

Greater Dieties

Bahamut

- **Greater Deity (Lawful Good)**
- **Follower Alignments** - LG, NG
- **Domains** - Confidence, Perfection, Protection, Truth
- **Gem Association** – Sunstone
- **Holy Symbol** - Platinum Dragon Head
- **Favored Weapon** - Long Sword
- **Divine Font** – Heal
- **Divine Skill** – Intimidation

Bahamut is stern and very disapproving of evil. He brooks no excuses for evil acts. In spite of this, he is among the most compassionate beings in the multiverse. He has limitless empathy for the downtrodden, the dispossessed, and the helpless. He urges his followers to promote the cause of good, but prefers to let beings fight their own battles when they can. To Bahamut, it is better to offer information, healing, or a (temporary) safe refuge rather than to take other's burdens upon oneself.



Hionious

- **Greater Deity (Chaotic Good)**
- **Follower Alignments** - NG, CG, CN
- **Domains** - Dreams, Freedom, Indulgence, Zeal
- **Gem Association** - Black Diamond
- **Holy Symbol** - Clear star
- **Favored Weapon** – Rapier
- **Divine Font** – Heal
- **Divine Skill** – Acrobatics

Temporus (tem - Por - ous) is depicted as an old wise man with long white hair and beard, wearing grey robes and carrying a staff. Temporus and Archaeus are brother deities that originally created Urgoss to try and settle some sort of disagreement between them. When Archaeus's mind shattered Temporus tried many ways to bring his brother back to sanity, they all failed. The reason for the disagreement that led to the conflict between them has been lost in time if even they remember, but they remain at odds with each other.



Liandria

- **Greater Deity (Balance)**
- **Follower Alignments** - NG, LN, N, CN, NE
- **Domains** - Knowledge, Magic, Sun, Travel
- **Gem Association** – Turquoise
- **Holy Symbol** - Yellow sun
- **Favored Weapon** – Staff
- **Divine Font** – Harm or Heal
- **Divine Skill** – Arcana

When Hionious and Tempest were banished to the heavens they found Liandria already there. How long she had been there or where she came from is unknown. Her knowledge of Magic and the Planes is far beyond that of mortals and the gods themselves. While she grants powers and her divinations are among the most powerful, she is the only God whose Avatar has never been seen or directly communicated with her Priests. Not even the other Gods know her appearance. She embodies all the Planes, but reveres the Sun, as it purges the undead. Her hatred of the undead is clearly seen through the devotion of her followers..



Thelisia

- **Greater Deity (Balance)**
- **Follower Alignments** - NG, LN, N, CN, NE
- **Domains** - Air, Earth, Fire, Nature, Water
- **Gem Association** – Emerald
- **Holy Symbol** - White Tree
- **Favored Weapon** – Sickel
- **Divine Font** - Harm or Heal
- **Divine Skill** – Nature

Thelisia was brought to this world by Hionious to try and mediate the disagreement between Hionious and Tempest. But upon seeing the destruction wrote on the land and its people she barred them from directly attacking each other in this world and banished them to the heavens. She is often thought of as the sister of the 2 brothers and revered for saving all life in Tobin's Rest.



Tempest

- **Greater Deity (Lawful Evil)**
- **Follower Alignments** - LN, LE, NE
- **Domains** - Destruction, Fate, Pain, Tyranny
- **Gem Association** – Diamond
- **Holy Symbol** - Hour Glass
- **Favored Weapon** – Greatsword
- **Divine Font** – Harm
- **Divine Skill** – Intimidation

Tempest is depicted as an old wise man with long white hair and beard, wearing grey robes and carrying a staff. Tempest and Hionious are brother deities that originally created Tobin's Rest to try and settle some sort of disagreement between them.

There was some kind of disagreement and Tempest flew into a rage. At first Hionious tried to reason with his brother, but something ceased his attempts and now they stand opposed to each other. It was during this struggle/conflict that the other gods came into being.



Tiamat

- **Greater Deity (Chaotic Evil)**
- **Follower Alignments** - NE, CE
- **Domains** - Ambition, Might, Nightmares, Trickery
- **Gem Association** – Onyx
- **Holy Symbol** - Five Headed Dragon
- **Favored Weapon** - Heavy Pick (Shape of a Dragon Head)
- **Divine Font** – Harm
- **Divine Skill** – Deception

Tiamat is a greedy, vain, and arrogant goddess who embodies all the strengths of evil dragonkind, and few of their weaknesses. Tiamat is most concerned with spreading evil, defeating good, and propagating chromatic dragons. She never forgives a slight.

Although she is not averse to razing the occasional village, her true schemes are subtle and hard to detect. She has been compared to a puppeteer manipulating her creations from within shadows. The Queen of Evil Dragons demands reverence, homage, supplication, and tribute from her subjects. She is sometimes called "Her Dark Majesty" or simply "Dark Queen".



Major Dieties

Jalis

- **Major Deity (Chaotic)**
- **Follower Alignments** - CG, CN, CE
- **Domains** - Luck, Secrecy, Trickery
- **Gem Association** - Any other color of Topaz, besides Red "Imperial" Topaz
- **Holy Symbol** – Mask
- **Favored Weapon** – Dagger
- **Divine Font** - Harm or Heal
- **Divine Skill** – Thievery

Jalis and Jolis are always worshiped together. They are twin brothers that despite there differences always side with each other. Clerics of Jalis and Jolis may lean more toward one brother over the other, but may also mix and match aspects of each portfolio. However all services honor and revere both brothers. Jalis leans toward adventure, luck, and trickery, but usually in the fun sense, but not always. He can be down right cruel when he has to be.



Jolis

- **Major Deity (Lawful)**
- **Follower Alignments** - LG, LN, LE
- **Domains** - Ambition, Family, Might
- **Gem Association** - Red "Imperial" Topaz
- **Holy Symbol** – Fist
- **Favored Weapon** – Fist
- **Divine Font** - Harm or Heal
- **Divine Skill** - Athletics

Jalis and Jolis are always worshiped together. They are twin brothers that despite there differences always side with each other. Clerics of Jalis and Jolis may lean more toward one brother over the other, but may also mix and match aspects of each portfolio. However all services honor and revere both brothers. Jolis is the more Honorable of the twins, and he loves competition. His sense of honor also occasionally covers promises his brother made.



Kartell

- **Major/Minor Deity (Lawful)**
- **Follower Alignments** - LG, LN, LE
- **Domains** - Cities, Fate, Wealth
- **Gem Association** – Amythist
- **Holy Symbol** – Crown
- **Favored Weapon** - Rod (Mace)
- **Divine Font** - Harm or Heal (Alignment Dependant)
- **Divine Skill** – Society

Karish has been around as long as there have been kingdoms and knight. While currently seen as a good diety, that is because of the prosperity and kindness of the Ruling class of Embor. He is in fact a Neutral Deity



Semakè

- **Major Deity (Neutral)**
- **Follower Alignments** - NG, N, NE
- **Domains** - Death, Healing, Knowledge
- **Gem Association** - Lavender Stone
- **Holy Symbol** - Skeletal hand holding scales
- **Favored Weapon** - Warhammer
- **Divine Font** - Harm or Heal (Alignment Dependant)
- **Divine Skill** - Diplomacy

Judge of the dead, he sends those who die to their proper place. Semakè is a new god and not much is known about him



Isodol

- **Major Deity (Evil)**
- **Follower Alignments** - LE, NE, CE
- **Domains** - Darkness, Moon, Wealth
- **Gem Association** – Moonstone
- **Holy Symbol** - Icy Crack
- **Favored Weapon** – Spear
- **Divine Font** – Harm
- **Divine Skill** – Intimidation

Isodol has recently come to be more widely worshipped. Her primary center of worship resides in the Kingdom of Barto.



Minor Dieties

Ka'Leb

- **Minor Deity (Neutral)**
- **Follower Alignments** - NG, LN, N, CN, NE
- **Portfolio** - Summoners, Conjuring
- **Domains** - Creation, Magic
- **Gem Association** – Malachite
- **Holy Symbol** - Summoning Circle
- **Favored Weapon** – Staff
- **Divine Font** – Heal
- **Divine Skill** – Arcana

Ka'Leb is responsible for opening the path for Bahamut to come into the world so he could fight Tiamat. His goals often align with those of Bahamut's. Ancient Tales say he was once a mortal that walked the world.



Dimorin

- **Minor Deity (Lawful Evil)**
- **Follower Alignments** - LE, LN, NE
- **Domains** - Nightmares, Undeath
- **Gem Association** - Rose Quartz
- **Holy Symbol** - Skeletal hand
- **Favored Weapon** – Scythe
- **Divine Font** – Harm
- **Divine Skill** – Religion

Little is known about Dimorin, other than hes is the only God left to walk the primal plane. He guards the Valley of the Gods and is the Master of the Forbidden Forest. The people of the Village of Crestspur worship him and are granted spells, but no one outside of Crestspur is grants spells, so few elsewhere venerate him.



Hero-Demi Dieties

Brew

- **Hero-Demi Deity (Lawful Good)**
- **Follower Alignments** - LG, LN, NG
- **Domains** - Cities, Family
- **Gem Association** – Carnelian
- **Holy Symbol** - Crossed Kukris
- **Favored Weapon** – Kukris
- **Divine Font** - Harm or Heal
- **Divine Skill** – Diplomacy

Brew is revered as the hero of heroes. He often works with Jolis, and sometimes works with Jalis. Strangely sometimes he works with Mina, though often they also oppose each other. He is always spoken of striking down his foes with his deadly dual kukries.



Dol Dorn

- **Hero-Demi Deity (Chaotic Good)**
- **Follower Alignments** - CG, CN, NG
- **Domains** - Freedom, Protection
- **Gem Association** – Yellow Orange Topaz<
- **Holy Symbol** - Fist's breaking a chain
- **Favored Weapon** – Any
- **Divine Font** - Harm or Heal
- **Divine Skill** – Survival

Dol Dorn is one of the oldest companions of Halen. He fought alongside him as they battled the Sorcerer Lord. As victory closed one of the last things that the Sorcerer Lord did was curse his flesh with a spell that slowly dissolved his flesh. His body fading, his spirit rose as he charged on and inspired 1000's to continue fighting. Thus when his body finally left this world he was elevated to the divine.



Mina

- **Hero-Demi Deity (Chaotic Neutral)**
- **Follower Alignments** - CG, CN, CE
- **Domains** - Passion, Pain
- **Gem Association** - Blood Red Jasper
- **Holy Symbol** - Hair Braid
- **Favored Weapon** - Whip (Hair Braided)
- **Divine Font** – Harm
- **Divine Skill** – Survival

Mina is crazy, not like Archaous insane, but often her decisions are made on what seem like a whim. Most of her followers are in small villages and rural areas, where there are no "cleric" and people have to rely more on "hedge mages" or "witches"

