



The Mythology of Myrddin

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The Gods of Myrrdin

The following tales have managed to survive the cataclysm through ancient texts kept in the well guarded vaults of the temples, passed down from priest to initiate, and kept alive in the hearts of those who venerate or fear the greater deities of Myrrdin.

Act I

In the beginning the cosmos was divided into four kingdoms—air, earth, fire, and water—with the celestial realms above and the infernal realms below. Standing at the point where all four kingdoms met was a colonnaded temple of black marble three tiers high. There were four arches on the lowest tier, eight arches on the middle tier, and four arches on the highest tier. Runes which glowed like white hot steel were inscribed upon the inner faces of the walls and described the laws which cannot be broken by god or man. In the center of the temple was a pedestal fashioned from a single crystal half as tall as the temple is high.

A great eagle with feathers as black as night and speckled with the purest white made a vast, slow circle around the inner circumference of the temple, sleeping while she soared. This was **Dawe the Life-Maker**, and once every cycle, she would awaken and land upon the pedestal to lay a single, golden egg. Once the egg was laid, she would take flight and return to her slumber. Meanwhile, a rainbow-scaled serpent that slept coiled around the base of the pedestal would awaken and climb to the top where he would swallow the egg. This was **Magad the Devourer**, and once he had consumed the egg, he would return to the base of the pedestal.

This cycle had repeated itself for all eternity prior the birth of the world.

Act II

During one cycle, while **Dawe** slumbered, the future of the cosmos came to her in a dream and she realized that if the cycle she shared with **Magad** was not broken, the cosmos would remain empty and silent. This realization filled her with sadness and loneliness, so when she next laid her egg upon the pedestal, she waited for the serpent to rise from his slumber.

Magad was surprised to find **Dawe** perched behind the egg for in all eternity he had never encountered the being with which he shared the cosmos. The serpent blinked once and then asked the eagle why she had stayed. **Dawe** shared what she had seen in her vision and her fears. **Magad** answered that he feared that if he did not consume the egg which **Dawe** laid after every cycle that he would be devoured by the burning hunger that he held within his body.

The two negotiated the situation for a time. Finally, **Magad** agreed to leave this one egg alone so that they might experience the product of its birth, but he would always hold claim on the egg and all that emerged from it to consume should the hunger grow too great. **Dawe** agreed to this, and the serpent returned to the base to hibernate while the eagle returned to the wing.

Act III

Soon after the Life-maker and the Devourer had left the egg, it began to quiver and fractures spread across its surface, spilling a golden light into the cosmic temple. With a single, pure sound like the snapping of a crystal stem, the egg burst open with a flash of light. All that

remained of the shell was a ring of golden dust and within the ring were six divine beings and a great aquamarine sphere.

These were the first created beings in the cosmos, and they were called gods.

Anver the Light-Bringer stood as a man but with a wreath of fire for hair and wore a golden robe. He looked above himself and saw his mother, **Dawe**, and so admired her that he took a form like hers, a fiery eagle, and took flight around the aquamarine jewel. Everywhere he passed, light fell upon the jewel. The side opposite of **Anver's** flight was blanketed in shadow.

Naslai the Temptress stood as a woman with skin as dark as her mother's feathers and eyes of such deep void that they threatened to draw in whatever she surveyed. The light shed by her brother, **Anver**, burned her skin and blinded her sight, so she hid in the shadows gathered on the opposite side of the jewel.

Bolir the Prideful was the most beautiful of the gods. He stood as a perfectly formed man: tall and lean with alabaster skin, a mane of golden hair, and eyes the color of jacinth. He saw his beauty reflected in the eyes of his siblings and knew that he was the greatest among them.

Merzadin the Crafter could not compare to his brother, **Bolir**. **Merzadin** was of stocky build and hairy face. His skin was the color of steel with rust colored hair and eyes of molten gold. He looked upon the jewel glittering in **Anver's** light and immediately saw great potential.

Zuril the Magewright stood as a man with silver skin dressed in a mirrored robe. He looked past his siblings and the jeweled globe and read the words written upon the walls of the temple, becoming entranced. He was forever changed and gained great understanding beyond his brothers and sisters.

The last of the six was **Tavecchia the Blind**, and she was unique from the others. She stood as a woman without eyes, crowned in chains, and abdomen heavy with child.

Act IV

Only a blink of **Dawe's** eye after the six gods and the world were born into existence, **Tavecchia's** gravid abdomen was split by a line of ruby light and two infants, one blood red and the other pale blue, bound together by iron chains wrapped around their necks. **Cadaem** and **Duzaem** began to grow immediately, and as each grew, the one placed tension on the chains around the other's neck.

Merzadin acted quickly and struck the chain at its weakest point with a great hammer, freeing the two brothers from their physical bindings, but each knew that they would be bound together in conflict for eternity. **Duzaem** was a powerfully built man encased in black armor; beneath his visored helm his dark face was proud and intelligent. **Cadaem** was tall and lean, garbed in golden chainmail, and his pale face compassionate and wise.

The twins took their place beside their mother: **Duzaem** to **Tavecchia's** left and **Cadaem** to her right.

Act V

These eight elder gods looked upon the crystal sphere at the center of the temple and saw it's potential. They decided to craft it into a gift for their parents, **Dawe** and **Magad**. The gift would be an eternal engine of life and grow to fill the universe.

The eight gods fashioned thrones for themselves, each before one of the great arches in the temple and looked down upon the nascent universe. They agreed that it was time to construct the world. The twin gods, **Duzaem** and **Cadaem**, advised the circle of gods should draft a pattern, a malleable shadow of the world to be outside of the world, so that the circle could see how each god's creative contribution would affect it lest the chaos of the gods' unrestrained power ruin the final outcome. This template was called the Sacred Pattern, and it was a perfect and unchanging world: there was no light or dark, the waters did not flow, and the beings that roamed it neither ate nor bred nor died. They eight worked together in harmony, lovingly crafting a template of the world, adding to other's work to enhance it and sacrificing ideas that others recognized would strain the integrity of creation. However, each of the gods harbored secret resentment for the compromise that they had made or secret ambitions for the world.

None of the eight had to concede more than the dark goddess **Naslai**. She had many ideas which he thought would improve the creation, but they were constantly rejected, and with all of the gods, even mad **Bolir**, cooperating, she had little choice but to go along. However, she fashioned a plan. The Temptress listened as the gods discussed and each made their compromise, and she remembered these things. While each of the gods gathered their strength in preparation for the act of creation, **Naslai** went to each in turn and told them how each of their sacrificed ideas would have made the world truly perfect, tempting them to add their desires at the moment of creation in rebellion against the Sacred Pattern.

The time for the creation of the world came, and each god unleashed their energies, but each added the alterations that they secretly longed to see in the creation. **Naslai** added her own desires and whim to the process as she could be held no more to blame than the others. The result was a disharmonic ripple that moved through creation as the personal alterations created friction against one another. So, when the process was complete, the resulting product was a world with erosion, decay, death, and eventually greed, jealousy, hate, and war. The world was destined to consume itself as the friction continued over the eternity of time.

Act VI

Horrified by what they had done, the eight gods could do nothing but look down upon the world and weep for what they had wrought, each knowing secretly in his heart that he had contributed to this flawed and doomed world. Some of the eight lashed out in their grief, casting the public blame on another, and a great argument rose among the first gods. However, eventually they realized that the world would crumble to a ruined husk as they fought unless something was done to repair the damage which they had wrought.

Seven of the eight, all but **Naslai**, brought their mistake to their progenitor's attention and sought forgiveness and a cure for the wound. **Dawe** and **Magad** took pity on the flawed creation and the suffering that had been introduced into the universe. For the second time, they parted from their eternal cycles and spilled their blood upon the soil of the world to fashion a new god: **Cymmeral**. A caretaker who was given charge of watching over the world and repairing the corruption as it surfaced. He could never return the world to the perfection that the Sacred Pattern promised, only the genuine, unanimous agreement between all of the gods could accomplish that, but he could restore balance to the world and prevent its decay into nothingness.

So was born the first of the second generation of gods.

Act VII

Zuril, who had read the writings upon the wall of the celestial temple, knew that there was a force which bound all things together in the realm. This force is what gave the gods their power and was the raw energy from which magic would be crafted.

The Magewright concluded that this energy could be used to aid in the restoration of the world, so he chose to guide it into the world. It could not simply be channeled directly into the created world without worsening the strain which it was suffering, but it had to be slowly and gently introduced. To this end, **Zuril** created two races of beings. He requested nine of **Dawe's** wing feathers from which he created the Lathiril, tall and graceful beings of starlight now known as Elves. The greatest of these was **Xorunil the Painter**. He also requested nine of **Magad's** crystal scales, and from these he created the first dragons. Both of these races were blessed with an inherent understanding of magic, a portion of **Zuril's** knowledge, and the ability to manipulate it within the world, but each followed a different path in introducing it into the world.

Act VIII

Cymmeral divided his task among the heavens and the earth and crafted a helper for each realm over which he had rule. He gathered the fallen tears of the Firstborn, shed upon their realization of the damage they had wrought upon creation, and took them to his dwelling. A portion he mixed with water from the seas and breathed life into **Oceana**, giving her dominion over all the waters. A portion he mixed with soil from the earth and breathed life into **Terreus**, giving him dominion over the mountains and everything beneath them. A portion he cast into the molten fires of the world and breathed life into the steam, whom he called **Caela** and gave dominion over the winds and the weather. Lastly, he watered a great oak with the remaining tears and breathed life into her, naming her **Urse** and giving her dominion over all the living things in the forests.

Act IX

After **Merzadin** had carved out the caverns beneath the mountains and forged the Dwarven people, he saw how the people joined themselves together as families and became lonely. He collected stone from the deepest roots of the mountains and began to craft companions who would be his family and help him to govern his people. The first of these he crafted with diamonds for eyes. While he worked, he saw a flaw in the stone, and accepting nothing but perfection, cast the unfinished form off of his mountain where it landed in the forested hills.

However, so great was **Merzadin's** power that, even unfinished, the form came to life when **Anver's** sun crested the horizon and bathed it in the vital light. This form rose as a god on his own, **Nimm Diamondeyes**. The newborn god stood and brushed the moss and dirt from his body and when it fell to the ground, it transformed into clever and cunning people who were the first gnomes. **Nimm** looked down at the people springing to life at his feet and felt great affection for them, taking them as his own.

Act X

Each holding the other to blame for the part they had played in introducing chaos into the orderly world, the Twin Gods, **Cadaem** and **Duzaem**, harbored an animosity towards each other that slowly grew until they could barely stand to sit in the Hall together. They each left the Hall to wander the world, free from the presence of the opposite. However, one day their paths crossed

and, unrestrained by the laws of the Hall which prevent the gods from doing harm to each other under its roof, they were overcome by madness and drew their swords and met in battle.

As each was struck by the other's sword, divine blood spilled from their wounds upon the mountains and mingled in the bowl of a volcano. The volcano erupted and gave birth to two child gods, both with flaming red hair: **Apom** and **Volcanus**. **Anver** and **Naslai** saw the results of their nephews' battle and knew that they were too embroiled in their feud to tend to the fledgling gods, so they cast bones for who would take responsibility for the instruction of each child. Meanwhile, the two godlings watched their fathers battle with fascination.

Anver won the right to instruct **Apom** and so he collected the young god and taught him the history and laws of the universe. **Apom** became a compassionate and good natured deity, but he was always enthralled by the struggle he had witnessed at his birth, so he spent his time seeking ways to challenge himself. He wrestled both **Cadaem** and **Duzaem**, competed with **Merzadin** in forging the perfect sword, attempted to out puzzle **Vishriele**, and many other challenges. Win or lose, it did not matter to **Apom**, he enjoyed the challenge for the sheer pleasure of testing himself.

He saw the people that **Xorunil**, **Merzadin**, and **Nimm** had made over time and knew that the true challenge of his might would be in the creation of a people who would rule over the world. **Apom** challenged **Caela** to a race from one end of the world to the other. They ran across the tundra, swam across the ocean, and climbed the highest mountain. **Caela** was the swifter and beat him to the peak. He thanked her for the race and smiled. Once she was gone, **Apom** took the beads of sweat which had frozen on his skin so high in the mountains and carved them into the forms of men. He breathed life into them and spoke thus to them, blessing them with this curse, "May you always struggle to achieve what you desire."

Thus man was born, naked and unarmed in the frozen peaks at the end of the world, forced to struggle to survive, but growing the stronger for it with every age.

Act XI

Bolir was born the most beautiful of all the gods, but he was flawed on the inside by both pride and instability. Some say that the ruining of the world broke his mind. One day he came across his reflection in the smooth face of a glacier.

"I am the most beautiful," he said and so did the image in the ice. Insulted, he struck the ice with his fist, splintering the reflection. Satisfied, he walked onwards, only to see that the same one who claimed to be more beautiful than he was standing unmarred in the next wall of ice. For days, he argued with his reflection in the ice and struck the glacier wall. Wherever the chips of ice created by the blows fell, white furred, feral beast-men rose from the ground. These would become the yeti.

Finally he realized that every action he took, the god in the ice also took. His unstable mind came to the conclusion that the only way to permanently harm the figure in the ice was to harm himself, causing the figure to mimic his actions. First, he tore a sliver of granite from the mountains and cut a jagged line down his perfect face. The reflection did the same, and **Bolir** was pleased. He continued to mutilate his body and became ecstatic as the reflection became more and more hideous. Eventually, **Bolir** was satisfied with the damage that he had inflicted upon his reflection and continued with his journey across the world.

Pieces of flesh which had fallen onto the mountains became the first giants. The stone which he had used to mutilate himself, he discarded, and it shattered. The pieces touched by his blood became the first ettins.

The blood that had been spilled by his mutilations pooled in a depression in the arctic snow left by **Bolir's** passing. The divine blood, concentrated in one place, came to life and rose as **Kalar**.

Act XII

Kalar looked over the world and desired it. Generated from his father's violent temper, to him, the obvious means to obtaining his desire was through violent conquest. He saw the works of **Moradin**, **Xorunil**, and **Apom** and tried to create a people of his own. **Kalar** fashioned bodies from clay and breathed life into them, but he lacked the artistry of **Merzadin** and **Correton**, so his people were rough and brutish in appearance.

These first orcs were taken by their creator, made to swear oaths of loyalty for all generations, and were fed **Kalar's** divine blood, instilling a feral rage in their hearts. **Kalar** taught them to forge weapons and to fight, pitting clan against clan, rewarding the strongest and encouraging their ferocious natures. Once the numbers of the orcs were great enough, **Kalar** began to prepare for conquest.

The largest obstacle to conquering the world through martial might were the elven people for, at that time, they were most numerous and possessed the gift of arcane magic which the orcs had not yet learned. **Kalar** went in secret to **Lloth**, the consort of **Xorunil**, and seduced her. He convinced her that if she persuaded **Xorunil** to command the elves to stand aside as **Kalar's** army moved across the world, then she would share in his dominion. She was swayed by the beauty of his form, a legacy of his father, and the flattery of his words, as well as her own dark desires. **Lloth** tried to appeal to **Xorunil's** love of his people to convince him that opposing the orcs in war would only bring pain and suffering to them, where if they stood aside, they would be spared such things and live freely beside the orc's dominion. **Xorunil** saw through her words to her true motives and cast her out of his hall. This produced a schism among the elven people.

When **Kalar** led his orcs down from the mountains to begin his conquest, **Xorunil** and his people stood against them. **Xorunil** called out to the god of the orcs in challenge, and he accepted. During their duel, **Xorunil** struck out **Kalar's** eye. **Lloth** threw her spear into **Xorunil's** leg the moment he moved to finish **Kalar**, giving the god of the orcs time to flee. **Xorunil** called down fire from the sky and burned **Lloth** so that her skin was a deep black in color and her hair burned away. **Lloth** fled and climbed the highest peaks of the earth to rest her body in the cold snow and comfort her pain. The cold tinted her skin blue which mingled with the blackness and **Lloth** found the color pleasing. Reaching up, she took clouds from the sky and fashioned new hair for her head which was of the purest white.

Centuries later, after the war was lost, **Kalar** went to **Lloth** for comfort, but she spurned him and mocked him for his weakness and disfigurement at the hand of **Xorunil**. He retreated with his people into the mountain caves to plot his revenge against the elves.

Act XIII

The work of monitoring the world for flaws and repairing them kept **Cymmeral** and his handmaidens apart at great distances for ages at a time. In order to facilitate communication with his daughters and more closely supervise their work, **Cymmeral** crafted a mighty horse from the soil of the earth and named him **Ison**.

Ison was swift and strong and carried his father's messages without error. His hooves could traverse any terrain, he moved faster than any mortal creature, and so great was his endurance that he needed to sleep a single night only once every one hundred years. On the first night that

he slept, he lay upon the grassy plains of **Terra** and under the wings of **Caela**. Afterwards, the centaur and pegasi rose from the ground where he had lain.

Act XIV

When creation was ruined, all of the gods wept. **Naslai**, however, hid her tears, for she feared that they would reveal her shame and complicity in the corruption, and buried them in a hollow on the world. They carried with them her remorse and desire to undo her selfish mistake.

Long after **Naslai** had forgotten that she had ever shed tears, the divinity within them, mixed in the soil of the world, awoke. This young goddess was **Ingara**, and she was filled with the desire to nurture and protect the world. She created the Halfling people from the soil where she arose and taught them to protect and care for one another as well as the wild world around them. However, **Ingara** carried the taint of her mother's crimes. This taint fled the light of **Ingara's** love towards her people and the world into her shadow and eventually pulled away. This is how **Insala** came to be, though she is only known to the Halfling people.

Act XV

Eodelonon is attributed with neither mother nor father among the gods. None claim him as their offspring, and he claims none as his progenitor. He predates or is contemporary to the battle between **Kalar** and **Xorunil** because the following tale is told:

The eye that was struck from **Kalar** fell to the ground. After the god of the orcs had escaped, **Xorunil** took up the eye and fashioned an amulet to hold it, thus granting him power over **Bolir's** son and protection for the elves from the orcs. One night, while the god of the elves slept, **Eodelonon** entered his hall and slipped the amulet from his neck without waking him.

The god of luck then slipped a stone on a cord around **Xorunil's** neck and stole away into the shadows. Runes were carved into the stone that read, "The tide of war is a slippery thing. Do not forget to pay homage when chance rules in your favor."

Act XVI

Lolth plotted in secret for many years. Sitting on a throne of carved stone, deep in the earth where the sun above would not torture her still sensitive skin, **Lolth** devised many devious plans for her former consort and his people. As she plotted, she picked at her healing skin and flicked the dried flakes away where some sprouted into likenesses of her who worshipped her. Seeing this was a beginning to her plans, **Lolth** made many of these dark skinned, white haired beings and taught them to hate the world of light above and the people of **Xorunil**. The spiders of the earth came to feast upon the dead skin of **Lolth** which did not blossom and she was glad of it, for the sight of her dead skin reminder her of her betrayal. **Lolth** forced her will upon the spiders and obtained dominion over them. The spiders thereafter served her and her people

One of **Lolth's** daughters was a curious individual. She liked to dance and sing and would often sneak away from her underground home to stare at the sky above, though only at night when **Dawe's** light was not present. It was on one of these nights at **Seraphina**, for that was her name, met **Xorunil**. She attacked him but he was much stronger and easily bested the young goddess.

Rather than destroy her, **Xorunil** spoke with **Seraphina** and learned of **Lolth's** plots and her anger toward him and his people.

Xorunil told **Seraphina** of the battle with **Kalar** and of **Lolth's** part in it and **Seraphina** was dismayed for it was not the story **Lolth** told. **Seraphina** went away from **Lolth's** hall that very night and made her own place in the world. Over time, **Seraphina** would sneak into **Lolth's** hall and tell others what **Xorunil** had said. Many of **Lolth's** people returned to **Xorunil's** hall in this fashion and while he accepted them as his own, many of his people resented them for they represented **Lolth's** treachery.

Act XVII

When **Zuril** took the scales of **Magad** the Devourer he immediately began the hard job of breathing life into what would become the mighty dragon gods. His first duty was to create one initial god that would help in the creation of the other ten. This god had to be mighty but at the same time able to accept and rule over the remaining dragon gods who would encompass all aspects of life, and so **Oeric** was created. **Oeric** was a perfect being that encompassed all alignments, virtues and sins within one body. **Oeric** appears as a massive prismatic dragon with a wise and gentle face that at the same time strikes terror in the hearts of those who fall from his graces.

Days after **Oeric** was created, **Zuril** came to him and asked what he should do with the remaining scales. **Oeric** told **Zuril** that he would ponder and took flight around the great orb of Myrddin. During the flight three magnificent items caught **Oeric's** eye: a large chunk of mithril, a huge diamond and an opal. He dove down each time and collected them to bring them to his father. When he finally returned to the celestial heavens he handed **Zuril** the items he collected and asked that his first siblings be designed with such beauty. So **Zuril** crafted three magnificent eggs from the scales of **Magad** and placed each item within its own egg. The three eggs were then placed upon a single pedestal within **Zuril's** chambers and they laid there until hatched.

After a time, the three eggs finally hatched spontaneously. From them sprouted three magnificent dragons: **Adelmar**, **Tanis**, and **Athanaric**.

King Adelmar – **Adelmar** appears as an amazingly beautiful dragon of pure mithril with eyes that reflect the night sky. He is often seen wearing a mighty crown of Gold, Silver, Copper, Brass and Bronze to designate him as the father of Metallic dragons.

Queen Tanis – **Tanis** appears as a massive opal bodied dragon, however the multi-colored hues of that body come together at the neck to lead up to five large heads of Black, Blue, Green, Red and White. **Tanis** is the mother of all Chromatic Dragons.

Athanaric the Balancer – **Athanaric** appears as a massive dragon crafted from one solid diamond. **Athanaric** is neither male nor female, good nor evil. **Athanaric** acts as

the counterbalance between **Adelmar** and **Tanis** and serves as judge, jury and executioner for all of dragonkind. **Atharic** is also the creator of all gem dragons.

After the birth of **Oeric**'s first three siblings **Zuril** went to his chambers to begin the work on the remaining dragon gods and discovered that a small dragon hatchling was curled around the pedestal eating the remains of the three eggs. Upon investigation he noticed that one additional scale was missing as well, how is still unknown. His only conclusion to its birth being that the remnants of the three eggs had converged along with the missing scale to create a fourth godling.

Blathnat the Hoarder – Blathnat appears as a multicolored dragon with gems and coins embedded throughout his scales. He is Chaotic Neutral and is driven by an intense hunger for treasure which he has imbedded in the persona of all mortal dragons to some extent.

After helping **Zuril** create the first four gods **Oeric** turned to his new children and asked them what should be done with the remaining four scales. The four gods were enthralled by the wonders of the world that they were now a part of and wanted to create the next four gods based on the foundation of that world and its elements. So **Oeric** returned to **Zuril** and told him that they wished the next four gods would be created with the help of the elemental gods and so **Zuril** set out to collect a sample of each of the four elements in its purest form to aid in the creation of the next four dragon gods. After collecting the elements they were placed again in a magical egg crafted by **Zuril**, along with a scale, and the four elemental dragon gods were born.

Xxyx'Xryc – Xxyx'Xryc is the dragon of fire, he appears as a large orange, red and yellow dragon. Xxyx is a hot-headed chaotic dragon who is pleased with nothing more than destruction and wrath. However, with his destruction comes natural rebirth.

Keznoc – Keznoc is the earth derived elemental dragon. He appears as a large brown dragon made of decaying earth. He is a cruel and evil being who specializes in draining the energy out of others, undeath and decay.

Theriewa – Theriewa is a beautiful sky blue dragon with bright blue eyes that seem to be speckled by beautiful white clouds. Theriewa is flighty and quick-witted with a playful attitude about life.

Veramavir – Veramavir is the water dragon god, Veramavir is a wingless dragon that appears much like a water serpent. She is a loving and caring goddess with the eyes of a mother and the touch of one too.

Player Reference Information

Dawe the Life-Maker (LN)

Role: Queen of the Gods, Creator
Iconic Image: Black eagle with white speckled wings
Personality: Compassionate but distant
Influence: Birth, Life, Prophecy, Spirit, Stars
Domains: Creation, Darkness, Glory, Healing, Law, Oracle, Renewal
Favored Weapon: Short spear

Magad the Devourer (LN)

Role: King of the Gods, Destroyer
Iconic Image: Rainbow scaled serpent
Personality: Fatalistic, logical
Influence: Artic Lights, Death, Decay, Destiny, Inevitability
Domains: Death, Destruction, Fate, Hunger, Law, Pestilence
Favored Weapon: Dagger

Anver the Light-Bringer (NG)

Role: Lord of Light and Truth, Purifier
Iconic Image: White and gold phoenix
Personality: Compassionate, passionate
Influence: Light, Sun, Truth, Understanding
Domains: Glory, Good, Purification, Renewal, Sun
Favored Weapon: Heavy Mace

Naslai the Temptress (NE)

Role: Lady of Shadows and Secrets, Corruptor
Iconic Image: Comely woman made of jet
Personality: Deceitful, seductive, and vindictive
Influence: Darkness, Lies, Secrets, Unfaithfulness
Domains: Darkness, Evil, Illusion, Lust, Madness, Mind, Trickery
Favored Weapon: Dagger

Bolir the Mad (CE)

Role: Lord of Slaughter, Father of Monsters
Iconic Image: A muscular man covered in scars and stigmata
Personality: Bloodthirsty and savage, mad
Influence: Monsters, Murder, Fatal Pride
Domains: Chaos, Destruction, Evil, Madness, Pride, War, Wrath
Favored Weapon: Claw or Morningstar

Merzadin the Crafter (LG)

Role: Sculptor of the Gods, Father of the Dwarves, Muse of Sculptors
Iconic Image: A dwarf with skin the color of steel and a bronze beard
Personality: Creative, paternal, and noble
Influence: Dwarves, crafts, construction and mining
Domains: Cavern, Community, Creation, Dwarf, Earth, Good, Law, Metal
Favored Weapon: Warhammer

Zuril the Magewright (N)

Role: Lord of Magic, Keeper of Lore, Dreamer
Iconic Image: A bald, silver man holding a book
Personality: Distant, distracted

Influence: Magic, Arcane Arts, Learning
Domains: Dream, Knowledge, Magic, Mentalism, Mind, Oracle, Rune
Favored Weapon: Quarterstaff

Tavecía the Blind (LN)

Role: Keeper of the Law, Binder
Iconic Image: A blind woman crowned with iron chains
Personality: Literal, even-handed
Influence: Law, Negotiation, Judges, Oaths, Twin Births
Domains: Balance, Destruction, Fate, Inquisition, Law, Pact, Retribution
Favored Weapon: Sickle

Cadaem the Honorbound (LG)

Role: Protector of the Weak and Helpless
Iconic Image: A young warrior in glittering, golden mail
Personality: Compassionate, honorable, stubborn
Influence: Law, Just Rulers, Knights, Judges, Leaders
Domains: Courage, Good, Inquisition, Law, Nobility, Protection, Strength, War
Favored Weapon: Longsword

Duzaem the Iron Fist (LE)

Role: Tyrant, Bringer of Law to the Lawless
Iconic Image: Black armored warrior wielding a two-handed morningstar
Personality: Fierce, determined, merciless, unwavering
Influence: Law, Tyrants, Judges, Slavers
Domains: Domination, Evil, Law, Retribution, Suffering, Tyranny, War
Favored Weapon: Morningstar

Cymmeral the Caretaker (N)

Role: Gardener of the World
Iconic Image: White bearded man with a staff, white bear
Personality: Aloof, slow, ponderous
Influence: Nature, Wilderness, Seasons
Domains: Animal, Balance, Cold, Creation, Destruction, Plant, Sun
Favored Weapon: Quarterstaff

Xorunil the Painter (CG)

Role: Father of the Elves, Leader of the Lathiril Council, Muse of Painters
Iconic Image: Silver haired elf with a great bow and mithril sword
Personality: Nurturing, fierce, honorable
Influence: Elves, wizards, artists
Domains: Chaos, Dream, Elf, Family, Good, Moon, Rune, War
Favored Weapon: Longsword

Oceana the Singer (CN)

Role: Queen of the Sea, Mother of Sirens, Muse of Singers and Lovers
Iconic Image: Beautiful mermaid
Personality: Quixotic, nurturing, vengeful
Influence: Oceans, aquatic life, songs, spring
Domains: Chaos, Charm, Ocean, Storm, Summoner*, Water
*Summoner Domain granted Summon Monster spells may only summon aquatic creatures
Favored Weapon: Trident

Terreus the Jeweler (LN)

Role: Carver of Caverns
Iconic Image: Hulking man made of stones and soil

Personality: Ponderous, aloof
Influence: Mountain, caverns, deserts, burrowing creatures, fall
Domains: Cavern, Earth, Law, Metal, Plant
Favored Weapon: Heavy Pick

Caela the Thunderer (N)

Role: Shepherd of the Weather, Queen of all Birds
Iconic Image: Giant blue and white eagle
Personality: Carefree, changeable, gregarious
Influence: Birds, wind, weather, winter
Domains: Air, Celerity, Cold, Storm, Windstorm
Favored Weapon: Longbow

Urse the Fawn (NG)

Role: Protector of Wildlife
Iconic Image: Beautiful young maiden with the body of a fawn in place of her legs
Personality: Nurturing, gentle but swift to anger
Influence: Fertility, wild animals
Domains: Animal, Good, Lust, Plant
Favored Weapon: Spear

Nimm Diamondeyes (NG)

Role: Originator of the Gnomes
Iconic Image: White haired gnome with a lopsided nose and glittering eyes
Personality: Carefree, jubilant, gregarious
Influence: Gnomes, jokes, rejected things and people
Domains: Earth, Family, Gnomes, Good, Illusion, Trickery
Favored Weapon: Light pick

Volcanus the Burning Flame (CN)

Role: Burning Destroyer
Iconic Image: Serpent of flame and ash
Personality: Violent, insatiable
Influence: Fire, volcanoes
Domains: Chaos, Destruction, Hunger, Fire, Sun
Favored Weapon: Scimitar

Apom the Conqueror (CG)

Role: The Athlete, Father of Mankind
Iconic Image: Red bearded brawler
Personality: Boisterous, good-natured, gregarious
Influence: Competition, humans
Domains: Chaos, Competition, Courage, Family, Good, Strength, War
Favored Weapon: Battleaxe

Vishrielle the Strategist (LN)

Role: Mistress of Puzzles, War Strategist of the Lathiril Council
Iconic Image: Beautiful elf maiden in black iron plate mail
Personality: Thoughtful, commanding
Influence: Elves, strategy, puzzles and riddles
Domains: Courage, Elf, Law, Planning, War
Favored Weapon: Longsword

Kalar the One-Eyed (CE)

Role: Father of the Orcs
Iconic Image: One-eyed orc warlord

Personality: Brutal, violent
Influence: Orcs, violence
Domains: Chaos, Envy, Evil, Gluttony, Orc, Strength, War, Wrath
Favored Weapon: Battleaxe

Ison the Tireless Messenger (N)

Role: Messenger of the Gods
Iconic Image: Giant white horse
Personality: Practical, honest
Influence: Messengers, travel, roads, horses
Domains: Celerity, Liberation, Luck, Protection, Travel, Trade
Favored Weapon: Quarterstaff

Ingara the Protector (LG)

Role: Mother of the Halflings
Iconic Image: Matronly Halfling wearing a silvered breastplate
Personality: Nurturing, compassionate, honest
Influence: Halflings, mothers
Domains: Family, Halfling, Law, Good, Healing, Protection
Favored Weapon: Shortsword

Insala the Retriever (CN)

Role: Protector from the Unseen Danger
Iconic Image: Black cloaked Halfling woman
Personality: Sly, seductive, vindictive
Influence: Halflings, rogues
Domains: Chaos, Darkness, Halflings, Illusion, Protection, Trickery
Favored Weapon: Dagger

Eodelonon the Trickster (CN)

Role: The Fatherless, King of Thieves
Iconic Image: A man's shadow
Personality: Secretive, daring
Influence: Luck, rogues, those who take risks
Domains: Chaos, Darkness, Greed, Liberation, Luck, Trickery
Favored Weapon: Dagger

Lolth the Spider Queen (CE)

Role: Mother of the Drow
Iconic Image: A spider with a woman's head
Personality: Mad, seductive, vindictive
Influence: Drow, depraved elves, sentient spiders
Domains: Chaos, Darkness, Drow, Evil, Destruction, Spiders, Trickery
Favored Weapon: Dagger

Seraphina the Dancer (CG)

Role: Peacemaker, Illuminator of the Drow
Iconic Image: Nude Drow female dancing with a sword beneath the moon.
Personality: Kind, Fierce in battle
Influence: Good-Aligned Drow, Elves
Domains: Chaos, Charm, Drow, Elf, Good, Moon, Portal
Favored Weapon: Rapier

Oeric the Ninefold (N)

Role: Lord of all Dragons
Iconic Image: A Prismatic Disk

Personality: Wise beyond imagining
Influence: Dragonkind and Time
Domains: Dragon, Travel, Magic, Time
Favored Weapon: Flail (Claw)

King Adelmarr (LG)

Role: King/father of all Metallic Dragons
Iconic Image: Nugget of Mithril
Personality: Compassionate and wise
Influence: Good dragons, wisdom, protection of the weak
Domains: Dragon, Good, Luck, Protection, Nobility
Favored Weapon: Heavy Pick (Bite)

Queen Tanis (LE)

Role: Queen/mother of Chromatic Dragons
Iconic Image: A beautiful Opal / A five headed dragon
Personality: Sinister and Scheming
Influence: Evil Dragons, Conquest, Scheming
Domains: Dragon, Evil, Law, Hatred, Tyranny
Favored Weapon: Spear (Bite)

Atharic the Balancer (LN)

Role: Judgment of Dragons, Creator of Gem Dragons
Iconic Image: Unblinking Draconic Eye
Personality: Silent and dispassionate
Influence: Gem Dragons, Fate, Death, Judgment
Domains: Death, Dragon, Knowledge, Fate, Planning
Favored Weapon: Double-Sword

Blathnat the Hoarder (CN)

Role: Treasurer Gatherer
Iconic Image: Treasurer Pile
Personality: Greedy and Manipulating
Influence: Acquisitiveness, status, wealth, greed
Domains: Dragon, Wealth, Greed
Favored Weapon: Dagger

Xxyx'Xryc the Reviver (CE)

Role: Fire Dragon, Natural Renewal of the World
Iconic Image: Dragon on Fire
Personality: Powerful and Destructive
Influence: Fire, Destruction, Renewal
Domains: Chaos, Dragon, Destruction, Evil, Fire, Renewal
Favored Weapon: Battle Axe

Keznoc The Dark One (NE)

Role: Dragon Death and Undeath
Iconic Image: Skeletal dragon Skull
Personality: Evil and Uncaring, Cruel and Torturous
Influence: Decay, Death, and Undeath
Domains: Death, Dragon, Earth, Evil, Undeath
Favored Weapon: Scythe

Therica the Tricky (CG)

Role: Messenger of The Dragons
Iconic Image: Smiling Dragon Face

Personality: Flighty and Fun-Loving
 Influence: Learning, Invention, Pleasure, Trickery, Traveling
 Domains: Air, Knowledge, Luck, Travel, Trickery
 Favored Weapon: Hand Crossbow

Veramavir the Healer (LG)

Role: Dragon God of Healing and Life
 Iconic Image: Vial of holy water
 Personality: Loving and Nurturing
 Influence: Life and Mercy
 Domains: Dragon, Good, Life, Healing, Water
 Favored Weapon: Mace

Boulus the Servant (LE)

Role: Kobold God of Scaly Kind
 Iconic Image: A skull (usually gnome) pierced by a pick
 Personality: Superior to all but subservient to dragons
 Influence: Mining and Trapping
 Domains: Evil, Law, Luck, Trickery, Scalykind
 Favored Weapon: Pick

Deities by Alignment

	Good	Neutral	Evil
Lawful	Cadaem Ingara Merzadin Ademar	Dawe Magad Tavecja Terreus Vishriele Athanaric	Duzaem Tanis Boulus
Neutral	Anver Nimm Urse	Caela Cymmeral Zuril Oeric Ishaq	Naslai Keznoc
Chaotic	Apom Xorunil Seraphina Theriea	Eodelonon Insala Oceana Volcanus Blathnat	Bolir Kalar Loth Xxyx'Xryc