

Deities of the World

Greater Deities

Bahamut

- **Rank:** Greater Deity (Lawful Good)
- **Alignment Border:** Metallic gold
- **Divine Portfolio:** Honor, Justice, Protection, Truth
- **Gem Association:** Sunstone
- **Holy Symbol:** Platinum dragon head
- **Follower Alignments:** LG, NG
- **Favored Weapon:** Longsword
- **Divine Resonance:** Healing



Lore

Bahamut is stern in his judgment of evil and accepts no excuses for those who knowingly inflict suffering upon others. Despite his uncompromising nature, he is among the most compassionate beings in existence, possessing limitless empathy for the downtrodden, dispossessed, and helpless. He urges his followers to advance the cause of good while allowing others to fight their own battles whenever they are able. Bahamut teaches that offering knowledge, healing, protection, or temporary refuge is often more valuable than taking another's burdens entirely upon oneself.

Worshippers and Clergy

Bahamut is worshipped by honorable warriors, guardians, knights, healers, and those who defend people unable to protect themselves. His clergy provide healing and sanctuary, but they also teach self-reliance and prepare those under their protection to stand against future dangers. Priests of Bahamut are expected to confront deliberate cruelty and are rarely tolerant of excuses offered by unrepentant evildoers.

Temples and Holy Places

Temples of Bahamut commonly serve as sanctuaries, hospitals, and defensible places of refuge. Their entrances are often marked by a platinum dragon's head, with sunstones placed around the altar to represent hope shining through adversity. Even modest shrines usually maintain supplies for travelers, the injured, and those fleeing persecution.

Bahamut's largest temple stands in Biherth, although it is now largely abandoned. A smaller temple dedicated to Bahamut stands in the floating city above Wheypool. A similarly sized temple of Tiamat occupies the opposite side of the island.

Relationships

- **Tiamat:** Bahamut's principal enemy and direct ideological opposite.
 - **Ka'Leb:** Opened the path that allowed Bahamut to enter the world and oppose Tiamat.
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Deities of the World

Hionious

- **Rank:** Greater Deity (Chaotic Good)
- **Alignment Border:** Metallic gold
- **Divine Portfolio:** Dreams, Freedom, Passion, Revelry
- **Gem Association:** Black diamond
- **Holy Symbol:** Clear star
- **Follower Alignments:** NG, CG, CN
- **Favored Weapon:** Rapier
- **Divine Resonance:** Healing



Lore

Hionious and Tempest are brother deities who created the world in an attempt to resolve an ancient disagreement between them. When Tempest was consumed by rage, Hionious initially tried to restore his brother to reason, but every effort failed.

What caused their original dispute has been lost to time, if even the brothers still remember it. Their conflict eventually threatened everything they had created, leading Hionious to bring Thelisia into the world as a mediator. Although the brothers were barred from attacking one another directly and banished to the heavens, they remain bitterly opposed.

Worshippers and Clergy

Hionious attracts dreamers, travelers, artists, bards, rebels, and those seeking freedom from oppression or restrictive traditions. His clergy encourage people to pursue meaningful ambitions, experience life fully, and resist those who would control the choices of others. They are often charismatic and unconventional, favoring inspiration and personal example over rigid doctrine.

Temples and Holy Places

Temples of Hionious are bright, open places designed for celebration, music, storytelling, and personal reflection. Clear stars feature prominently in their decoration, often set against dark stone or black-diamond colors. His largest temple stands in Embor and serves as both a major center of worship and a gathering place for travelers, performers, and those seeking a new direction in life. Taverns throughout the world also commonly display his symbol, honoring the freedom, fellowship, and revelry found within their walls.

Relationships

- **Tempest:** Hionious's brother and principal rival. Their ancient disagreement led to the creation of the world and the conflict that nearly destroyed it.
 - **Thelisia:** Brought into the world by Hionious to mediate his conflict with Tempest; she ultimately barred both brothers from directly attacking one another.
 - **Liandria:** Encountered by Hionious and Tempest in the heavens following their banishment. Her origins remain unknown even to them.
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Deities of the World

Liandria

- **Rank:** Greater Deity (Balance)
- **Alignment Border:** Metallic silver
- **Divine Portfolio:** Knowledge, Magic, Planes, Sun
- **Gem Association:** Turquoise
- **Holy Symbol:** Yellow sun
- **Follower Alignments:** NG, LN, N, CN, NE
- **Favored Weapon:** Staff
- **Divine Resonance:** Healing or Harm



Lore

When Hionious and Tempest were banished to the heavens, they discovered Liandria already dwelling there. How long she had existed or where she came from remains unknown. Her understanding of magic and the planes surpasses that of mortals and even the other gods. Although she grants divine power and answers through exceptionally potent divinations, Liandria is the only known deity whose avatar has never been seen and who has never spoken directly to her clergy. She embodies the vastness of the planes but holds the sun in particular reverence for its power to purge the undead. Her hatred of undeath is reflected clearly in the devotion and actions of her followers.

Worshippers and Clergy

Liandria is worshipped by scholars, mages, diviners, planar travelers, and those dedicated to destroying the undead. Her clergy pursue knowledge wherever it may be found, regarding magic as a force to be understood rather than feared. Because Liandria never communicates with them directly, her priests rely upon divination, celestial events, ancient writings, and carefully interpreted signs. This has produced several schools of thought within her faith, though all share an intense opposition to undeath.

Temples and Holy Places

Temples of Liandria commonly combine libraries, observatories, and places of magical study. They are designed to admit abundant sunlight, with yellow sun emblems and turquoise ornamentation marking their most sacred chambers. Many preserve collections of planar knowledge, maintain wards against the undead, and provide guidance or shelter to those undertaking dangerous journeys between distant lands or planes. Her largest temple is located in the Gates of Embor.

Relationships

Liandria has no known relationship with any other deity. Mortals commonly hold the following beliefs, though Liandria herself has never confirmed them:

- **Hionious and Tempest:** The brothers discovered Liandria already dwelling in the heavens after their banishment. Neither knows her origin or the full extent of her knowledge.
 - **Dimorin:** Liandria's followers oppose Dimorin because of his dominion over undeath and the Forbidden Forest.
 - **Semakè:** Liandria's followers respect Semakè for preserving the proper passage of the dead, placing his work in direct opposition to undeath.
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Deities of the World

Thelisia

- **Rank:** Greater Deity (Balance)
- **Alignment Border:** Metallic silver
- **Divine Portfolio:** Air, Earth, Fire, Nature, Water
- **Gem Association:** Emerald
- **Holy Symbol:** White tree
- **Follower Alignments:** NG, LN, N, CN, NE
- **Favored Weapon:** Sickle
- **Divine Resonance:** Healing or Harm



Lore

Hionious brought Thelisia into the world to mediate the ancient conflict between him and Tempest. Upon witnessing the destruction they had wrought upon the land and its people, she intervened to preserve the life they had endangered. Thelisia barred the brothers from directly attacking one another within the world and banished them to the heavens. She is often regarded as a sister to the two gods, though they share no true kinship, and she is revered throughout the world as the divine protector who saved its people and preserved the natural order.

Worshippers and Clergy

Thelisia is worshipped by druids, farmers, hunters, herbalists, elementalists, and communities whose lives depend closely upon the natural world. Her clergy protect the balance between civilization and the wilderness, teaching that neither should destroy the other. They tend damaged lands, safeguard sources of clean water, aid communities threatened by natural disasters, and oppose those who exploit nature without restraint.

Temples and Holy Places

Thelisia has no true temples, as her followers believe the natural world itself is her sacred sanctuary. Her shrines are most often established around living trees, natural springs, fertile gardens, or places where several elements meet. White trees—whether naturally pale or ritually marked—are especially sacred to her faith. Thelisia's strongest divine influence has been felt in Ambershire and Defield, making both places important destinations for her followers.

Relationships

- **Hionious:** Brought Thelisia into the world to mediate his conflict with Tempest. She opposed the destruction caused by both brothers despite Hionious's role in summoning her.
 - **Tempest:** Thelisia opposed his destructive rage and barred him from directly continuing his war within the world.
 - **Hionious and Tempest:** Both are commonly regarded as her brothers, though this is a symbolic relationship rather than one of true kinship.
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Deities of the World

Tempest

- **Rank:** Greater Deity (Lawful Evil)
- **Alignment Border:** Metallic red
- **Divine Portfolio:** Destruction, Fate, Pain, Tyranny
- **Gem Association:** Diamond
- **Holy Symbol:** Hourglass
- **Follower Alignments:** LN, LE, NE
- **Favored Weapon:** Greatsword
- **Divine Resonance:** Harm



Lore

Tempest and Hionious are brother deities who created the world in an attempt to resolve an ancient disagreement between them. During their struggle, Tempest was consumed by an unfathomable rage that transformed their dispute into a devastating conflict. Hionious initially attempted to reason with his brother, but those efforts eventually ceased, and the two have remained bitterly opposed ever since. The cause of their original disagreement has been lost to time, but their war reshaped the world and gave rise to several of the gods who now inhabit it. Tempest remains convinced that peace can exist only when all things are forced into their proper place beneath an unyielding will.

Worshippers and Clergy

Tempest is worshipped by tyrants, conquerors, cruel rulers, and those who believe strength grants the right to command others. His faith also attracts people consumed by anger or pain who seek the power to impose their will upon the world. His clergy maintain rigid hierarchies and teach that suffering strips away weakness. They value discipline, obedience, and the relentless pursuit of authority, often serving powerful regimes or working to replace leaders they consider unworthy.

Temples and Holy Places

Temples of Tempest are severe, fortified structures built to inspire submission rather than comfort. Hourglasses feature prominently within them, representing the inevitable end of resistance and the certainty of Tempest's judgment. Diamonds are displayed as symbols of power formed through pressure, while greatswords often stand beside their altars. Tempest's largest and only openly operated temple stands in Breyford, and Ardumman is widely believed to carry his divine blessing.

Relationships

- **Hionious:** Tempest's brother and principal enemy. Their ancient disagreement became a divine war that nearly destroyed the world they created.
 - **Thelisia:** Intervened in Tempest's conflict with Hionious, barred the brothers from attacking one another directly within the world, and banished them to the heavens. Tempest resents her interference and the limits she imposed upon him.
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Deities of the World

Tiamat

- **Rank:** Greater Deity (Chaotic Evil)
- **Alignment Border:** Metallic red
- **Divine Portfolio:** Ambition, Might, Deception, Vengeance
- **Gem Association:** Onyx
- **Holy Symbol:** Five-headed dragon
- **Follower Alignments:** NE, CE, CN
- **Favored Weapon:** Heavy pick shaped like a dragon's head
- **Divine Resonance:** Harm



Lore

Tiamat is a greedy, vain, and arrogant goddess who embodies the greatest strengths of evil dragonkind and few of its weaknesses. She seeks to spread evil, destroy the forces of good, and ensure the dominance of chromatic dragons. Tiamat never forgives a slight, and her vengeance may unfold over generations. Although fully capable of destroying entire settlements, she favors intricate schemes that allow her to manipulate others from the shadows. The Queen of Evil Dragons demands reverence, submission, and lavish tribute from all who serve her. Her followers most often address her as **Her Dark Majesty** or simply **the Dark Queen**.

Worshippers and Clergy

Tiamat is worshipped by chromatic dragons, cruel rulers, ambitious warlords, treasure-seekers, and those who believe power and wealth justify any act. Her clergy encourage rivalry and ambition while ensuring that all victories ultimately increase Tiamat's influence and hoard. They are skilled manipulators who frequently operate through cults, political advisers, criminal organizations, or other institutions that conceal their true allegiance.

Temples and Holy Places

Most temples of Tiamat are hidden behind fortified walls, beneath wealthy estates, or within the lairs of chromatic dragons. Their sanctuaries are arranged around five draconic heads or five colored sections representing her different aspects. Onyx, stolen treasures, and trophies taken from defeated enemies commonly adorn her altars. One of Tiamat's few openly operated temples is located in the floating city above Wheypool. Although not especially large, it shares the island with a similarly sized temple dedicated to Bahamut, situated on the island's opposite side.

Relationships

- **Bahamut:** Tiamat's principal enemy and divine opposite. She seeks to destroy everything he protects and regards his compassion as weakness.
 - **Ka'Leb:** Earned Tiamat's enmity by opening the path that allowed Bahamut to enter the world and oppose her.
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Deities of the World

Major Deities

Jalis

- **Rank:** Major Deity (Chaotic)
- **Alignment Border:** Metallic silver
- **Divine Portfolio:** Adventure, Luck, Trickery
- **Gem Association:** Any topaz except red imperial topaz
- **Holy Symbol:** Mask
- **Follower Alignments:** CG, CN, CE
- **Favored Weapon:** Dagger
- **Divine Resonance:** Healing or Harm



Lore

Jalis and Jolis are twin brothers who are always worshipped together. Despite their profound differences, the two invariably support one another when faced with outside opposition. Their clergy may favor one brother's ideals over the other or draw freely from both portfolios, but every service honors them equally. Some theologians believe the brothers are not separate gods at all, but opposing aspects of a single deity. Jalis embodies adventure, luck, and trickery, usually expressed through excitement, humor, and daring risks. Beneath his playful nature, however, lies a capacity for calculated cruelty when he believes it necessary.

Worshippers and Clergy

Jalis attracts adventurers, gamblers, thieves, spies, explorers, performers, and others who survive through luck, daring, or carefully guarded secrets. His clergy are clever and adaptable, often teaching through riddles, contests, practical jokes, and unexpected trials. Although individual priests may strongly favor Jalis, they are still expected to honor Jolis and acknowledge the value of loyalty, family, and strength.

Temples and Holy Places

Jalis has no temples devoted exclusively to him; every formal temple is shared with Jolis. Their sanctuaries are commonly divided into contrasting but interconnected spaces. The side associated with Jalis favors masks, concealed passages, irregular designs, and topaz in many colors, while the side belonging to Jolis is more orderly and prominently displays red imperial topaz. Even when one brother is more popular within a community, both receive equal placement at the central altar. Their largest shared temple stands in Embor.

Relationships

- **Jolis:** Jalis's twin brother and indistinguishable divine counterpart. They disagree frequently but always defend one another against outside threats.
 - **Brew:** Jalis occasionally works alongside Brew, though Brew more commonly associates with Jolis. Their cooperation tends to be unpredictable and driven by unusual circumstances.
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Deities of the World

Jolis

- **Rank:** Major Deity (Lawful)
- **Alignment Border:** Metallic silver
- **Divine Portfolio:** Ambition, Family, Might
- **Gem Association:** Red imperial topaz
- **Holy Symbol:** Fist
- **Follower Alignments:** LG, LN, LE
- **Favored Weapon:** Fist
- **Divine Resonance:** Healing or Harm



Lore

Jolis and Jalis are twin brothers who are always worshipped together. Despite their profound differences, the two invariably support one another when faced with outside opposition. Their clergy may favor one brother's ideals over the other or draw freely from both portfolios, but every service honors them equally. Some theologians believe the brothers are not separate gods at all, but opposing aspects of a single deity. Jolis embodies ambition, family, and might. He is the more honorable of the twins and delights in competition, particularly when strength, discipline, or determination is tested. His devotion to his brother is so absolute that he will sometimes honor promises made by Jalis, even when Jolis had no part in making them.

Worshippers and Clergy

Jolis is worshipped by athletes, warriors, ambitious leaders, competitors, and those devoted to protecting or strengthening their families. His clergy promote discipline, loyalty, self-improvement, and honorable competition. They frequently organize public contests and physical trials, but teach that strength carries an obligation to support one's family and community. Although individual priests may strongly favor Jolis, they must still honor Jalis and acknowledge the importance of adaptability, luck, and daring.

Temples and Holy Places

Jolis has no temples devoted exclusively to him; every formal temple is shared with Jalis. Their sanctuaries are commonly divided into contrasting but interconnected spaces. The side associated with Jolis is orderly and prominently displays clenched fists and red imperial topaz, while the side belonging to Jalis favors masks, concealed passages, irregular designs, and topaz in many colors. Both brothers receive equal placement at the central altar. Their largest shared temple stands in Embor.

Relationships

- **Jalis:** Jolis's twin brother and indistinguishable divine counterpart. They disagree frequently but always defend one another against outside threats. Jolis will sometimes honor promises made by Jalis because he considers his brother's word inseparable from his own.
 - **Brew:** Frequently works alongside Jolis, sharing his respect for honor, courage, strength, and heroic action.
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Deities of the World

Kartell

- **Rank:** Major Deity (Neutral)
- **Alignment Border:** Metallic silver
- **Divine Portfolio:** Cities, Fate, Wealth
- **Gem Association:** Amethyst
- **Holy Symbol:** Crown
- **Follower Alignments:** LG, LN, LE, NG, N, NE
- **Favored Weapon:** Rod, wielded as a mace
- **Divine Resonance:** Healing or Harm



Lore

Kartell has existed for as long as mortals have raised cities, founded kingdoms, and sworn themselves to crowns. Although he is currently regarded by many as a benevolent deity, this reputation largely reflects the prosperity and relative kindness of the world's ruling class. Kartell is, in truth, neutral. He favors stable cities, enduring governments, and the accumulation of wealth, regardless of whether those who achieve them rule through compassion or severity. As kingdoms rise and fall, Kartell remains a constant presence behind the power of the crown.

Worshippers and Clergy

Kartell is worshipped by rulers, nobles, civic officials, merchants, bankers, builders, and others whose fortunes are tied to the success of cities and kingdoms. His clergy often serve as royal advisers, treasurers, magistrates, or administrators. They promote civic stability, long-term prosperity, and careful stewardship of wealth, but do not necessarily judge whether a government is morally good or evil.

Temples and Holy Places

Temples of Kartell are commonly located near palaces, government buildings, marketplaces, and financial districts. Their architecture reflects the wealth and character of the city around them, with crowns and amethysts displayed prominently near their altars. Many temples also preserve royal genealogies, civic records, contracts, and accounts of the fortunes that shaped their kingdoms. Kartell's largest temple stands in Refield.

Relationships

Kartell has no widely recognized alliances among the gods. His attention remains fixed primarily upon mortal cities, rulers, and kingdoms.

- **Isodol:** Kartell opposes Isodol because her followers acquire wealth by attacking the cities, trade networks, and institutions from which lasting prosperity grows.
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Deities of the World

Semakè

- **Rank:** Major Deity (Neutral)
- **Alignment Border:** Metallic silver
- **Divine Portfolio:** Death, Judgment, Passage
- **Gem Association:** Lavender stone
- **Holy Symbol:** Skeletal hand holding scales
- **Follower Alignments:** NG, N, NE
- **Favored Weapon:** Warhammer
- **Divine Resonance:** Healing



Lore

Semakè is the judge of the dead, weighing each soul and sending it onward to its proper destination. Unlike many of the gods, he is a relatively new divine presence, and little is known about his origin, intentions, or the source of his authority.

Mortals generally regard him as impartial rather than merciful or cruel. To Semakè, death is neither a reward nor a punishment, but a necessary passage governed by laws that even the dead cannot escape.

Worshippers and Clergy

Semakè is worshipped by undertakers, mourners, judges, healers, and those who tend the dying or preserve the dignity of the dead. His clergy conduct funerals, protect burial places, maintain records of the deceased, and help families understand death as a passage rather than an ending. They oppose undeath because it prevents souls and bodies from following their proper course.

Temples and Holy Places

Temples of Semakè are commonly located near cemeteries, courts, hospitals, or places where funeral rites are performed. Their sanctuaries are quiet and orderly, with scales displayed above altars of pale stone. Lavender-colored stones and skeletal hands appear throughout their decoration, symbolizing the impartial judgment awaiting every mortal. Semakè's first temple was established in Passage, though it has long since been abandoned. Other temples have since appeared throughout the world, but none are particularly large. They are intended as intimate gathering places where families and clergy can assist with the passage of loved ones.

Relationships

Because Semakè is a new deity, few divine relationships are known.

- **Dimorin:** Semakè's followers oppose Dimorin's dominion over undeath, viewing it as a violation of the proper passage of the dead.
 - **Liandria:** Liandria's followers respect Semakè's role and regard his work as a natural counterpart to their own opposition to undeath.
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Deities of the World

Isodol

- **Rank:** Major Deity (Evil)
- **Alignment Border:** Metallic red
- **Divine Portfolio:** Darkness, Storms, Wealth
- **Gem Association:** Moonstone
- **Holy Symbol:** Icy crack
- **Follower Alignments:** LE, NE, CE
- **Favored Weapon:** Spear
- **Divine Resonance:** Harm



Lore

Isodol has existed for some time, but only recently has her worship spread beyond isolated cults and secretive followers. She holds dominion over darkness, destructive storms, and wealth taken through force. Her followers believe prosperity is not earned through patience or cooperation, but seized by those powerful enough to claim it. Raiders invoke her name before descending upon their victims, while sudden tempests and lightning tearing across darkened skies are regarded as signs of her favor. Her primary center of worship lies within the Kingdom of Barto, where her influence has grown considerably.

Worshippers and Clergy

Isodol attracts raiders, pirates, bandits, conquerors, thieves, and others who seek wealth through violence or plunder. Her clergy operate through secretive cults, hidden behind legitimate organizations or embedded within groups that profit from conflict. They teach that possession belongs to those strong enough to take and defend it. Their rites are often performed in darkness or during violent storms before raids, invasions, and other attempts to seize wealth.

Temples and Holy Places

Most temples of Isodol are concealed within fortified estates, remote strongholds, coastal caves, or hidden chambers used to store plunder. Their interiors are dark and severe, decorated with moonstones and jagged patterns resembling lightning or cracks in ice. Offerings consist primarily of valuables taken from defeated enemies, with the finest portion reserved for Isodol. Her largest and most influential temple is located within the Kingdom of Barto.

Relationships

- **Kartell:** Isodol opposes Kartell's vision of wealth created through stable cities, trade, and lasting prosperity. She regards wealth as something to be seized through strength, destruction, and plunder.

Isodol has no other widely recognized alliances or rivalries among the gods. Her relatively recent emergence into open worship has left her other divine intentions and relationships largely unknown.

Deities of the World

Minor Deities

Brew

- **Rank:** Minor Deity (Lawful Good)
- **Alignment Border:** Metallic gold
- **Divine Portfolio:** Heroism, Family
- **Gem Association:** Carnelian
- **Holy Symbol:** Crossed kukris
- **Follower Alignments:** LG, LN, NG
- **Favored Weapon:** Paired kukris
- **Divine Resonance:** Healing or Harm



Lore

Brew is revered as the hero of heroes, an exemplar of courage, loyalty, and decisive action in the face of danger. He teaches that the greatest acts of heroism are performed in defense of one's family, whether bound by blood, friendship, or shared purpose. Brew frequently works alongside Jolis and has occasionally joined forces with Jalis when their unpredictable plans serve a worthy purpose. His relationship with Mina is far more complicated; the two have fought together as often as they have stood opposed. Tales of Brew invariably describe him charging into battle with a deadly kukri in each hand.

Worshippers and Clergy

Brew is worshipped by adventurers, soldiers, guards, rescuers, devoted families, and ordinary people who find the courage to act when others are in danger. His clergy teach that heroism is demonstrated through action rather than titles, fame, or noble birth. They strengthen families and communities, preserve accounts of heroic deeds, and encourage people to stand beside those they consider their own.

Temples and Holy Places

Brew's places of worship are generally modest shrines found in family homes, adventurers' guilds, guardhouses, training halls, and communities saved through acts of courage. Crossed kukris are displayed above simple altars, often accompanied by carnelian stones or mementos left by those who survived a dangerous battle or rescue. His followers value stories of genuine heroism more highly than elaborate temples.

Relationships

- **Jolis:** Brew frequently works alongside Jolis, sharing his respect for honor, courage, strength, and heroic action.
 - **Jalis:** Brew occasionally cooperates with Jalis when the trickster's unpredictable plans serve a heroic purpose.
 - **Mina:** Brew and Mina have a complicated relationship. They sometimes fight beside one another, but just as often find themselves in direct opposition.
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Deities of the World

Dol Dorn

- **Rank:** Minor Deity (Chaotic Good)
- **Alignment Border:** Metallic gold
- **Divine Portfolio:** Freedom, Protection
- **Gem Association:** Yellow-orange topaz
- **Holy Symbol:** Fists breaking a chain
- **Follower Alignments:** CG, CN, NG
- **Favored Weapon:** Any weapon
- **Divine Resonance:** Healing or Harm



Lore

Dol Dorn was one of Halen's oldest companions and fought beside him throughout the war against the Sorcerer Lord. As victory drew near, the Sorcerer Lord cursed Dol Dorn with magic that slowly dissolved his flesh. Though his body was failing, Dol Dorn refused to withdraw. His spirit rose visibly from his fading form as he charged forward, inspiring thousands to continue the fight. When the last of his mortal body vanished, his unbroken spirit ascended to the divine, forever embodying freedom and the protection of those who resist oppression.

Worshippers and Clergy

Dol Dorn is worshipped by freedom fighters, rebels, escaped prisoners, guards, rescuers, and those who defend others from slavery or oppression. His clergy shelter fugitives, help captives escape, and organize resistance against tyrants. They teach that any person can become a protector and that no law deserves obedience when its purpose is to strip others of their freedom.

Temples and Holy Places

Dol Dorn's shrines are commonly found in hidden refuges, resistance strongholds, former prisons, and places where people won their freedom. Broken chains are left as offerings, while yellow-orange topaz represents the enduring spirit that survived the destruction of his mortal body. His faith favors practical sanctuaries that protect the endangered over grand or permanent temples.

Relationships

- **Halen:** Dol Dorn's oldest companion and the leader beside whom he fought against the Sorcerer Lord.
 - **The Sorcerer Lord:** Cursed Dol Dorn's body during their final conflict, inadvertently creating the moment that led to his divine ascension.
 - Dol Dorn has no established relationships with other deities.
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Deities of the World

Ka'Leb

- **Rank:** Minor Deity (Neutral)
- **Alignment Border:** Metallic silver
- **Divine Portfolio:** Creation, Summoning
- **Gem Association:** Malachite
- **Holy Symbol:** Summoning circle
- **Follower Alignments:** NG, LN, N, CN, NE
- **Favored Weapon:** Staff
- **Divine Resonance:** Healing



Lore

Ka'Leb opened the path that allowed Bahamut to enter the world and oppose Tiamat. His purposes have aligned closely with Bahamut's ever since, though Ka'Leb remains a neutral deity guided by his own mysterious designs. Ancient tales claim that he was once a mortal who walked the world and mastered the creation of pathways between distant places.

Worshippers and Clergy

Ka'Leb is worshipped by summoners, conjurers, magical craftsmen, and those who create objects or call beings across supernatural boundaries. His clergy teach that creation and summoning carry responsibility: anything brought into the world must be understood, controlled, and given a purpose. They preserve summoning rites, study magical circles, and intervene when careless conjuration threatens innocent lives.

Temples and Holy Places

Ka'Leb's places of worship are usually small arcane sanctuaries built around permanent summoning circles. Malachite is set into their floors, and staffs are placed near their altars as symbols of controlled magical power. Many also serve as workshops, libraries, or secure locations where summoners can practice without endangering nearby communities. A shrine to Ka'Leb can always be found within temples of Bahamut, honoring the deed that allowed Bahamut to enter the world and oppose Tiamat.

Relationships

- **Bahamut:** Ka'Leb opened the path that allowed Bahamut to enter the world and oppose Tiamat. Their purposes frequently align despite their differing alignments.
 - **Tiamat:** Regards Ka'Leb as an enemy for enabling Bahamut's arrival and intervention.
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Deities of the World

Mina

- **Rank:** Minor Deity (Chaotic Neutral)
- **Alignment Border:** Metallic silver
- **Divine Portfolio:** Passion, Pain
- **Gem Association:** Blood-red jasper
- **Holy Symbol:** Hair braid
- **Follower Alignments:** CG, CN, CE
- **Favored Weapon:** Whip fashioned from braided hair
- **Divine Resonance:** Harm



Lore

Mina is unpredictable even by the standards of the gods, driven by intense passions that can shift with little warning. Her decisions often appear whimsical or irrational to mortals, though they are guided by emotions and purposes known only to her. She is worshipped primarily in small villages and rural communities where formal clerics are rare and people instead depend upon hedge mages, witches, and local practitioners. Mina offers power without demanding order, doctrine, or conventional devotion, making her both beloved and feared by those who call upon her.

Worshippers and Clergy

Mina attracts witches, hedge mages, passionate artists, rejected lovers, survivors of suffering, and people whose lives are shaped by powerful emotions. She has little organized clergy. Those who serve her tend to practice alone or guide small rural communities, blending divine rites with local traditions, herbal knowledge, charms, and folk magic. Their actions can be compassionate or cruel depending upon which aspect of Mina they embrace.

Temples and Holy Places

Mina has few formal temples. Her worship centers on household altars, secluded clearings, village shrines, and the homes of witches or hedge mages. Braided hair, knotted ribbons, and blood-red jasper are common offerings. Some shrines are places of celebration and passionate promises, while others are used to endure grief, pain, or emotional loss.

Relationships

- **Brew:** Mina and Brew have a complicated relationship. They sometimes fight beside one another, but just as often find themselves in direct opposition. Brew is one of the few gods willing to work with her despite her unpredictable nature.
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Deities of the World

Dimorin

- **Rank:** Minor Deity (Lawful Evil)
- **Alignment Border:** Metallic red
- **Divine Portfolio:** Nightmares, Undeath
- **Gem Association:** Rose quartz
- **Holy Symbol:** Skeletal hand
- **Follower Alignments:** LE, LN, NE
- **Favored Weapon:** Scythe
- **Divine Resonance:** Harm



Lore

Little is known about Dimorin beyond the belief that he is the only god who still walks the Primal Plane. He guards the Valley of the Gods and rules the Forbidden Forest as its undisputed master. The people of Crestspur openly worship him and receive divine power in return for their devotion. Dimorin grants no such power to followers beyond Crestspur, leaving his faith isolated and ensuring that few outsiders choose to venerate him.

Worshippers and Clergy

Dimorin is worshipped almost exclusively by the people of Crestspur, particularly those who tend the dead, interpret nightmares, or venture into the Forbidden Forest. His clergy are secretive guardians of local rites and forbidden knowledge. They regard nightmares as messages or warnings from their god and treat undeath as a sacred power rather than a violation of the natural order. Outsiders may offer Dimorin respect or fearful tribute, but they are not granted the divine favor bestowed upon his followers in Crestspur.

Temples and Holy Places

Dimorin's worship is centered in Crestspur, where skeletal hands and rose quartz mark shrines maintained by the local community. Other sacred places are hidden within the Forbidden Forest and near approaches to the Valley of the Gods. These sites are rarely welcoming to outsiders, and many are guarded by devotees—or by the dead themselves.

Relationships

- **Liandria:** Liandria's followers oppose Dimorin because of his dominion over undeath and the Forbidden Forest.
- **Semakè:** Semakè's followers regard Dimorin's undeath as a violation of the proper passage of the dead.
- Dimorin has no established relationships with other deities.