Mythologies used: Greek, Norse, Egyptian, Hindu, Roman?

Eldritch beings: Cthulhu, Azeroth

7 deadly sins: Wrath, Lust, Gluttony, Envy, Sloth, Pride, Greed

NPC gods: Hephaestus, Amo (Halfling bartender also avatar of Dionysus)

Primordial: Chaos, Gaia, Nyx, Erebus,

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Playable gods:

Zeus (sky, lightning, thunder, law, and order)

Hades (dead and riches)

Poseidon (sea, storms, earthquakes, and horses)

Persephone (dead, the underworld, grain, and nature)

Demeter (harvest, agriculture, fertility, and sacred law)

Helios (Personification of the sun)

Eos (Personification of the Dawn)

Selene (Personification of the Moon)

Hermes (boundaries, roads, travellers, merchants, thieves, athletes, shepherds, commerce, speed, cunning, language, oratory, wit, and messages)

Aphrodite (love, lust, passion, pleasure, beauty, and sexuality)

Ares (war and courage)

Artemis (nature, childbirth, wildlife, healing, the hunt, sudden death, animals, virginity, young women, and archery)

Apollo (oracles, healing, archery, music and arts, light, knowledge, herds and flocks, and protection of the young)

Dionysus (wine, festivity, ritual madness, and theatre)

Hestia (domestic and civic hearth, the home, sacred and sacrificial fire, virginity, family, and the state)

Hera (marriage, women, marital harmony, and the protector of women during childbirth)

Deimos (Terror)

Moros (Doom)

Thanotos (Death)

Hypnos (Sleep)

Eris (Strife)

Nemesis (Retribution)

Apate (Deceit)

Oizys (Distress)

Geras (Aging)

Oneiroi (Dreams)

Momus (Blame)

Philotes (Affection)

Loki, Thor,