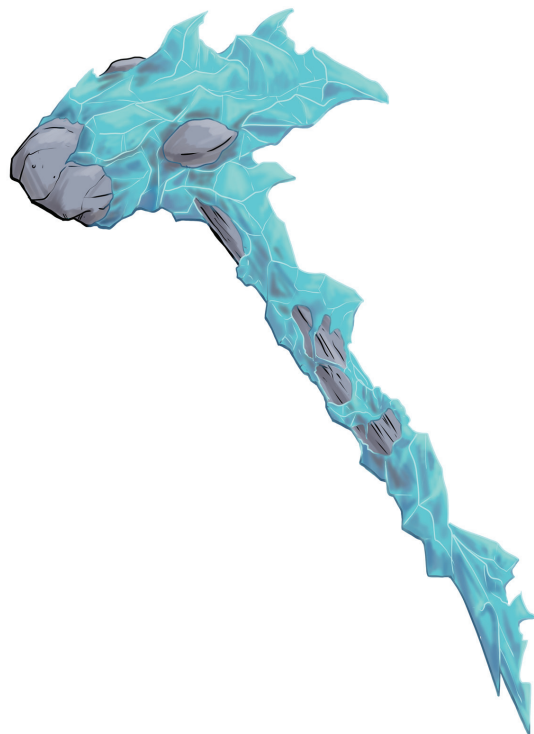
Legend

A nameless, primal entity, The Ice Tyrant purportedly existed on Porphyra before there was life on the world, occupying itself with pointless destruction of natural formations of ice and stone, and roaming the polar wastes. Some cabals of mystics claim that the blood of this truly 'elemental' being (who has disdained the mortal fashion of taking a name) did, in the course of being spilled in some furious mishap, was the genesis of life on the planet. In any case, blood and fury are the purview of The Ice Tyrant, and when life did come to be, the huge water Elemental Lord took his place in dominating it, barely mindful of his fellows. The Jarl of Jarls did contribute one significant factor to the alliance, as he was the motive force behind the creation of the Giant races. His closest ally, in fact was the improbable Magma Exarch Drothos, and they worked titanic hand in hand to bring these neo-titans into being. The volcanic embassy of The Maw, juxtaposed to the Tyrant's palace in The Slab, was a nigh-unconquerable nexus of Elemental power.

Sheer division of forces brought about The Ice Tyrant's defeat; his navies of ice giants assaulting naval targets, his ally Drothos lured to his doom at Purple Mountain, and besieged by red dragons from the south, the primordial rager retreated to the cold, cold field of the utter pole, leaving a rearguard of his antipaladin bodyguards riding fiendish polar bears. He retreated alone, as he had spent millennia alone at the dawn of time, and he waits, so say the prophets, sealed in ice at the apex of the world, for the call to rave and destroy at the head of bloodthirsty armies.

Church

A fairly strong cult to the Ice Tyrant still exists in the Northlands, though heavily suppressed by the Red King's empire. There are just too much territory and too many places to hole up to expunge it fully. He is still the lord of the ice and frost giants at The Slab, and they



reave in his name to the west and south. Barbarians led by polar bear riding antipaladins still relish catching a patrol of the Red King, and clashes between them are common. It is rumored that enemies of the Red King supply cultists of the Jarl of Jarls with weapons and goods to weaken that other tyrant, a practice definitely not sanctioned in the quiet, chant-haunted halls of the Codion, or chapels of the other Twenty-Seven.

Spell Preparation Ritual

The ritual of drawing runes in the snow or on ice with one's blood has been retained almost in its entirety from the old days; even the southern-ranging sea reavers offer blood libations to the waters whenever the mood is upon them. The feeding of a captured enemy to a handy polar bear is also held to be a very good omen.

Religion Traits

The following traits are available to followers of The Ice Tyrant.

Smash Crush Bash: No more talk! Smash them all! I said smash! You gain a +2 trait bonus to melee damage rolls in the surprise round of any combat.

Bellow of Rage: Stand still and feel the wrath of my weapon! Once per day, you can make an Intimidate check as a move action.

KUROFU THE SHADOW

Oni-lord, Shadowlander, Black Cloud

Worshippers: Oni, samsaran, tengu

Alignment: Chaotic Evil

Domains: Air, Darkness, Death, Evil

Subdomains: Loss, Murder, Night, Oni*

Favored Weapon: Chakram

Favored Creature: Crow

Legend

The Shadowlands of the eastern arm of the Dry Peninsula have always held evil things that lurked in the dim places, in the soot-choked smog that rests there eternally. It is certain that the thing called Kurofu was there, always- and while perhaps not in the outsider form known as 'oni', as something dark, terrible, and sly. Kurofu has always disdained the human form, as have most elemental lords -except perhaps Mal'Eket in his smoldering lust- but Kurofu, the Black Cloud is particularly vehement in his anti-humanism, which was both a source of frustration and a point of manipulation in the cyclopean courts of the ancient Elemental Lords. The 'mad piper' of the Lords, and, surprisingly, the only one to draw his power from the dark of night, many of the bureaucrats of the other Lords feared the Shadowlander and his minions as more dangerous than any rebels. Bureaucrats are often correct in their fears, and so were these. But the other Lords of Air, Earth, Fire and Water envied Kurofu's power in the darkness, and he was not greedy in his desires, being averse to rule- but not to domination.

Kurofu was a disappointment to the overall resistance to the Deist incursion, as the sudden influx of planar access simply created a greater palette for his murderous music. There are fairly strong rumors as well that Kurofu was highly influential in the circumstances that brought about the nascent slaughter-god, Rajuk Amon-Gore. Certainly his Rajuki Dancers have been known to dance to the black flutes of various adherents of the Oni-Lord, especially the Madbirds, ruinous cult of the tengu people. Thus Kurofu, though metaphysically contained in a planar veil in the Shadowlands, has more influence than most any of the defeated Lords. Kurofu is certainly happy to torture and slay deists where they may be found, but if none are handy, the machinations of the horrific oni race are just as applicable among simple fishermen or an elemental outpost that fails to make the proper obeisance to the terrifying Black Cloud.



Church

The oni all serve Kurofu as a matter of course, and it is through them that his dark influence is spread throughout the world. Ironically for an Elemental Lord, his influence is rather strong, because of this. The Madbird cult of the Tengu pursue mad schemes of stealthy murder wherever they are found, and greatly tarnish the racial reputation. Psychotic cells of samsaran adherents to Kurofu are even worse, and are rooted out wherever they may be found. Samsaran antipaladins are a blasphemy too foul to be considered.

Spell Preparation Ritual

Music, especially of the flute is indicative of homage to Kurofu, and playing a tune at sunset, to prepare the mind, is the standard ritual of his followers. Some Madbirds pierce their beaks so that their speech is actually wind music, a sign of the most demented of their kind.

Religion Traits

The following traits are available to followers of Kurofu the Shadow.

Foul Piping: The music of the dark wind is often the last thing the unsuspecting victim hears... You gain Perform as a class skill, and once per day, you can use Perform to Intimidate a target as a move action.

Black Death Servant: The dark is my mistress, my love, it protects and enfolds me. You gain +1 to critical hit confirmation and ability checks while in full darkness.

LORD GRUNZOL FIRESTORM

Emir of the West, Child of the Sun, Old Sparky

Worshippers: Giants, lizardfolk, nomads

Alignment: Lawful Evil

Domains: Evil, Fire, Law, Sun

Subdomains: Day, Fear, Light, Loyalty

Favored Weapon: Spiked armor

Favored Animal: Horned lizard

Legend

The western continent of Porphyra always held a colonial standing among the Elemental Lords, and the demi-lord Grunzol found himself with possibly the least influence in their council, and the most territory to control. Rising to preeminence for negotiating the ancient alliance with the Opal Throne of the erkunae, Grunzol Firestorm then was granted the leave to found the Al'Mahk Empire. Grunzol's precepts were for "Sun and Life, Loyalty and Gratitude" - the subtext meaning that he could make the sun's life giving power turn to death (he fancied himself an incarnation of the sun itself, whether true or not) and that slavish loyalty would ensure that the tyrannized felt gratitude for their servitude.

Grunzol was also a master of delegation, and directed his khans to oversee mortal underlings to take care of the day-to-day. Thus arose the Lizard Kings, the Wyrmlords, and the Warlords of Brom- the Giant Kings- to pay homage and fealty to the 'Emir of the West'. This intricate construction of threat, fear, reward and promotion served the Elemental Lords well, managing their erkunae allies, elven malcontents, and giantish thralls. But power given is power abused, and it is probable that competition between Grunzol's servants allowed controlling elements to be neglected in the lands of the elves and the orcs, and gave them the freedom to engineer The Calling itself... The West was consumed by rival factions, both within the Elementarists, raiding erkunae, rebel giants- and the forces of the Deists themselves. Ironically, it was a Lizard King convert to Chiuta that challenged Grunzol to sole combat- and this time, the Child of the Sun had no champion in his stead. To break the Al'Mahk spirit, M'razzak bound Grunzol within the Heartshard of Emelt, denying even existence off-plane from which to plot revenge, and a monument to Elementalist defeat.

Church

Grunzol's adherents are few, but those few are devoted in the extreme, being as their Lord exists within a massive, coruscating



monolith of crystal in the salty wastes of the Fourlands. This is a harsh and sacred place for some ochre-and-sulfur painted nomads, and the odd giant on pilgrimage from the south. No significant cults exist elsewhere, as orcs, elves and Deists in general expunge them at the slightest hint of their faith.

Spell Preparation Ritual

Application of pigments of red and yellow as the sun is greeted is reported to be the modern ritual, the ancient, complicated recitals and observance lost in the utter destruction of the Al'Mahk Empire. Rediscovery of those rituals could bring profitable access to various ruins and magic items in the devastated southeast.

Religion Traits

The following traits are available to followers of Lord Grunzol Firestorm.

Sun's Reflection: As the great sun gives us life, so the Child of the Sun allows you to live- be happy! During the day, you get a +1 trait bonus to all Charisma-based checks.

Loyal Acolyte: It is an honor to serve the fiery 'Emir of the West'! Really, it is... You gain a +2 trait bonus on Aid Another rolls, and may add a further +1 to the Aiding bonus.

NAJIM

The Hidden God, The Starfallen, the Betrayed

Worshippers: Derro, sentient oozes; potentially, astronomers, inventors, seekers of forbidden knowledge

Alignment: Neutral Evil

Domains: Artifice, Earth, Knowledge, Void

Subdomains: Dark Tapestry, Metal, Stars, Thought

Favored Weapon: Aklys

Favored Animal: Firefly

Legend

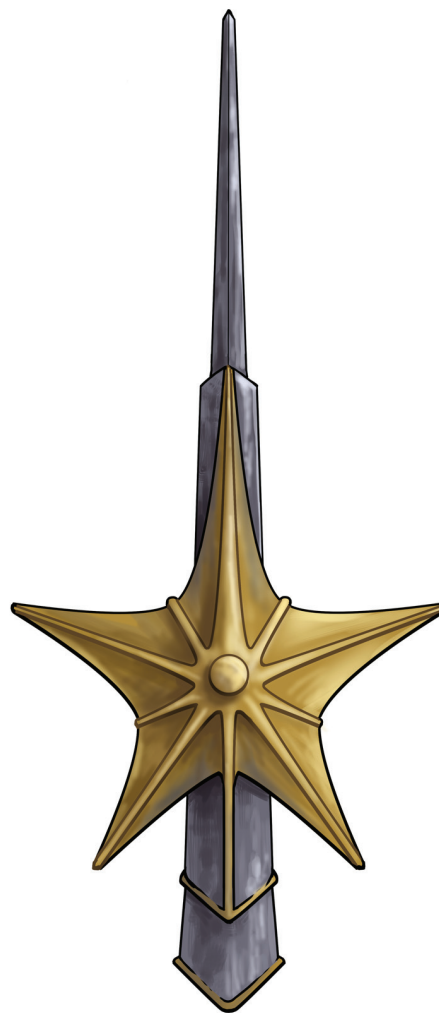
The story of Najim the Starfallen has been a long-suppressed cycle of events, which may or may not ever come to light... When The Calling was issued, the galactic being known to Porphyra as Najim ('Star' in Old Porphyrans) came to the call, eager to impart the greedy knowledge of the Dark Tapestry. Najim brought a tiny planetoid with It, a rocky new world rife with odd energies. The god was ambushed, however, by a temporary coalition of the Forge-god Linium, and the envious Kamus. Attacked, rent from Its source of power, Najim was buried deep beneath Purple Mountain, a comatose shell of a god, inhabited within by weird creatures drawn to its alien energies. Linium stole Najim's Land, and made it the super-secret Enclave; Kamus took the humanoid beings that had been brought along with the Land, the first slaves on Porphyra.

Church

A few seekers mad enough to sense Najim's buried and comatose thoughts have found Its 'body' deep in the earth, and are attempting to contact Its divine mind. Oozes and aberrations are also attracted to Its aura, though their thoughts on the matter are unknowable. If freed, Najim's cult would grow rapidly, as It brings a domain heretofore unknown on Porphyra, and would oppose both the weapons-superior Linites, and the slave-taking Kamians.

Spell Preparation Ritual

Najim does not as yet grant spells, but among those sensitive or mad enough to know It, meditation under the stars, or facsimiles underground, are somehow important.



Religion Traits

The following traits are available to followers of Najim the Starfallen.

Underground Faith: Those who would persecute you will have to find you first. You gain Stealth as a class skill, and gain +2 to Bluff to create a diversion to hide.

Stolen Birthright: After many centuries of oppression, now is finally the time to rise. You gain +1 to initiative when casting spells, and +1 to saves vs. divine spells.

Purple Duck Note: *The search for Najim, the Hidden God, is at the core of Purple Mountain VII: Domain of the Hidden God, coming soon from the blasphemous bloggers at Purple Duck Games!*

POISON WAVE

Ur-lord of the Undines, Kini'pala, Foulstorm

Worshippers: Aquatic humanoids, explorers, pirates

Alignment: Neutral Evil

Domains: Evil, Travel, Water, Weather

Subdomains: Exploration, Oceans, Seasons, Trade

Favored Weapon: Harpoon

Favored Animal: Marlin

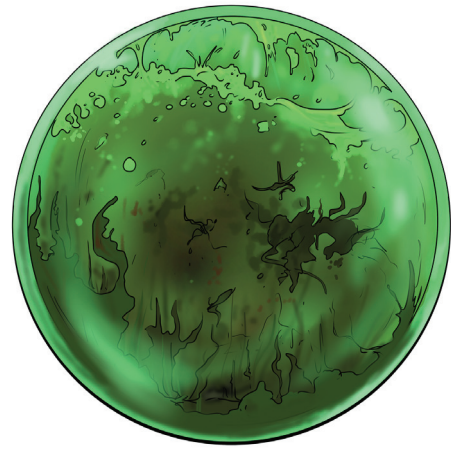
Legend

At one time, all of the vast oceans of Porphyra were the realm of Poison Wave, though it is not thought that he is as primordial as The Ice Tyrant. There is certainly a strong connection between the Elemental Lord and the undine race, more so even than that with the marids of geniekind, few of which could be brought to heel by the orders of the Foulstorm. This lack of total domination made Poison Wave a lesser light in the councils of the Elemental Lords, though he had ultimate power among the undines and other ichthyoid races of the ocean such as locathah, ulat-kini, and ceratoidi. Indeed, also, the beasts of the ocean, to the extent that they could, obeyed Poison Wave, and so a cool alliance pervaded between him and the other Elemental Lords, who needed safe passage upon the seas, and some of the ocean's bounty.

During the NewGod Wars, the seas were largely denied the Deist forces, with the combined naval power of The Ice Tyrant's giant-crewed ships and Poison Wave's aquatic troops and beasts- it was only the Deist domination of the air that created a sort of detente in that area, until the defeat of the ice giant navy at the Battle of Sharia. Then, a coalition of the forces of the risen goddess Chiuta and her New God allies Ithreia and Veiloaria wrested power from Poison Wave by negotiating new patronages from the mammals and reptiles of the sea, and through brute force attacks on his center of influence, the Rainbow Isles. Poison Wave's ultimate fate is only hinted at, either being confined in deathlike sleep at the bottom of the sea, in a dark benthic trench, or cast into the cold outer void, unable to influence matters on the Material.

Church

Isolated islands in the Lost Sea still hide decadent tribes that worship Poison Wave, often by the Old Porphyra-Aquan pidgin title Kini'pala. Many have fallen to cannibalism and extreme xenophobia, and even hardened pirates avoid them. Some of those same pirates



do homage to Foulstorm, in acts more reminiscent of propitiation than worship, to avoid destruction on the sea and beseech for economic success. As for aquatic races, worship of Poison Wave is not as widespread as the surface dwellers would have one think, mostly due to the diligent works of Ithreia and Nise, when the latter can be bothered. Even the evil sea races demand proof of power delivered, but will readily follow if it is given.

Spell Preparation Ritual

A complex seasonal rite is performed by both island primitives and seaborne pirates, and it is the task of those ritually scarred in Foulstorm's name to remember the precise procedure for each, or be eaten/thrown overboard. Drums, chanting, consumption of fluids, and manipulation of tokens all have a place within the intricate procedure-some say of releasing Poison Wave from his prison, wherever that may be. The summoning forth of foul beasts and aberrations to consume sacrifices or defend the faithful has been rumored, but that may just be successful training, not Foulstorm's attention.

Religion Traits

The following traits are available to followers of Poison Wave.

Seaborne Preacher: Come finned, come gilled, and hear the ancient words of Kini'Pala! You gain a +1 trait bonus to Diplomacy and Intimidate when affecting humanoids with the aquatic or amphibious subtype.

Shell Trader: This shell is an ancient treasure of the Elemental Lords. And so is this one, and this one... You gain a +1 trait bonus to Appraise, and Appraise is always a class skill for you.

S'SLUUN, NAGA EMPRESS

Dictator of Valossa, Queen of Serpents, The Old Worm

Worshippers: Naga, royalty, serpentfolk

Alignment: Lawful Evil

Domains: Evil, Nobility, Scalykind, Water

Subdomains: Devil, Dragon, Leadership, Naga*

Favored Weapon: Sawtooth sabre

Favored Animal: Water moccasin

Legend

The convoluted saga of the demi-deific progression of S'sluun is stuff that could occupy occultists, historians, and arcanists for decades, and indeed, does. That she began her existence as part of the Empire of Valossa, as a spawn of the Empress-Regent in the capital of Vsstak'koll. This was part of a world now long dead, the same as begat the New Gods Nise and Lyvalia, and Nise's deceased deific war-god father Braal. S'sluun's part to play in that saga was essential, as the up-and-coming naga princess in that diabolical empire that oppressed the desperate people in the slowly-drowning lands of The Serpent's Teeth. The tragic tale of Nise, Lyvalia and Braal is told better elsewhere, but it was then-princess S'sluun that was the poisoner poisoned by Lyvalia's agents, and convinced to bring about a coup against her fellows, accessing dire magic to summon world-destroying beings, that hastened the death of her dying world.

Lyvalia rescued a portion of that world- now the city-state of Freeport- and kept it in stasis on a demiplane; S'sluun herself escaped and retreated to the Elemental Plane of Water, and bargained her way into the councils of the Elemental Lords. Her portfolio was that of inland fresh-water, and the myriad serpentine races that were allies and subjects of the Elemental Lords, such as serpentfolk, lizardmen, and the fiercely imperialistic sahaugin, who refused to associate with the 'lesser' Poison Wave. How ironic then when The Calling brought not only the remaining fragment of the world S'sluun thought would be hers, but the hated 'gods' that brought about the total destruction of everything S'sluun held dear! In the ensuing NewGod War, the small but magically-skilled enclaves of nagas and serpentfolk were all but annihilated, and their remnants scattered to hidden caves and swamps. S'sluun escaped destruction again, returning to a conduit from Hell to the Plane of Water called the Naga's Throat, seething with eternal rage against her second defeat.



Church

Reptilian adherents of S'sluun are extremely fanatical, as are the few human cultists that become enraptured with the power of the nagas. The main goal of the cult of S'sluun seems to be the recruitment of dragons, which has proved a difficult task. Dragons are notoriously self-centered, and though they enjoy being worshiped, the reverse is rarely true, and dragon-cults typically end up becoming dragon-dinners. There is also a few monasteries devoted to S'sluun, located in seaside grottoes, whose monkish attendants are deadly in the extreme.

Spell Preparation Ritual

An intricate kata of serpentine movements comprises the spell preparation ritual the adherents of S'sluun. Dragon-cults may also prepare special outfits for extended ceremonies, emulating the appearance of the great dracונים. Outsiders watching these ceremonies have often been paralyzed with fascination, to their downfall.

Religion Traits

The following traits are available to followers of S'sluun, the Naga Empress.

Snakepit Survival: Only the most sly survive the spawning-pit, to wreak vengeance on intruders. You gain a +1 trait bonus to Bluff and Knowledge (nobility) checks, and one of these is a class skill for you.

Cold Coils: Emulate the serpentine squeeze of S'Sluun, and you may please her. You gain a +1 trait bonus on combat maneuvers to grapple a foe, as well as a +1 trait bonus to your CMD whenever an opponent tries to grapple you.

WIND OF JEWELS

The Sand-Spirit, Ael-Rashabar, Dirtwind

Worshippers: Desert dwellers, nomads, treasure hunters

Alignment: Neutral Evil

Domains: Air, Evil, Luck, Repose

Subdomains: Ancestors, Curse, Fate, Wind

Favored Weapon: Shuriken

Favored Creature: Golden Eagle

Legend

A truly ancient entity, the Sand-Spirit became one of the Elemental Lords more by annexation than deliberation, as she felt little obedience to the machinations of empire-builders like Enor and Grunzol. Known to the people of the deserts and the steppes as Ael-Rashabar, embodiment of the dry southern winds, she was keeper of the dead, and bestower of luck or misfortune as the whim struck her. If the Wind of Jewels called for you, you were best to say your goodbyes- a fatalistic faith, but suited to the harsh lands that she oversaw. Governance was for men, the wind will take what it wants.

The intrusion of the New Gods invoked not just Wind of Jewels' alliance with the other Elemental Lords, but the raw fury of a baited predator, and the Deist forces soon began to fear the irregular commandos of 'Dirtwind'- squadrons of sand-buried mummies in ambush, savage desert eagles on the wing, not to mention screaming desert dervishes and elementals whipping coarse sand into flesh-searing waves of destruction. But the overmatched beast recognizes a dominant alpha predator, and the Sand-Spirit retreated as quickly as she had retaliated in attack, and performed the act that gained her the common name she is known by- Wind of Jewels. Scores of scores of common elementals, and not a few geniekind were abruptly recalled and preserved from destruction in a myriad of gems, bottles and rings, scattered into the deserts and rocky mesas to serve in individual ways in the unknown future. Among the zendiqi people of the deep Siwath, these objects are sacred, tiny tombstones of heritage not for mortal use... but the plans of Ael-Rashabar are not the plans of men, and no one can say the manner in which she removed herself from the Material sphere, as no Deist force has claimed banishment of the mysterious Sand-Spirit.

Church

The original devout that dedicated themselves to Wind of Jewels were shroud-wrapped mystics who cut neither hair



nor beard, and wandered the deserts and steppes prophesying, communing with and interring the dead, and often just staring into the heart of a searing sandstorm. Those of more materialistic mind oversaw burial projects of emirs and sheiks, and their handiwork is much sought after by tomb-robbers and treasure seekers today, even to the extent of trying to emulate worship of the Sand-Spirit to invoke hints of buried tombs.

Spell Preparation Ritual

Followers of Ael-Rashabar preferred to pray in open spaces of high ground, focusing on some trinket found in their travels- the common holy symbol of her devout is reminiscent of this. Crude scratches on windswept rocks are said to be focuses of her energy, delineating the cardinal direction of beseeching the four winds.

Religion Traits

The following traits are available to followers of the Wind of Jewels.

Desert Fetish: I hold the locked soul of magic, and will not violate its sacred boundaries. If you keep a one-shot wondrous magic item for 24 hours without using it, you gain a +1 trait bonus to two types of saving throw for 24 hours. This effect will only work once for each particular magic item.

Winds of Fate: Ael-Rashabar, hear my plea, consume or save me, at your whim. Once per day you may re-roll one skill check, but the re-roll is without any but ability modifiers.

New Subdomains

Below are three new subdomains introduced for some of the Elemental Lords, and possibly other divine beings not yet discovered.

Oni Subdomain

Associated Domain: Evil

Replacement Power: The following granted power replaces the scythe of evil power of the Evil domain. Oni are a race of evil native outsiders.

Tenacious Evil (Su): At 8th level, as a swift action, you can trigger fast healing 2 for half as many rounds as you have cleric levels, ie. 4 rounds at 8th level, 5 rounds at 10th. If you are below 0 hit points, this ability will be triggered automatically.

Replacement Domain Spells: 1st – *enlarge person*, 3rd – *nature's exile*, 6th – *planar binding* (oni only)

Naga Subdomain

Associated Domain: Water

Replacement Power: The following granted power replaces the icicle power of the Water domain. Naga are serpent-headed beings that often live in watery areas.

Fascinating Caress (Su): You can cause a living creature to become fascinated for 1 round as a melee touch attack. Creatures with more hit dice than your cleric level are not affected. You can use this ability a number of times equal to 3 plus your Wisdom modifier.

Replacement Domain Spells: 2nd – *detect thoughts*, 4th – *poison*, 6th – *geas/quest*

Retaliation Subdomain

Associated Domain: Protection

Replacement Power: The following granted power replaces the aura of protection power of the Protection domain.

Aura of Retaliation (Su): At 8th level, you can emit a 30-foot aura of retaliation, lowering your enemies' resistance to your righteous attacks. All enemies within this aura suffer a -1 penalty to AC, and have their resistance to the elements reduced by 5 (acid, cold, electricity and fire)

Replacement Domain Spells: 2nd – *retribution**, 4th – *retribution*, *greater**, 6th – *unwilling shield*

*spell from *The Book of Divine Magic*, 4WG

NEW MAGIC ITEMS

The magic items below were devised and created by the faithful of the Elemental Lords, almost exclusively in the days before The Calling; most of these items will be very old, indeed, part of treasure troves hidden for a millennium. It is possible that fanatics of the Deist forces may be prejudiced against those that possess these items.

ADAMANTINE BEAR

Aura moderate transmutation; **CL** 11th; **Weight** 1 lb.

Slot none; **Price** 10,000 gp

DESCRIPTION

A rare version of a *figurine of wondrous power*, this barely-tooled lump of meteoric iron only vaguely represents a bear. When the command word is spoken, it transforms into a fully-grown polar bear that can be commanded by the user as a mount and ally. The *adamantine bear* can be used once per month, for a period of no more than 12 hours.

CONSTRUCTION

Requirements Craft Wondrous Item, *animate objects*;

Cost 5,000 gp

BRASS TOWER KEY

Aura faint enchantment; **CL** 5th; **Weight** —

Slot neck; **Price** 6,500 gp

DESCRIPTION

This necklace token of heavy brass can be used three times per day to improve the attitude of a target by one step, as if the user had successfully used Diplomacy.

CONSTRUCTION

Requirements Craft Wondrous Item, *charm person*;

Cost 3,250 gp

CONCH OF LIES

Aura moderate transmutation; **CL** 5th; **Weight** 4 lbs.

Slot none; **Price** 12,800 gp

DESCRIPTION

This large seashell is engraved with dire runes, and has a blowhole worked with a brass mouthpiece in one end. The first blast per day lowers the Will saving throw bonus of all who hear it within 60 ft. by 1. The second blast invokes the spell *enthrall*. Any subsequent blasts invoke the spell *command*, but any blast past the third incurs a 10% cumulative chance of shattering the *conch of lies* irrevocably. All blasts require a standard action, and

all spells are cast at CL 5th.

CONSTRUCTION

Requirements Craft Wondrous Item, *command*, *enthrall*;
Cost 6,400 gp

ENOR'S ASHGLOBE

Aura moderate transmutation/evocation; **CL** 7th;
Weight 2 lbs.

Slot none; **Price** 11,500 gp

DESCRIPTION

An ashglobe looks like a decorative ornament to be shaken and admired; those familiar with the cult of Enor Ashlord will recognize it as a version of his ancient holy symbol, and it will function as such for one of his devoted, giving a +1 bonus to the caster level of one of their spells, once per day. Otherwise and additionally, *Enor's ashglobe* can, once per day, create an effect identical to the 'overgrowth' version of the spell *plant growth*, affecting only the 200-ft. radius quarter circle option. Once per day, and only after the *plant growth* option has been used, *Enor's ashglobe* can be used to cast *burning hands*, as if it were affected by the Widen Spell metamagic feat.

CONSTRUCTION

Requirements Craft Wondrous Item, *burning hands*, *plant growth*; **Cost** 5,750 gp

FACETED PRISON

Aura moderate summoning; **CL** 5th; **Weight** —

Slot none; **Price** 2,500 gp

DESCRIPTION

These sandworn, crystalline gems appear similar to other *elemental gems*, but are only capable of holding small elementals. Unlike *elemental gems*, however, a faceted prison can also ensnare and imprison a small elemental within 30 ft., if it fails a DC 15 Will save; thus it can be reused. There is an equal chance of a *faceted prison*, when found, to be empty or containing a prisoner. Releasing or capturing a small elemental is a full-round action.

CONSTRUCTION

Requirements Craft Wondrous Item, *summon nature's ally II* or *summon monster II*; **Cost** 1,250 gp

GAUNTLET OF DROTHOS

Aura moderate evocation; **CL** 8th; **Weight** 1 lb.

Slot weapon; **Price** 25,000

DESCRIPTION

This single heavy gauntlet gives off a palpable heat. It counts as a +1 *spiked gauntlet* for weapon proficiency, and does the same damage, plus 1d6 fire damage. On a critical hit, the target is coated in magma, doing 2d6 damage the first round, and 1d6 on the next two rounds unless the target is doused with water. Additionally, the hand wearing the *gauntlet of Drothos* can handle materials at high temperatures and not be affected.

CONSTRUCTION

Requirements Craft Magical Arms and Armor, resist energy, lavacall; **Cost** 12,805

MIASMA SHIELD

Aura moderate conjuration; **CL** 5th; **Weight** 5 lbs.

Slot shield; **Price** 3,200 gp

DESCRIPTION

This +1 *light wooden shield* is dull black, with darker motes winking within it. Once per day it can transform into a black mist surrounding the shield wearer, granting 20% concealment (though it is no longer a standard shield) This effect lasts for 5 minutes, and must be taken consecutively.

CONSTRUCTION

Requirements Craft Magical Arms and Armor, *blur*; **Cost** 1,600 gp

ORRERY OF THE UNKNOWN

Aura faint divination; **CL** 5th; **Weight** 2 lbs

Slot none; **Price** 2,200 gp

DESCRIPTION

This intricate model of worlds in space whirling around a tiny, glowing sun is cold to the touch. Possession of an *orrery of the unknown* gives a +2 bonus to Perception checks, and, once per day, the owner can cast *augury* as a cleric of 5th level.

CONSTRUCTION

Requirements Craft Wondrous Item, *augury*, creator must possess the Void domain; **Cost** 1,100 gp

SILICA DORY

Aura moderate transmutation; **CL** 7th; **Weight** 4 lbs.

Slot none; **Price** 7,200 gp

DESCRIPTION

In its unactivated form, a *silica dory* looks like a squarish, well-made glass bottle. When the proper command word is given, the bottle expands in the space of a single round to form a boat 10 feet long, 4 feet wide, and 2 feet in depth. It now contains a pair basket-spikes (to push across glass or sand) a mast, and a lateen sail. The dory can travel like a boat across sand (or ash) and surfaces of glass or similar substances. It will sink like a stone in water. All of the basic principles of boating apply to the dory, but with the substances indicated. A second command word causes the dory to fold itself into a bottle again, but only when it is unoccupied.

CONSTRUCTION

Requirements Craft Wondrous Item, *fabricate*, creator must have 2 ranks in Craft (glass) skill; **Cost** 3,600 gp

SLIPPERY CROWN

Aura moderate illusion/ conjuration (teleportation); **CL** 7th; **Weight** 2 lbs

Slot head; **Price** 26,400 gp

DESCRIPTION

This bizarre-looking piece of metal headgear is intended for those who expect betrayal and/or disaster to strike at any moment. Once per day the *slippery crown* can be activated, so that within the next hour, if the wearer takes damage from a physical or magical attack, or is affected by a magical attack that requires a saving throw, the wearer will be automatically affected by a *dimension door* effect, teleporting the wearer up to 600 ft. away. In the wearer's place, a simple illusion of the wearer will be created, that will repeat the action of the wearer in the previous round, until dispelled or disbelieved.

CONSTRUCTION

Requirements Craft Wondrous Item, *dimension door*, *major image*; 13,200 gp

STAFF OF THE SYRINX

Aura moderate transmutation; **CL** 11th; **Weight** 4 lbs.

Slot hand; **Price** 10,000 gp

DESCRIPTION

This thin staff of light wood has feathers lacquered onto its surface. It allows use of the following spells:

- *Feather fall* (1 charge)

- *Owl's wisdom* (1 charge)

- *Fly* (2 charges)

CONSTRUCTION

Requirements Craft Staff, *feather fall*, *owl's wisdom*, *fly*;

Cost 5,000 gp

SUNROD OF THE EMIR

Aura moderate enchantment; **CL** 9th; **Weight** 2 lbs.

Slot hand; **Price** 18,000 gp

DESCRIPTION

This item is likely the model and precursor for the alchemical item that is a staple for adventurers all over, and appears as a rounded baton of golden metal. This magical item is reusable, however, recharging in eight hours after being lit for 8 hours. In addition, the *sunrod of the emir* can cast *greater command* once per day, after it has been lit.

CONSTRUCTION

Requirements Craft Wondrous Item, *greater command*, creator must have 9 ranks of Craft (alchemy); **Cost** 9,000 gp

NEW MAGICAL SPELLS

These spells were developed by adherents of the various Elemental Lords, and jealously kept from common use. They may be used by others who discover the spell on a scroll or spellbook, or who successfully make a Spellcraft check to observe one in action, and make the proper research.

Aircastle [Qarryn]

School transmutation; **Level** cleric 5

Casting Time 10 minutes

Components V, S

Range special

Target see text

Duration 24 hours

Saving Throw none; **Spell Resistance** yes (object)

This spell is a specialized version of *levitation* that affects only objects, typically a small building. The weight affected is 1,000 lbs per caster level and the caster must be in the building for the spell to function, and to keep the building intact. The height to which the building will rise (at 20 ft/round) must be set by the caster at the casting time, and cannot exceed 400 ft. + 40 ft./level. At the end of the spell's duration, the building descends at the same speed as it rose.

Ashen Grasp [Enor]

School evocation (earth); **Level** cleric 3, inquisitor 3

Casting Time 1 standard action

Components V, S, DF

Range personal

Target you

Duration 1 round/level

Saving Throw none; **Spell Resistance** yes

When invoked, the caster's hands turn gray, and for the duration of the spell inflict 1d3 points of Strength damage on a successful touch attack. A touch with ashen grasp will also kill ordinary plants, even small trees, at a touch, reducing them to fine gray ash.

Black Mist Dirge [Kurofu the Shadow]

School conjuration; **Level** antipaladin 2, bard 3, cleric 3

Casting Time 1 standard action

Components V, S, DF (flute)

Range 40 ft. radius, centered on caster

Duration 1 round/level

Saving Throw Will negates; **Spell Resistance** yes

This spell causes a black mist to spontaneously appear or emerge to surround all targets within 40 ft. of the caster. Those who fail their saving throw attack all targets as if those targets were under a *blur* spell, missing 20% of the time, and suffer a -10 penalty to Perception checks and initiative. Bards must maintain a bardic performance to cast this spell.

Crevasse [The Ice Tyrant]

School evocation (water); **Level** antipaladin 2, cleric 3, ranger 3

Casting Time 1 standard action

Components V, S, DF

Range medium (100 ft. + 10 ft./level)

Area 30-ft. radius spread

Duration 1 round

Saving Throw see text; **Spell Resistance** no

This spell functions like a version of *earthquake*, but only in regards to ice or other frozen surfaces and substances, such as a glacier or frozen river. Each creature standing in the area must make a DC 15 Reflex save or fall down.

Fissures open in the frozen surface, and every creature standing on it has a 25% chance to fall into one (Reflex DC 20 to avoid a fissure). The fissures are 40 feet

deep (or simply drop a victim into water, or whatever is under the ice). At the end of the spell, the fissures do not close, unless natural action of the ice surface would cause them to do so.

Detect Gems [Wind of Jewels]

School divination; **Level** cleric 1, inquisitor 1, witch 1

Casting Time 1 standard action

Components V, S

Range 60 ft.

Area cone-shaped emanation

Duration 1 minute/level

Saving Throw none; **Spell Resistance** no

You can detect cut gems, objects containing gems, and magical gems- even creatures composed of or containing gemstones. The amount of information revealed depends on how long you study a particular area.

- *1st round:* Presence or absence of gem.
- *2nd round:* Number and location of gems within the scanned area. The location is felt in distance in feet, and up and down, if applicable, not 'behind the secret door in the wall'.
- *3rd and subsequent round:* If in the visual presence of the gems, the caster gains a +10 bonus to Appraise checks, or Spellcraft checks in the case of magical gems (including *ioun stones*).

Drown in Air [S'sluun]

School conjuration (water); **Level** cleric 2, witch 2

Casting Time 1 standard action

Components S, M (bladder of water)

Range close (25 ft. + 5 ft./2 levels)

Target one breathing creature

Duration 2 rounds plus 1 round/level

Saving Throw Reflex negates; **Spell Resistance** yes

This spell creates a bubble of water surrounding the target's main breathing apparatus. The effects on an air-breathing creature can be found in the rules on Drowning (see the *Pathfinder Roleplaying Game Core Rulebook*). Note that actions such as speaking or drinking a potion are impossible while holding one's breath. This spell can also be used on a water-breathing creature to supply a breathing medium out of water.

Fire Carpet [Firelord Mal'Eket]

School conjuration (fire); **Level** cleric 3, summoner 3

Casting Time 1 standard action

Components V, S, M (handful of thread)

Range personal

Duration 10 minutes/ level

Saving Throw none; **Spell Resistance** no

This spell creates a rippling carpet of flying flame similar to a *flying carpet*. It is 5 x 5 ft. in size, has a carrying capacity of 200 lbs., and a speed of 40 ft. A fire carpet can hover without making a Fly skill check and gives a +5 bonus to other Fly checks. The conjurer of the carpet is not hurt by the carpet's flames, but gains no special resistance to fire otherwise. Other beings that come into contact with the fire carpet take 1d6 fire damage per round.

Lavacall [Drothos]

School conjuration; **Level** cleric 4, inquisitor 4

Casting Time 1 standard action

Components V, S, DF

Range close (25 ft. + 5 ft./ 2 levels)

Area 5 ft. square

Duration 1 round/2 caster levels

Saving Throw Reflex negates; **Spell Resistance** no

This spell connects the caster with the Elemental Plane of Magma, summoning patches of magma to come through the surface of the ground. Note that magma cannot be summoned into an environment that cannot support it. If the target fails its saving throw, the magma patch forms underneath it, and it is subject to the environmental rules on lava, considering that the magma patch is 1 foot deep. A new patch can be summoned each round of the spell, and previously created patches stay until the end of the spell's duration.

Mask of the Void [Najim]

School abjuration; **Level** cleric 5, inquisitor 5, witch 5

Casting Time 1 standard action

Components V, S, M (tiny metal star)

Range personal

Duration 1 round/level

This spell forms a helmet of star-speckled matter to form around the caster's head, and forms an invisible shield around the body. For the duration

of the spell the caster is immune to acid, cold, drowning electricity, fire, gases and suffocation, but suffers a -4 penalty to Dexterity, moving as if in heavy gravity, and cannot speak. The caster deals 1d6 cold damage on a touch attack, and touching or grappling the affected caster deals 1d6, as well.

Note: For followers of Najim, this spell replaces the 5th level domain spell for the Void domain.

Painful Splinter [Ashamar Shining]

School evocation (fire); **Level** cleric 2, druid 2, magus 2, witch 2

Casting Time 1 standard action

Components V, S, M (pinch of sand)

Range close (25 ft. + 5 ft./ 2 levels)

Target one creature

Duration 1 round/level

Saving Throw Fortitude partial (see below); **Spell Resistance** yes

This spell fuses sand into a tiny splinter of hot glass, which automatically hits a target within range for 1 point of damage. The next round, upon failing a Fortitude saving throw, the target takes another point of damage and suffers a -1 penalty to hit, and to all skill checks. This continues for a number of rounds equal to the spellcaster's caster level, or until the saving throw is made. Constructs, elementals and undead are immune to all but the initial damage.

Savage Sun [Grunzol]

School transmutation; **Level** cleric 4, druid 4

Casting Time 1 standard action

Components V, S, DF

Range medium (100 ft. + 10 ft. /level)

Area 30 ft. burst

Duration 24 hours

Saving Throw Will negates; **Spell Resistance** yes

This spell magnifies the effects of the sun on creatures that fail their saving throw against it. Under the light of the sun, they are dazzled and sickened. All effects are doubled against creatures with light sensitivity, and tripled against creatures with light blindness. This spell has no effect at night, or in places that sunlight cannot reach.

Tainted Water [Poison Wave]

School transmutation; **Level** cleric 2, sorcerer/wizard 2

Casting Time 1 standard action

Components V, S, M (blob of petroleum)

Range close (25 ft. + 5 ft./ 2 levels)

Duration permanent

Saving Throw Will negates; **Spell Resistance** no

This spell stagnates 10 cubic feet of still water, making it foul and unable to support water-breathing life. Liquid-based magic items in a target area must make a saving throw or be utterly spoiled.

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