

This document details the mantras of the cult of Cadixtat and the specifics for his clerics.



## MANTRAS OF CADIXTAT

*The Titan stands above the Forge  
His crucible overflows  
And forth spew Legions of Disorder*

*The Titan dreams of the War  
His dreams become real  
And the Legions ride the world*

*The Titan is gone and still there  
His shadow falls on mankind  
And you serve in him or perish*

*Disregard order, as a Dreamer of Chaos  
Create constantly, as a Servant in the Forge  
Give into your urges, as a Reveler of the Crucible  
Burn with passion, as a Dancer for the Standing Titan  
Sacrifice All, to entropy, as the Eater of Worlds*

**Description:** Cadixtat, Chaos Titan, Lord of the Five-Pointed Forge is an ancient god. His Legions nearly overran creation in the days before the world became cold and still, and his shadow reaches into the feverish slumber of man. He stands, as a restless, petrified colossus above the sleeping cinders of the Five-Pointed Forge of Chaos. If he ever was to awaken, his Legions would again push the world into fire and disarray.

Cadixtat was the Primogen of Chaos, in the War of Balance an aeon ago. His sons and daughters led the charge of Disarray, but were ultimately driven low and foiled by the machinations of Balance and

Order. His flame was extinguished, his kin slain, and the Primogen of Chaos was left petrified and dreaming, standing above the Five-Pointed Forge.

The Cult of Cadixtat is a somber force: they have no churches, nor do they tout any services to the masses. Still, those in the know may enlist their assistance, and many larger settlements hold frequent but semi-secret gatherings of believers.

The servants of Cadixtat are often discredited craftsmen cast out of their guilds, or madmen infected with a feverish urge to create. Cadixtat grants dreams of inspiration, and his faithful often show macabre and unlikely talent to invent and design unorthodox solutions and handiworks. Local cult gatherings choose the greatest among them as the Standing Man or Woman of their group, but beyond this there is no centralized leadership for the cult. The Standing One of a group is expected to stop creating, however skilled they may be in their art: petrifying their skill much like the Lord of the Five-Pointed Forge himself is forced to cease his creation. The ritual to choose a Standing One is one-on-one duel to the death, each contestant using their creations as the weapons of choice: this means that few poets ever hold these positions for very long.

Cadixtat is a god whose power is all but gone with the winds of change. It is unsure whether most of his worshipers even understand what calamity his awakening would bring to the lands of man, but assuredly few of them even care.

**Aligned deities:**

None alive.

**Opposed deities:**

Choranus, the Seer Father

Melniscar, the Infinite Order

Daentharr, the Mountain Lord

Ildavir, Goddess of Nature

**Services of the Cult:** The Cult of Cadixtat is a hotbed of creativity. Roll a DC 10 Luck check when looking for any type of craftsman or creator: if successful, one of the local cult members is a virtuoso in the field, able to provide mastercrafted creations for a price. However, the blessings of Cadixtat come with a caveat: the creations of his servants are always unusual to say the least, and tainted with the touch of chaos, to the point where they may anger lawful deities when used.

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## Clerics of Cadixtat

**Symbol:** The symbol of Cadixtat is the Crucible of the Five-Pointed Forge. It is usually present somewhere on the accoutrements of his clerics.

**Weapon Proficiencies:** As chaotic clerics, with the addition of clubs, hammers and mauls. Also, they are proficient to use any tools of their trade as weapons, even after ascending to level 1.

**Special:** Cadixtat is a shadow of his former glory, but provides his faithful with the few following favours.

- Worshipers of Cadixtat may spellburn from their STR or STA on skill checks related to their core occupation abilities. The resulting creations are always chaotic in alignment.
- Clerics of Cadixtat may be granted the spells Mending and Sword Magic by their deity.
- When applied by a cleric of Cadixtat, the lay on hands ability always produces odd, creatively-shaped scars.

**Turn unholy:** Angels, paladins, lawful dragons, Lords of Law, Lawful Primes, some law-aligned humanoids and monsters (Judge’s discretion), worshipers of opposed deities, creations of Order or Balance, automatons of Law aligned creators, lawful or neutral thieves, rogues and spies.

**Disapproval:** Clerics of Cadixtat use the following table for disapproval checks.

<b>TABLE A: Cadixtat’s Disapproval</b>	
<b>Roll</b>	<b>Disapproval</b>
<i>0 or less</i>	The cleric is driven by a fit of atonement. They can do nothing but recite the mantras of Cadixtat for the next 10 minutes, starting as soon as they’re not in immediate danger. This effect can be avoided by sacrificing an object (worth a minimum of 1 gp) to Cadixtat by destroying it.
<i>1</i>	The cleric must atone for their sins. They can do nothing but recite the mantras of Cadixtat for the next 10 minutes, starting as soon as they’re not in immediate danger. This effect can be avoided by sacrificing an object (worth a minimum of 5 gp) to Cadixtat by destroying it.
<i>2</i>	The cleric must clear their conscience as soon as they’re able. They must spend a full hour in prayer and worship, starting as soon as they are out of immediate danger. Failure to complete the prayer within 120 minutes incurs a -1 penalty to all spell checks until prayer is complete. This effect can be avoided by sacrificing an object (minimum of 10 gp) to Cadixtat by destroying it.
<i>3</i>	The cleric must increase Cadixtat’s fame with a new creation they then donate (worth at least 5 gp). They incur a -1 penalty to spell checks until they complete this task.
<i>4</i>	The cleric incurs Cadixtat’s wrath: a -1 to spell checks for a day, and they roll all skill checks on -1d for the duration of the effect.
<i>5</i>	The cleric undergoes the test of creative humility. For the remainder of the day they must treat all chaotic characters and creatures as their superiors. Failure to do so results in loss of all spellcasting ability including healing for the remainder of the day.

<b>6</b>	The cleric incurs an immediate -1 to all spell checks until they create a quality example of their craft (a roll of 20 or more on a relevant skill check).
<b>7</b>	The cleric must endure the test of understanding. They are wracked by a wasting disease which saps 1 point from their Stamina, Strength and Agility each. The damage heals at the normal rate, but cannot be healed by other means. Additionally, their skill checks suffer a -1d penalty for the duration of the effect.
<b>8</b>	The cleric immediately incurs a -4 penalty to the spell or ability that caused the disapproval. This lasts until the next day. Additionally, they suffer powerful creative urges, keeping them from comfortable rest during the following night: the lack of sleep causes -1d on all of their checks on the following day, unless a DC 5 Will save is passed during the night.
<b>9</b>	The cleric immediately incurs a -2 penalty to all checks until the next day. Also, they dream of the things they can create with Cadixtat's blessings, and this keeps them from rest during the following night, causing -1d on all of their rolls on the following day unless a DC 10 Will save is passed during the night.
<b>10</b>	The cleric loses access to one randomly determined 1st level spell for the remainder of the day. Also, they are afflicted by nightmares of their greatest future masterworks: this causes a -1d on all of their rolls on the following day unless a DC 15 Will save is passed.
<b>11</b>	The cleric is ordered to meditate upon the nature of chaos and creation. They incur a -2 to all checks. The only way to lift the penalty is to meditate: for each full day spent working their chosen art or occupation the cleric can make a DC 15 Will save to remove the effect.
<b>12</b>	The cleric is temporarily disowned by Cadixtat. For the rest of the day they cannot gain XP. Also the part(s) of their body associated with their art or occupation are permanently blackened by the soot of the Five-Pointed Forge (this causes no mechanical effect).
<b>13</b>	The cleric loses access to two random 1st level spells for the remainder of the day. Also, the mark of Cadixtat appears as a painful brand on their body; this effect is permanent, and may mar them for life.
<b>14</b>	Calculate the cleric's net worth in gold pieces. The cleric incurs a permanent -4 penalty to spell checks, which persists until they have rid themselves 40% of this value; each 10% increment drops the penalty by -1. The wealth has to be used in the glory of chaos. Also, anything the cleric creates from now on carries the symbol of the Five-Pointed Forge; this effect is permanent.
<b>15</b>	Cadixtat is not pleased. The cleric's disapproval does not reset the following day. The next day things return to normal. Also, the cleric permanently suffers an unsettling urge to explain the details of their feverish inspiration to anyone willing to listen; this effect is permanent.

<i>16</i>	Cadixtat withholds the cleric's healing powers for 1d5 days. Also, from now on any damage healed by the cleric heals in unseemly, chaotic scars; this effect is permanent.
<i>17*</i>	The cleric loses access to 1d4+1 spells until the next day. Also, they are stricken with a permanent creative urge, and must spend at least 1 hour each day working on their chosen occupation or craft, or suffer an increase of 1 in their disapproval for the following day (cumulative effect, but resets once urge is fulfilled). This effect is permanent and cumulative with itself and results 18 and 19*.
<i>18*</i>	The cleric is temporarily unable to turn creatures, the effect persists for 1d5 days. Additionally, they must spend at least 2 hours each day working on their chosen occupation or art, until the end of their days or suffer an increase of 2 in their disapproval for the following day (cumulative effect, but resets once urge is fulfilled). This effect is permanent and cumulative with itself and results 17 and 19*.
<i>19*</i>	The cleric's ability to lay on hands is restricted for 1d7 days. For the duration, the ability can only be used on chaotic targets. Additionally, they must spend at least 3 hours each day working on their chosen occupation or art, until the end of their meager life, or suffer an increase of 3 in their disapproval for the following day (cumulative effect, but resets once urge is fulfilled). This effect is permanent and cumulative with itself and results 17 and 18*.
<i>20 or more</i>	The cleric must spend all their waking hours on creating a masterwork piece of their craft in the name of Cadixtat. They are at a -3d to all rolls except for skill checks of their chosen craft or occupation until they create a masterwork piece of their art (a result of 30 or more on a relevant skill check, preferably with materials to match).
<p>* As they are cumulative and permanent, the effects on 17, 18 and 19 may eventually lead to the character being unable to do much else during their days besides feverishly working on their art or occupation, especially if they wish to keep their disapproval range reasonable. This is intentional, for chaotic inspiration comes at a price. At Judge's discretion the cleric should be allowed to go on a quest of atonement to reset these effects. Alternately, sacrificing valuables can be utilized to offset the penalty, but requires double the value in gold pieces.</p>	