

Lords of Chaos

Lords of Chaos (Legend)

Background:

These lords are all self proclaimed as there is no hierarchy or order to these lords. They have been around for over 2,000 years. No one knows for sure and no has chronicled their deeds, except maybe the lore masters. The lords have been involved in several coos over the years only to see one government take the place of another. There have been some good lords and some evil ones. There have been a number of fanatics as well; they have been the worst to deal with. They are unpredictable and create martyrs easily. And have given the lords of Chaos a bad reputation.

Characteristics:

The lords of Chaos are men, women and creatures that oppose the tyranny of law. They oppose the tyranny of religion. There is no council or regular meetings there is no organization or common goal between members, except by coincidence. *Although it is not the mandate of this group to attack the members of the council of Law, they certainly oppose their efforts.* The values of the member dictate to the lord how far he will go to oppose Law.

Those Lords with the wisdom to see the chaos they bring makes mortals stronger and that it is not chaos they truly seek but freedom from being ruled by other men. They seek that every person should live their life free to do those things that their conscious dictates, but unfortunately as long as evil has sway over the hearts of men there is no hope for this as the laws are to inhibit evil behavior. So the Good lords fight against the tyranny of those evil and oppressive rulers. The evil opposes all that is lawful and all that is good. They have no morals and are unpredictable. They seek their own ends to satiate their own goals and desires with no care of what consequences to others might be.

Membership Requirements

You must have a Personality Profile number in Secular Values (Written Law) of less than 3.

Religion: Any but Ahk, Ellina, Asmodeus, Hecate, Glasya, Lovitar, Tiamat, and Typhon.

Other: Must own a legendary chaos item of power. This seems to be the limitation to the lord's numbers as there are only maybe a dozen legendary items of power with the Chaos descriptor. No one knows exactly how many.

Path Requirements & Benefits

Path Rank	Other requirements	Benefits
1	See above	Each Item of power has specific granted Powers and reveals them at its pleasure. There are no group powers known at this time, as they change on a regular basis.
2	Secular Values (Written Law) less then 2	
3	Secular Values (Written Law) less then 1	
4	Secular Values (Written Law) less then 0	
5	Secular Values (Written Law) less then -2	

Each item has its own requirements for advancing them. Each item changes its powers with every owner. They can change powers while the user is working on them. Such is the nature of Chaos. These items all start as +5 to +7 items in the hands of a person of chaos.

Current Items of Chaos	
Item	Disposition
Amulet of Chaos	Missing
Hammer of Chaos	Owned
Cloak of Chaos	Missing
Tabard of Chaos	Missing
Mask of Chaos	Owned
Ring of Chaos	Missing
Scepter of Chaos	Missing
Sheild of Chaos	Owned
Staff of Chaos	Missing
Talisman of Chaos	Owned