



Protean Lords of Porphyra

by Todd Stewart



The Slithering Symphony – Protean Lords of Porphyra

The immaterial tide of Limbo waxed and waned, lapping ephemeral tongues at the shores of the Material World. Looking to where the physical rose up, proud and unyielding, home to primordial Elemental Lords and mortals alike, innumerable serpentine eyes watched from the depths. There, from the brilliant dark depths of the Nothing/Everything of Limbo, a chorus of voices hissed.

“Things grow static/unchanging/vainglorious...” Asevelix the Devouring Obsequies, the Lord of Entropy, rose above the others, “I snarl/hiss/call now brothers and sisters clutch-mates angry/curious/plotting at what I see.”

The Cerulean Void stirred with movement and flickered with light as more eyes turned and looked, lifting slumbering lids. The currents twitched like spiders’ webs as yet other, more distant members swam back from whatever other realities had drawn their fickle fascination.

“Do they even remember where they came from?” Asevelix snarled, manifesting as a black, iridescent keketar. “Do the Lords of the Elements recall the coils that first lifted them to power, or what sat upon their throne before their rule?”

“They grow secure/proud/crippled/unchanging and this brings offense.” Kekissendri snarled as it slithered forwards on scales of blades, crowed by a circlet of drifting razors.

Inchoate and unformed, the elder one’s peer Y’Tinasni whispered and writhed, “A mote in our eyes and we shall cast a poisoned, bitter beam into theirs.”

Whispering to itself and the others alike, Ressiheksis turned and addressed its fellow. “So few souls call to us such is below our notice but this abomination of sterile static hegemony of homogeny calls out greater than any prayer any sacrifice please please please we beg you suffer not our stagnation and end our torment.”

“An ant hill toppled/a glacier slipped into the sealan eruption destroys a mountain and sows the seeds of a primeval forest - a crèche of birth/death/struggle/triumph/beauty.” Sessenaileama hissed and seethed, its ruby eyes burning in the depths amid the scent of ashes.

A bright mirror to her twin, Amaelianesses blinked her golden eyes and rose from the depths, “Sing we shall / a song of stars/pity/poisoned hope.”

Some of the powers of Chaos shrugged and swam away, others waited and watched, eager to take delight in the ensuing conflagration, others like Asevelix, not content to simply watch, dove headlong into the world, leaving the Dark and Bright Twins, Sessenaileama and Amaelianesses to gather the rest of the Slithering Symphony.

“They struggle/suffer these mortals do,” The twins looked around and called to the depths, addressing the others, “Soon they will call out. The so-called gods will hear and they will come. Let them come. Let everything change/delight/sing till in time they too cement their place, grow complacent, and the world freezes in the grip of stability/agony. They will become like the Elemental Lords before them, slaves of routine, masters of a world grown weak/sick in rancid homeostasis. They will cry out in their slavery begging for us to come and free them from but a new tyranny we will smile because we have always been here/we have never truly left. Things will change and we will revel in the beautiful carnage, there to light the fires/plant the seeds of new life/new ideas.”

Serpentine eyes glittered in the depths and forked tongues tasted the currents. Beloved change and the blood of elementals was all they tasted before they turned and swam towards the Material World.

“Come now sisters/brothers/lovers, let us sing.”

The Slithering Symphony

The Protean Lords of Porphyra rank among the primal Elder Powers that controlled the world prior to the Calling. Similar to the Elemental Lords and

Credits

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the powers of Death, they straddle an ephemeral line between gods and not exactly gods. The so-called Slithering Symphony never sought to rule and exploit the physical world and its mortal inhabitants. Unlike the Elemental Lords, their interactions are best described as fleeting and whimsical. The Protean Lords operate by their own supremely fickle interest, dabbling in the mortal world according to alien, unfathomable unreason, or when mortals deliberately

called out to them, drew their primordial eyes, and somehow were found to be of sufficient interest. Unlike many of the Elemental Lords, none of these inscrutable entities of Chaos were actually banished during the NewGod wars, but departed on their own terms, presumably so at least. As such, their cults remain, and so too their tenuous but ever lurking interest in the physical world.

Protean Lord	AL	Worshippers	Domains	Subdomains	Favored Weapon	Favored Animal
Amaelianesses the Liltng Song in the Aftermath	CN	Farmers, healers, artisans	Chaos, Healing, Protection, Sun	Day, Defense, Protean, Restoration	Longspear	King Snake
A'sevelix the Devouring Obsequies	CN	Dragons, executioners, iconoclasts	Chaos, Death, Destruction, Scalykind	Catastrophe, Dragon, Murder, Protean	Scythe	None
Jassisifrax the Echoing Emptiness	CN	Writers, missionaries, orators	Charm, Chaos, Knowledge, Sun	Light, Love, Memory, Protean	Bladed scarf	Butterfly
Kekissendri the Bladed Cadence	CN	Anarchists, assassin guilds, rebels	Chaos, Community, Liberation, War	Family, Mayhem, Protean, Revolution	Scimitar	Red wolf
Ressiheksis the sybil's Song	CN	Ascetics, scholars, seers	Chaos, Knowledge, Rune, Void	Intuition, Isolation, Language, Protean	Quarterstaff	Locust
Sessenaileama the Deafening Howl in the Exordium	CN	Arsonists, martyrs, soldiers	Chaos, Darkness, Destruction, Fire	Ash, Night, Protean, Rage	Greatsword	Coral Snake
Solekniamendra the Rapacious Hymnody	CN	Saboteurs, burrowing creatures, lepers	Chaos, Darkness, Destruction, Earth	Catastrophe, Caves, Loss, Protean	Knucke axe	Rat
Vestrivissia the Mocking Canticle	CN	Adventurers, gamblers, thieves	Chaos, Luck, Glory, Trickery	Curse, Deception, Heroism, Protean	Rapier	Mockingbird
Y'malikorim the Silent Susurrus	CN	Alchemists, constructs, craftsmen	Artifice, Chaos, Magic, Trickery	Arcane, Construct, Deception, Protean	Light hammer	Crow
Y'Tinasni the Inchoate Exultation	CN	Artists, astrologers, madmen	Chaos, Madness, Water, Void	Insanity, Ocean, Protean, Stars	Morningstar	Jellyfish
Zaelendris the Lament of Whispering Wounds	CN	Ghosts, undertakers, necromancers	Chaos, Death, Magic, Repose	Divine, Murder, Protean, Souls	Pick, light	Whippoorwill
Zelasindrillis the Unplaced Harmony	CN	Bards, flyers, illuminati, wanderers	Air, Chaos, Magic, Travel	Exploration, Protean, Wild Magic, Wind	Composite longbow	Dragonfly

Amaelianesses the Lilting Song in the Aftermath

The Lord of Rebirth, the Bright Twin

Worshippers: Farmers, healers, artisans

Alignment: CN

Domains: Chaos, Healing, Protection, Sun

Subdomains: Day, Defense, Protean, Restoration

Favored Weapon: Longspear

Favored Creature: King snake

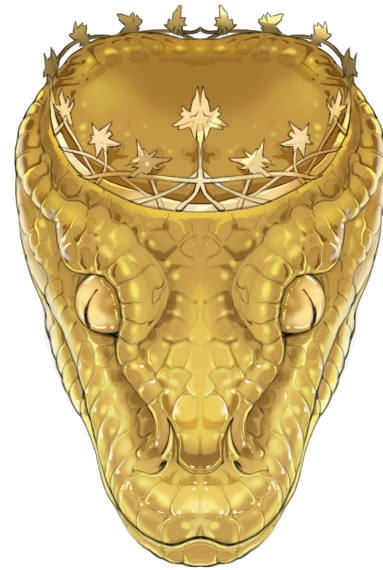
Legend

While many legends of the protean lords tell of their emergence and quixotic acts of destruction against both the Elemental Lords and Deist forces alike, the Bright Twin is uniformly remembered for acts of creation and healing. Amaelianesses manifested in the aftermath of the worst battles and elemental conflagrations of the NewGod wars, a great golden serpent with a crown of stars, a beatified mirror of her ruinous twin. Weeping for the destruction, her very presence healed injury and disease, and where she touched the earth, barren soil sprung to life and flowers bloomed even in naught but ashes. Led by a golden chorus of keketars, the followers of the Bright Twin tirelessly worked to bring life and renewal after the endless number of natural disasters and the aftereffects of war. Most notably her forces often followed in the immediate wake of those loyal to the Dark Twin Sessenaileama, helping to bring restoration to the wanton death and pyrrhic destruction they gleefully brought upon the world, including the destruction rained down on Erkusaa itself.

In the wake of the volcanic destruction triggered by Drothos her followers aided fleeing refugees and seeded the blasted landscape with what would eventually become forests and grassland. The Bright Twin's final act before departing the world was to provide refuge and shelter to the few nagas and serpentfolk that forsake the worship of S'sluun, providing for them within a pocket jungle demiplane torn away from the world and secreted away, supposedly one day to return.

Church

The Bright Twin possesses the widest following of any of the Protean Lords outside of the boundaries of Erkusaa, though G'sho'laa'n'rr remains the seat of her worship. Far beyond the Mist-Shrouded Isle, farmers and peasants still recall tales of her aid in returning life to scorched and blood-soaked fields. Without a formal clergy to direct them, but self-directed and occasionally rewarded



by visions in their dreams, they whisper a silent prayer to Amaelianesses as they plant their crops, and a simple blessing in her name is often recited during sunshowers. Dressed in golden-scaled regalia and white silken robes, formal clergy are restricted to Erkusaa with the slim exception of a strange number of protean-touched gold dragons lairing in the Glass Sea, seeking to shepherd life back to that waste.

Spell Preparation Ritual

Understand that life is resurgent, crawling back from the edge of death and destruction with the inevitability of the sun rising in the morning sky each and every day. Prepare your spells at daybreak as the first rays of light fall upon your bare flesh and whisper a prayer of thanksgiving that you are alive. Finish your prayers by bowing in the dirt, no matter how lush or how barren, and reach out your tongue. Taste the earth, knowing that this day you will touch the world with vitality and creation.

Religion Traits

The following traits are available to followers of Amaelianesses:

Call of the Bright-Twin: Life persists even when put to the brink of death, and with the Bright Twin's blessing you may give the dying a second chance. Once per day as a swift action you can stabilize a single dying creature within 30 feet. This is a supernatural effect.

Verdant Touch: The truth of Chaos is verdant life and creation, and the Bright Twin empowers you to ensure that life never falters. You gain a +1 trait bonus to Heal checks and Heal is always a class skill for you.

A'veelix the Devouring Obsequies

The Lord of Entropy, The Cyclical Wyrms

Worshippers: Dragons, executioners, iconoclasts

Alignment: CN

Domains: Chaos, Death, Destruction, Scalykind

Subdomains: Catastrophe, Dragon, Murder, Protean

Favored Weapon: Scythe

Favored Creature: None

Legend

The Lord of Entropy was among the first of its kind to manifest upon the face of Porphyra, and the one whose actions were most obvious and immediate. His followers claim that the Great Chasm north of Nor-Du-Mag formed when A'veelix first appeared, dragging his scythe across the earth, leveling mountains, blotting out the noon-day sun with dust and ash, and obliterating three entire elemental garrison cities.

One of the eldest and greatest of the Protean Lords, even before the rise of the Elemental Lords, A'veelix claims to have initiated the changes in the substance of the primordial Chaos that allowed their genesis and rise to power. In time however, lest the world become sterile and static, A'veelix appeared again, drawing the gaze of his brethren among the distant, alien minds of the Slithering Symphony.

Fearsome and terrible, the Cyclical Wyrms manifests as a flame-blackened skeleton of shifting race carrying a gleaming quicksilver scythe and riding atop the back of an iridescent sooty-skinned magma primal dragon with mirrored eyes. As the shape of the skeletal rider changes to match the race of those viewing it, the Lord of Entropy may not be this figure, but rather the omnipresent, darkly iridescent draconic mount.

Curiously, the Lord of Entropy vanished in the midst of the NewGod wars, something wildly inconsistent with its earlier actions which uniformly carried all of the subtlety of a roaring hurricane. Some scholars suggest that the fickle entity simply grew tired of the mortal world and departed back to the raw Chaos of Limbo, though his clergy claim otherwise. While the Cyclical Wyrms left events on the mortal plane to his kindred, he followed and hunted the retreating Elemental Lords for sport, obliterating at least three now nameless members of their kind and crippling two others—with many whispering that his hand was in the mysterious fate of the vanished or imprisoned Poison Wave—so as to prolong their absence from the world.



Church

The followers of the now largely distant Lord of Entropy are few in number and largely isolated to a cult among the erkunae in G'sho'laa'n'rr the City of Dreams. Eschewing elaborate dress and pomp, they paint their bodies black and tattoo their flesh with motes of color, mimicking the iridescence of their patron's primal dragon mount. Upon reaching an age where their health and physical abilities begin to decline—surely a sign of the touch of Entropy itself—they emulate A'veelix's departure and embark on a personal and suicidal hunt against the followers of any openly lawful group or religion, slaying as many as possible in whatever way they choose before finally perishing.

Spell Preparation Ritual

In the end, everything succumbs to the ever-gnawing onslaught of entropy. Mountains crumble to sand, flesh weakens, and even the sidereal furnaces in the heavens flicker and fade. Devotees of the Cyclical Wyrms acknowledge this by breaking a created object, snapping a living branch, or shedding their own blood.

Religion Traits

The following traits are available to followers of A'veelix:

Entropic Resonance: You understand that nothing lasts forever, and delight in destruction in A'veelix's name. You gain a +2 trait bonus to attempts to sunder, break, or burst items, weapons, or armor.

Entropic Spells: Even powerful bulwarks against magic must eventually fall. Once per day you can re-roll a failed caster level check to overcome spell resistance.

Jassisifrax of the Echoing Emptiness

The Cry in the Wilderness

Worshippers: Writers, Missionaries, Orators

Alignment: CN

Domains: Charm, Chaos, Knowledge, Sun

Subdomains: Light, Love, Memory, Protean

Favored Weapon: Bladed scarf

Favored Creature: Butterfly

Legend

Of its kindred, the Echoing Emptiness is one of the most abstract in appearance, and even his followers debate if his form is simply one of iconography or a physical reality. Described by his clerics deep in the throes of religious ecstasy or sculpted during periods of frenetic inspiration, Jassisifrax takes the form of a glowing, golden sphere of molten serpents surrounded by nested halos of arcane symbols. Perhaps only an aspect of a greater whole, this perceived image of the Cry in the Wilderness is said to blink like some great, serpentine eye.

A deeply philosophical and subtle entity, the Echoing Emptiness and his followers operate as theological propagandists and bards. By song, graffiti, letters and lies they espouse the virtues of Chaos primarily through words rather than blades or earthshaking cataclysms. In line with this favored method of action, the greatest artifacts of the faith comprise such objects as the Quill of Azhelephir and the Susurrant Tome. The first is a golden quill pen granting hallucinatory visual aphasia and periods of brilliant automatic writing, said to channel Jassisifrax himself while writing down piercing, brilliant and utterly believable lies. The latter object is a heavy, brass-bound librum said to contain the original, uncorrupted and unaltered text of any book placed under it. Both objects unfortunately were lost during the NewGod wars and his clergy still seek to regain them.

Church

Clerics of the Echoing Emptiness are solitary, itinerant figures dressed in blue and yellow, moving as whimsy takes them, though this need not be assumed to be physical wandering. Writers and speakers, many of them spread their words by songs in listeners' ears, notes scribbled in the margins of a scholar's tome, and poetry chiseled into a king's monument or the side of a god's altar. Of course, the words need not be true to achieve their desired effect, leading to their disparaging yet grudgingly respectful name 'The Slithering Liars'.



Spell Preparation Ritual

Beginning with the most powerful of your spells, down to the lowest orison or cantrip, take the first letter of each memorized incantation and compose a poem with each line starting with each of those letters. Understand that meaning and beauty comes from this simple creation even if only heard by yourself, but with each spell then cast, you impart a piece of this onto the world at large.

Religion Traits

The following traits are available to followers of Jassisifrax:

Bardic Virtuosity: Spoken, sung, or implied through the sounds of an instrument, your words are preternaturally effective in bolstering your allies or impacting your enemies. Once per day, you gain a +1 trait bonus to the effect of any applicable bardic performance.

Slithering Guile: Words are weapons wielded by the tongues of Jassisifrax's followers. Once per day you gain a +2 trait bonus to either a Bluff or Diplomacy skill check.

Kekissendri the Bladed Cadence

The Lord of Dissonant Concord, the Anarch Wyrms

Worshippers: Anarchists, assassin guilds, rebels

Alignment: CN

Domains: Chaos, Community, Liberation, War

Subdomains: Family, Mayhem, Protean, Revolution

Favored Weapon: Scimitar

Favored Creature: Red wolf

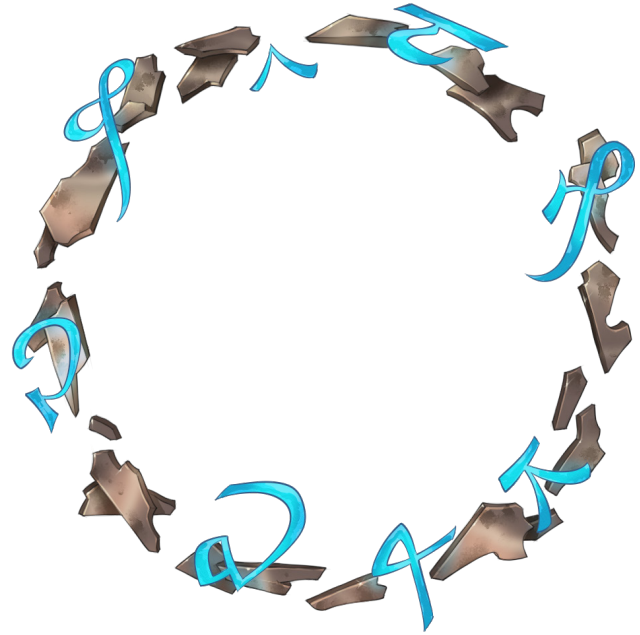
Legend

The Anarch Wyrms' actions upon Porphyra began well before the Calling, continued well into the aftermath, and to the present day. A great serpent with scales formed of innumerable sword blades, crowned with a halo of swirling, broken metal, Kekissendri's followers were key in aiding those mortals who dared rebel prior to the arrival of the Gods. Less interested in gaining followers of its own than in liberating the shackled subjects of the Elemental Lords, the Protean Lord of anarchists and rebels acted to erode the power and institutions of the Elemental Lords, with a specific hatred of Djinnlord Qarryn the Oppressor.

After a prolonged period of sabotage and assassinations at the hands of his cult, when Kekissendri eventually manifested, it did so in profound fashion in the midst of the burgeoning war between Deist forces and those of The Oppressor. Pouring forth from a hole in the sky with a cloud of shrieking proteans in its wake, it coiled around one of Qarryn's lesser flying cities, devouring its nobles and soldiers as it wrenched the citadel from the skies and into the depths of the Sea of Almuut. What followed was a wild and seemingly irrational rampage from the Pinnacle Lands to the Birdman Mountains. It and its followers scattered and sacked dozens of cities and bedeviled as many vast armies in transit through the worst years of the NewGod wars, assaulting both Deist and Elemental forces alike. Only in the aftermath and after years of study did a pattern emerge: neither Deist nor Elemental matter to the Anarch Wyrms, only the taint of Law, and the same pattern continues among its followers to this day.

Church

Kekissendri's anarchist priests zealously emulate their patron's servitor keketars and their crowns of blades rather than drifting symbols. Dressed in scarlet robes, they mark their faith either by painting their shaved heads with symbols in metallic ink or by actually piercing and embedding razors in their scalp. For all their zeal and



occasional self-mortification, the Anarch Wyrms' church takes pains to hide itself within nearly every populated land, fomenting revolution against those who misuse their power and supporting their enemies by word and by unpredictable deed.

Spell Preparation Ritual

Whisper a prayer to the Anarch Wyrms while holding a blade in your hands. Slowly run the blade along your lips, gracing the edge with your tongue, fully aware of the risk of injuring yourself. Any blood spilt is a lesson learned and a metaphor for the blood which must be shed in Kekissendri's name.

Religion Traits

The following traits are available to followers of Kekissendri:

Anarch's Cadence: Strike swift and strike hard, drawing the blood of the current order and its slaves. You gain a +1 trait bonus to attack and damage during surprise rounds.

Unseen Blade: The blade that strikes best is the blade whose hand is never seen. You gain a +1 trait bonus to Stealth, and Stealth is always a class skill for you.

Ressiheksis the Sybil's Song

The Blinded Omniscience

Worshippers: Ascetics, scholars, seers

Alignment: CN

Domains: Chaos, Knowledge, Rune, Void

Subdomains: Intuition, Isolation, Language, Protean

Favored Weapon: Quarterstaff

Favored Creature: Locust

Legend

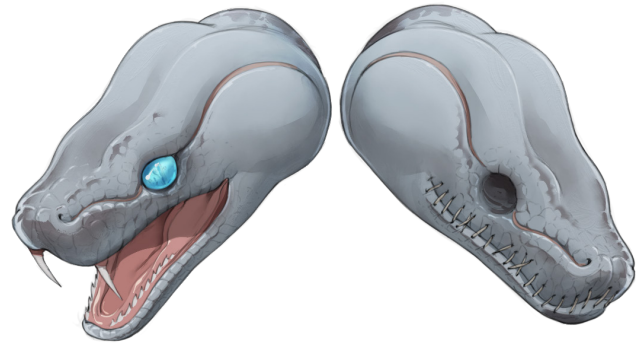
I have always been here is what Ressiheksis the Sybil's Song said to the first mortals that whispered prayers in her/his name after the Blinded Omniscience came to them in their dreams. They wanted knowledge, and their worship of the Elemental Lords was simply propitiation and a means to an end, but there was another way. Ressiheksis sang among the stars since before the stellar furnace of Porphyra's sun first set light and life into motion. You have a choice it told them, and I am here, an answer seeking your question.

To these dreamers, she was a thing of majesty and terror, a creature of primordial wisdom and madness. Ressiheksis appeared as a creature of twin serpentine heads set atop a glistening orb swirling with suggestive, indistinct shapes. One head was blind, with milky, cataract shrouded eyes, and the second head with only bleeding, empty sockets. One lacked a tongue and mouthed silent words, and the other bore bleeding lips stitched shut. The gods had not yet come, but those who keened to the Sybil's Song did not need them, for she/he sang to them so many secret things.

Most of these dreamers vanished, occulting themselves into caves and mountain top refuges, far away from the war soon to unfold. There they whispered into the dreams of Qarryn and Grunzol's followers in the same way that the Sybil's Song had to them. These they seeded with doubt and fear, promises of a future in which their elemental masters were brought low. This self-fulfilling prophecy of course happened, but none doubt that it was only the first step in what Ressiheksis had told to his/her followers, and as for the first ones yet to make their return to the world, only speculation and the future hold answers.

Church

The church of the Sybil's Song is most often a solitary affair, with only a rare cloister of its followers gathering together on a mountaintop or deep within a cave, isolated from the world at large and free to indulge in



the visions their worship provides. Known for extreme asceticism, devotees starve themselves and imbibe hallucinogens, perform hesychastic prayers, and engage in profound self-mortification. Wandering members often write their visions and prophecies in the margins of self-copied books and distribute these works into other libraries and collections, surreptitiously spreading their patron's influence.

Spell Preparation Ritual

Cover your eyes, stare into a candle flame, or sit alone in perfect darkness. Eschewing your sight, open your mind and senses to the world around you that would otherwise be dim, distant, and unseen amid the shadow cast by your vision. Whisper your prayers to the Sybil's Song and then regain your sight, knowing that at times it may cloud true understanding.

Religion Traits

The following traits are available to followers of Ressiheksis:

Philological Wisdom: The flow of words both known and unknown are the liturgy of the Sybil's Song, and his/her followers are quick to discern the meaning of new and foreign tongues, codes and ciphers alike. You gain a +1 trait bonus to Linguistics checks and Linguistics is always a class skill for you.

Piercing Divination: Followers of the Blinded Omniscience gain a profound ability to magically discern all things hidden from view. You gain a +1 trait bonus to the DC to resist your divination spells.

Sessenaileama the Deafening Howl in the Exordium

The Lord of Ashes Underfoot, the Dark Twin

Worshippers: Arsonists, Martyrs, Soldiers

Alignment: CN

Domains: Chaos, Destruction, Fire, Darkness

Subdomains: Ash, Night, Protean, Rage

Favored Weapon: Greatsword

Favored Creature: Coral snake

Legend

For all that is spoken of whimsy, freedom, and creation, Chaos is never complete and whole without destruction, loss, and sacrifice in order to preserve itself from the tyranny of Law. There can be no creation without its mirror opposite as the old and static gives way beneath teeth and blade, and seeds grow best where blood and ashes stain the soil. This dark vision of Chaos more often associated with the rampant, mindless destruction of demons was the creed of Sessenaileama the Deafening Howl in the Exordium.

Terrified at their loss of territory and influence as the NewGod wars raged on and their hideous defeat in Parl Pardesh, the desperate erkunae called upon every power whose names they recalled. Finally, after the sacrifice of five thousand dhosari, the Dark Twin manifested above G'sho'laa'n'rr, taking the form of a great keketa formed of compacted, smoldering ashes with burning ruby eyes, surrounded by a rain of cinders and darkness. The Lord of Ashes Underfoot listened to the cries of priests and nobles begging for salvation and a return of their power and rule. The Dark Twin listened and in response, he laughed. Brought into the world, the protean lord of destruction and darkness ignored their pleas even as he and a storm of jet black naunets set upon the weakened armies of the Opal Throne. Slaughtering thousands and shattering the remaining naval forces of Erkusaa the screaming black storm departed, moving on to ravage Elemental and Deist forces alike upon the mainland like a living, devouring wave.

Only now, having rebuilt itself and again looking outwards, do the erkunae understand that their loss and bloodshed was necessary to make them stronger. The Dark Twin's actions removed the threat of any subsequent foreign invasion, with many assuming the island to be a blighted wasteland or still crawling with Sessenaileama's armies.



Church

Naked and daubed with ashes and self-inflicted ritual scarring, the followers of the Dark Twin share their holy places with those of Amaelianesses, holding their often bloody ceremonies at night, and sharing services during rare periods of solar eclipse. Whatever the natural state of the building, it grows increasingly damaged during the course of worship, slowly crumbling to ashes and rubble around the chanting worshippers, appearing whole again at the end of their service.

Spell Preparation Ritual

Like a great wyrm swallowing the sun, inscribe an enemies name upon an egg or a fruit, and then consume it. Smile as you devour this meal as if you were devouring your enemies and not only an abstract representation.

Religion Traits

The following traits are available to followers of Sessenaileama:

Destructive Magic: Magic is too often used as a shield and bulwark to stifle change and hold back the inevitability of death, but your magic pierces through with the blessing of the Lord of Ashes Underfoot. You gain a +1 trait bonus to caster level checks to dispel, counterspell, or overcome spell resistance.

Law-Bane Fury: The truth of Chaos is destruction in order to make way for all new things, and the Dark Twin empowers you to ensure that nothing lasts forever, especially those things that would brazenly exalt Law. You gain a +1 trait bonus to attacks and damage against enemies of the Law subtype.

Solekniamendra the Rapacious Hymnody

She That Gnaws At The Roots

Worshippers: Saboteurs, burrowing creatures, Lepers

Alignment: CN

Domains: Chaos, Darkness, Destruction, Earth

Subdomains: Catastrophe, Caves, Loss, Protean

Favored Weapon: Knuckle axe

Favored Creature: Rat

Legend

One of the lesser known members of their kind, through history Solekniamendra has avoided manifesting openly or giving grand displays of her power, preferring to follow a much more subtle and some would say insidious path. Dwelling deep below the earth, swimming through the stone with the same ease as the elementals and genies of the Earth, the Rapacious Hymnody took the form of a great leucistic hydra stained with rust, blood, and dirt, with each of its myriad heads bearing keketar crowns. What lurks unseen, without name and without any obvious cult spreading word of their deeds is yet something to bring worry to even the greatest of tyrants. As the NewGod wars raged, the Elemental Lords and their Deist enemies alike discovered this prescient and bloody fact, much to their woe. Without ever seeing her directly, the earth sagged, rivers changed course, fields withered and form deserts in the wake of her passage. Great ruptures in fault lines shook cities to the ground and wells and oasis soured and poisoned those seeking to slake their thirst.

Long after the end of the NewGod wars, legends lay at Solekniamendra's coils the responsibility of banishing Wind of Jewels, the Rapacious Hymnody's greatest achievement. Yet other legends claim that rather than banishment, She That Gnaws at the Roots aided in secreting the Elemental Lord away for reasons still unknown.

Church

The Rapacious Hymnody's followers congregate below ground and out of sight, insinuating themselves amid unknowing, unsuspecting populations. In caves, cellars, and sewers in groups of nine they dress in white and red, ritually mimicking their patron as she burrowed through the depths of the earth. Following each long and winding progression, blood is spilt and dashed upon stone or slipped into water, and killing sacrificial victims by the consumption of poisoned food or wine is a preferred



method, often with a captured sacrifice thusly condemned but allowed to run free, thinking itself safe, only to die in agony days later.

Spell Preparation Ritual

Scratch your name upon a stone or in the earth, thinking back to any personal loss or failure. Encircle your name as the Rapacious Hymnody encircles and accepts you as her own, understanding that as she weakens, corrupts, and destroys others from within, she is there to guide you to dispense of your own failings and weaknesses. Whisper a prayer of thanks and mark the end of your ritual with a drop of your own blood, then turn over the stone or pile up fresh dirt to cover what you have done.

Religion Traits

The following traits are available to followers of Solekniamendra:

Grace of the Unnoticed: Unseen and never suspected, the Rapacious Hymnody is only felt and then after she strikes. You gain a +1 trait bonus to Stealth skill checks, and Stealth is always a class skill for you.

Subtle, Silent, Deadly: Even the subtle or dishonorable are valued and blessed tools in the hands of Solekniamendra's chosen. You gain a +1 trait bonus to the save DC of any disease, drug, or poison that you use against an enemy.

Vestrivissia the Mocking Canticle

The Lord of Arrogant Whimsy

Worshippers: Adventurers, gamblers, thieves

Alignment: CN

Domains: Chaos, Trickery, Scalykind, Luck

Subdomains: Curse, Deception, Heroism, Protean

Favored Weapon: Rapier

Favored Creature: Mockingbird

Legend

If ever there was a living avatar of deceit, its smile would resemble that of Vestrivissia the Mocking Canticle. During the early days of the Calling, the self-titled Lord of Arrogant Whimsy first manifested in the very presence of an avatar of the Elemental Lord Drothos. A great feathered serpent with the wings of a butterfly, glittering with tourmaline colors, it bowed and introduced itself as one-not-of-this-place-yet-never-distant-and-here-I-am-to-help. With the arrogance to personally address one of the greatest Elemental Lords and offer its aid, professing itself a kindred spirit to Drothos's chaotic flames, the protean lord preemptively distanced itself from its own kindred even as they undermined the Lava-Caller's fellows.

Initially aiding Drothos against Deist forces and gaining a measure of trust despite its own alien nature, Vestrivissia and his followers wormed their way into places and positions that would otherwise have been barred to any others not bound to the Elemental Lord itself. Of course, the Mocking Canticle betrayed them all. A whispered word of warning here, a rumor fed to a high priest, a subversive song penned in the name of another and distributed to the masses, all of these corrupted the Elemental Lord's base of power from within, sowing the seeds of distrust within his ranks even as the Mocking Canticle fed information to his enemies. Ultimately without a drop of spilt blood, Vestrivissia whispered into Drothos's ear and initiated the Elemental Lord's betrayal of Ice-Tyrant. Having irrevocably fractured one of the greatest alliances among the Elementals, the Mocking Canticle vanished, leaving behind a cult embedded in Elemental and Deist ranks alike like bits of cancer strewn through unknowing flesh, and all the while cackling with laughter at what it had done.

Church

The Mocking Canticle's followers make the churches of other gods their own, entering by stealth and conducting their own illicit ceremonies, or penning their own



prayers into the liturgies of other faiths. Like theological cuckoos, their only permanent churches are the abandoned chapels and shrines of other gods. They rarely gather in groups numbering more than a handful, and these small intimate gatherings often meet in back rooms of inns, brothels, and even caves – places already common for adventurers who make up the vast bulk of Vestrivissia's flock.

Spell Preparation Ritual

Whisper a prayer to the Mocking Canticle while holding a stolen object of veneration belonging to another faith. Recite prayers to Vestrivissia penned into the margins of a prayer book of another god, fully aware of the taunting, blessed blasphemy the act engenders.

Religion Traits

The following traits are available to followers of Vestrivissia:

Mocking Feint: Deception and daring are two faces of the same coin, and Vestrivissia smiles upon both. You gain a +2 trait bonus to Bluff skill checks made as part of a feint, and Bluff is always a class skill for you.

Who Dares, Wins: As arrogant and daring as your patron, hurling yourself into danger garners you a moment of the Mocking Canticle's whimsical grace. Once per day as an immediate action you gain a +1 trait bonus to a single Reflex, Fortitude, or Will save.

Y'malikorim the Silent Susurru

The Ghost in the Machines

Worshippers: Alchemists, Craftsmen, Constructs

Alignment: CN

Domains: Chaos, Trickery, Artifice, Magic

Subdomains: Arcane, Construct, Deception, Protean

Favored Weapon: Light hammer

Favored Creature: Crow

Legend

In the minds of many, the domain of the forge, of metalwork, of clockwork and constructs is restricted to the ordered minds of the followers of Law. Y'malikorim the Silent Susurru however is no axiomite, inevitable, nor fellow traveler of Linium, but somehow, inexplicably a creature of Chaos at home within their rigid and artificial environments. The Ghost in the Machines manifests as a metal keketar made of multiple smaller versions of itself welded together into a larger whole, with ghostly afterimages moving in and out of itself like a puppet master tugging upon ethereal strings.

Largely unknown outside of the often obsessive alchemists and craftsmen who fall within his favored sphere of influence, Y'malikorim arrived upon the face of Porphyris long after the Calling. Seemingly a reaction to the growing power of Linium, his cult is strongest within the Clockwork Lands where they give half-life to machines, pervert golems and other constructs from their original purpose, and watch the resulting chaos wreck havoc in their wake. Most recently, rumors claim that the cult now holds some artifact or spell allowing their priests to possess constructs much as they would living creatures with similar magic. The precise nature of this power and how they seek to use it in Y'malikorim's name for the moment remain unknown.

Church

Largely restricted to the Clockwork Lands, the Silent Susurru still finds solitary adherents among tinkers and alchemists in all other lands, though without the elaborate ritual of his organized followers. Heavily tattooed with metallic and sometimes poisonous inks, Y'malikorim's faithful obsess over granting life and freedom to artificial creatures. The more eccentric members of the faith even go so far as to graft or incorporate artificial body parts as replacements or augmentations to their own physiology, typically with a serpentine flavor to match their patron.



Spell Preparation Ritual

Etch the sign of the Silent Susurru upon a gear or other small piece of a greater device, marking the logical and structured with the name of Y'malikorim. Incorporate this piece into a machine as a perpetual prayer to Chaos dwelling within the flesh of a thing of Law, or else retain this symbol on your person until such time as you can.

Religion Traits

The following traits are available to followers of Y'malikorim:

Chaotic Inspiration: While those of ordered minds see themselves as artisans when they forge and sculpt metal and stone, you know that only those blessed by the freedom of Chaos can truly create. You gain a +2 trait bonus to any Craft skill.

Construct Bane Touch: When freedom cannot be granted to mechanical beings and other artificial creatures, the Ghost in the Machine grants you the knowledge of how to strike and sunder them with fluid, uncanny ease. You gain a +1 trait bonus to attack and damage rolls made against constructs.

Y'Tinasni the Inchoate Exultation

The Lord of Madness, The Formless Glimmer

Worshippers: Artists, astrologers, madmen

Alignment: CN

Domains: Chaos, Madness, Water, Void

Subdomains: Insanity, Ocean, Protean, Stars

Favored Weapon: Morningstar

Favored Creature: Jellyfish

Legend

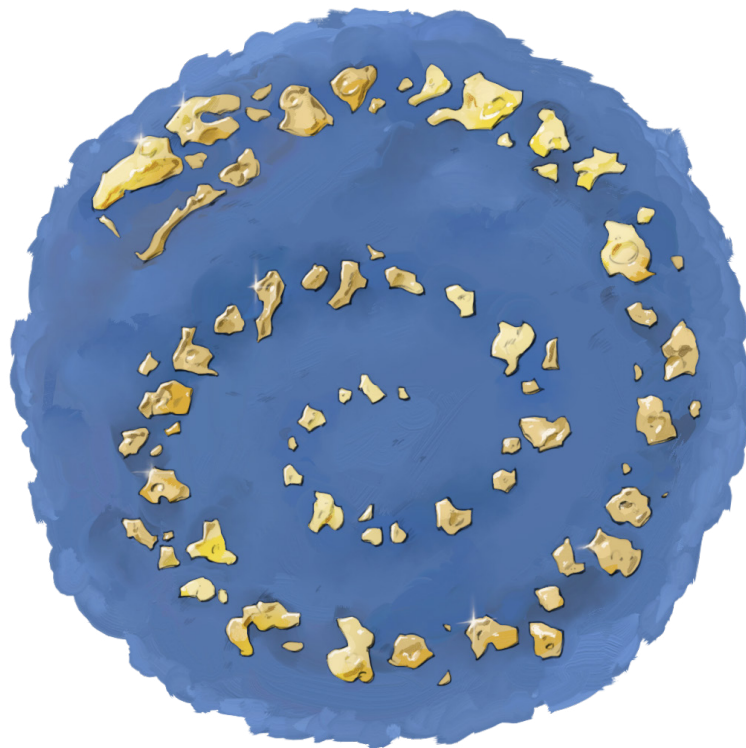
Alone in this among her kind, Y'Tinasni the Inchoate Exultation has never physically manifested upon the face of Porphyra. Unlike her lesser kindred, the Lord of Madness instead reaches out to receptive minds and those who—in their vanity, ignorance, or desperation—call out to her, having seen her name whispered in their dreams or penned, emergent in the Pareidolia of the randomness of the world.

Less coherent in form than her kind, befitting her title as The Formless Glimmer, Y'Tinasni appears as a golden mass of incorporeal serpents, wriggling, reaching, singing, and devouring one another. Daring to look upon her majesty, distinct shapes gradually emerge inside of the mass: a serpentine face, a heart, and a brain, all like mobile organelles in some great amoebic whole.

Distant and uncaring as she may be, the Inchoate Exultation turned her attention in erratic fashion to the Material World time and time again through the ages, and the signs of her presence vastly predate any of her kindred. In the oldest corners of Erkusaa, in inundated ruins in the Lost Sea, and the deepest caves below the glaciers of the Eternal Ice, ruins betray her touch long before the rise of the Elemental Lords. There, penned in stone wait the stanzas of a bizarre mimetic liturgy that draw the willing to her notice. Those who seek her touch, whatever power they gain, are never again the same person. Corrupted by her grace and whispering madness, their patron corrupts not out of malevolence, but through an alien presence that mortal thought processes are entirely incapable of fully comprehending. Their minds change to accommodate, but only to a certain point so long as they reside within the flesh.

Church

Among the most remote and alien of the powers of Chaos, virtually no temples exist in service to Y'Tinasni with the exception of a number of small shrines in Erkusaa. Whatever her desire, she still sings from the depths, calling to those few that listen. Speaking to themselves



in sing-song rhyme, they wander the world, listening to distant alien voices bubbling within their mind, tasked with inscrutable errands. As a power of madness, there are no formal texts or strictly defined ritual practices, and every worshipper of the Formless Glimmer seems to possess a unique and personal connection with her. The only constant are the seizures, periods of bizarre aphasia, and the certain descent into insanity that her devotees undergo in exchange for her touch.

Spell Preparation Ritual

Seeking wisdom in the unformed and unfathomable, prayers are whispered while gazing into a vessel of water into which spirits or oil are then mixed. In the swirling chaotic mix of the immiscible, meaning emerges from meaninglessness.

Religion Traits

The following traits are available to followers of Y'Tinasni:

Fluidic Thoughts: Your unstable mind bubbles with bizarre rhythms, throwing off external influence. Once per day you may re-roll one Will save, but you must keep the results of the second roll even if the result is lower.

Moved By Alien Currents: Seized by strange instinct, your body seems to flow more so than move. Once per day you gain a +4 trait bonus to your initiative roll.

Zaelendris the Lament of Whispering Wounds

The Haunted

Worshippers: Ghosts, gravediggers, necromancers

Alignment: CN

Domains: Chaos, Repose, Magic, Death

Subdomains: Divine, Murder, Protean, Souls

Favored Weapon: Light pick

Favored Creature: Whippoorwill

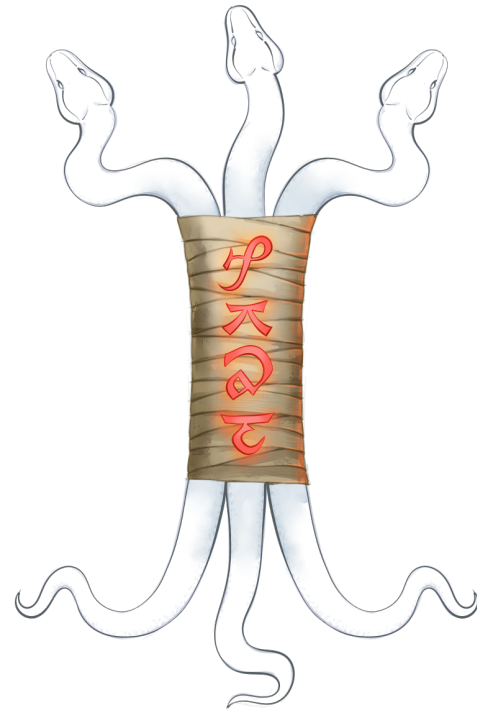
Legend

The protean lord of the spectral dead and perhaps all of necromancy itself, Zaelendris the Lament of Whispering Wounds seems to embrace the newly dead with the intent of allowing them revenge for transgressions against them in life, and succor for their pain. His worshippers are noted for their tendency to rise as revenants, should they fall in their patron's service. As for Zaelendris itself, the protean lord appears as a trio of conjoined imentesh bound together by funerary wrappings filled with lines of prayers and curses.

The Haunted first manifested at the height of the NewGod wars in the hours following a great battle in the north of the Almuut peninsula. With the sun setting below the horizon and night approaching swiftly, a ghostly chorus of imentesh proteans spilled out from a hole in the sky where the moon should have been, with a trio of them merging together as an avatar of Zaelendris. As they sang, the thousands of mortal corpses littering the field of battle stood and raised their weapons once more. The empty shells turned against both Elemental and Deist stragglers alike, joined by the proteans, and the spirits of the dead who in life were forced to fight against their will. Led by Zaelendris the dead marched south, slaying everything in their wake, leaving behind only the empty ruins of the so-called Cities of the Dead. Those few escaping the carnage carried the harrowing tale of what they had seen, and this alone has largely prevented exploration of the ruined peninsula. The wealth left behind is a great lure, but those few daring the region claim that the risen dead remain, as do the eerie spectral proteans that first raised them from the grave.

Church

True to their patron's name and portfolio, the church of the Haunted most commonly assembles in graveyards, catacombs, and forgotten battlefields. Blurring the line between the quick and the dead, the church includes various manner of undead who view the Haunted as



a route to transcend their current existence, as well as mortals seeking to willingly embrace the very same. One of the church's most profound acts entails wandering through the border ethereal atop such battlefields, releasing ghosts from whatever shackles them to the world still, collecting souls in an ever growing column, all singing an eerie hymnody to their protean patron.

Spell Preparation Ritual

Think back upon the name and face of a deceased person, either an enemy or a friend. Dig your fingers into the earth as if into the soil of a grave, knowing that the dirt and loam derives from the death of other creatures long passed. Whisper your prayers to the Haunted, asking the dead to intercede and carry your words to the Lament of Whispering Wounds.

Religion Traits

The following traits are available to followers of Zaelendris:

Blessing of the Haunted: So used to trafficking with the undead, and especially with those violent and confused by their nature, you possess a greater affinity when using spells against them. You gain a +1 trait bonus to the DC of spells used against undead creatures.

Puissant Channeling: Straddling the world of the living and the dead, Zaelendris empowers his followers as they wield the dualistic forces of positive and negative energy, whichever they may choose. You gain a +1 trait bonus to damage or healing when channeling energy.

Zelasindrillis the Unplaced

Harmony

The Lord of Spaces Between

Worshippers: Bards, flyers, illuminati, wanderers

Alignment: CN

Domains: Chaos, Travel, Magic, Air

Subdomains: Exploration, Protean, Wild Magic, Wind

Favored Weapon: Composite longbow

Favored Creature: Dragonfly

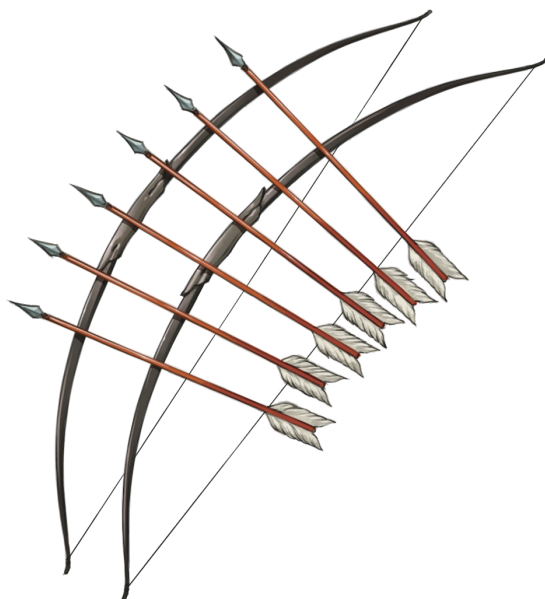
Legend

More than genies, more than dragons, more than the beasts of the air hold sway over the skies, that much is held true now. Before the Calling none questioned the power of the elementals that ruled the air, but a lesson would be learned to bury that presumption, and during the time of the NewGod wars, the skies were ruled by much more than Qarryn's flying cities. It began with a haunting song carried on the breeze of an errant wind, a song that grew louder without any apparent source, a song of voices, of scales shifting against scales, and of wings beating against the ether. The first city to fall – now a windscarred and lifeless ruin – was Tel'Egaric, at the time one of Qarryn's military outposts in the eastern Siwathi desert. With only that song as a warning and a declaration of war, Zelasindrillis the Unplaced Harmony manifested with its army of winged proteans, a silvery, six-armed imentesh wearing a keketar's crown and bearing a pair of longbows and black, burning arrows.

Screaming songs of vengeance, the Unplaced Harmony's forces darkened the sky with their wings and blotted out the sun with their storms of arrows. For years they helped grant supremacy of the skies to Deist forces, though they pointedly avoiding directly fighting alongside them. This aid was especially aimed against the followers of Kurofu in the east, and against the otherwise unchallenged ocean-going supremacy of the forces of Poison-Wave and Ice-Tyrant. And then one day they were gone, drawn back to Limbo, with only the stories and their songs to remain behind, as well as the promise to again blacken the sky should the world fall into stasis.

Church

Not only popular among the erkusae, the cult of Zelasindrillis remains popular among tengu and humans. Most converts first encounter the church through stories learned from the tales and songs of travelling bards. Firmly associated with wanderers, bards, and flying creatures, Zelasindrillis's faith is not one of churches, not



one of cathedrals, not one of rites and liturgy, but one of laughter, song, and –in this age– joy.

The ranks of the clergy themselves are heavily biased towards those descended (or claiming descent) from one of the original imentesh proteans in the service of the Unplaced Harmony, often bearing some physical mark of this descent. Tengu adherents often sport silvery feathers, both natural and dyed, and very pointedly seek to buck the continuing hold that Kurofu the Shadow holds over many of their people, often to the point of infiltrating the Madbird cults to destroy them from within.

Spell Preparation Ritual

Give thanks to the Lord of Space Between by burning a small bit of incense not within the confines of a structure, but into the open air. Sing or play music in a high place, feeling the wind upon your face and knowing the freedom and grace of the open, limitless sky.

Religion Traits

The following traits are available to followers of Zelasindrillis:

Pain Upon the Wind: Call down a rain of arrows upon your enemies, sowing pain, discord, and confusion in the wake of your passing. You gain proficiency with the composite longbow and once per day you gain a +1 trait bonus to attack and damage using this weapon.

Voice of the Spaces-Between: The spaces in-between echo with the sounds of music from the lips and hands of the Unplaced Harmony's imentesh servitors. You gain Perform as a class skill, and once per day you may use your Perform skill bonus in place of another Charisma based skill.

New Subdomains

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

Intuition

Associated Domain: Knowledge

Replacement Power: The following granted power replaces the remote viewing power of the Knowledge domain.

Blind Luck (Sp): Starting at 3rd level, once per day you can make a skill check in an untrained skill, with a bonus equal to half your divine caster level.

Replacement Domain Spells: 3rd—*skill-thief's touch*, 4th—*Limbo's fickle blessing*, 5th—*chaotic breach*

Mayhem

Associated Domain: War

Replacement Power: The following granted power replaces the weapon master power of the War domain.

Adaptive Strike (Su): At 8th level, as a swift action, you may infuse all of your attacks with adamantite, silver, or cold iron, thereby allowing it to overcome damage reduction of those types. You may use this ability one round per day plus one round for every two additional cleric levels. These rounds do not need to be consecutive.

Replacement Domain Spells: 3rd—*fleshbreak touch*, 4th—*Limbo's grip*, 8th—*voidworm swarm*

Wild Magic

Associated Domain: Magic

Replacement Power: The following granted power replaces the hand of the acolyte power of the Magic domain.

Wild Surge (Su): As a swift action, you can invoke the powers of chaos and alter the effective caster level of a spell you cast that round. Roll a percentile die and determine the effects using the following chart, and alter the spell's effects to match your new, temporary caster level. If the caster level drops below the minimum caster level to cast a given spell, the spell fails. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Roll	Effect
01-24	-2 caster levels
25-49	-1 caster levels
50-74	+1 caster levels
75-95	+2 caster levels
95-100	+3 caster levels

Replacement Domain Spells: 3rd—*befuddling infusion*, 4th—*inflict warpwave*, 5th—*greater befuddling infusion*

New Magic Items

The magic items below were devised and created by the faithful of the Protean 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 or Elemental forces may be prejudiced against those that possess these items.

Amulet of the Missionary Wyrn

Aura moderate evocation; **CL** 7th

Slot neck; **Price** 18,300 gp; **Weight** —

Description

Strung upon a silver cord, this amulet takes the form of a bejeweled imentesh protean curled about a large cerulean gemstone. When worn, a character gains a +5 competence bonus to Charisma-based checks. Additionally, once per day, the wearer can use *chaos hammer* (DC 19) as a spell-like ability.

Construction

Requirements Craft Wondrous Item, *chaos hammer*, *eagle's splendor*; **Cost** 9,150 gp

Belt of Broken Laws

Aura strong (no school); **CL** 13th

Slot belt; **Price** 40,000 gp; **Weight** 3 lb.

Description

This belt is interwoven and strung with dozens of lengths of parchment, and wood and metal tokens each bearing a written law, all of them edited or defaced in some capacity. While wearing the belt, the wearer can temporarily flaunt the normal rules of spell resistance, damage reduction, or energy resistance (though not immunity). 2/day, the wearer of the belt can activate the belt as a standard action. Upon activation, for their next round of combat, any spells and ranged or melee attacks ignore spell resistance, damage reduction, and energy resistance. If no spells are cast or attacks are used in the next round

of combat, the ability is lost and the charge on the belt is expended.

Construction

Requirements Craft Wondrous Item, *fleshbreak touch*, *limited wish*; **Cost** 20,000 gp

Cloak of the Imentesh

Aura strong transmutation; **CL** 13th

Slot shoulders; **Price** 60,000 gp; **Weight** 1 lb.

Description

This wildly colored cloak is fashioned from dozens of lengths of different types of cloth, all of which appear to randomly change when not being observed, as well as a burst of iridescent scales and feathered plumage sat the collar and down the spine. While wearing the cloak the wearer gains a +3 resistance bonus to Saves, as well as sonic, acid, and fire resistance 10. Additionally, 1/day the wearer may gather the cloak around themselves as a standard action and take upon the form of an imentesh protean for up to 13 minutes, gaining a 30 ft. fly speed (perfect), and an imentesh protean's tail attack and constrict ability.

Construction

Requirements Craft Wondrous Item, *greater polymorph*, creator must be chaotic; **Cost** 30,000 gp

Crown of Fickle Strength

Aura strong (no school); **CL** 17th

Slot head; **Price** 40,000 gp; **Weight** 3 lbs.

Description

This silvery circlet rests upon its wearer's head, albeit not actually touching but floating precisely an inch above, as well as projecting a diffuse cloud of illusory symbols in Protean like those of a keketa's crown. While wearing the crown, each day a different illusory symbol becomes more defined, manifesting in the rough shape of an *ioun stone* superimposed on that symbol, and granting that ioun stone's standard powers. At the start of each day, roll a d20 to determine which power of the crown is granted. The powers listed in the table below are examples, and each individual crown of fickle strength may have wildly different potential powers.

Roll	Ioun Stone
1	Amber Spindle
2	Amethyst Pyramid
3	Crimson Sphere
4	Dark Blue Rhomboid
5	Deep Red Sphere

About Warpwaves

Many proteans, particularly the imenteshes, have the ability to create and manipulate ripples in reality known as warpwaves. Yet even a protean can't predict what effects a warpwave might have. When a creature is affected by a warpwave, roll 1d20 and consult the table below to see what effect the entropic energies have.

Table: Warpwave Effects

d20	Warpwave effect
1	Target takes 2 Strength damage.
2	Target takes 2 Dexterity damage.
3	Target takes 2 Constitution damage.
4	Target takes 2 Intelligence damage.
5	Target takes 2 Wisdom damage.
6	Target takes 2 Charisma damage.
7	Target gains 1 negative level.
8	Target is blinded or deafened for 1d4 rounds.
9	Target is confused for 1d4 rounds.
10	Target is entangled by filaments of energy for 1d4 rounds.
11	Target becomes fatigued (or exhausted if already fatigued).
12	Target becomes nauseated for 1d4 rounds.
13	Target is stunned for 1d4 rounds.
14	Target is sickened for 1d4 rounds.
15	Target is staggered for 1d4 rounds.
16	Target gains 4d6 temporary hit points.
17	Target is affected by a <i>heal</i> spell (CL = protean's CR).
18	Target is turned to stone.
19	Target is affected by <i>baleful polymorph</i> (CL = protean's CR).
20	Portions of target's body burst with energy of a random type (choose between acid, cold, electricity, or fire), dealing 4d6 points of damage of the appropriate type to the target.

6	Dusty Rose Prism
7	Eastern Star
8	Gamboge Nodule
9	Incandescent Blue Sphere
10	Iridescent Spindle
11	Mulberry Pentacle
12	Onyx Rhomboid
13	Orange Prism
14	Pale Green Prism
15	Pale Orange Rhomboid
16	Pink and Green Sphere
17	Pink Rhomboid
18	Scarlet and Blue Sphere
19	Vibrant Purple Prism
20	Western Star

Construction

Requirements Craft Wondrous Item, creator must be 12th level, creator must be chaotic; **Cost** 20,000 gp

Keketar's Eye

Aura strong illusion; **CL** 17th

Slot none; **Price** 110,000 gp; **Weight** 7 lbs.

Description

This crystalline sphere measures 6 inches in diameter and swirls with colors and erratic motes of light. The *keketar's eye* functions as a *crystal ball*, but does not incur the penalty of decreasing DC to resist its power for each additional use. Once per day, a character using it may *reshape reality* upon the scrying target (as the *keketar* protean spell-like ability, Will save DC 26 to see through it) as well. However, despite its powerful abilities, use of the *keketar's eye* incurs its own risks as well. Lawful aligned characters touching the *keketar's eye* incur a negative level so long as it remains in their possession, and each use of the *keketar's eye* has a 20% chance of shifting the character's alignment one step towards chaotic neutral.

Construction

Requirements Craft Wondrous Item, *mirage arcana*, *scrying*, creator must be chaotic; **Cost** 55,000 gp

Mug of the Drunken Wyr

Aura strong transmutation; **CL** 15th

Slot none; **Price** 100,000 gp; **Weight** 2 lb.

Description

Seemingly crafted from the hollowed out horn of a naunet protean, this drinking vessel's surface is carved into intricate swirling designs and cavorting, laughing

-and seemingly inebriated- proteans. Upon holding the mug it fills with either a fine wine, frothy beer, or other alcoholic beverage whose exact nature and effects are unknown until imbibed as a standard action. The mug can be used up to 3 times a day, and the contents evaporate if poured out or into another container, expending a use by the responsible character in the process.

Roll on the chart below to determine the effect of each use of the mug.

Roll	Effect
01-05	Suffer the effects of a warpwave, no save
06-10	Confused for 10 rounds (DC 20 Will to negate)
11-15	Paralyzed for 30 minutes and appear as dead (DC 20 Fortitude to negate)
16-25	Anarchic water (as holy water, but damage dealt to lawful outsiders)
25-50	Effects of a <i>heal</i> spell
51-60	Vomit a shower of gemstones worth 5d100 gp
61-70	Gain +4 natural armor for 12 hours
71-80	Gain DR 5/Law for 12 hours
81-90	Gain +3 luck bonus to AC, attacks, checks, damage, and saves for 12 hours
90-95	Gain immunity to disease and poison for 24 hours
96-100	Alignment shifts to CN for 24 hours

Construction

Requirements Craft Wondrous Item, *heal*, *inflict warpwave*, *polymorph any object*; **Cost** 50,000 gp

Ouroboros-Wyrm Ioun Stone

Aura strong transmutation; **CL** 17th

Slot none; **Price** 100,000 gp; **Weight** —

Description

This glittering crystalline spindle randomly changes shape and color, and is encircled about its medial axis by an independently rotating (and likewise morphic) silver ring carved into the shape of a *keketar* protean chasing or devouring its own tail. Orbiting its wearer's head like an otherwise standard *ioun stone*, the *ouroboros-wyrm ioun stone* allows its wearer to expend unused spell-slots into the stone and -at a ratio of 3 levels given to 1 level gained later- use those stored levels to regain spell slots as per a pearl of power at any later time. The *ouroboros-*

wyrm ioun stone can store up to 10 levels of charge maximum.

Construction

Requirements Craft Wondrous Item, *limited wish*, creator is chaotic; **Cost** 50,000 gp

Rod of the Triune Chorus

Aura strong conjuration; **CL** 17th

Slot none; **Price** 185,000 gp; **Weight** 5 lbs.

Description

This rod of bluish metal is carved to resemble the intertwined bodies of a naunet, imentesh, and kekatar protean, collectively holding a clear, glass sphere in their open jaws. Upon command the rod alters, extending an immaterial length of chain from the glass sphere in the proteans' jaws, connecting to a very real spiked metallic ball. In this form the rod functions as a +2 *anarchic flail*. Activating the *rod of the triune chorus*'s other abilities is a standard action and invokes one of three powers determined by a d100 roll.

Roll	Effect
01-33	Coalesce chaos as per the naunet protean ability (as if performed by 3 naunets).
34-66	Inflict warpwave as per the imentesh protean ability on a single target within 100 ft.
67-100	Reshape reality as per the kekatar protean ability

Construction

Requirements Craft Magic Arms and Armor, Craft Rod, *inflict warpwave*, *mirage arcana*, *solid fog*, creator must be chaotic; **Cost** 92,500 gp

Sextant of Limbo

Aura strong conjuration; **CL** 15th

Slot none; **Price** 140,000 gp; **Weight** —

Description

This complicated series of hovering, nested metallic rings constantly swirls and moves about a glimmering center point that flickers all manners of colors. Operating with the same powers of an *amulet of the planes*, a *sextant of Limbo* is uniquely keyed to that realm of untamed potential and on any failure to use the object's plane shift ability, the user is shifted to a random location in Limbo. Additionally, once per day on command, the *sextant of Limbo* allows the user to leap forward in space to a loca-

tion of their choosing as per the spell *chaotic breach*.

Construction

Requirements Forge Ring, *chaotic breach*, *plane shift*;

Cost 70,000 gp

Sibilant Band

Aura moderate abjuration; **CL** 11th

Slot ring; **Price** 10,000 gp; **Weight** —

Description

This small ring is crafted from an odd, color-changing metal carved into the shape of a twisted, coiling imentesh protean that seems to emit a faint, whispering *susurrus*. While wearing the ring, the wearing gains a +1 morale bonus on all saving throws as the ring's whispering continually and subconsciously whispers to them encouragingly. Additionally, enemy spellcasters within 10 feet of the ring's wearing suffer a gnawing irritation from the ring's whispering, forcing them to make a concentration check at a -5 penalty in order to successfully cast.

Construction

Requirements Forge Ring, *lawbane bubble*, *resistance*;

Cost 5,000 gp

Staff of the Rampant Keketar

Aura strong conjuration; **CL** 15th

Slot none; **Price** 90,000 gp; **Weight** 5 lbs.

Description

This long staff periodically shifts its composition from various exotic metals, woods, or stones. The only constant feature is the strikingly lifelike carving of a golden kekatar protean that tops the staff, reared up and snarling, itself crowned by a drifting, diffuse halo of mutable symbols. This staff allows use of the following spells:

- *chaos hammer* (1 charge)
- *chaotic breach* (2 charges)
- *inflict warpwave* (2 charges)
- *voidworm swarm* (4 charges)

Construction

Requirements Craft Staff, *chaos hammer*, *chaotic breach*, *inflict warpwave*, *voidworm swarm*; **Cost** 45,000 gp

New Magical Spells

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

Additionally, with the GM's permission, all spells with the [chaotic] descriptor can be substituted by an illuminati (see *Legendary Classes: The Illuminatus*) for a wonder of the same level and school.

Befuddling Infusion

School conjuration[chaotic]; **Level** sorcerer/wizard 4, witch 4

Casting Time 1 swift action

Components V, S

Range personal

Target you

Duration see text

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

You infuse a swirling, befuddling mass of chaotic energy into the next single target spell you cast. Upon casting, the affected spell (if it is made before the end of the next round) confuses the target (as per the spell *confusion*), in addition to the spell's normal effect. The target is only confused if it fails the save for the spell, and is automatically confused with no save if the spell does not grant a save.

Befuddling Infusion, Greater

School conjuration[chaotic]; **Level** sorcerer/wizard 6, witch 6

Casting Time 1 swift action

Components V, S

Range personal

Target you

Duration see text

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

You infuse a swirling, befuddling mass of chaotic energy into the next area effect spell you cast. Your next area effect spell (if it is made before the end of the next round) also confuses the targets (as per the spell *confusion*), in addition to the spell's normal effect. The target is only confused if it fails the save for the spell, and is confused with no save if the spell does not grant a save.

Chaotic Breach

School conjuration(teleportation)[chaotic]; **Level** bard 5, sorcerer/wizard 5, witch 5

Casting Time 1 standard action

Components V, S

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

Area 10-ft.-radius burst

Duration instantaneous, see text

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

You move from one point to another, as per *dimension door*. Upon appearing in your new location, rather than being dazed, you cause a detonation of chaotic energy in a 10 ft. radius burst centered on yourself. All creatures caught in this area except yourself are nauseated for 1d4 rounds unless they make a successful Fortitude save. Creatures making the save are only sickened for the same duration.

Fleshbreak Touch

School transmutation[chaotic]; **Level** sorcerer/wizard 4

Casting Time 1 standard action

Components V, S

Range touch

Target creature touched

Duration see text

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

You touch a creature, infusing them with a burst of chaotic energy. The target creature must succeed on a Will save or be dazed for 1 round and have any DR they possess negated for 1d4 rounds.

Inflict Warpwave

School transmutation[chaotic]; **Level** sorcerer/wizard 5, witch 5

Casting Time 1 standard action

Components V, S

Range touch

Target creature touched

Duration instantaneous

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

Drawing forth one of the most dangerous powers of the proteans of Limbo, you inflict a warpwave (see *About Warpwaves* on p.17) upon a single creature with a touch attack.

Lawbane Bubble

School abjuration[chaotic]; **Level** cleric 6, inquisitor 5, sorcerer/wizard 6

Casting Time 1 standard action

Components V, S

Range 20 ft.

Area 20-ft.-radius emanation, centered on you

Duration 1 min/level

Saving Throw none, see text; **Spell Resistance** no

You bring into being a movable region of space infused with energy that actively suppresses the casting of lawful spells and the spells of lawful creatures. Within this area, spells with the lawful descriptor and any spell cast by a creature with the Law subtype are exceedingly difficult to cast, requiring their caster to overcome a caster level check (1d20 + caster level) against a DC of 11 + the caster level of the spellcaster who cast *lawbane bubble*, otherwise the spell fails.

Limbo's Fickle Blessing

School abjuration[chaotic]; **Level** sorcerer/wizard 4, oracle 4

Casting Time 1 standard action

Components V, S

Range 20 ft.

Area 20-ft.-radius emanation, centered on you

Duration 1 round/level

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

You create a movable bubble of flickering chaotic energies centered on yourself that subtly twists fate for those within its radius based on their alignment. Chaotic creatures receive a +2 deflection bonus to AC and a +2 morale bonus to saves while within the bubble's area and for 1 round once outside. Lawful creatures receive a -2 penalty to AC and a -2 penalty to saves while within the bubble's area and 1 round once outside. Creatures that are neither chaotic or lawful suffer receive no bonus and suffer no penalty.

Limbo's Grip

School transmutation[chaotic]; **Level** sorcerer/wizard 4

Casting Time 1 standard action

Components V, S

Range close (25ft + 5ft./level)

Area 20-ft.-radius spread

Duration instantaneous, see text

Saving Throw see text; **Spell Resistance** yes

You momentarily latch upon the essence of Limbo underlying the thin veneer of normal reality. By pushing or pulling upon it, you can perform a bull rush or trip upon enemies within a 20-ft. radius spread. Resolve these attempts as normal, except that they don't provoke attacks of opportunity, you use your caster level in place of your Combat Maneuver Bonus, and you add your Intelligence modifier (if a wizard) or Charisma modifier (if a sorcerer) in place of your Strength or Dexterity modifier. No save is allowed against these attempts, but spell resistance applies normally.

Skill-Thief's Touch

School transmutation[chaotic]; **Level** sorcerer/wizard 4, bard 4

Casting Time 1 standard action

Components V, S

Range touch

Target creature touched

Duration 1 hr/level

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

You designate a single target within range. If the target fails to make a Will save, you siphon off a number of the target's ranks in a single designated skill. You gain up to 4 skill points + 1 point/2 caster levels (or the target's ranks if lower), increasing your own ranks in the skill by this amount for the spell's duration, and dropping the target's skill ranks by this amount for the same duration. You can only have one skill boosted by this spell at one time, and if you designate a skill that they do not possess ranks in, the spell fails.

Song of Weeping Regeneration

School conjuration(healing)[chaotic]; **Level** bard 5

Casting Time 1 standard action

Components V, S

Range see text

Area see text

Duration instantaneous

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

You produce a song empowered by the chaos of Limbo itself, harming your enemies and drawing upon them to heal yourself and your allies. Enemies in the spell's area (30-ft radius centered on you, plus 5 ft for every two caster levels above 9th) take 5d6 damage (Will save negates) with yourself and allies within this range being healed by half of this amount.

Teleport Exchange

School transmutation; **Level** sorcerer/wizard 6

Casting Time 1 standard action

Components V, S

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

Target any two creatures no more than 50 ft. apart

Duration instantaneous

Saving Throw Will negates, see text; **Spell Resistance** yes

This particularly devious spell allows you to exchange the location of two creatures, and they need not be willing. You select two creatures within range of the spell, no more than 50 ft. apart from one another, and if both creatures fail a Will save (if unwilling) they instantly swap positions and suffer whatever conditions (if any) may be present in their new location. You cannot be subject to your own casting of the spell.

Voidworm Swarm

School conjuration[chaotic]; **Level** cleric 8, sorcerer/wizard 8

Casting Time 1 standard action

Components V, S

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

Area 20-ft.-radius cloud

Duration 1 round/level

Saving Throw Fortitude half, see text; **Spell Resistance** no

You conjure forth a temporary bubble of Limbo that manifests as a voracious swarm of immature proteans gnawing at any creature caught in their midst. The voidworm swarm deals 5d6 acid damage to everything caught within the bubble each round on your turn. All targets can make Fortitude saves each round to take half damage. In addition, any target that fails their save is confused as per the spell confusion for one round. Each round the voidworm swarm moves ten feet in a random location from its point of origin, but remaining cohesive in its original shape and volume.

Voidworm swarm is not dispersed by wind and can be cast underwater.

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