



PORPHYRA

The Gods of Porphyra
or
The Open Faiths Project





THE GODS OF PORPHYRA

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Open Game Content: All text on pages 3 to 42 is considered open game content.



The Gods of Porphyra

Introduction

Many publishers have released roleplaying game products with great pantheons, which I have enjoyed as a gamer. As a publisher, I was always less enthused because invariably the gods, their histories and motivations were designated as closed content meaning that I could not use their gods in my products. For a while, Purple Duck Games just went with a generic plan as so many companies do and refer to other gods obliquely such as the God of the Hunt and Community or the Goddess of Valor even though we all secretly know those titles are being used to refer to someone else's work.

In April of this year, I launched a search for writers to contribute to an open pantheon. This tome is the result of the hard work of over a dozen writers who stepped up to help us create a twenty-seven god pantheon that can be used as open game content in our products and the products of any other publisher that wishes to use them without restriction. With our Pantheon in place, we now begin to move forward with a fully open game content setting.

- Mark Gedak, Purple Duck Games

The Gods of Porphyra

There is a place on the world of Porphyra called the Theater of Arrival, though no plays are found there. What is found there is a ring of twenty-seven stones, all an odd maroon color. The stones lie on a field of glass, as if some great heat, light or pressure had been brought to bear on it. Though no play is performed here, there is art, of a sort. Each of the stones bears several images, three, in fact, two of which are the same on every stone, and one different. The similar images bookend the different on each stone, and appear as the engraving of a tall, thin humanoid with pointed ears, and a muscular humanoid with tusk-like fangs and fierce demeanor. It is said that if you look at the images long enough, in that wind-swept place, they start to look more and more like each other. The central image of each stone is unique. Sometimes they are abstract, such as the stone with swirls and swatches of random color incorporated into the stone, or more direct, such as the smooth stone with the plain image of a hammer striking an anvil, wreathed by shackles. The meadowlarks, the rooted crag, the pierced woman,

the collar and sun, those with the knowledge of what they mean will wonder at what force made these images, and what connection they have to those they represent. Sometimes the wind in the stone seems almost to hold words, the words of those whose images are borne on the stones, each with its own story. This story is, in some cases, quite new; in others, it is older than time itself.

From the Chronicles of Alakh of the Zendiqi, Year of Red Storm Raven 116

Oh my Sheikh, Ruler of the Sands, Caller of the Winds, Wisest of the Wise, it is this humble servant's duty to inscribe and relate the events of the world as told by the many spies and hands that serve thee. Know that the Hybrids, the mixed-blood children of the Elven apostates and the Dark Ones, the Orcs, have secured the power of The One Word, by means unknown. The One Word, rumored in legends to be stronger than the strongest wish granted by the Djinn, the Efreeti, or even the Marid, has the power to change the fabric of The Great Beyond, or bring changes upon Porphyra not even imagined. What disturbs the College of the Zendiq more, however, is that they follow what is called 'God' or 'Gods', a concept akin to the most powerful of elemental lords, one would assume. It is for your vast and innumerable wisdom to interpret this morsel of knowledge, insignificant though it may be...

From The Divine Record, Volume LVXXI, Canticle LVII, After the Calling (AC) 55

Hail to Gerana, The True Arbitress, Lady Recompense, The Hammer and the Anvil, Forgemistress, and protector of all Porphyra and realms unknown. Oh upholder of Justice, Truth, Chivalry, Valor, Keeper of Oaths, Teacher of the Ways of Metalcraft, help and honor the upright of spirit and heart, peasants, rulers, all those that are good and love the law. Even now as the spectre of war, that war spoken of by the common people as the NewGod War, gutters out as a torch in a cave gutters out, even now we turn away from You, we are confused, we yearn. We hear so many voices, we do not know who to trust. Seductive songs from a beautiful stranger—we fear those who bear The Feather. The dance of seduction, so tempting to join and lose control, dancing as with the storm—we do not know who to trust. And the Dance

The Gods of Porphyra

of the Death, the Dance of Death itself, we fear, we are afraid, help us, O Gerana, the Old and Wise. In Your wisdom You have given us to trust The Light of Truth, Yolana, though Her path is solitary and wild. We are nonetheless confused. You have given us to trust Aleria, the Love of Life, and we try, we try to follow the way of peace, of life, but our blood sings for war. Advise us in Your Divine Record, Your divine words, we pray, O Gerana, The True Arbitress, Lady Recompense...

From the Book of Secrets, Blackmail Notes 4, verses 10 to 17

Plan well, and bide your time, mind to know the enemy. Alerians, mind to note the actions of lovers' trysts, to hold them accountable to dire parents. Plan well, and bide. Chiutans, sow seeds among the reptile-men, and the swamp-dwellers will be bound to die in a flash of teeth. Plan well—know the enemy. The Ferrakans, offer gold, and bound fire, greed and destruction to ruin the bearded ones. Plan, and bide. Geranites, hated ones, hated above others. Reach the young, the hot of blood, fill the 'justice-halls' with their sneers of anarchy. Plan well, and bide your time, to know the enemy. Ithreians, simple folk of the north, slay the birds of the field, the beasts of the sea, cast doubt on the 'faithful' and the zealots will kill one another. Plan well, and bide. Nerians, cast lies of dreams, manipulate fate, lie and moan of misfortune to come. Mind, to know the enemy. And Nisians, weepers, weaklings, warriors and yet weak, promise them love, promise them trust, promise, lie and betray, let them take out their rage on the sheep that follow them. Plan well, and bide your time.

Porphyra is a strange world, and a young world, as the eternal cosmos judges things. By all accounts, life began here without divine spur or interference, or what divine intervention there was had long vanished. Some say otherwise and hunt for the 'Old Gods' in whatever form they may have taken. In any case, divine worship did not exist on Porphyra until roughly a thousand years before the present, when an event known as The Calling took place. The Calling was engineered by the unification of elven and orcish forces. This alliance, seeing the strife and selfishness around them, and despairing of the future, combined the arcane power of the elves and the passion of the orcs, and saw past the Great

Beyond, to threads of reality where divine beings, known as gods, existed. They used powerful magic, known only as The One Word, and brought the Gods to Porphyra. Divinity enabled many things not known to the residents of Porphyra. Afterlife. Religious devotion. Depravity and piety in levels unheard of on their small, insular world. However, several events transpired afterwards that the alliance did not anticipate.

First, that those Called would bring their favorite places, lands, and people to Porphyra, and those people and places would be forcibly merged with the world. Arcane crystal called porphyrite forms the borders of these places, which restrict the unsanctioned movement of beings, traffic, and even weather. Secondly, supernatural subservience to the elemental lords was rocked by the intrusion of the deities brought to Porphyra during The Calling. The clashing cosmologies of deist and elemental philosophies led to world-spanning war. The so-called NewGod Wars between these two factions, the wizard-led Porphyran elementalists and the faithful and converted Porphyrans rained the blood of all races over the land for ten generations, before a deist final victory brought about the imprisonment of the elemental lords, and a new era of piety and peace. But the changes wrought by the alliance of the elves and orcs and The Calling are not over yet, not even after a thousand years.

Domains

Each of the gods of Porphyra have the ability to grant four different domains and four subdomains. Some deities of Porphyra grant domains and subdomains beyond those detailed in the *Pathfinder Roleplaying Game Core Rulebook* and the *Advanced Player's Guide*. For rules on how domains work see the cleric entry in the *Pathfinder Roleplaying Game Core Rulebook*.

Art Domain

Granted Powers: You can make the mundane magnificent with ease and create masterpieces of the artistic form. In addition, you treat Perform as a class skill.

Masterwork (Sp): You can temporarily transform a mundane object into a masterwork one, as per the spell, for a number of minutes per day equal to 3 +

The Gods of Porphyra

your cleric level.

Masterpiece (Ex): At 4th level, you gain access to the masterpiece class option commonly reserved for bards (see *Ultimate Magic*). Instead of spells known, masterpieces occupy spell slots. You may select a masterpiece whenever you gain a new spell slot. Once a masterpiece is selected, that spell slot is lost.

Domain Spells: 1st – *attention jolt*, 2nd – *eagle's splendor*, 3rd – *breath of ecstasy*, 4th – *philanthropist*, 5th – *music of the spheres*, 6th – *mass eagle's splendor*, 7th – *steal the painful memory*, 8th – *euphoric tranquility*, 9th – *convert foe*

Movement Subdomain

Associated Domain: Art

Replacement Power: The following granted power replaces the masterwork power of the art domain.

Dancing Touch (Su): You can imbue the target with the urge to dance as a melee touch attack. For the next round, the target must use its move action to move directly away from you at their base speed. This movement is graceful and stylish and does not provoke attacks of opportunity but it may force the target to dance into other hazards. If the target's path is blocked they will turn 45 degrees clockwise and continue moving. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Replacement Domain Spells: 1st – *expeditious retreat*, 2nd – *touch me not*, 4th – *freedom of movement*, 6th – *irresistible dance*

Sound Subdomain

Associated Domain: Art

Replacement Power: The following granted power replaces the masterwork power of the art domain.

Song of Courage (Su): Your singing grants allies a +1 bonus to saving throws against charm and fear effects and on attack and damage rolls. You can sing the song of courage a number of rounds per day equal to 3 + your Wisdom modifier. This power is otherwise similar to a bard's inspire courage ability.

Replacement Domain Spells: 1st – *silver tongue*, 3rd – *sculpt sound*, 6th – *sympathetic vibration*

Time Domain

Granted Powers: You can stop time momentarily, and can shift backwards in time briefly as well.

Moment of Pause (Sp): As a melee touch attack, you can stop time for one creature briefly, freezing

them in place. For one round, the creature can take no action and experiences time as if that round never took place. Because the target of this ability does not experience the flow of time it cannot be affected by any event, attack, spell or effect as per the *time stop* spell. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Time Shift (Sp): Beginning at 8th level, three times per week and no more than once per day, you can briefly shift time backwards. You can shift back no further than 1 combat round or 1 minute of noncombat time. Any actions that took place during the time you shift back before are considered to have not taken place yet, and all actions pick up at the point you shift back.

Domain Spells: 1st – *deathwatch*, 2nd – *one track mind*, 3rd – *delayed reaction*, 4th – *haste*, 5th – *hold monster*, 6th – *contingency*, 7th – *lesser time stop*, 8th – *temporal stasis*, 9th – *time stop*

Purple Duck Note: *Abilities that affect the flow of time can be troublesome for GMs to manage. If as a GM you are not comfortable with this type of power, simply replace it with another ability.*

Future Subdomain

Associated Domain: Time

Replacement Power: The following power replaces the moment of pause power of the time domain.

Insight (Su): As free action, you can immediately gain a bonus to your initiative count equal to your cleric level (minimum 1). You can use this ability can be used a number of times per day equal to 3 + your Wisdom modifier.

Replacement Domain Spells: 2nd – *augury*, 4th – *divination*, 5th – *opportunity*, 8th – *forewarning*

Past Subdomain

Associated Domain: Time

Replacement Power: The following power replaces the moment of pause power of the time domain.

Do-Over (Su): You may immediately reroll a failed skill check, saving throw or attack roll. You must accept the second roll regardless of its value. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Replacement Domain Spells: 2nd – *ancestral advisor*, 3rd – *ancestral dream*, 4th – *commune with the ancients*

The Gods of Porphyra

Deity	AL	Worshippers	Domains	Subdomains	Favored Weapon	Favored Animal
Aleria	LG	Gardeners, healers, lovers	Charm, Good, Healing, Plant	Archon, Growth, Love, Restoration	Starknife	Meadowlark
Chiuta	N	River and seaside dwellers	Animal, Plant, Repose, Water	Ancestors, Decay, Feather, Souls	Sickle	Crocodile
Eshsalqua	LE	Entertainers, gangsters, lawyers	Animal, Art, Law, Trickery	Deception, Devil, Feather, Sound	Switchblade knife	Mockingbird
Ferrakus	N	Earthbound races, miners, stonecrafters	Earth, Fire, Luck, Strength	Ash, Caves, Curse, Ferocity	Heavy Pick	Mole
Fenris Kul	NE	Madmen, suicidal fanatics, terrorists	Destruction, Evil, Strength, Trickery	Daemon, Ferocity, Rage, Thievery	Battleaxe	Vulture
Gerana	LG	Honest citizens, knights, rulers	Earth, Glory, Honor, Nobility	Archon, Heroism, Honor, Leadership	Warhammer	Heavy Warhorse
Ithreia	LN	Druids, fishermen, hunters	Air, Animal, Water, Weather	Feather, Ice, Storms, Wind	Pilum	Gyrfalcon, snowy owl, whale
Kamus	LE	Merchants lords, slavers, xenophobes	Artifice, Law, Sun, Travel	Light, Slavery, Toil, Trade	Spiked chain	Horse
Linium	LN	Craftsmen, lawmakers, wizards	Artifice, Fire, Law, Rune	Construct, Inevitable, Language, Smoke	Light hammer	Scarlet spider
Lyvalia	NE	Bureaucrats, opportunists, politicians	Charm, Knowledge, Nobility, Trickery	Deception, Leadership, Love, Memory	Fighting fan	Viper
Mâl	CE	Apocalyptic cults, evil druids, mâlites	Chaos, Destruction, Evil, Plant	Catastrophe, Decay, Protean, Rage	Resin blade (scorpion whip)	None
Myketa	N	Soldiers and their families	Community, Darkness, Time, War	Family, Loss, Tactics, Past	Longspear	Dog
Nemyth Vaar	CN	Fallen knights, mercenaries, outcasts	Chaos, Death, Earth, Madness	Demon, Metal, Murder, Nightmare	Bastard sword	Raven
Neria	NG	Advisors, musicians, visionaries	Art, Good, Luck, Knowledge	Agathion, Fate, Memory, Sound	Sling staff	Wolf
Nise	CN	Pirates, sailors, soldiers	Air, War, Water, Weather	Blood, Ice, Storms, Wind	Cutlass	Seahawk

The Gods of Porphyra

Deity	AL	Worshippers	Domains	Subdomains	Favored Weapon	Favored Animal
Paletius	NG	Bards, scholars, wizards	Knowledge, Magic, Rune, Sun	Arcane, Divine, Thoughts, Wards	Morningstar	Eagle
Rajuk Amon-Gore	CE	Assassins, doomsayers, necromancers	Art, Chaos, Death, Evil	Demon, Devil, Movement, Undead	Short sword	Death's head hawkmoth
Rolterra	LE	Rabble rousers, revolutionaries	Liberation, Magic, Time, Travel	Arcane, Exploration, Future, Revolution	Scythe	Barn owl
Saren	CG	Druids, foresters, sylvan creatures	Animal, Charm, Chaos, Plant	Azata, Fur, Lust, Growth	Greatclub	Boar
Shade	NE	Assassins, criminals, thieves	Darkness, Death, Luck, Trickery	Fate, Murder, Night, Thieving	Kukri	Rat
Shankhil	LN	Farmers, judges, morticians	Darkness, Repose, Sun, Weather	Ancestors, Day, Moon, Seasons	Scizore	Dove
Tulis	CG	Slaves, the oppressed, the poor	Liberation, Nobility, Protection, Strength	Defense, Freedom, Martyr, Purity	Longsword	Cattle
Toma Thule	LG	City officials, nobility, paladins	Artifice, Community, Law, Nobility	Archon, Home, Leadership, Toil	Warhammer	Lion
Ul'Ul	CN	Artists, dancers, farmers, madmen	Art, Chaos, Madness, Weather	Insanity, Movement, Protean, Storms	Bladed scarf	Butterfly
Veiloaria	NG	Adventurers, innkeepers, travelers	Air, Earth, Travel, Water	Clouds, Exploration, Oceans, Trade	Quarterstaff	Common swift
Vortain	CE	Addicts, anarchists, drug merchants	Chaos, Madness, Travel, Trickery	Deception, Demon, Insanity, Trade	Flail	Hyena
Yolana	CG	Freedom fighters, historians, spies	Knowledge, Liberation, Protection, Time	Defense, Memory, Revolution, Future	Sai	Scorpion

The Deities

Each of the deities profiled in this book contains a short statistics block that conveys basic information about their common worshippers, alignment, domains and subdomains granted, plus their favored weapon and animal.

Additionally, each deity has a short legend,

organization of their church and the particulars of their clerics' spell preparation rituals.

Finally, each entry presents two religion traits that could be selected by player characters who are followers of the selected faith. Please note that only one of the religion traits can be selected by the player at character creation.

The Gods of Porphyra

ALERIA

The Love of Life

Goddess of Beauty, Healing, and Plants

Worshippers: Gardeners, healers, lovers

Alignment: Lawful Good

Domains: Charm, Good, Healing, Plant

Subdomains: Archon, Growth, Love, Restoration

Favored Weapon: Starknife

Favored Animal: Meadowlark

Legend

The church of Aleria tells the story of her Ascension in this way. A farming village underwent a terrible drought. The villagers worked themselves to exhaustion trying to bring in their crops, but the days were hard and the land was unforgiving. On the last day of harvest, with frost approaching and with far too much left in the fields, the people of the village dragged themselves to their beds in sorrow over the vital bounty about to be lost to the coming cold. A shooting star blazed across the sky that night, and the sky darkened at sunset with clouds of birds. Next morning, the villagers woke to find a young girl, Aleria, missing from her bed. Outside, they discovered the entire harvest completed, the ground marked by the small, hard-packed footprints of a child. Out among the now-empty fields, the villagers found little Aleria atop a bier of hewn stalks. She lay there at peace, having succumbed to exhaustion, surrounded by softly singing meadowlarks. Because of her sacrifice, devotion and commitment to the earth and to family, the village was blessed thereafter, the spirit of Aleria guiding and guarding her home for years before rising to join the other gods on high.

Church

Aleria, the 'Love of Life', exemplifies elegance, devotion to life and the nurturing of growth. In this regard, she is seen as a patroness to both those who

work the land and those who seek love in its more romantic sense. Her churches tend to be roadside shrines and small outdoor altars set up in sweeping fields and romantic places like lakeshore retreats and hillsides where young lovers stargaze. There are very few official churches to Aleria; her worship thrives among the faithful, not cooped up in stuffy ecclesiastical buildings away from soul and soil. Gardeners who obey the tenets of Aleria and keep a range of natural prairie or high grasses for her meadowlarks will find their flowers blooming more fully, and their crops bountiful. Lovers who put their faith in Aleria are often blessed with a miracle of their own and should be cautious

as to when and how often they invoke the goddess' name.

Fertile fields and large families abound in the service of Aleria, the Love of Life.



Spell Preparation Ritual

Priests of Aleria consider dawn sacred and prepare their spells at this time. They have many different means of doing so, each one as befits their place in the community. They have in common the Meadowlark's Hymn, a mental prayer that lasts a minute and is accompanied by a melodic bird song.

Religion Traits

Passion's Rapture: Once per day, you may touch a loved one (close friend, romantic interest, family member) and do one of the following: heal yourself for 1d4 hit points, gain a +1 trait bonus to your next saving throw, or immediately reroll a failed saving throw against fear or charm.

Nurturing Sacrifice: Using your sacred starknife, you may take a full-round action to bleed yourself for 4 hit points of damage over a 10 ft. square area of soil or natural earth. For the next day, any normal rest taken in this area heals the two additional hit points, and all Heal or Profession (farmer) checks made here receive a +1 trait bonus.

The Gods of Porphyra

CHIUTA

River Mother, She Who Takes and Gives
Goddess of Rivers, Swamps, and Water-Dwellers

Worshippers: River and seaside dwellers

Alignment: Neutral

Domains: Animal, Plant, Repose, Water

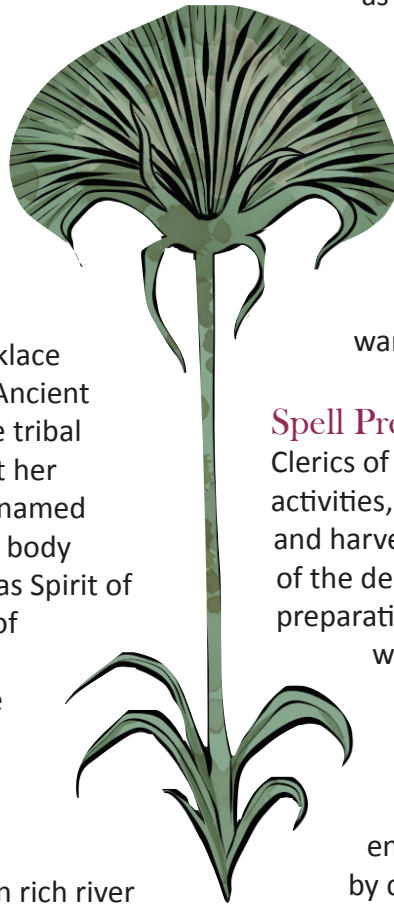
Subdomains: Ancestors, Decay, Feather, Souls

Favored Weapon: Sickles

Favored Animal: Crocodile

Legend

Chiuta is a dual-natured goddess, granting life in the form of rains, bountiful fishing, and mazes built of dense reeds. She also takes life with storms, flooding, and deadly water creatures. She guards her lands from outside attacks, causing the waterways to shift in confusing ways, leaving invaders unable to find her chosen people, or trapped in monster-filled lagoons. Chiuta is typically depicted in native art as a dark-skinned, feral woman, wielding a pair of flint sickles, and wearing a necklace woven from water reeds and bones. Ancient stories name Chiuta as the first female tribal chief, who sacrificed her life to protect her people from an invading horde, an unnamed army arriving with the Lost Gods. Her body sank into the swamp, and rose again, as Spirit of the River, one of the first native gods of Porphyra. This legend is reflected in the funerary customs of Chiutans: The River Mother looks after the mortal remains of her followers, ensuring their proper decay, and return to feed the waters that supported them in life. The most devout are entombed in rich river muck during times when water is low; when the waters return, their bodies disappear without a trace. Their spirits are believed to inhabit the reeds that grow in sacred pools, and indeed these plants seem to respond to the words of Chiuta's clerics. Great warriors are thought to be reborn as shambling mounds that both defend her people and enforce her laws.



Church

Chiuta has no temples; wherever her clerics happen to be is sacred. Chiuta's worshippers are typically tribesfolk living on the banks of a great river or swamp, although fishermen, river guides, and smugglers frequently offer her prayers as well. Most tribes that follow the River Mother simply want to avoid outsiders, even when they are a typically aggressive race, such as gnolls or orcs. When friendly relations can be established, few beings make a better river guide than a cleric of Chiuta. Worshippers of Chiuta often have an odd relationship with lizardfolk. While the reptiles do not worship Chiuta, they accept her followers as tribesmembers, and work together for mutual defense. The lizardfolk are able to navigate Chiuta's waters freely, without fear of getting lost or encountering the plant monsters that so often attack non-worshippers. Boggards hate and fear Chiuta's followers, and attempt to harass them at every turn. A boggard tribe often migrates rather than engage in warfare with the people of Chiuta.

Spell Preparation Rituals

Clerics of Chiuta hand down rituals for nearly all activities, from bathing in the waters, to fishing and harvesting the roots of plants, to the disposal of the dead. These rituals, as well as the daily preparation of spells, always include a simple washing with fresh water, while chanting a hymn to Chiuta. This can be inconvenient when a Chiutan priest travels outside of the wetlands. Failure to perform the rituals properly means failing to catch enough fish, boating accidents or attacks by crocodiles. Rituals vary from tribe to tribe; despite this, followers of Chiuta never war with one another.

Religion Traits

River Born: You are most at home at the water's edge. You gain a +1 trait bonus on Craft (boats) and Swim checks made on or around fresh water, and Swim is a class skill for you.

Scaled Friend: Your tribe is allied with the lizardfolk, granting you a +1 trait bonus on Diplomacy checks with lizardfolk, and Draconic as a bonus language.

The Gods of Porphyra

ESHALQUA

The Voice of Corruption, The Dark Patron
God/Goddess of Business, Crime and Art

Worshippers: Entertainers, gangsters, lawyers

Alignment: Lawful Evil

Domains: Animal, Art, Law, Trickery

Subdomains: Devil, Feather, Sound, Deception

Favored Weapon: Switchblade knife

Favored Animal: Mockingbird

Legend

The origins of Eshsalqua are muddled at best. It is said by some that it was an experiment by a deranged wizard attempting to understand the nature of corruption, or an evil dream so strong that it tore its way into reality. Others claim it was an attempt by the hells to create a superior fiend, or a joke by a God of Mischief long forgotten. The truth, much like Eshsalqua's first form, is lost to the sands of time. Eshsalqua is equal parts devil, djinn, rakshasa, and dream; its constant evolution has rendered any attempt to categorize it a moot point. It has been known to be male or female; whichever is most advantageous to it. It is seductive corruption given many disguises and a voice—a beautiful, mellifluous, horrifying voice that whispers in the dreams of sentients, and echoes across the crossroads of time. Eshsalqua escaped what is known in transplanted ecclesiastical records as The Great Purge, a culling of the gods across the dimensions, and slithered into Porphyra's reality by way of The Calling. This victory is noted in the foremost hymn of The Songs of Power.

Church

Eshsalqua's cult is small compared to most. The single purpose of the cult is to spread The Voice's brand of corruption. Its Agents, as they prefer to be called, are performance artists, politicians, lawyers, gangsters and businessmen. Most come into Eshsalqua's service after cutting a deal with

The Dark Patron for their heart's desire, normally something to do with fame, fortune, and power, only to find themselves under its thumb and their soul the property of Eshsalqua. Few come without coercion to the service of Eshsalqua, but those who do become the dark clerics called Feathermen, for their touch is light. They act as dispatchers, helping other Agents seek out the vulnerable, the ambitious and others prone to the master's corrupting influence. A set-aside room beneath a theatre, courthouse or high council chambers is often marked with a red feather, as a temple for its worship.

Eshsalqua has a nemesis that has dogged The Voice across the realities. Long ago, in a reality far from Porphyra, Veiloaria was dubbed anathema by the Agents and Feathermen of Eshsalqua, for to say her name was a curse to the ears of the Dark Patron. The Voice of Corruption and the Eternal Traveler have been at odds for eons.

Eshsalqua's "recent" arrival on Porphyra instantly rekindled their struggle. Veiloaria's Xia are always on the watch for Eshsalqua's Agents, who would corrupt and devour their fellow travelers.

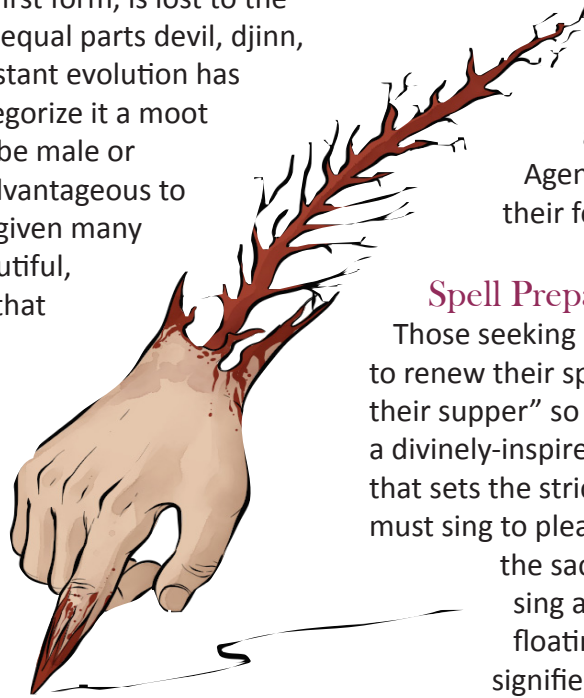
Spell Preparation Ritual

Those seeking Eshsalqua's favor, and those wishing to renew their spells for the day must "sing for their supper" so to speak. The Songs of Power is a divinely-inspired book, both of hymn and prayer, that sets the strict and specific guidelines of how one must sing to please The Voice. Like the mockingbird, the sacred animal of Eshsalqua, its devoted sing at night; a ghostly, beautiful song floating through the halls of power often signifies a Featherman renewing his spells before sleep.

Religion Traits

Sound of Corruption: The Dark Patron has given you an aspect of its voice. Gain a +1 trait bonus to one of the following: Diplomacy, Intimidate, or Perform (Comedy, Oratory, or Sing). This skill is always a class skill for you.

Gift of the Master Gambler: Eshsalqua has seen fit to gift you with the power of obfuscation. Gain a +2 trait bonus on Bluff checks to tell lies.



The Gods of Porphyra

FERRAKUS

Lord Beneath, The Earthtremor
God of Mountains, Mining, and Caverns
Worshippers: Earthbound races, miners, stonecrafters

Alignment: Neutral

Domains: Earth, Fire, Luck, Strength

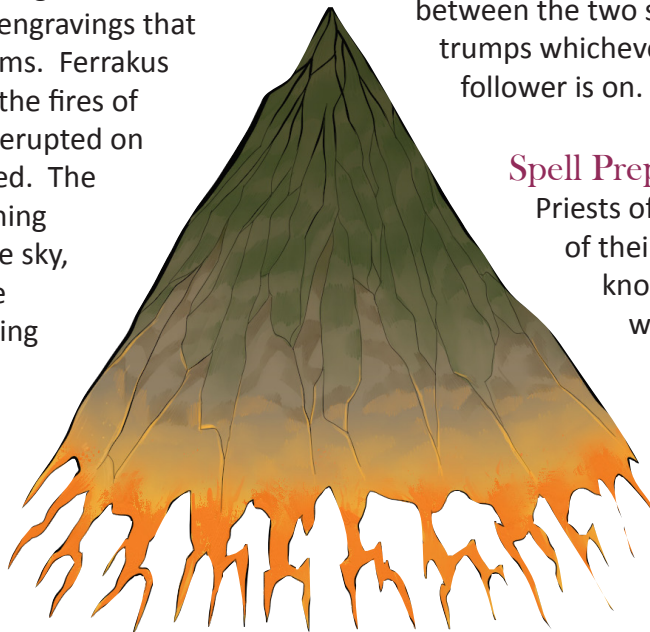
Subdomains: Ash, Caves, Curse, Ferocity

Favored Weapon: Heavy Pick

Favored Animal: Mole

Legend

There are many legends of the secretive, subterranean power known as Ferrakus. He is apparently of either dwarven or gnomish origin, though there are even human legends of Ferrakus based on deep cave engravings that predate the former races' claims. Ferrakus is said to have emerged from the fires of the very first volcano when it erupted on a world that has long since died. The Lord Beneath opened his burning eyes, and looked at the infinite sky, the flammable forests and the azure seas beyond them. Seeing that there was no safe haven for him, he turned back earthward and descended once more. He left the mountaintop sundered, pouring forth lava as a message to the other gods: "Whatever you create, it can be destroyed. Whatever you raise, it can burn. Everything you fashion upon this world rests above my domain—marvels crafted on the thin, cold shell of a molten egg." That message is central to all legends of Ferrakus—the idea that nothing lasts forever and that strength can overcome anything, if you strike the right place. This is a practical lesson for gemcutters and stonemasons, but for a dangerous few it is a license for violence in the dark. These folk take the legend of Ferrakus to mean that the world should be burned and that all that is made should be unmade.



Church

There are two sects of Ferrakus' church. The first is the most common: shrines and temples of solid rock where the wisdom of earth and fire lore is passed from priests to followers much like any other place of worship devoted to any other god. These shrines cater to crafters, artisans, and spelunkers. Most priests are skilled at caving and can serve ably as advisors and guides. The other sect of Ferrakus exists only in the shadows of a few cities and in the deep parts of the underworld. These holy sites are little more than a few old symbols carved into a stone wall and a single caretaker-priest. These Scoria Shrines cater to the god's darker devoted and provide services more akin to a thieves' or assassins' guild.

Despite their differing natures, there is a truce between the two sects. Worship of Ferrakus trumps whichever side of the cave a particular follower is on.

Spell Preparation Ritual

Priests of Ferrakus usually spend most of their time underground and rarely know what time it is in the sunlit world. As such, they innately feel when they can draw upon the power of their god each workday and prepare their prayers before bed. A full rest is part of their preparations, meaning a priest of Ferrakus that is interrupted while sleeping fails to regain their spells until they get at least six hours of restful sleep.

Religion Traits:

Bane from Below: Whenever a priest of Ferrakus flanks a target, he gains a +1 trait bonus to damage. Priests with the sneak attack ability may also add this bonus damage to sneak attack damage as well.

Skill of the Unseen: Whenever a priest of Ferrakus makes a skill check to cut a gem, work stone or perform any action as described under the ability of stonecunning, they gain a +1 trait bonus to the roll. This bonus also applies if they are aiding another with such an activity.

The Gods of Porphyra

FENRIS KUL

The Breaker, Lord of the Burning Throne
God of Destruction, Evil and Trickery

Worshippers: Madmen, terrorists, suicidal fanatics

Alignment: Neutral Evil

Domains: Destruction, Evil, Strength, Trickery

Subdomains: Daemon, Ferocity, Rage, Thievery

Favored Weapon: Battleaxe

Favored Animal: Vulture

Legend

The annals of Gerana's Divine Record tell of an event that probably had much to do with the willingness of the New Gods to come to Porphyra: The Great Purge, a cataclysm of deific destruction across the multiverse in a shadowy past aeon. The nullifying energy of The Great Purge gave birth, ironically, to Fenris Kul, who fed on the breaking of reality and emerged stronger for it. Fenris stands as one of the strongest and most powerful of the New Gods, his constant machinations seeking to bring about another purgation. His yearning for this apocalypse is only mitigated by the delight he feels in feeding off the destructive nature found within the mortals that pledge themselves to him. Fenris is trusted by none of the other gods, for they know that he symbolizes the End Times, and that he is destined to complete his throne from the bones of the world and set it ablaze at the End of All Things. His faithful gleefully claim that Fenris Kul will embrace his own end fiercely, with no less delight than the end of the world itself.

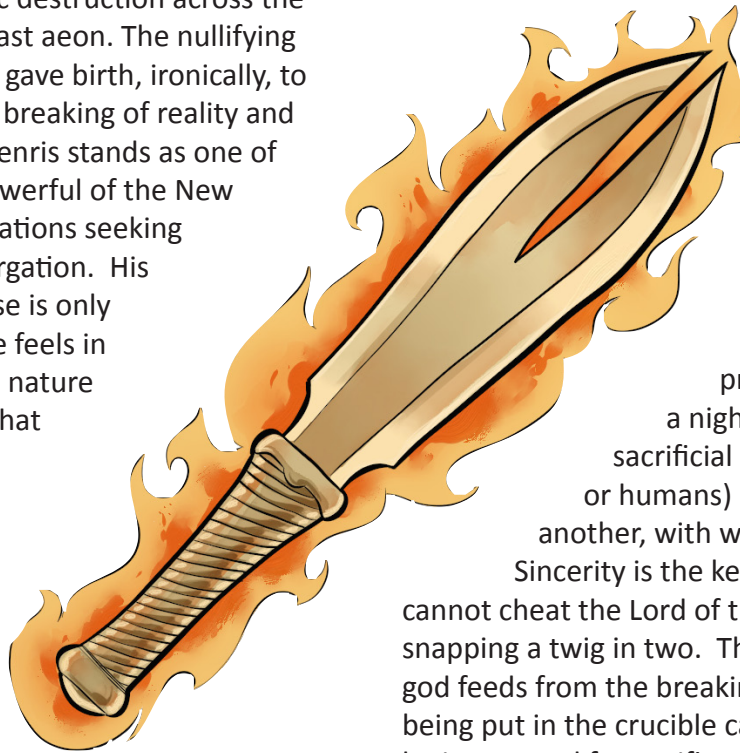
Church

Funeral pyres are the most common shrines to Fenris Kul, with true temples being built only upon the ashes and burned out remains of temples and cathedrals once devoted to other gods and goddesses; Fenris Kul allies with no one. The most holy nights for followers of Fenris Kul are those of the new moon. It is believed that this symbolizes the

world being consumed in the fires of destruction. A common ritual on these nights is arson, targeting temples and shrines to other gods. Sacrificial offerings of livestock, art objects, and often, human lives are piled onto grand thrones of wood and wicker and set ablaze.

Clerics of Fenris Kul seek to purify the world by visiting destruction upon it. In another paradox that exemplifies Fenris Kul, those aboriginal Porphyrans that resent the intrusion of the New Gods are among his greatest supporters, the Zendiqi being the foremost of these. To paint all Kulites as slaving arsonists is also deadly wrong, for their desire to destroy is so strong that many will use guile, deceit

and deception to infiltrate organized society and destroy it from within, as apocalyptic fifth columnists.



Spell Preparation Ritual

Clerics of Fenris Kul practice The Breaking as a nightly ritual, destroying sacrificial offerings (such as livestock or humans) or objects made by another, with weapons, hand, or fire. Sincerity is the key to this devotion; Kulites cannot cheat the Lord of the Burning Throne by snapping a twig in two. They believe that, as their god feeds from the breaking of all things, only by being put in the crucible can the world survive—to be incarnated for purification again. When preparing for battle, more fanatical followers of Fenris Kul will set themselves alight, using protective magic to maximize their ability to do harm to others.

Religion Traits

The Burning Throne: As a devotee of the destruction of all things, it is your fate to see the End of Days, and the end of Gods, again. You gain a +1 trait bonus on saves against divine magic.

The Breaker: You may tap the inner strength granted to you by your faith to receive a +2 trait bonus on Strength checks made to break things, as well as a +1 trait bonus to CMB when attempting to sunder a shield.

The Gods of Porphyra

GERANA

The True Arbitress, Lady Justice

Goddess of Justice, Valor and Chivalry

Worshippers: Knights, rulers, honest citizens

Alignment: Lawful Good

Domains: Earth, Glory, Honor, Nobility

Subdomains: Archon, Heroism, Honor, Leadership

Favored Weapon: Warhammer

Favored Animal: Heavy Warhorse

Legend

The stories of Gerana's origin are simple; she has always been. The Geranites believe that she is the divine embodiment of Justice, and that if it exists, she exists. That she has come to Porphyra is the natural order of things. Her clerics believe that She is the Arbiter of the Gods themselves, a point borne out by the fact that the Divine Record (Gerana's holy book) lists many of the nascent gods of Porphyra as coming into being at such-and-such a time, in so-and-so circumstances. The Record also states that in primitive societies, Gerana was credited with teaching the working of metal in useful and martial shapes, another sign that the Lady Justice is an elemental, as well as civil entity. The multiple dimensions of the universe hold no surprise for Gerana, and it is said that every plane (even those in the Abyss) has a consulate of hers—a testament to her power.

Church

Gerana's places of worship are always solid buildings that serve many practical purposes besides worship; a redoubt in case of attack, an armory containing serviceable weapons, a courthouse for mundane as well as ecclesiastical conflicts, a temporary jail, and a repository of records of the deeds of men. As such, her temples and churches, present in nearly every land, are busy places. The local governments and even other lawful gods would do well to keep

their books in order and their constabularies well trained, or the Geranites will quickly and efficiently fill the vacuum. In the larger centers, there is often a jousting tilt and a melee yard for tournaments or trials by combat—the Goddess of Chivalry emphasizes knighthood both in ability and in name. Gerana's clerics do not exactly proselytize, but count on the fact that their usefulness, honesty and nobility will attract the commoners and nobles to do the right thing and attend their services, as well as tithe and help expand the church into new territories. Gerana and The Divine Record hold a special place in the religious life of virtually all observant Porphyrans of all alignments and persuasions, as the Record

contains information about most of the gods Called to the world. Geranites are all too happy to arbitrate and advise those of any other faith; that they would not use the opportunity to enforce the ways of law and goodness upon those asking for advice is not guaranteed.

Spell Preparation Ritual

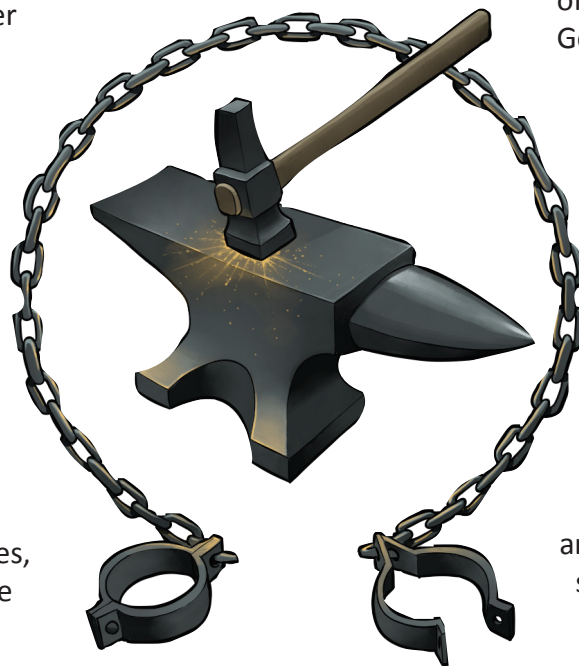
Those loyal to Gerana select a preferred time of day to pray for and prepare their spells when they take their vows, and must adhere to that time strictly, from then on. During peaceful times, the various churches and temples sponsor festivals on the first day of the year, which they call "Gerana's Dawn."

The festival's intent is to lift the spirits of the people, celebrate another year lived, and for all to reflect on "the good of it." These festivals involve food, drink, and contests of skill and wit.

Religion Traits

Arbiter of Truth: The faithful of Gerana have a keen mind for determining the right of a matter. You gain a +1 trait bonus to Sense Motive checks, and Sense Motive is always a class skill for you.

Spirit of Honor: As a champion of law and order, you are known for your fair-mindedness. You gain a +2 trait bonus on Diplomacy checks used honorably.



The Gods of Porphyra

ITHREIA

Old Mother Owl, The Blinding Wind, Seasinger
Goddess of Birds, the Sea, and Winter

Worshippers: Druids, fishermen, hunters

Alignment: Lawful Neutral

Domains: Air, Animal, Water, Weather

Subdomains: Feather, Ice, Storms, Wind

Favored Weapon: Pilum

Favored Animals: Gyrfalcon, snowy owl, whale

Legend

Ithreia is a goddess with three aspects, appearing as a young virtuoso, an aged matriarch, and a seasoned warrior.

Her timelessness and her connection to the land suggest an elementality that predates time and the advent of man, or worshippers. After The Calling, she just was. Her first form, the Seasinger, is served by whales, seals, and other aquatic mammals who teach her followers to be aware of their surroundings and learn how to harvest the crops of the sea, fish. The second, Mother Owl, appears to offer warnings and prophecies, to instruct in the secret magic of storm and sea, and to gather news from all the birds of the world. Finally, she is known as the Queen of the Blinding Wind when she conjures storms to test her followers, punish foolishness, or occasionally aid mortals. The howls of the wintry gales are the horns of her vengeful knights, the Gyrfalcons; the snow that shields them is as down from her feathered cloak.

Church

The faith of Ithreia teaches that change is an illusion. The seeming chaos of nature is really an intricate web of predictable patterns that the wisest can read. She may test her chosen with blizzards, but the blinding whiteness is only a comforting blanket for those clever enough to prepare for its inevitable arrival. Servants of Ithreia include clerics, druids, rangers,

and those that inhabit the Northlands. Classed worshippers fall into three orders, each dedicated to one of the goddess's aspects. First, the Order of the Singing Whale are ranger guides, community leaders, and others devoted to the Seasinger. The Order of the Snowy Owl serves Mother Owl as a spy network that uses animals, druids, and rangers to see whether mortals have abided by Ithreia's will or have gone astray. They inform and advise the faithful and serve as scouts for worthy leaders. The Order of the Gyrfalcon is dedicated to the Queen of the Blinding Wind and is composed of paladins and mounted warriors who serve as agents of her tests as well as her displeasure. They monitor proper use of birds and animals, and also serve as advisors to chieftains, or guardians of revered oracles or pilgrims of Ithreia. Her temples and monasteries are built of native rock painted white.



Spell Preparation Ritual

All the faithful learn the tenets of Ithreia in the form of a sacred set of songs called the Wintry Hymns, also a holy text, and the orders of her clerics, druids, rangers and oracles use this book to pass along knowledge of the birds, beasts, storms, and other divine secrets. A song from this text at twilight helps prepare clerics for the tests ahead of them, and to renew spells; in storms, the Hymns are sung as loud as possible, to lead lost faithful to the sound of the voices of dedicated Ithreians.

Religion Traits

Hallowed Patience: Your recollection of the Wintry Hymns grants you a +2 trait bonus on Survival checks to predict and deal with weather and terrain hazards, and a +1 trait bonus on Knowledge (nature) checks. One of these skills is a class skill for you.

Peace of Winter's Night: Your faith in the Goddess gives you strength to resist. Once per day, when you are rendered blind, checked by wind, deafened, fatigued, sickened, shaken or frightened, you can call on Ithreia to delay the effect's onset for 1 round as an immediate action.

The Gods of Porphyra

KAMUS

Lord of the Chain, The Pure

God of Slavery, Tyranny, Racial Purity

Worshippers: Merchant lords, slavers, xenophobes

Alignment: Lawful Evil

Domains: Artifice, Law, Sun, Travel

Subdomains: Light, Slavery, Toil, Trade

Favored Weapon: Spiked chain

Favored Animal: Horse

Legend

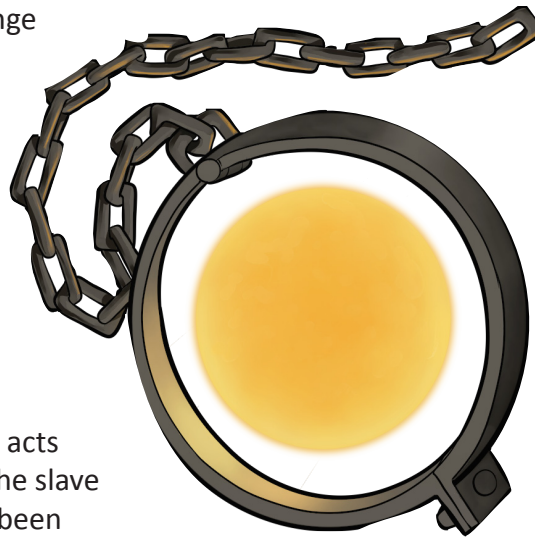
In the barbaric past of the world in which Kamus originally came into being, a lone slave struggled to free himself. Finally, in starving desperation, he called out to the darkness for salvation, pledging body and soul in exchange for freedom. Perhaps the deep irony of that oath was what stirred something to answer. A whisper issued from the shadows of the slave's empty cell, teaching the slave the true meaning of freedom: power. The voice, Kamus, showed the slave a glimpse of the power he could obtain by worshiping Him. In exchange for acts of obedience, Kamus promised the slave this power would be his. Having been weak his whole life, the slave obeyed eagerly. The whisper told him to gather allies of the same race and creed as he, revealing that only the like-minded and the like-blooded could be trusted. The voice told him of a place he could claim in the desert, where the sun's heat and light would be his ally against the weak. The whisper bid him to excel at his toil, teaching that strength comes from effort. When the time was right, the slave and his allies staged their revolt. They coordinated their attacks well, and called down magical wrath using light and fire. They overwhelmed their guards and massacred their way to the slave master's door. Their rebellion ended in a rage of blood and vengeance, leaving the slaving ring shattered and hundreds of newly freed captives clamoring for leadership. He saw the freed slaves squabbling for bread, and his new allies taking up arms; he knew what he must do. He called his allies to bar the gates, and put the drudges back in their cells. The old slave-master was weak—he would be

different. In the shadow of the blinding sun, Kamus smiled at the birth of his very first priest.

Church

Kamus no longer operates in the shadows, having long since emerged into the light of day. In nations where slavery is legal, Kamus may actually be a major public force in the community, with great temples that double as clean, professionally managed slave markets. Where slavery is not considered a legal trade, the Lord of Chains has his caravans, wagon trains, and ship fleets. Much of Kamus' worship is done on the move, traveling in wide circuits by schedules only known to trusted business contacts at

every port of call. Travel is practically a religious tenet of The Pure's faith, with worshippers and clergy alike encouraged to spread the dominance of their superiority in whatever way suits them best. Slaves of Kamians are not forbidden to worship The Pure, as order is kept among them by a unique system of internal promotion; they may earn better treatment or even the opportunity to join their captors.



Spell Preparation Ritual

Clergy of Kamus can prepare their spells either at dawn or at dusk, making that choice when they take their oaths. This ceremony is quite simple, being nothing more than a prayer spoken over a human or humanoid kneeling down to form a living altar.

Religion Traits

Power of Purity: Clerics of Kamus despise half-blooded folk, seeing their blood as tainted. When fighting a half-breed of any sort, and while wielding Kamus's favored weapon, the cleric gains a +1 trait bonus to attack and damage rolls.

Burdened Beasts: The horse is the favored animal of Kamus because of its domesticated nature and its usefulness as a beast of burden. Clerics with this trait gain a +2 trait bonus to Ride and Handle Animal skill checks with horses.

The Gods of Porphyra

LINIUM

Forgefather, Maker of Ways

God of Constructs, Contracts, Labor and Devotion

Worshippers: Craftsman, lawmakers, wizards

Alignment: Lawful Neutral

Domains: Artifice, Fire, Law, Rune

Subdomains: Construct, Inevitable, Language, Smoke

Favored Weapon: Light hammer

Favored Animal: Scarlet spider

Legend

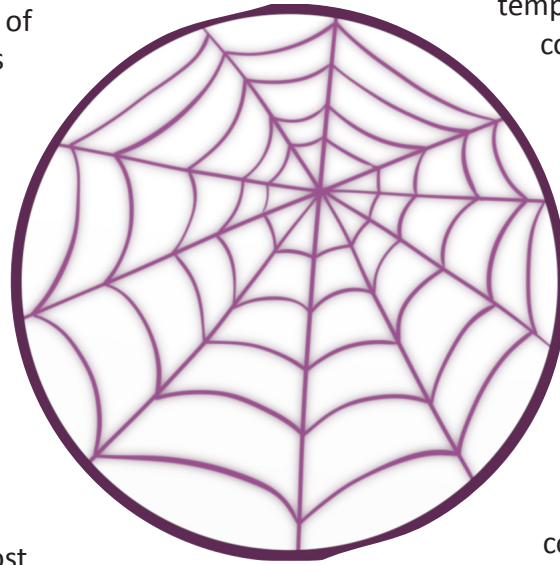
There was a time, according to the Clockwork Chronicles, when Linium was a distant and uncaring god. This honesty of self-improving admonishment is typical of the Maker of Ways, who admits in his holy book that without his guidance, the people of a long-ago world grew profane and haughty, and challenged the gods themselves. That world died, and Linium, as well as other gods, knew the pain of failure. After a time of nothingness, Linium was brought to Porphyra in The Calling, and became the most dedicated of divine beings. His clergy work ceaselessly to ensure that the people know the peace and comfort that come from hard work and sacrifice, as well as the degradation and oblivion that come from rebellion. Some say that Linium walks the land in multiple guises, keeping a watchful eye on his worshippers and the great works that they have pledged to undertake. Once every decade, he takes the guise of an elderly blacksmith in order to establish a smithy in some remote location. He will work tirelessly for one year, and if he is well treated he will bless the community with wonderful creations that will guarantee a generation of prosperity. Those that treat the Forgefather poorly will find themselves taken into slavery, to work their lives away for no purpose.

Church

Temples dedicated to Linium are filled with pungent incense smoke, and feature complex spider-web

designs and mysterious sigils. The marble temples gleam with a brilliant light both day and night. Constant chants reverberate through the halls, glorifying the Forgefather. Every chamber of his holy places has a unique name that congregants must recite before entry. Linian priests wear white robes while in the temple and white features prominently in their casual dress. It is common to find the three orders of Linians traveling here and there on the endless errands of the church. The Anvils handle matters of artifice. The Hammers enact the purifying vengeance of Linium. The Forge maintains the

overall authority of the church, sanctity of temples, and records the oaths and contracts enacted under authority of the church. Members of the congregation of Linium are typically artisans, lawmakers, and academics. Few free-spirited artists worship Linium due to his focus on order and formula over chaotic creative expression. The artificers of Linium, in annual devotion, create increasingly complicated machinery and devices in order to win the god's favor. These competitions are fierce and quite often result in unique creations.



Spell Preparation Ritual

Priests must be able to focus in order to commune with the spirit of Linium. They burn incense, chant, and pray under the rising sun. If a travelling cleric cannot prepare spells under these conditions, they must expend one spell of their highest level to create a holy conduit, glowing with divine light, through which they may commune with the Maker of Ways.

Religion Traits

Core Arcanum: Through arduous ordeals, followers of Linium are able to perfect their understandings of the foundations of magic. Clerics of Linium gain a +2 trait bonus to Spellcraft checks.

Consummate Craftsmanship: Through long and studied practice, Linian clerics receive a +2 to all trained Craft checks.

The Gods of Porphyra

LYVALIA

Throne-Shadow, The Whispering Councilor
Goddess of Blackmail, Bureaucracy, and Poison

Worshippers Bureaucrats, opportunists, politicians

Alignment: Neutral Evil

Domains: Charm, Knowledge, Nobility, Trickery

Subdomains: Deception, Leadership, Love, Memory

Favored Weapon: Fighting fan

Favored Animal: Viper

Legend

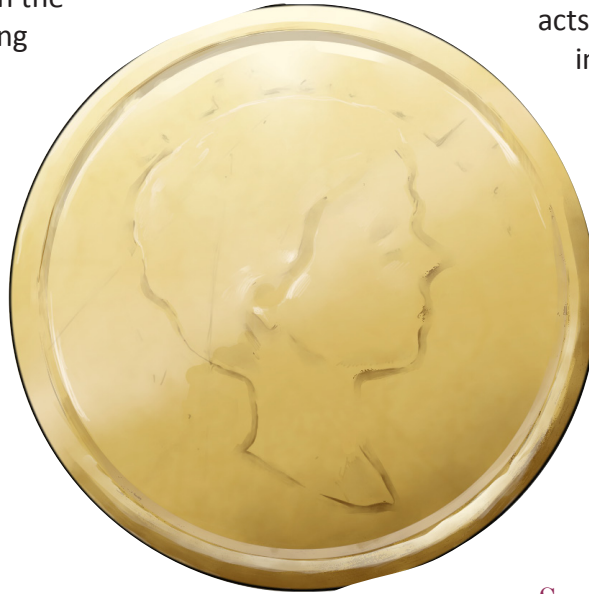
Lyvalia was once a favored handmaiden of the gods, and she worked hard in the heavens, organizing and preparing for them, seeing that all was right and ready for any task at hand. Acting as liaison between the gods and their agents, she learned many things. Slowly, she began gathering power into her own hands, simply to make things proceed more easily. It was only after her efforts were derided by Braal, primitive god of War (referred to in the Divine Record as the divine father to Nise), that she began actively using her power for her own selfish ends. She then manipulated events to cause the fall of Braal, and the Geranites note this as the beginning of the end of that particular reality, though Lady Justice did what she could to mitigate the damage and expose Lyvalia's plot. The Throne-Shadow had prepared for such and released a flood of daemons into the heavenly realm, using the diversion to steal a variety of useful divine items to spark her own divinity. In the space between realities, before she came to Porphyra, she made plans—slow, intricate plans. She let anger and revenge ruin her once, but never again. Her plots now are cold and calculating, advancing her agenda one piece at a time. When all the pieces are in place, she will be the power behind it all.

Church

In a jealous mirror of The Divine Record, Lyvalians keep the Book of Secrets, which has the core of

observance and doctrine, but mostly serves as a receptacle of notes for blackmail, theft, and manipulation. As such, each book is quite different in appearance and content. The followers of Lyvalia are organized in a cell structure, each group knowing only one member of the rank above it in the cult. Within each cell, the leader is called the Patron, and the others, Supplicants. Information about the membership is tightly controlled, and the loss of one member will rarely endanger more than a handful of others. Cult members must be vetted by those above

them, and are required to supply information that can be used against them. The cult acts as a support group providing information and resources to advance in a continuing cycle of power and influence. A careful economy of favors runs through the cult, where gifts and actions are traded to the benefit of all cultists and through them, the goddess. Gerana and Nise are especially vigilant against Lyvalia's machinations, as are their clergy.



Spell Preparation Ritual

Homage and supplication to Lyvalia often appears as courtly procedures, recitation of regulations and the like, but also involves the burning of requests to her written on slips of paper. This does not have to be done alone, as the exchange of information is a key element to the worship of The Whispering Councilor. Cases in point are Lyvalia's holy days, which are tied to the beginning of court sessions, important political appointments, and tax collection deadlines.

Religion Traits

Poisoned Words: Followers gain a +2 trait bonus on Bluff checks when attempting to create enmity between groups or individuals.

Signature Poison: Choose a single poison. If it is an injury poison, you gain the poison use ability for that poison, and when using that poison, add a +1 trait bonus to the save DC. Additionally, you gain a +2 trait bonus to saves against that poison.

The Gods of Porphyra

MÂL

Destroyer of Worlds, The Forgotten One
God of Annihilation, Ruin, and Transformation

Worshippers: Apocalyptic cults, evil druids, mâlites

Alignment: Chaotic Evil

Domains: Chaos, Destruction, Evil, Plant

Subdomains: Catastrophe, Decay, Protean, Rage

Favored Weapon: Resin blade (scorpion whip)

Favored Animal: None

Legend

Perhaps the only text in common between Gerana's Divine Record and Eshsalqua's Songs of Power is the urgent plea not to invoke the name of Mâl. Hidden in the recesses of these and other ancient tomes, whispered by ravaged planar travelers, and recited from the lips of fanatical druids are the tales of a prison plane harboring horrific creatures and a forgotten god. There, long ago, the god Mâl transformed worlds into hideous replicas of his own through annihilation by his horde of mâlites (see pg. 36). Within the conquered worlds, open plains were ruptured by mountains of serrated obsidian, calm rivers burst into gushing rapids writhing with jagged rocks, and lush jungles choked under a tangle of twisted briars. The world's unlucky denizens were morphed into inhuman servants or killed for mâlite amusement. Mâl's thirst for destruction was not quenched by his home plane's conquest. He sought total domination of the Great Beyond. To thwart this, cites the Divine Record, a group of opposed deities banded together to end his rampage. Alongside an army of planar heroes, they met the mâlite invasion and blasted the horde to pieces. Bound by powerful magic, Mâl was sealed away to rot forever within his perverted domain. And yet his influence is not dead. The Calling of the elves and orcs opened enough of a crack in the fabric of the multiverse to allow Mâl to create a conduit of his power, and to enter the souls and minds of those of Porphyra who would see the universe fall to ruin.



Church

To the mâlites, Mâl is the only god in existence. Most priests are druids accompanied by anti-paladins and rangers, and these druids exercise the highest authority and preside over religious rituals. They seek to transform the world around them into another domain of Mâl through grisly experiments and by exterminating or banishing all outsiders. Mâl's anti-paladins command legions of mâlite warriors into battle, and rangers constantly study planar travel and outsiders so that they may guide Mâl's armies back into the Great Beyond. His transition to Porphyra created the Forest of Gora, a thick jungle that is conveniently located near points of access to civilized lands. Temples to Mâl appear as enormous bird's nests of briars and thorns, with a small opening in the roof, and a chunk of obsidian serving as an altar. Druids meditate each night, praying for the dissolution of Mâl's bonds. He is worshiped by hidden druidic cabals who wish for chaos to descend upon the civilized world, so that all will be destroyed, and they might gain the favor of Mâl.

Spell Preparation Ritual

Since his imprisonment, there is little detail concerning his practices. Cultists transform their bodies to what they believe a mâlite looks like, implanting thorns under their skin or wrapping briars about themselves. Druids of Mâl typically choose a clerical domain for nature bond instead of an animal companion, and rangers devoted to him bond with their companions and choose good outsiders as a favored enemy.

Religion Traits

Destroyer of Mâl: Mâl extends his blessings amongst his most faithful, to grant them even more destructive power. Choose either the Destruction or Plant domain, or any associated subdomain with a power that grants 3 plus your Wisdom modifier uses per day. You may use that power once more per day.

Harbinger of Mâl: The Harbingers are to be at the forefront of Mâl's planar invasion, gaining a +2 trait bonus on Knowledge (planes) checks to identify creatures.

The Gods of Porphyra

MYKETA

She Who Waits, The Patient Lady
Goddess of Soldiers, Waiting and Darkness

Worshippers: Soldiers and their families

Alignment: Neutral

Domains: Community, Darkness, Time, War

Subdomains: Family, Loss, Tactics, Past

Favored Weapon: Longspear

Favored Animal: Dog

Legend

After The Calling of the Lost Gods a thousand years ago, war ravaged Porphyra, between the Landed people that came with their gods, and the native Porphyrans, threatened by the newcomers. The Words of Waiting tells of a Porphyran woman named Luisa, whose husband was called to war in the armies of the local warlord. She worried, because he was not a skilled warrior and knew nothing of tactics or soldiering. Waiting in her home, she sat and cried in front of an ancient fetish she called Myketa. This prayer, and the prayers of others waiting at home, or waiting in the trenches to die, reached the sluggish soul of the world of Porphyra and coalesced it into the spirit of Myketa, The Patient Lady, She Who Waits. Luisa saw a figure silhouetted in the doorway, but showed no fear of being visited by a god. "Help my husband! Help us, who wait in the dark, afraid!" "I shall help you both," came the voice of the goddess, "The tactics I teach will increase your chances of life, to carry on," "But I miss him so," the woman said weeping, "How will I carry on?"

In the darkness of the doorway, Myketa smiled, and took time in her hand, and pulled it forward. Luisa lifted her eyes to her husband's funeral bier, slain in the war and returned to her side. Myketa is a goddess of loss, as well as family, and teaches the arts of war to the enemy as well.

Church

Myketa's church is loosely organized—Her priests

are counselors and soft-spoken advisors, and it is rare that there would be a situation which would call for more than a few of them to gather in a single place. Some of her priests travel to war to provide strategy and strength of arms. Others act as 'part-time' religious figures, donning their black-and-white clerical robes when necessary and spending the rest of their lives pursuing other roles. Myketa has little in the way of temples or shrines, due to the mobile nature of her clergy and the variable levels of demand for her aid. She is, however, active in the mortal world, and often shows her hand in mortal affairs or sends visions to communicate with her faithful. She always appears in doorways, lit from

behind so that the details of her appearance are never seen. Myketa maintains neutrality in all things, even the intrusion of the New Gods, and prefers to create opportunities for mortals to assert themselves, rather than force an agenda of Her own. Those forced into soldiery might prosper by her hand, as might those who work to foster strong communities.

Spell Preparation Ritual

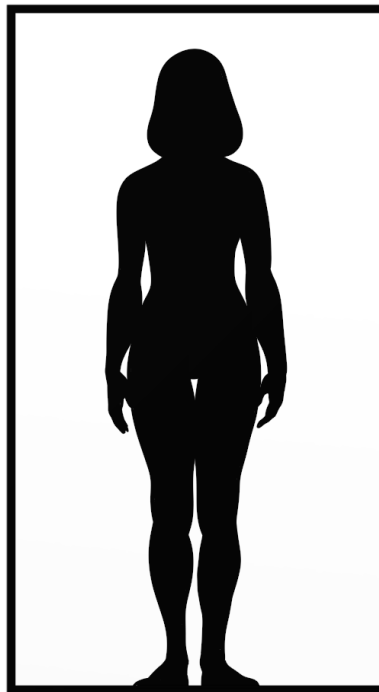
The rites for Myketa are nocturnal, including vigils for distant loved ones and midnight memorials for those times when bodies are lost or missing. It is said that if a Myketan funeral is held for someone who still lives, the candles at the service will all go out at the same time, revealing

the subject of the rite will return to his prematurely mourning loved ones.

Religion Traits

Myketan Part-timer: A priest of Myketa is not always welcome or necessary, so you practice a trade in times of peace. You gain a +2 trait bonus to a single Craft or Profession skill of your choice.

Voice of Myketa: You have a calm, soothing voice, suitable for giving advice to people in unbalanced states. If you have the time to speak carefully, you gain a +2 trait bonus to Diplomacy when attempting to modify the attitude of someone who is Hostile or Unfriendly towards you.



The Gods of Porphyra

NEMYTH VAAR

Nemesis, The Knight Demise

God of Betrayal, Insanity and Revenge

Worshippers: Fallen knights, mercenaries, outcasts

Alignment: Chaotic Neutral

Domains: Chaos, Death, Earth, Madness

Subdomains: Demon, Metal, Murder, Nightmare

Favored Weapon: Bastard sword

Favored Animal: Raven

Legend

The third risen God of Porphyra, coming into divinity after The Calling, is Nemyth Vaar, which, in Old Porphyran, means 'knight of death' or The Knight Demise. He rose during the NewGod Wars following The Calling, though even the Divine Record has no hint of the name of the mortal shell that was his genesis. The slim volume Outcast's Creed names him only as Nemesis, though he was obviously one of the greatest warriors of His age, and probably of Porphyran ethnicity. Nemyth Vaar holds no allegiance to any other deity, however, as he and his faithful are contemptuous of other faiths, even those who hold common domains. The Knight Demise has learned the folly of trust.

Church

Nemyth Vaar is not so much worshipped as he is appeased by all those who fear the sort of corruption he represents. Anyone actually seeking to betray another would do well to seek out a shrine to The Nemesis and make a small offering. The Knight Demise has shrines, collectively called the Court of Debts, in most major cities and many smaller towns. Even a single Irreverent, as the clergy are dubbed, can represent the Court of Debts in a village and take tithes from the carefully guilty and the fearfully

innocent alike. The Irreverants are tolerated in most cities because of the vital civil service they provide: they staff and maintain asylums. It is said that the faithful of Nemyth Vaar can hear divine truth in the ramblings of the mad. More often, however, they end up being inmates themselves. Irreverents are encouraged to engage in martial training with the bastard sword, and are sometimes found supplying clerical support in mercenary bands—indeed Nemyth Vaar is often claimed as the patron 'Saint' of mercenaries. The paragons of his service are the Night Terrors, anti-paladins who receive their calling in the form of demonic nightmares that subject them to the same trials of 'ascension' spoken of in Nemesis' legend.



Spell Preparation Ritual

Irreverents can only prepare their spells at midnight, except for nights of the full moon. On these nights, they can prepare at any point between sunset and dawn.

The rituals are fairly brief, as outlined in the Outcast's Creed, but must be performed where something sentient has bled or died. If there is not violence where the cleric kneels to pray, no spells are forthcoming. Lastly, the Irreverent must be wearing either a metal helmet or metal gauntlets during prayers. Otherwise, the Betrayer Betrayed affords them nothing,

Religion Traits

Careless Whispers: By taking a full round action and chanting to The Knight Demise, an Irreverent can make an important discovery once a day. The Irreverent gains a +2 trait bonus on a single Spellcraft, Perception, or Sense Motive check.

Red Eye of Wrath: Once a day as a free action, a priest of Nemyth Vaar can channel the demonic fury of his god into a single baleful look. This gift makes the user's left eye blaze red, and if they score a critical hit within the next ten rounds, it is automatically confirmed. They also gain a +1 trait bonus to a single Intimidate check during this period.

The Gods of Porphyra

THE ORIGIN OF NEMYTH VAAR

From the Outcast's Creed, codex 1, stanzas 3 to 6

On a hallowed night, when the deeds of men could still lift them from this world and into the company of the Divine, there was a great and noble warrior second to none. His deeds were legend across Porphyra and his elevation certain. The mighty gates of the newly-minted Heavens opened and a Great Power beckoned him to join the Gods. The warrior found himself facing a number of violent, faceless creatures, each more threatening than the last. He braced himself for battle.

"No, worthy mortal. Cast aside your wrath and you will know peace. When you know peace, your foes cannot know anger."

Doing as the Divine Voice said, the warrior vowed to set aside his rage and embrace holy calm. A dark cloud rose within him and vomited forth, fading away into a shadow behind him as all fury left him. Serenity like he had never known before filled his every sense, exalting him as he walked onward, passing through the creatures like smoke. Next, he came to a corridor with a massive brute of a guardian blocking the way. Hefting a huge axe, the lumbering behemoth roared a challenge and started to charge. Even while at peace, the warrior understood the need to defend himself. He reached back, starting to draw his legendary blade.

"No, worthy mortal. Cast aside your fear and you will know trust. When you know trust, your foes cannot do you harm."

Again obeying, the warrior unbuckled his harness and dropped his sword, his sole companion through hundreds of battles and military campaigns. Instantly, it was like the weight of ages fell away with the weapon. He felt uplifted, understanding that by girding for war, he had always accepted the lie that war was all he could ever know. His charging attacker began to shrink, his bellows becoming the squawks of a common raven, and flew away. Walking onward, he left his sword, the symbol of the lie of the necessity of war, behind. Now he came to the base of a great set of pearl-white steps rising up

into the night sky. There, curled around the base of them, was a great dragon, with eyes of cold malice and scales like battlements. The beast saw him approach and lifted its head in a roar like a hundred thunders. Fire started to build in its throat, a breath that would surely blast him into ashes. With no aggression and unarmed, the warrior did the only thing he could do. He curled up into a ball, protecting his face with his gauntlets and bracers.

"No, worthy one," came the Voice a third time.

"Cast aside the shell of your mortality and you will know unity. When you know unity, your enemies will bear witness while you transcend."

Already feeling the stirrings of godhood within, the warrior willed his armor to fall away, and rose up proudly to face the terrible wyrm. The raiment that had shielded him through his entire martial life dropped like metal rain around him, discarded and lost. The dragon unleashed its fire, catching the warrior in its furnace heat as he walked forward, unafraid. The flames were dire, but they could not touch him, feeling like little more than a summer breeze. The dragon bellowed its failure and flew off into the night, leaving the stairs unguarded. His path open, the warrior climbed the stairs towards the Heavens and his place among the Gods. At the very top, he found the gates unlocked but still closed. His touch did not open them. His push did not open them. How could he enter?

"Only one obstacle remains, Divine One. Cut down your betrayer and your journey is complete" The warrior looked toward the gates in growing dismay. "Forgive me, but I see no one. Who is it I must best to win my godhood?" Then his breath caught and the point of his own sword ripping through his heart and emerging from his naked chest. A hollow voice echoed behind him, only slightly louder than the sound of his armor moving, alone. It was the voice of his warrior's rage, the shadow he cast aside.

"Fool, it was talking to Me."

There, on the steps of Heaven, the would-be warrior god died. In his place, every darkest part of him—his fury, fear, and brutal mortality—rose up as the nightmare god Nemyth Vaar, the Betrayer Betrayed and Nemesis, even unto Himself.

The Gods of Porphyra

NERIA

Dreamspeaker, Oracle of Fate, Singer of Songs
Goddess of Music and Visions

Worshippers: Advisors, musicians, visionaries

Alignment: Neutral good

Domains: Art, Good, Luck, Knowledge

Subdomains: Agathion, Fate, Memory, Sound

Favored Weapon: Sling staff

Favored Animal: Wolf

Legend

The Dreaming Goddess Neria responded to The Calling unbidden, unwritten of even in the Divine Record. Her most accomplished clergy know surprisingly little of the Oracle of Fate aside the appearance of her chosen avatar, her deep love of song, and her message of harmony through prophecy. It is said Neria grants visions to any and all who revere her in the hope of fostering peace. If mortals can achieve their ends through wisdom and insight, what will they have of war? The mortals that serve the Dreamspeaker know that the world is not so simple and that passions are not so easily sated. They strive to spread her message through free fortune telling and song for anyone, hoping against hope that Neria's greatest prediction will someday come to pass, written in her ancient text, Destinies. The prediction states that one day an anxious soul will sit at an Augur's table and demand a reading of the stones. This lost soul will be the linchpin of Destiny, not just for Porphyra, but for the multiverse. After following the dreamstone ceremony, the destined one will transform into a being of great power and peace. This 'Aria', the foretold avatar of Fortune and Fate, never manifested itself in the reality of Neria's origin, and the Singer of Songs left that doomed universe at the The Calling. In Songs of Power, the competitive being Eshsalqua writes—probably with some truth—that Neria has left many realities in search of the Aria and the destiny it heralds.

Church

Neria's lay priests are called Augurs, clerics who

also serve as fortunetellers on the road and in the goddess's many blue-painted temples. All Augurs follow the spiritual law that, so long as it does not interfere with their other duties and obligations, they must never refuse a request for a 'reading of the stones'. High-ranking Augurs are called Ovates; they oversee the faith from grand temples called Voyant Cathedrals. These are elaborate in design, the largest being at the heart of the City of Argentum, though there are a few others. They cater to kings, diplomats, merchants and entertainers, making the Voyant Cathedrals great homes for the faithful and social hubs for the upper class. Marvelous choirs hold performances there that are widely hailed as some of the greatest musical events in the world. A small sub-sect of the church exists, calling itself the Lunar Chorus. These Lucids, champions of the Nerian

faith, are clerics or rangers that bond very strongly with wolf companions (beloved by the church because of their 'singing') and work tirelessly to defend the dreams of others. These heroes come into conflict with all manner of sleep-related enemies, fighting them in the name of their ever-dreaming goddess.



Spell Preparation Ritual

Augurs, Lucids and Ovates all prepare their spells the same way: through lengthy meditation just before bed. They must meditate with a sachet of herbs and fragrant oils in their hands, a small poppet typically stuffed with lavender, spice, and flower petals. This sachet is something they must make themselves and is changed every season.

Religion Traits

Wisdom's Waking: If one of Neria's faithful sleeps for more than six hours with a dreamer's sachet nearby, their dreams will be sweet and restful. For the next 12 hours, the Nerian will gain a +1 trait bonus to Will saves as long as the sachet is on their person.

Written in Stone: Nerians are capable of drawing symbols representing divine insight on small, smooth stones. Anyone willingly receiving such a stone affords the Nerian seer a +1 trait bonus on Charisma-based checks against them for the next 24 hours.

The Gods of Porphyra

NISE

Sister of Battle, Stormmaiden, Pain Mistress
Goddess of War, Weather, and Blood

Worshippers: Pirates, sailors, soldiers

Alignment: Chaotic Neutral

Domains: Air, War, Water, Weather

Subdomains: Blood, Ice, Storms, Wind

Favored Weapon: Cutlass

Favored Animal: Seahawk

Legend

The godling Nise loved her father Braal, a primitive god of War in another reality, and would listen to his tales of heroic valor when the cosmos was young. He spun yarns untold of in the Divine Record, whose bases influenced the mythologies of a myriad of worlds. He recalled the forging of the worlds and the battles that were fought against titanic threats to the fabric of reality such as Mâl, Destroyer of Worlds. She adored him so that she naturally followed in his footsteps and kept nothing from him. Nothing but one secret, and that was of her second love, Lyvalia. Nise had befriended Lyvalia when she had been in service to Braal and other gods. They would sneak off together, and Lyvalia would insist on listening to the tales of Braal retold to her by Nise. It was Nise that would take Lyvalia into the inner sanctum of the Heavens and show her the source of the power of the True Gods. She shared the power of the gods, and she shared her heart and body with Lyvalia. It was to Lyvalia that she turned when Braal was judged for his supposed crimes against that world's gods, and in her that she sought solace when he was sentenced to be Dispersed into the Void. Nise's heart broke forever when wise Gerana revealed that Lyvalia had been at the root of betrayal. Her life nearly ended as well, for it was then that Lyvalia stole her powers, her immortal essence. Only her father's sacrifice saved Nise, as he gave of his own essence to revive her, a mercy of the sympathetic gods. Nise cradled

her father as he faded from existence, her tears flooding the mortal realm, as Lyvalia's daemons flooded Heaven. Nise's celestial longboat, the Sacred Seahawk, rode the tide of sorrow and regret to this reality. When the harvest moon rises full and blood red, mortals call the blood on the moon Nise's tears.

Church

Clerics of Nise are organized in a very militaristic manner, and they are almost exclusively women. The ranks of clergy consist of a high priestess, called a Canoness. Second to her are the Domina, who in turn command the Mistresses of Battle. The remainder of the clerics are known as Knight Sisters, and those who have not yet bled in battle are Aspirant Sisters. Aboard ships, both sanctioned and piratical, Nisian clergy gain the honorific Shipsister, such as Shipsister Domina Xena. They advise and encourage warriors on all sides and nations, except possibly those of lawful orientation; Nisians chafe under too-strict chains of command. They have been known to command pirate fleets, as well.



Spell Preparation Ritual

Sacrifice of small animals or a blood tithe from a self-inflicted cut is necessary for supplication to Nise. Rare is the Nisian that does not weep during her prayers. The clergy consider the Blood Moon a good omen and a holy night. They will often make more significant blood sacrifices at this time to honor the pain of their goddess.

Religion Traits

Blooded: You relish the blood spilled in battle, be it your opponents or your own. You gain a +2 trait bonus to confirm critical hits against an opponent that has wounded you.

The Arm of Nise: The heady smell of battle and blood gives speed to your sword arm. If you are at less than half your full hit points at the start of combat, you gain a +3 trait bonus to initiative.

The Gods of Porphyra

PALETIUS

He Above, The All-Seeing Eye

God of Knowledge, Magic and the Sun

Worshippers: Bards, scholars, wizards

Alignment: Neutral Good

Domains: Knowledge, Magic, Rune, Sun

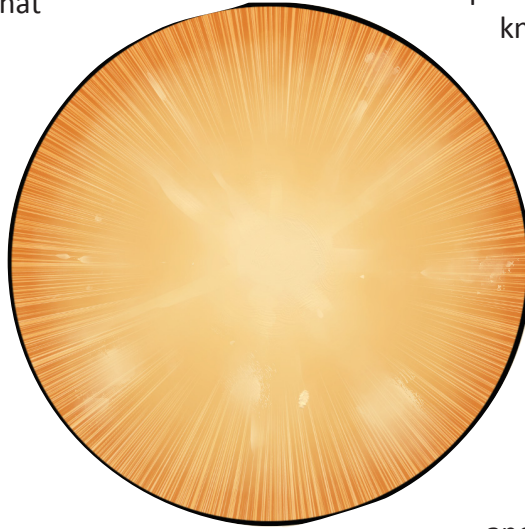
Subdomains: Arcane, Divine, Thought, Wards

Favored Weapon: Morningstar

Favored Animal: Eagle

Legend

Paletius' holy list, The Catalogue, says nothing of his origin. We must look to the Divine Record to learn that at one time, Paletius was a god of magic and knowledge only. His storehouse of knowledge was said to contain truths not even the other gods knew, but he could not be moved to use his wisdom. Kamus—who was at that point in time primarily a god of the sun—often pounded on the door of his brother's loretower to demand that Paletius help him intercede in some conflict or other. Paletius always responded with "Why?" and Kamus could never provide an answer to satisfy, for Kamus longed to dominate mortals, but Paletius was concerned with anything but. Eventually, Kamus could hold back his need to control no longer, and he abandoned his post to whisper in the shadows, rather than observe from the sun. Toma Thule saw that Paletius had contributed to Kamus' moral corruption, and decreed that Paletius take his place as caretaker of the sun. Reluctantly at his new position, Paletius stared down from the eye of the sun, watching the doings of the surface races, and took the opportunity to catalogue their triumphs and tragedies. He saw this as making the 'best of a bad situation', but he became more interested in the struggles of mortals below. The description in The Catalogue of how Paletius warned the gods of the uprising of mortals is credited as some of the most tragic literature in the multiverse; Paletians stoically take it as a lesson in letting knowledge unleavened by mercy lead to disaster. Whether He Above blames himself, only he knows.



Church

Paletius' lay followers double as teachers, lorekeepers and historians—they stockpile knowledge and magical teachings, which they disseminate to those who will use it well. His active clergy can be split into three main branches: the Lorekeepers, who maintain and organize His storehouses of knowledge; the Lightbringers, who function as missionaries 'carrying the light of learning to the darkness'; and the Scholars, who, despite their sedate name, specialize in the dangerous work of seeking out lost and hidden knowledge, and bringing it back out into the light of day.

He Above is a popular deity with adventurers; more active Scholars make excellent companions when delving into ancient ruins or tangled webs of deception, less active Scholars will often sponsor adventuring groups to recover knowledge in Paletius' name and the Lorekeepers can provide them with sage advice they often need. As a result, Paletian temples are often very wealthy, and heavily decorated.

Spell Preparation Ritual

Since Paletius considers teaching and study acts of devotion, he has little in the way of formalized ritual—his priests greet the dawn each day and are asked to preside over summer festivals, but his temples are more like libraries than typical places of worship. A Paletian denied the sun will attempt to make a fire or a magical light to pray before.

Religion Traits

Paletius' Revelation: Your dedication to the All-Seeing Eye has led to his favor falling on you; you gain a +2 trait bonus to Perception checks to find concealed objects.

Paletius' Inspiration: Paletius has blessed you with an exceptional memory for trivia. Once per day, you can make a Knowledge skill check as though you were trained in that category, and add a +2 trait bonus to the check.

The Gods of Porphyra

RAJUK AMON-GORE

The Dark Maw, The Black Hood, The Last Dancer
God of Death, Undeath and Assassins

Worshippers: Assassins, doomsayers, necromancers

Alignment: Chaotic Evil

Domains: Art, Chaos, Death, Evil

Subdomains: Demon, Devil, Movement, Undead

Favored Weapon: Short sword

Favored Animal: Death's head hawkmoth

Legend

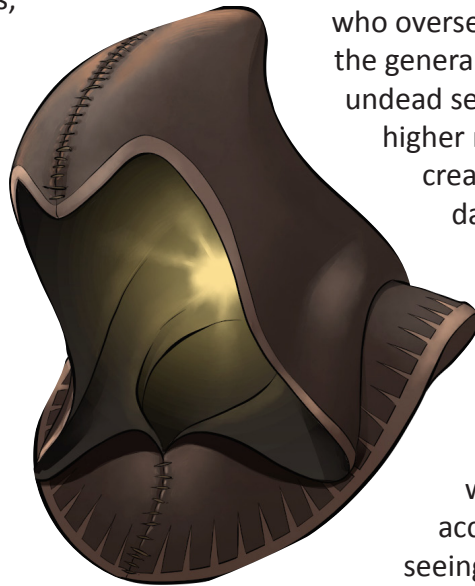
In the chaotic years after The Calling, the years of the NewGod Wars, the possibilities of divinity made it an age of wonder, but an age of possible evil as well as possible good. The blasphemous pages of The Black Dance tell of a child named Rajuk, a child that knew little of his beginnings, remembering only hunger, cold, darkness, dampness, the smell of decay and detritus, and never being fast enough, or strong enough. Just another refugee in the wars of the secular and divine, he was ignored. Ignored by those that exuded life, discarding precious morsels with little more than contempt for the waste on the ground. But even pathetic Rajuk could recognize the flashes of divine light that crackled in the sky and shouts of war and of defiant arcane magic. Knowing nothing but fear, Rajuk hid in an alley, to let the gods go by. The dark would hide him. Behind him, a flash of light, a fissure in the fabric of time... Rajuk saw a hole in space, suddenly filled with a beautiful seed, an embryonic godling, possibly summoned by The Calling. The seed opened, revealing a lithe, beautiful humanoid, a being born to dance, and in dancing, perhaps heal the universe. Rajuk had a splinter of steel in his hand, and skewered the god-seed before it could fully unfold. His divinity now stolen, Rajuk Amon-Gore strode from the alley, no longer afraid, no longer beaten, for he was the one to be feared.

Church

There are several orders that claim Rajuk as patron,

but all choose one of two distinct ideologies. First, those that embrace Rajuk in all aspects, knowing full well the nature of their dark god, be they mad or coerced by promises of divine favor. There also the death cults that see Rajuk as the amoral end of all things, a winding down of the universe, the End of the Dance. Though both are traditionally avoided by rational people, aspects of the latter are occasionally tolerated—the Rajuki Dancers, the assassin's guild. All identify themselves when necessary by the wearing of a black hood. The holy assassin's guilds are led by a Black Bishop, who rules the Dancers from a black throne, and whose identity is never revealed to the members. The traditional clergy of Rajuk Amon-Gore is ruled by another Black Bishop, who is in turn served by the council of Grim Cardinals.

The Cardinals are served by the Mordant Vicars, who oversee the Doom Priests that make up the general assembly of dark clerics. Sentient undead serve in the clergy, but never in a higher rank than Mordant Vicar. Undead created by Rajuki are known as 'black dancers' and are seen as an art form by the more perverted of the cult.



Spell Preparation Ritual

The Black Order performs complicated ritualistic movements when they appeal to The Dark Maw, accompanied by a low chanting. Often, seeing this dance is the last one sees of life, as the Dancers permit none to enjoy their deadly waltz. These movements double as physical exercises to train the body to kill, and Rajuki are usually in superb physical condition, in contrast to their love of death. Mindless undead typically hold the trappings of ceremony in temples and cult-holes.

Religion Traits

Unmerciful Blade: Killing is second nature to you, and is at the core of His dark ministry. You deal additional damage on a critical hit with short-swords equal to the critical hit modifier. This damage is added and not multiplied.

Corpse-Friend: The walking dead hold no terrors for you, being merely dancing partners in the Last Dance. You gain a +2 trait bonus to Diplomacy checks vs. sentient undead such as vampires and wraiths.

The Gods of Porphyra

ROLTERRA

The Boundless One, Fist of the People
Goddess of Insurrection, Expansion and Foresight

Worshippers: Rabble rousers, revolutionaries

Alignment: Lawful Evil

Domains: Liberation, Magic, Time, Travel

Subdomains: Arcane, Exploration, Future, Revolution

Favored Weapon: Scythe

Favored Animal: Barn owl

Legend

Rolterra resides within a realm riding the seams of the multiverse. It is said that she was the first deity to manifest after The Calling, the embodiment of revolution on Porphyra. Now free from boundaries, She threads her influence into the dreams of prophets and the nightmares of kings. A quote from Rigid Destinies, Her manifesto, often found in the ashes after the revolt:

“Divine power grants Rolterra glimpses of the future. Her eyes are voids of steaming light tracing time’s complex web. Within each cosmic strand she witnesses a tangle of infinite possibilities. Forever she searches until Her gaze rest upon fibers that support her goals. She speaks to us, her devoted, through visions, detailing events to make such futures reality.”

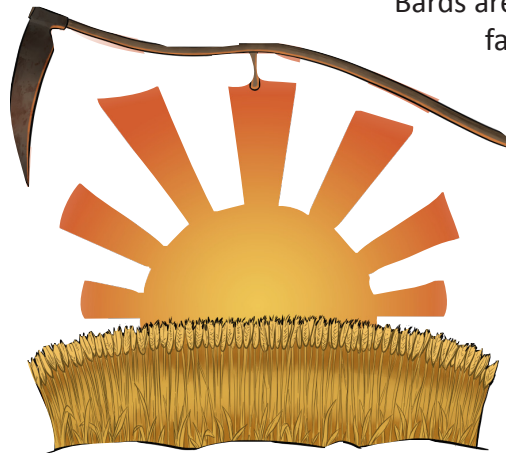
Rolterra revels in violent upheavals of government. Unlike gods of chaotic revolution, she seeks replacement of weak, charitable monarchies with mighty, uncompromising dictatorships. These rulers serve as puppets to her will. Rolterra wishes all mortals to unite under her banner before eternity’s end.

Church

Rolterra’s priests are found in many cultures. Civilized nations have her clerics and wizards, while barbaric communities favor the cunning of witches. Clerics rule freshly revolted nations with an iron fist. They establish crusading orders that conquer surrounding lands and release inquisitors to incite

further uprisings. Wizards, witches and bards use their magic and leadership to divine, inspire, and enflame. In nations overthrown by Rolterra’s radicals, the church holds supreme authority, commanded by an individual dubbed the Teller of Rolterra. All facets of government are church-controlled; courts and schools operate from temples, armies are led by clerics, and theatres stage state propaganda. Temples of crimson marble tower above city streets and huge tapestries are hung displaying Rolterra’s holy symbol. Among barbarian tribes, temples are built of red clay and roofs of thatched wheat. Witches serve as advisors and oracles, urging unity of surrounding tribes by war and revolt. Wizard followers of Rolterra specialize in divination to arm themselves with knowledge of the future. Witches learn the fortune and tongues hexes. Inquisitors choose the path of preachers, sowing seeds of rebellion amongst their followers.

Bards are often demagogues who become the face of resistance, passing copies of Rigid Destinies from hand to eager hand.



Spell Preparation Ritual

Rolterranean priests and associates usually possess a fortune-telling deck or some other prophetic tool. These are not tools to see random events, but conduits to access Rolterra’s vision. Rolterraneans pray for spells at the crack of dawn, eating fresh bread and local produce to honor the sacrifice of the commoners that

inevitably support their efforts. The color red figures prominently in Rolterranean observance, and rouge around the eyes is a prominent indicator of one of her faithful.

Religion Traits

Axix of Evil: You are especially adept at forging a malign alliance. You receive a +2 trait bonus on Diplomacy checks made with Lawful Evil or Neutral Evil creatures.

Cards of Destiny: A masterwork fortune-telling deck in your hands spells future success and danger. You may do a reading once a day, taking one minute. Anytime within the next 24 hours, you may apply a +2 insight bonus to one attack roll, skill or ability check, or saving throw, before making the roll.

The Gods of Porphyra

SAREN

The Tusked God, The Untamed, The Great Warden
God of Forests, Animals and Lust

Worshippers: Druids, foresters, sylvan creatures

Alignment: Chaotic Good

Domains: Animal, Charm, Chaos, Plant

Subdomains: Azata, Fur, Lust, Growth

Favored Weapon: Greatclub

Favored Animal: Boar

Legend

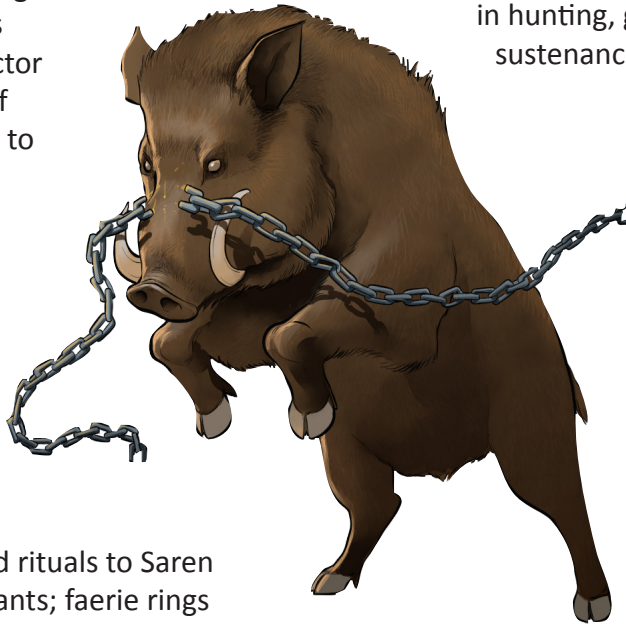
Saren, the Tusked God, usually takes the form of an enormous warrior with skin the color of treebark, whose lower body is that of a boar's hindquarters, with a thick mane of bristly hair. The tusks in his lower jaw sparkle like scimitars of starlight; His avatar has been seen dancing in the faerie rings of Porphyra's forests. Saren is a fierce protector of the forests and wilderness of his adopted planet, and patron to all who respect nature without attempting to tame it. He is not a cruel god, and grants his blessing to all those who respect his domain, whether they worship him or not. He shelters those who dwell in deep forest and encourages growth of all. Many forest peoples consider him a fertility god, and rituals to Saren often evoke lust in the participants; faerie rings in the grass surrounding a single stone are best to be avoided at night. Saren's wrath is reserved for those who burn and despoil forests, and leave them a wasteland. Freedom is the ultimate virtue for Saren, and escaped slaves are said to find succor in his forests. In the Divine Record (for Saren keeps no texts) it is written that in another, ancient world, Saren was an arboreal fertility god, but a vicious war arose between his followers and those who embraced agriculture over wilderness. His primordial forests were burned to ash and cleared for pastures, and his people exterminated, forcing Saren to flee his universe. Upon being Called to Porphyra, Saren established himself once more as guardian of the forests, this time gaining the worship of the sylvan creatures. While wounded from his loss and

somewhat embittered, Saren is still more benevolent than not and while he is no friend to gods such as Toma Thule or Kamus, he has no vendetta against them, preferring to keep to His untouched wild lands.

Church

As a wilderness god, Saren's followers typically wear only the hides of the beasts they have caught themselves during consecrated hunts; those newly introduced to the faith are often skyclad. Only fires started by lightning are used in sacred rituals, requiring his shamans to call lightning via magic, or perform rituals during storms. Saren's faithful also eschew metal goods, except those captured in battle, with day-to-day tools and weapons made from bone, wood, stone, and other natural materials.

They do not domesticate animals; participating in hunting, gathering and raiding for sustenance.



Spell Preparation Ritual

Sarenites pray for their spells in the nude, often a trial in the winter. The most important ritual in Saren's faith is the Great Hunt, in which all the members of a tribe or coven seek out a colossal Dire Boar, supposedly sent by Saren himself to test them. The Hunt endures until the Boar is vanquished, potentially lasting weeks. When the Boar is killed, the hide, bones and tusk are

considered holy and are used to make blessed weapons and armor, while the meat is consumed in a feast lasting days.

Religion Traits

Untamed: Your embrace of Sarenite philosophy gives you a +2 trait bonus to Survival checks; +4 in forests. You do, however, suffer a -2 penalty to Profession checks and are always considered untrained for Handle Animal checks.

Saren's Berserk: You possess an inner ferocity like that of the boar, allowing you to stay conscious below 0 hit points. You are still staggered and lose 1 hit point per round.

The Gods of Porphyra

SHADE

Master of Murder, Prince of Thieves

God of Thievery, Subterfuge and Crime

Worshippers: Assassin, criminals, thieves

Alignment: Neutral Evil

Domains: Darkness, Death, Lucky, Trickery

Subdomains: Fate, Murder, Night, Thieving

Favored Weapon: Kukri

Favored Animal: Rat

Legend

Shade entered Porphyra a mortal elf and left a God. Since birth, he studied over a hundred years under the tutelage of the greatest assassins and thieves. His teachers were the best killers and burglars of the era before The Calling and neither needed nor wanted divine assistance. Shade learned where to slice foes so their blood ran in torrents, how to run silently bearing jingling bags of loot and other secrets known only by masters. Shade rose quickly in the night-time world of criminals, murdering princes, merchant lords, and criminal kingpins. Often he would leave corpses penniless, leaving the homes cleaned out of loot by morning's light. The Calling that disrupted Porphyra only created more opportunity. Shade's nefarious deeds attracted the attention of the goddess Lyvalia. Beleaguered by Nise and her allies, she appeared before Shade and proposed that the assassin slay Cesko, demigod lieutenant of ancient Braal, patron of Luck and advisor to Nise. The Book of Secrets proudly brags that Shade couldn't refuse the chance to kill a God. Smothering his blades in a poison given by Lyvalia, Shade snuck onto Cesko's celestial warship and slew him while he contemplated a run of bad luck. Shade adopted the newly-open domain, and Lyvalia helped raise the divinely infused Shade to godhood, adding to Nise's already legendary rage.

Church

Clerics of Shade (shadelings) manage a vast network of secret guilds. They compile records in the arts

of assassination and thievery, fill the guild's coffers with gold garnered from fenced goods, and act as middle men between clients. Shade also attracts the attention of rogues, rangers and inquisitors, recognizing guilds as an opportunity for work, safe lodging, and training for evil intent. The church of Shade maintains a healthy relationship with cults devoted to Lyvalia (some theologians speculate the two are lovers), often integrating poison experts and information brokers within their guilds. Lyvalia's lore keepers assist Shade's clerics in their collection of clandestine knowledge. The fanatical death-worshippers of Rajuk Amon-Gore are one factor that keeps this nasty alliance in check; competition with the Rajuki Dancers usually ends up with one or both assassins meeting their dark Maker without the mark ever knowing they were there. Orphans typically fill the ranks of Shade's clergy.

These Prince's Children begin training immediately, some learning to pick locks by the age of two. Hiring one of the Prince's Children is a costly affair, but ensures the mark's death within a matter of days.



Spell Preparation Ritual

Shadelings conduct their services in the darkest hour of night, as many guilds operate covertly behind false fronts, posing as extravagant stores or popular inns. Due to competition

from rival guilds and Rajuki influence, and elaborate system of question, answer and contract must be signed in almost all dealings and activities, a fact probably exacerbated by the Shadelings' growing dependence on the bureaucratic machinations of the Lyvalian cult.

Religion Traits

Bloody Expertise: You have studied assassination and know more effective methods of making targets bleed. When using class abilities that cause bleed damage, increase the bleed damage caused by 1.

Infiltrator: You have received additional training in the art of thievery. You gain a +1 trait bonus to Disable Device and Sleight of Hand. One of these skills is a class skill for you.

The Gods of Porphyra

SHANKHIL

Twilight Man, Doorman of Eternity, The Gatekeeper
God of Transitions, Borders and Eclipses

Worshippers: Farmers, judges, morticians

Alignment: Lawful Neutral

Domains: Darkness, Repose, Sun, Weather

Subdomains: Ancestors, Day, Moon, Seasons

Favored Weapon: Scizore

Favored Animal: Dove

Legend

The mythology of Shankhil is not written in any text, not even the Divine Record; it is passed by word of mouth between priests and monks of his faith. Apparently Shankhil was valet to a king in a land long since fallen to dust, in a reality long passed on. He wanted for nothing, and made no waves. It came to pass that a plague swept the land, killing peasant and noble alike. His wife and child fell ill and Shankhil prayed to all the gods he knew to save them. The plague raged on. Desperate, Shankhil prayed to Death itself, the first time it had known worship. Flattered, Death came to Shankhil, a being unknown and unknowable, no matter how cultists may rave and gibber of its characteristics. They spoke “at length” of all passings and turnings, harvest and transit, mortality and judgment, night and day, seasons and eons. Shankhil rose to let his guest out and it smiled and touched Shankhil’s face, leaving the mark of eclipse upon it. It gave him a dark blade, a symbol of ending and separation. It gave him a coin; the shape of the moon, the sun and all time. Shankhil bowed and accepted the gifts and thus became divine. Death resumed its work and the kingdom fell to dust. The divine Shankhil sent his family, the only survivors, through a doorway of his creation and—when his present world crumbled to dust, he followed, making the transition to Porphyra and assuming his role as Gatekeeper there.

Church

Shankhil’s religion is secretive, yet omnipresent.

A clerical or monastic servant of The Gatekeeper serves quietly in many roles in many places: Khilite mortician-priests easing the soul’s transition to the next life, clerics keeping records of the harvest and using magic to keep stored grain safe, monkish advisor—bodyguards of politicians and judges, and the unflappable Methysti, the Khilite order that patrols and maintains the borders of Porphyra. The Methysti are recognizable by their robes of half white, half purple, rather than pure white of typical Khilites. Methysti keep towers of purple stone at important border crossings, rather than the usual unobtrusive whitewashed shrines. The cult of Shankhil holds the equinoxes and solstices as sacred days of prayer and fasting. It is on these days that the Priest Mediums of Shankhil pitch their tents in the marketplace and offer contact with the dead for an offering to the cult. Solar eclipses are marked as high holy days and they believe that The Doorman of Eternity walks the world during this time. It is then that the new High Ancestor, (an honorary descendant of Shankhil) is chosen, leader of the Khilite faith.



Spell Preparation Ritual

To gain their spells and show their devotion, priests of Shankhil pray toward the rising and setting sun each day. If serving on a border, a Methysti will read the log of the day’s crossings as a mantra-like chant; standing within earshot will reveal much. The Border Logs contain as much history, intrigue and discussion of life and death as any holy text. Special prayers are said by all Khilites during tumultuous weather, such as thunderstorms and tornados, omens from The Twilight Man.

Religion Traits

Cog in the Great Machine: Shankhil has opened your eyes to the true nature of cause and effect. Gain a +2 trait bonus when making a skill roll to aid another.

Child of the Coin: Your god has given you insight into the hearts of all. You gain a +2 trait bonus to Sense Motive checks to determine if someone is lying. Sense Motive is always a class skill for you.

The Gods of Porphyra

TULIS

The Martyr

Goddess of Martyrdom, Strength and Defiance

Worshippers: Slaves, the poor, the oppressed

Alignment: Chaotic Good

Domains: Liberation, Nobility, Protection, Strength

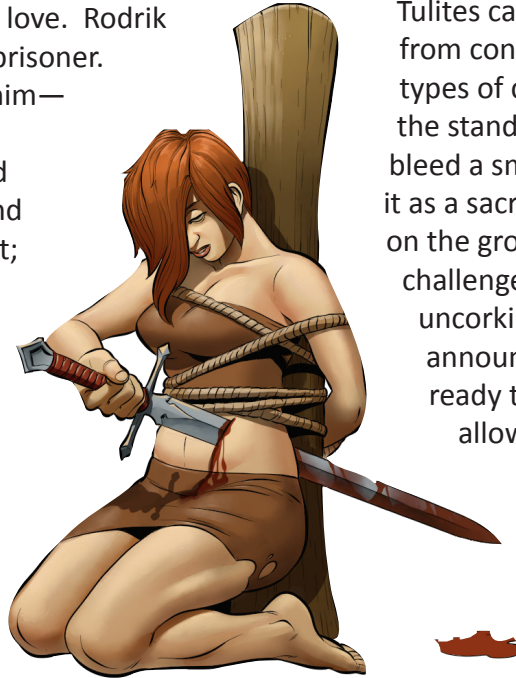
Subdomains: Defense, Freedom, Martyr, Purity

Favored Weapon: Longsword

Favored Animal: Cattle

Legend

It is unclear in religious texts, the Divine Record or Tulis' own Martyr's Song, whether Tulis was a normal woman of the NewGod War era on Porphyra elevated to godhood, or if she was a goddess all along, hidden since The Calling, and her ordeal was a lesson to the mortal races. The story from the Song goes thusly: Tulis was a poor woman in serfdom to a landowner named Rodrik, whose attention fell upon her. She refused him, and when asked why, said that his heart was twisted and incapable of love. Rodrik took offence at this and took Tulis prisoner. He attempted to force her to love him—at the beginning with words and gifts, but progressing to threats and torture. To his frustration any wound he inflicted on her healed overnight; he became convinced she did not truly feel pain and was mocking him. Unknown to Rodrik, Tulis' miracles were not limited to regeneration. Every night before she healed, she would shed her chains and walk among the people, showing them the extent of her wounds. The population was much moved, and eventually rose up against their lord. His control lost, Rodrik attempted one final victory; he had Tulis tied to a stake and set alight—she healed even as she burned. Rodrik pulled out his sword, running her through and pinning her to the stake. Now she was armed. Her bonds fell away, and she gripped the blade, and pulled it out of her own chest, using it to put an end to the gibbering Rodrik. The army of the oppressed found Tulis waiting for them, and she congratulated them on their revolution, and then ascended to join—or rejoin—the other gods.



Church

The church of Tulis follows two main tenets: humility and action. Priests and followers of Tulis are expected to spend time ministering to the sick, to tithe generously and place needs of others before themselves. However, where they see oppression they are expected to act—to do whatever they can to rectify injustices and dismantle any system which allows such injustices to continue. Lay followers of Tulis are not held to strict standards in this situation, but priests should be prepared to suffer for the church. Of course, Tulis doesn't want her priests to waste their lives needlessly, but if their death will achieve a great goal, then they are expected to die well. Tulis offers scant comfort at times like this, only their name in the Martyr's Song. The descriptions of the various offerings of clerics' lives are supposed to encourage and inspire the faithful.

Spell Preparation Ritual

Tulites carry ritually blessed horns made from consecrated cattle, and perform two types of ceremonies with them. The first is the standard prayer for spells: and her clerics bleed a small amount into the horn and offer it as a sacrifice to Tulis, eventually pouring it on the ground. The second ritual is one of challenge, as well as supplication for spells, uncorking and blowing the horn so as to announce the presence of one who is ready to lay their life down. The GM may allow a bonus of +1 to one spell's DC for the former ritual, and a bonus of +1 to initiative for one battle for the latter.

Religion Traits

Scars of Tulis: Your creed is to stand between the helpless and the harm that is to befall

them. You gain a +1 trait bonus on saving throws vs. fear, and a +2 trait bonus on saving throws vs. pain effects. Unlike other bonuses, these stack, for a possible +3 bonus against combined pain and fear effects.

Class Warfare: You have taken Tulis' teachings of action in the face of injustice to heart. You gain a +1 trait bonus on damage when making melee attacks against beings of higher social status than you.

The Gods of Porphyra

TOMA THULE

The Lion, King of Kings, He Who Rules
God of Community, Civilization and Rulership

Worshippers: City officials, nobility, paladins

Alignment: Lawful Good

Domains: Artifice, Community, Law, Nobility

Subdomains: Archon, Home, Leadership, Toil

Favored Weapon: Warhammer

Favored Animal: Lion

Legend

Toma Thule is the embodiment of nobility: even among the gods, he stands out from the rest. He is one of the youngest of the gods, spontaneously appearing from the combined will of those of Porphyra that wished a being to govern them and their destiny. He possesses all the vim, vigor and zeal of youth (as gods measure such things). Toma Thule's one failing, if a god can have such by mortal standards, is that his rule is absolute (at least that is how he sees it), and this is often perceived as arrogance among others of the pantheon. It is through this absolutist view, though, that has seen Toma Thule rise in prominence within the deities of Porphyra, Lost Gods or otherwise. It is also this unbending resolve that attracts so many to his temples. He is a divine light amongst the darkness, and a beacon of order amidst the chaos. He leads, and others follow. His precepts are written in a freely-available document called the Thulian Codex.

Church

Toma Thule attracts many followers from the ranks of nobility, in particular those that claim divine right. Toma Thule is also popular among knightly orders and crusaders. Many of his clerics will be found among the front lines of a crusade or other campaign being fought for the good of the realm or against foes that threaten the stability of civilized lands. Temples devoted to Toma Thule are austere in nature. They contain only that which is needed by the clergy to

carry out their duties. Clerical orders are organized in military fashion; the highest ranked, called the Thane, with a number of seconds, called Exarchs. Each Exarch oversees a number of Canons, who in turn oversee Chaplains. The number of each rank varies from temple to temple, based on the size of the congregation. Those who are not based within a temple are simply known as Clerics. Special groups outside this hierarchy is the Chroniclers, and their assistants, the Librarians. They update the Thulian Codex as a living document and spread the word of Toma Thule, preserving the histories of civilization and making up the bulk of adventuring clergy.

Spell Preparation Ritual

Though various clerical and knightly orders have their own rituals, there are several practices that are followed by any that belong to the Order of Thule. Followers recognize the summer and winter solstice days as the midpoint or terminus of the year. These holy days are celebrated among all orders. No wars or battles will be fought on these days by any member of Toma Thule's clergy. No follower of Toma Thule will enter or seek to initiate a conflict through deceit. No quarter is given to or sought from those that seek to disrupt the purity of law. In battle, a follower of Toma Thule must distinguish themselves, so that allies may draw inspiration from them, and their enemies may know who it is that is about to visit their fate upon them. Public presentation of the Codex serves to renew spells for his clerical faithful, combining that activity with strident sermon.



Religion Traits

Beacon of Order: You hold yourself as a symbol for those around you and as an earthly light for the divine fervor of Toma Thule. You gain a +2 trait bonus on Intimidate checks when in battle.

Unbending Will: You are your god's will manifest. You gain a +2 trait bonus on saves vs. fear and fear effects when in battle.

The Gods of Porphyra

UL'UL

The Mad Maiden, The Vortex, The Whirlwind Dancer
Goddess of Dance, Madness and Storms

Worshippers: Artists, dancers, farmers, madmen

Alignment: Chaotic Neutral

Domains: Art, Chaos, Madness, Weather

Subdomains: Insanity, Movement, Protean, Storms

Favored Weapon: Bladed scarf

Favored Animal: Butterfly

Legend

Ul'Ul came through at The Calling as a minor goddess of wind and rain, travelling far and wide to deliver her blessing and, occasionally, her anger. She was happy and unambitious, content to do Her job and dance on the winds. Near and far she roamed, seeing what Porphyra had to offer and dancing on the rainbows.

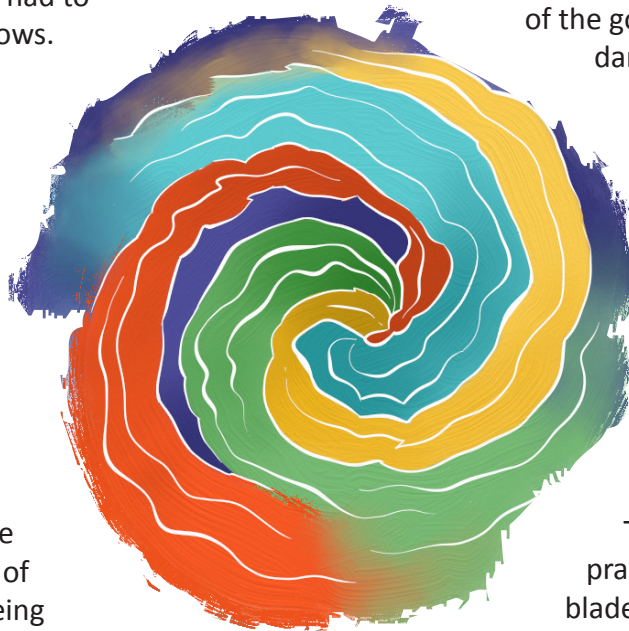
It was during such a dance, during the turbulent years after the NewGod Wars, that she was seen by Kavaphries, a painter-mage servant of Eshsalqua whose arcane skill was such that his work with Ul'Ul as muse began her transformation into a goddess of the dance. It was his greed and desire to control her that led him to use powerful magics to trap the young goddess with the intent of stealing her divine essence. Being confined by magic and unable to move or serve her worshippers caused her to crack, driving her into a frenzy as Kavaphries worked to syphon off her essence. Had her aspect not suddenly changed, letting madness and chaos flow through her, she would have remained trapped, but the wards of the Eshsalquan wizard were not up to the goddess of madness she became. It is said that the wizard lives, held in his own trap, blind and insane, trying to repair the wards that should have held her.

Church

The followers of Ul'Ul are never organized, but occasionally congregate to work together. Usually,

the goddess appears to each potential worshipper in dreams and visions imploring them to follow her and she will give them guidance. All worship in their own way, but dance is always a component, from slow meditative movement to frenzied stomping, but they all dance to show their faith and to let the goddess touch them. She guides her priests and priestesses, welcoming both through ecstatic visions, whispers on the wind, and shapes in storm clouds. Those who embrace Ul'Ul as oracles or clerics are welcomed by the common people, who hope to placate the goddess by being kind to her agents. Even bandits leave lone wanderers of Ul'Ul unmolested, as the wrath of the goddess can be sudden and terrible. Dancers who follow Ul'Ul are

the closest her followers come to an organized cult, as they focus on the mildest aspect of the goddess, absorbed by the dance. Interrupting one of their frenzied festivals can lead to unforeseen violence.



Spell Preparation Ritual

Nothing pleases an Ulian better than dancing in a thunderstorm, but dancing in a circle, clanging whatever happens to be handy, will do in a pinch.

This spell renewal time is also practice time for the use of the bladed scarf, a fairly unique tool of the Ulian clergy, who can often become quite effective with it. Ulians

avoid and fear the faithful of Nemyth Vaar, who seek to confine and plumb the minds of the mad, whereas the Ulians believe in freedom of the insane mind.

Religion Traits

Defiant Dance: An Ulian dancer gains a +2 trait bonus to Reflex saves when fighting defensively or when taking the full defense action.

Frenzied Follower: A follower of Ul'Ul embodies the chaotic yet impassioned movements of their goddess; she gains a +1 trait bonus to Acrobatics and Perform (dance) checks and Perform (dance) is a class skill for you.

The Gods of Porphyra

VEILOARIA

Wayfinder, The Sojourner, The Eternal Traveler
Goddess of Adventurers and Travelers

Worshippers: Adventurers, innkeepers, travelers

Alignment: Neutral Good

Domains: Air, Earth, Travel, Water

Subdomains: Clouds, Exploration, Oceans, Trade

Favored Weapon: Quarterstaff

Favored Animal: Common swift

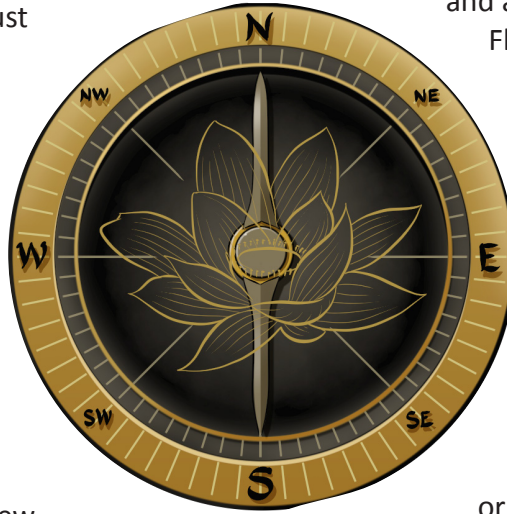
Legend

Veiloaria began her journey, eyes wide with wonder, when the first step drew dust into the air. She has walked the realities of the multiverse since time began, giving aid, comfort, protection, and most importantly, guidance to her fellow travelers. Her path to Porphyra is just one more of those roads, taken in stride, as it were, and the Divine Record mentions her calmly strolling away from The Great Purge. Without prophecy or invitation The Eternal Traveler arrived on this plane as the dust of The Calling settled. The other deities did not know what to make of her until her path crossed with Nise and Kamus. The three deities met at a crossroads, says The Divine Record, that few knew and even fewer trod. Both Nise and Kamus bid Veiloaria make way, for they were on their way to war. The Sojourner politely refused, proclaiming that war was a waste of energy and life. Infuriated, the two gods charged, and then found themselves on their backs aching from the force of their own blows. The Wayfinder was like water and wind, mercurial and dominant. Each attack was turned against the attacker until The Pure and The Stormmaiden gave up and departed. Veiloaria continued her journey, happy knowing that she corrected their errant path. For that is Veiloaria's purpose in existence: guiding her fellow travelers to their path, whether it be well worn or unexplored.

Church

Veiloaria's worshippers are many and varied, and she is the informal patron of all who pursue the

life of "adventuring". Veiloaria has no temples, instead maintaining an uncountable myriad of inns and boardinghouses, each known as The Flower and Compass, the Keeper of each being a lay cleric of Veiloaria, often one too old or injured to stay upon the road. The peace-bond within each hostel is sacred, and being banned from The Flower and Compass in one community is to be shunned from all. Her religion has no sacred texts, and her adherents find such writings a little silly, to the chagrin of Gerana's record-obsessed clerics. The making of maps and the telling of tales are considered prayers to Veiloaria. Her road-clerics, called the Xia, have spread her faith to all lands and creeds. To stay at a hostel assumes a willingness to aid those in need, and the number of adventures both for profit and altruistic help begun at any given Flower and Compass is far too high to count.



Spell Preparation Ritual

Most know the simple tenets of The Wayfinder's faith. Do no harm unless harm would befall you and your fellow travelers. Aid fellow travelers in need. Exchange what you have with your fellow travelers, whether it is food, goods, a song, culture, ideas, or your company, for a thing's true worth is found in the sharing. Gratefully receive what is given. Seek out unknown places and tell the world about them. Veiloaria's devout begin and end each day with a silent prayer and an offering of water, salt and grain. If in a hostel, posting a note of your adventures is also expected.

Religion Traits

Cultural Bridge: Traveling the road of The Eternal Traveler has allowed you to learn the mores and customs of many tribes and cultures. Gain a +1 trait bonus to Diplomacy or Knowledge (local). Choose one of these skills; it is always considered a class skill.

Staff of the Wayfinder: Devotion to the mastery of your goddess' favored weapon has forged you into a canny opponent, easily against those who use brute force. Gain a +1 trait bonus to AC when using a quarterstaff two-handed, and an additional +1 trait bonus to AC against charge attacks.

The Gods of Porphyra

VORTAIN

Bringer of Chaos, The Corrupt One, Candyman
God of Corruption, Addiction and Anarchy

Worshippers: Addicts, anarchists, drug merchants

Alignment: Chaotic Evil

Domains: Chaos, Madness, Travel, Trickery

Subdomains: Deception, Demon, Insanity, Trade

Favored Weapon: Flail

Favored Animal: Hyena

Legend

Ruling vast swaths of the Abyss from a colorful vortex of vapor is the god Vortain. Considered the cruellest and most malicious of gods, Vortain is chaos fused with evil, existing for one purpose: to watch the civilize world crumble in on itself, smashed in a storm of sin. The Divine Record lists him as a refugee from The Great Purge, while Eshsalqua's Songs of Power condemns him as an upstart demon lord, crude and worthless. Perhaps both are true. Whatever the case, Vortain experiences pleasure perverting the minds of mortals. He invokes primal instincts of fear, lust and anger, preferring his victims destroy themselves in a never-ending spiral of chaos. To aid his first worshippers in corruption, Vortain revealed secret drug recipes. These concoctions serve two purposes within his church. Worshippers consume drugs to commune with Vortain, believing their hallucinations are a visitation to the Abyss. The drug trade is used by his priests as a tool for sowing disorder among stable societies and attracting criminal elements. Ultimately, Vortain understands that order and chaos coexist, but he delights in clogging courthouses with lawbreakers, mortuaries with corpses and his domain with self-sent servants.

Church

Vortain's priests are predominantly clerics, supported by bards, wizards, sorcerers and witches. Clerics oversee the church's illicit drug trafficking and perform psychedelic rituals. Bards and wizards supplement these rituals with colorful illusions.

Sorcerers channel Vortain's chaos into destructive energy, destroying their foes and prying law enforcement. Witches use their powers to concoct potent drugs and potions for the church's use. Temples of Vortain maintain a lavish public presence where drugs are legal to sell. Each temple is unique and chaotic in construction, containing stairways to nowhere, roofs at odd angles and columns supporting nothing. They are full of strange colors and thick incense haze. In drug-intolerant societies, Vortain operates out of shadowy complexes in the underworld, often with the compliance of Shadeling operatives. They help subvert normal society by overloading the economy with contraband and trick leaders into dangerous addictions.



Spell Preparation Ritual

Vortain's holy symbols are created randomly. Clerics forge their own symbols during a dangerous ritual. Surrounded by a cloud of the drug scour, they pour strands of molten metal in a tantrum of semi-artistic strokes. No two symbols are the same. Clerics undergo a rigorous process of self-destruction to regain spells.

They consume a weakened drug and pray to Vortain, while hallucinations wrack their minds. Eventually, they just pray to Vortain to overcome their addiction. Initiates are tested by a marathon of overuse, and one lucky soul of every set of candidates is chosen by Vortain. They gain their randomly-painted robes if they survive.

Religion Traits

High Tolerance: Constant exposure to drugs has hardened your body and soul against their negative effects. You gain a +1 trait bonus to Fortitude saves made to resist addiction and suffer half the normal ability damage (minimum 1) when taking a drug. Ability penalties are not affected by this trait.

Induced Mysticism: Vortain's blessing allows drugs to renew your magical essence. Once per day, you may consume a drug (from the *GameMastery Guide*) to regain one 1st level spell you have cast. You still suffer the negative effects from the selected drug.

The Gods of Porphyra

YOLANA

Twin Liberty, Maid of Memory, The Truthlight
Goddess of History, Freedom and Protection

Worshippers: Freedom fighters, historians, spies

Alignment: Chaotic Good

Domains: Knowledge, Liberation, Protection, Time

Subdomains: Defense, Memory, Revolution, Future

Favored Weapon: Sai

Favored Animal: Scorpion

Legend

Once there were two sister deities, twins, who mingled with mortals and embraced the vitality that burned so brightly within the frail creatures. Both found that they were fond of the tales these mortals would weave of their lives, and acted as muse to many mortals as history unfolded. They were particularly drawn to inspiring rebellion against those who would stifle creativity or to prevent the spread of knowledge. Unfortunately, this sharing with mortals was a contributing factor to the dark event known in The Divine Record as The Great Purge. Few deities escaped that apocalyptic event, and Gerana's aid to Yolana in escaping the fires of deific death has been long remembered, as has the treachery of Eshsalqua. As the rebellious mortals used the power of revolution to push the gods from reality, Yolana's essence increased to the point of ignition: had they wished, they could have created a new reality, but instead protected those few gods that survived by focusing their might on the fabric of time and space, tearing a hole to allow them to escape. This effort burned the twins almost beyond recognition, but an aspect of Aleria, guided by Gerana, invoked the power of forgiveness to restore the remnants of the Twins of Freedom into a single deific soul, Yolana, and established Her place after The Calling to the sphere of righteous revolution and history, so as to not have mistakes repeated.



Church

Temples to Yolana are usually remote monasteries that serve as repositories of Porphyra's histories. They operate independent of any of the world's government or societies, pledging no allegiances other than those listed below. This independence is fiercely guarded, and attempts to control a temple are met with open resistance. Clerics of Yolana serve two main roles: first, they scour the world, observing, collecting, and recording history as it unfolds, and distributing this knowledge to any who seek it. Secondly, they seek to enforce the free use of that knowledge. Oppression is not suffered to exist. Monasteries are overseen by a Flameholder; those clerics that choose to remain cloistered are known as

Flameservants, and those that travel abroad are

known as Seekers. It is common practice within a monastery of Yolana that

after three decades of service the Holder steps down and begins the Path of Illumination, taking with him a copy of that monastery's Record into the barbaric and wild frontiers.

Spell Preparation Ritual

For all their duty to knowledge and history, Yolani clerics do not presume to compile their own sacred text, but carry and annotate a condensed version of The Divine Record as a traveling almanac (or contribute issues, in a temple). This is an homage to the order's humility, and to the dedication to progress and good, in alliance with the Geranites and the Alerians, with whom the Yolani church is defensive and allied. The light of a torch to pray by and renew spells reminds the Yolani of the price of freedom, and its power. All within this torch's circle of light are under that cleric's protection, even unto death.

Religion Traits

Bastion of Knowledge: As you were taught to observe and record, you gain a +1 trait bonus to the skill checks of any two Knowledge skills.

Born of Resistance: As you were taught to fend off oppression in any form, your will must be strong. As a result, you receive a +1 trait bonus to Will saves.

The Gods of Porphyra

Newcomers to Porphyra

Perhaps the most disastrous side effect of the Calling was the crack the formed in the planar walls that imprisoned Mâl. When the prison walls cracked, the mâlites swarmed out and consumed all that was once the island Empire of Karkoon. At the front of Mâl's legions, stand the mâlite custodians and their converted mâlites.

Mâlites

This alien creature is covered with a thick green carapace that radiates an unnatural glow. Its form is unnatural elongated and twisted limbs. Its faceless head offers no sign of intent or motive though its actions speak only of destruction and corruption.

MÂLITE OGRE (CR 4; XP 1,200)

CE Large humanoid (chaotic, evil, extraplanar, giant)

Init -1; **Senses** darkvision 60 ft., low-light vision; Perception +2

Aura disrupting (15 ft.)

DEFENSE

AC 19, touch 8, flat-footed 19 (+4 armor, -1 Dex, +7 natural, -1 size)

hp 36 (4d8+16)

Fort +7, **Ref** +0, **Will** +3

Defensive Abilities bladed spine; **Immune** acid

OFFENSE

Speed 30 ft. (40 ft. base), climb 30 ft.

Melee resin greatclub +8 (2d8+9 plus sicken)

Ranged resin javelin +1 (1d8+6 plus sicken)

Space 10 ft.; **Reach** 10 ft.

Special Attacks sickening blow (DC 11)

STATISTICS

Str 23, **Dex** 8, **Con** 17, **Int** 6, **Wis** 10, **Cha** 9

Base Atk +3; **CMB** +10; **CMD** 19

Feats Iron Will, Toughness

Skills Climb +7, Perception +5

Languages Giant, Mâlite, telepathy 100 ft.

Mâlites are the servants of Mâl it is their role to reshape the world in whatever image he desires. Mâlites often take prisoners to be converted into more of their kind.

Creating a Mâlite

"Mâlite" is an inherited or acquired template that can be added to a living corporeal creature with an

Int score of 4 or more. A mâlite uses all the base creature's statistics and special abilities except as noted here:

CR: Same as base creature +1.

Alignment: Always chaotic evil.

Type: The creature gains the chaotic, evil and extraplanar subtypes as their existence is now tied to the prison plane of Mâl.

Aura: Mâlite possess an aura that is disruptive to arcane spellcasters but not divine casters or psionicists.

Disrupting Aura (Su) A mâlite projects a field of unnatural energy in a 15 ft. radius that is disruptive to arcane magic. Any creature attempting to cast an arcane spell within this radius must make a concentration check (DC 15 + spell level).

Armor Class: Natural armor improves by +2.

Defenses: Gains immunity to acid and a bladed spine.

Bladed Spine (Ex) Mâlite's backs are covered with resin spikes that make it painful from them to be grappled. The blades deal damage to the grappler as an "other" type natural attack appropriate to the mâlite's size would deal.

Speed: Unless the base creature climbs better, it gains a 30 ft. climb speed.

Melee/Ranged: Mâlite gain no natural weapons but can extrude a resin weapon as a free action.

Resin Weapon (Ex) Resin weapons usually takes the shape of whip, a greatsword or any weapon the base creature is normally proficient with. The mâlite is always proficient with the resin weapon. A disarmed resin weapon liquefies and becomes useless in one round. There is no limit to the number of resin weapons a mâlite can form a day.

Special Attacks: A mâlite gains the following:

Sickening Blow (Su) In addition to its normal damage, the resin weapon of a mâlite has the potential to sicken a character for 1d3 rounds if they fail a Will save (DC 10 + ½ mâlite's hit dice + Cha modifier). Mâlite that possess other natural attacks can inflict this sickness with those attacks as well.

Abilities: A mâlite gains a +2 bonus to any three ability scores.

Skills: Mâlite retain their original skills but count Acrobatics, Climb, Knowledge (religion) and Stealth as class skills if they previously did not.

Languages: Gain Mâlite and telepathy 100 ft.

The Gods of Porphyra



The Gods of Porphyra

Mâlite Custodian

This green horror is four-legged and bigger than a horse, but it moves like a hybrid of feline and equine. Four bulbous organs like wasp nests sprout from its shoulders and haunches. It has no distinct mouth, but a seam appears to run the entire length of its body, opening and closing at various points. A ghostly blue haze of shifting energy patterns floats between the four hive-like growths.

MÂLITE CUSTODIAN (CR 11; 12,800 XP)

CE Huge aberration (chaotic, evil, extraplanar)

Init +1; **Senses** darkvision 60 ft.; Perception +20

Aura disrupting (15 ft.)

DEFENSES

AC 26, touch 10, flat-footed 24

(+1 Dex, +1 dodge, +16 natural, -2 size)

hp 147 (14d8+84)

Fort +10; **Ref** +7; **Will** +12

Immune acid; **SR** 22

OFFENSE

Speed 40 ft., climb 30 ft.

Melee 2 claws +15 (1d8+7 plus sicken), bite +15 (2d6+7 plus grab and sicken)

Ranged acid jet +9 touch (2d8 acid)

Space 15 ft; **Reach** 10 ft.

Special Attacks create mâlite, sickening touch, swallow whole (6d6 acid, AC 18, hp 14), swarm attack

STATISTICS

Str 24, **Dex** 13, **Con** 22, **Int** 12, **Wis** 16, **Cha** 13

Base Atk +10; **CMB** +19 (+23 grab); **CMD** 31 (35 vs. trip)

Feats Cleave, Dodge, Great Cleave, Lightning Reflexes, Mobility, Power Attack, Spring Attack

Skills Acrobatics +18, Climb +15, Intimidate +18, Knowledge (religion) +18, Perception +20, Stealth +10

Languages Mâlites, telepathy 100 ft.

SPECIAL ATTACKS

Create Mâlite (Ex) Any creature killed by the mâlite custodian's swallow whole ability or by one of its swarms (see swarm attack) is transformed into a mâlite (as per the template) in 1d4 rounds. They gain the mâlite template, are restored to full heal and irrevocably become an npc.

Swarm Attack (Ex) Custodians are the host to six swarms of mâlite beetles (treat as army ant swarm) which they can release one at a time as a move action. The mâlite beetle swarms are used to clear

areas of natural vegetation and convert intelligent creatures to the ways of Mâl.

Custodians are a variety of mâlite used to create more warriors. They are essentially walking factories for producing more of their kin. The four hives contain mind-seeds, and the blue energy is the psychic communication of all the mâlite souls anchored to these seeds. The main goal of a custodian is to produce more mâlite warrior bodies for the minds it carries.

Spells From Domains

Below are a series of spells that fit within the Art and Time domains detailed earlier in the book that are not in core sources.

Ancestral Advisor

School: necromancy; **Level:** cleric 2, inquisitor 2

Casting Time: 1 standard action

Components: V, S, DF

Range: personal

Target: you

Duration: 10 min./level

You summon an invisible ancestral spirit to help you accomplish a skill task. You gain a +10 competence bonus to a specific skill which lasts for the duration of the spell. Furthermore, you are considered trained in the chosen skill. Only one ancestral advisor can aid you at a time. A spell that wards against spirits effectively suppresses this spell until the target is outside the warded area.

Ancestral Dream

School: divination; **Level:** cleric 3, druid 3, inquisitor 3

Casting Time: 1 standard action

Components: V, S, F (an item from the ancestor)

Range: personal

Target: you

Duration: instantaneous; see text

After this spell has been cast, the caster goes to sleep. He dreams what is referred to as an ancestral dream in which the caster contacts one of his ancestors. The dream opens a gate between the spirit world and the prime material plane, where the caster can talk to his ancestor, asking him questions.

The Gods of Porphyra



The Gods of Porphyra

There is no guarantee that the ancestor will or can answer the questions. The ancestor can only answer questions related directly to himself or knowledge that he knew when he was alive. Inside the dream, this meeting lasts for no longer than a minute, although the caster believes the meeting has lasted all night.

The ancestor that the caster contacts must somehow be tied to the focus.

Attention Jolt

School: enchantment (compulsion) [mind-affecting];

Level: cleric 1, inquisitor 1, sorcerer/wizard 1

Casting Time: 1 immediate action

Components: V, S, M/DF (strand of ally's hair)

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

Targets: all willing allies, no two of which can be no more than 30 ft. apart

Duration: instantaneous

Saving Throw: none; **Spell Resistance:** no

You send a fast mental signal to your allies that sharpens their reaction time. This spell can only be cast before initiative is rolled during a surprise round. All targets of the spell are allowed to act in the surprise round even if they wouldn't normally be able to do so.

Attention jolt can only be used when the caster is aware of the circumstance that triggered the surprise round.

Breath of Ecstasy

School: enchantment (compulsion) [mind-affecting];

Level: cleric 3, rook 2

Casting Time: 1 standard action

Components: V, S, DF

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

Target: one living creature

Duration: 1 round/level

Saving Throw: Fort negates; **Spell Resistance:** yes

The target feels a gentle breath across his face, inducing a state of pleasure that leaves it dazed for 1 round. In the following rounds, the target takes a -2 penalty on attacks, saving throws, skill and ability checks. Furthermore, a spellcaster targeted by breath of ecstasy is distracted by the pleasure and must make a successful concentration check to cast spells while under its effect.

Commune with the Ancients

School: divination; **Level:** cleric 4, druid 4, sorcerer/wizard 5

Components: V, S

Casting Time: 10 minutes

Range: personal

Target: you

Duration: 10 minutes

Through this spell, you become one with the land or ruins you are touching, gaining knowledge about your immediate surroundings regarding any occurrence that befell there during the last 48 hours. You can mentally ask up to three simple questions about the location; if your queries have clear answers, they will instantly enter your mind. Common questions include: "How many beings like me (or larger than me) usually dwell here?", "What kinds of creatures live in this forest?", "In what direction is the nearest body of water larger than a small stream (or the largest body of fresh water)?", or "Where is the closest drinkable water on the surface of the land?"

The land replies as honestly and completely as it can, but it is incapable of answering specific questions, such as "Does Rael Yundri live in these lands?" or "Has a wizard (or the wizard Beldran Sendaer) ever been here?" (Or, "Is Rael Yundri inside this castle or on this farm right now?") The caster can ask about specific spots or features (such as rooms or doors). Queries about a particular set of ruins will be answered about only those specific ruins. If queried about an entire land or region, the land answers about a plot of land of a 10-mile radius maximum area centered on the caster.

Convert Foe

School: enchantment (compulsion) [mind-affecting];

Level: cleric 9

Casting Time: 1 standard action

Components: V, S, M/DF (10,000 gp diamond)

Range: touch

Target: touched creature

Duration: instantaneous

Saving Throw: Will partial; **Spell Resistance:** Yes

The subject becomes a loyal cohort, and comes to be indoctrinated to your alignment and into the beliefs of your deity and/or ethos. The subject views you and your allies as if under the effects of a charm

The Gods of Porphyra

monster, while viewing all your opponents as his opponents even if they were formerly his trusted allies. The subject's alignment becomes that of your deity's alignment. The subject is also forcibly converted to the worship of your deity. Devout followers of another deity (clerics, paladins, etc.) get a +4 bonus to their saving throw against the spell. The subject still remembers his previous life but believes he has had a revelation about the truth of the universe. For example, a paladin affected by this spell could become an anti-paladin believing that the whole of his life was a waste as the people he served were not worthy of him and never appreciated his sacrifices.

Upon a successful save the target is subject to the confused condition for 1 round. A target that succeeds on the saving throw is also immune to that same caster's convert foe spell for 24 hours after the confusion ends. Nothing short of a *miracle*, *wish* or another casting of convert foe can reverse the effects of this spell.

Forewarning

School: divination [mind-affecting]; **Level:** sorcerer/wizard 8

Casting Time: 1 standard action

Components: V, S, F (a small, perfectly clear marble)

Range: touch

Target: one creature

Duration: 1 hour/level or until discharged

Saving Throw: Will negates (harmless); **Spell Resistance:** Yes (harmless)

You look into the future and implant in the subject's subconscious (or your own mind) a thought of a specific danger that lies ahead. At two different moments while the spell remains active, the subject sees a warning in his conscious mind. This warning serves as either an insight bonus to his choice of either Armor Class or Combat Maneuver Defense, or as a luck bonus to a saving throw (in either case the bonus cannot exceed +25 and is equal to the character's caster level). Once the second warning has been used, the spell is discharged. The decision of what type of bonus and to what kind of defense must be made before any dice are rolled, at the moment of danger.

This spell cannot be cast on a single creature more than once in a 24-hour period.

One Track Mind

School: enchantment (compulsion) [mind-affecting];

Level: bard 2, sorcerer/wizard 2

Casting Time: 1 standard action

Components: V, S

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

Target: one living creature

Duration: 1 round/level

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

The target will continually repeat his last action before the spell was cast for the duration of the spell, whether it was swinging a weapon at a target that may not still be in front of him, casting a spell that he may no longer have available, drinking from a potion vial that is now empty, etc. The target gets a new save each round to shake off the effects of the spell.

If the target's last action was casting a spell, he will only successfully cast the spell again if he still has that spell prepared or available, and has any necessary components.

Opportunity

School: divination; **Level:** cleric 5

Casting Time: 1 standard action

Components: V, S

Range: personal

Target: you

Duration: 5 rounds

You are briefly able to choose your own fate. For one attack, saving throw, ability or skill check each round that you make during the spell's duration, roll three times and choose the best roll.

Philanthropist

School: enchantment (compulsion) [mind-affecting];

Level: bard 2, cleric 4, paladin 2, sorcerer/wizard 4

Casting Time: 1 standard action

Components: V, S

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

Target: one living creature

Duration: 1 day/level

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

The target is overwhelmed by the desire to aid every beggar, leper, single mother, etc. who they come across. The target is compelled to give each such person he encounters 2d4 gold pieces (or the

The Gods of Porphyra

equivalent amount in silver and copper pieces) as long as he has the coins to do so. If he doesn't have the coins to give, the target will feel compelled to give those in need clean clothes, rations, and other supplies from his own gear. Once the target is out of both coins and supplies, he will start donating his time, offering to care for the sick, to cook for the poor, etc.

Silver Tongue

School: transmutation; **Level:** bard 1, cleric 1, paladin 1, sorcerer/wizard 1

Casting Time: 1 swift action

Components: V, S

Range: personal

Target: you

Duration: 10 min./level

With the casting of this spell, you know exactly the right thing to say. You gain a +2 competence bonus to all Diplomacy checks made through the spell's duration. The bonus increases by 1 per 3 caster levels, to a maximum of +5.

Steal the Painful Memory

School: enchantment (compulsion) [mind-affecting];

Level: cleric 7, sorcerer/wizard 7

Casting Time: 1 hour

Components: V, S, F (written record of the event)

Range: 1 mile/level

Target: see text

Duration: instantaneous

Saving Throw: Will negates; **Spell Resistance:** Yes

Sometimes a trial reveals information best left unknown. Perhaps a village doesn't want to remember a particularly horrible murder, or the shameful act of one of its members. In this case, a powerful cleric can use steal the painful memory to remove all recollection of the event from the minds of the community. Steal the painful memory allows you to strip away all memories of a particular event. You must be able to describe the event in approximately 12 words or less. For example, any of the following would work: "Forget that Shaeryn ever existed"; "Forget that Shaeryn was murdered"; or "Forget that Prince Korrin murdered Shaeryn." The gap in memory will be filled in by the simplest solution, and all people affected by the spell will

share this memory. Told to forget a murder, they will believe that the victim moved away; told to forget the identity of the murderer, they will believe that the crime was never solved or that the murderer was a stranger who escaped.

The targets of steal the painful memory must be linked in some way. They could be members of the same community, the same guild, the same religion, or the same party of adventurers. The power of the spell spreads out in a radius from your location until it reaches the maximum range. A successful dispelling restores the memories of a single individual; it requires a limited wish, miracle or wish to restore all the memories of those affected. Touching the spell focus restores your memories as well. Destroying the spell focus restores the memories of all the affected creatures.

Touch Me Not

School: abjuration; **Level:** bard 2, rook 2, sorcerer/wizard 2

Casting Time: 1 standard action

Components: V

Range: personal

Target: you

Duration: 1 round/level

Saving Throw: Will half; **Spell Resistance:** yes

Your body is charged with protective energy. You gain a +2 deflection bonus to AC, and any opponent that touches or grapples you takes 1d8 points of damage +1 point per caster level (to a maximum of +5). The opponent may make a Will save for half damage. Allies can touch you without harm. You cannot use the spell to make touch attacks – the opponent must touch or grapple you.

Purple Duck Note: *With the completion of the God of Porphyra project, I will be turning my attention to gathering writers to contribute to the forty lands that make up the primary setting of the Patchwork World of Porphyra.*

The Gods of Porphyra

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Please include a short sample of your writing and a description of what you would like to write for us.

COMPLETIST CHECKLIST

Below is checklist of Purple Duck Games products compatible with the Pathfinder Roleplaying Game.

COMPONENT PRODUCTS



80 Awesome Feats
A Score of Trapped Chests
Horrors of the GOW
Memorable Townsfolk

The Gods of Porphyra

LEGENDARY RACES

- Cyclops
- Medusa
- Rakshasa

LEGENDARY TREASURES

- Legendary Blades
- Legendary Weapons
- Legendary Items
- Legendary Shields
- Eastern and Exotic Weapons
- Legendary Armor

MONSTERS UNLEASHED

- Volume 1
- Volume 2
- Volume 3
- Volume 4
- Volume 5

MONSTROUS RACES

- Monstrous Races
- The Second Horde
- The Third Party

OTYUGHNOMICON

- Flensing Template
- Northern Wastes Template
- Typhoon Kissed Template
- Wyvern Spawn Template

PORPHYRA SETTING

- The Gods of Porphyra

PURPLE MOUNTAIN

- Level 1
- Level 2

RANDOM ENCOUNTERS

- Random Encounters Remastered
- More Random Encounters
- Even More Random Encounters

COMING SOON

- Fehr's Ethnology 5
- Crimson Caves
- Purple Mountain 3
- Purple Mountain 5
- Heroic Moments V212
- Heroic Moments V213

OTHER SYSTEMS

For those gamers playing OSR Superhero systems we are now actively supporting the [4C System](#) of four color superheroics.

HEROIC MOMENTS V.1

Heroic Moment are short scenes for the 4-Color Superhero Roleplaying Game (4C)

- My Favorite Charity
- Unregistered Mutant
- St. Patrick's Day Parade
- Easter Mayhem
- SEPULCHRE Strikes
- Dreams and Nightmares

HEROIC MOMENTS V.2

- Crash Landing

PURPLE MOUNTAIN SUBSCRIPTION

A subscription to all twenty parts of the Purple Mountain megadungeon is available through our [gumroad](#) affiliate.