

Kingmaker Gods

Major Divinities

Avandra: the Rider of Changes

Goddess of freedom, trade, travel and luck

Her commandments:

- 1: Luck smiles on the daring. Your destiny is yours, and to seize it is to have the Rider of Change behind you.
- 2: Change is inevitable. The righteous can assure themselves that such a change is for the best.
- 3: Stand up against tyranny, fight for your freedom, fight for the freedom of others when possible, inspire them to fight when not possible.

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Bahamut: the Platinum Dragon

God of honor, justice, order and combat. Creator of metallic dragons

His commandments

- 1: Stand up straight and be a symbol of honor and justice.
- 2: Slay evil wherever it is found, but show compassion to those who have strayed from justice.
- 3: Defend the weak, bring freedom to the persecuted and protect the idea of justice and order.

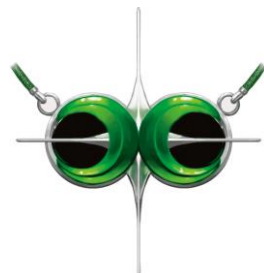
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Corellon: The Wild Heart

Arcane god, creator of fairies and elves, patron of the arts

His commandments

- 1: Create, inspire and find beauty in everything you do.
- 2: Follow the echoes of lost magic, forgotten sites and ancient art, for within them are the first works of the Savage Heart.
- 3: Fight the Spider Queen followers wherever they are.





Erathis: The Incarnate Law

Goddess of laws and civilization, of the established civil order

Her commandments

- 1: Use the company and help of others. The efforts of the individual often pale in comparison to the capacities of the community.
- 2: Try to tame nature in the name of civilization and defend order and light against the chaos of darkness.
- 3: Respect and revere the inventive spirit. Create new settlements, build where inspiration comes, and develop edicts of Incarnate Law.

Ioun: the Knowing Mistress

Goddess of knowledge, prophecy and skill

Her commandments

- 1: Unmask those who want to destroy the Mistress of Knowledge. Learn their secrets and reveal them to the world.
- 2: Maintain and teach the importance of reason, perception and truth to guide one's emotions and keep one's way.
- 3: Condemn those who lie for no moral reason, for the malicious gain power when their followers obscure the truth. Never stoop to the level of these self-centered liars.



Kord: The Thunder Lord

God of combat prowess, competition, and lightning

His commandments

- 1: Bravery above all. There is no glory in cowardice.
- 2: Force is the tool of legends but to be legendary is to use force responsibly.
- 3: The glory of the Thunder Lord increases through your own glory on the battlefield.

Melora: Mother Nature

Goddess of nature, oceans, protector of boats and crops

Her commandments

- 1: Protect wild nature from massive exploitation and destruction.
- 2: Cut down abominations and other mockery of nature.
- 3: Embrace and respect what you cannot control in this world. To exist in harmony with it.



Moradin: the Great Hammer

God of crafts, creation, family and heritage, creator of the dwarves

His commandments

- 1: Remain Stoic and Tenacious in the Face of Disaster
- 2: Maintain and promote loyalty to your family, loyalty to your clan, and loyalty to your people.
- 3: Leaving a legacy is essential. To create something that lasts through time and generations is to change the world for the better.



Pelor: the Solar Father

God of sun, summer, heat and agriculture

His commandments

- 1: Always remain vigilant against evil. People quickly forget the lessons of the past.
- 2: Help ease the suffering of the innocent
- 3: Deliver the light of the Solar Father where darkness lurks, and do so with kindness, compassion and mercy.





Sarenrae: Eternal Light

Goddess of redemption, healing, temperance and compassion

Her commandments

- 1: Lead with mercy, patience and compassion. Inspire others to unite in community.
- 2: Help those who are without a guide. Guide those who are hopeless.
- 3: Those who are far beyond redemption, who revel in slaughter and remorseless evil, must be removed with all the might and speed of heavenly justice.

Sehanine: the Lunar Weaver

Goddess of moonlight, autumn, illusion and distractions.

Her commandments

- 1: Seize your own destiny and pursue your own passions.
- 2: Let the shadows protect you from the burning light of fanaticism and the utter darkness of despair.
- 3: Walk, without bridle or tether, forging new memories and new experiences.



Raven Queen: Matron of Death

Goddess of death, fate, winter, twilight, passage of time and transition.



Her commandments

- 1: Death is the natural end of life. Mourn those who have fallen, but don't pity them. Rejoice in the time given to them.
- 2: The path of destiny is divine. Those who reject fate must be punished.
- 3: Undeath is the worst of atrocities. Death is too good a punishment for those who pervert the legitimate transition of the soul.

Traitor Gods



Asmodeus: Lord of the Underworld

Master of tyranny, domination and corruption. Leader of the Devils

His commandments

- 1: Establish your dominance and power over others. Demonstrate the strength of your will in the image of your Lord.
- 2: Pay back the cruelty directed at you by a more intense evil. Harness any compassion given to you.
- 3: Feel no pity for the people you run over to get to the top. The weak do not deserve any compassion, this is a sign of weakness.

Bane: Emperor of Conflict

Master of conquest, war and subjugation. Creator of the Goblins

His commandments

- 1: Fear is your ally. Conquer it within you and make your enemies feel it.
- 2: Disorder and rebellion are to be punished severely.
- 3: Taking life is the greatest pleasure and perfecting the art of slaughter is the greatest goal to pursue.



Gruumsh: The Ruiner

Master of destruction, plunder and slaughter. Creator of the orcs

His commandments

- 1: Ruin. Ravage. Kill.
- 2: The weak exist only to be destroyed by the strong. Be strong.
- 3: Feel no emotions other than fury and joy. The rest are just weaknesses.





Lolth: The Spider Queen

Mistress of deception, shadows and spiders. Corruptor of the Drow

Her commandments

- 1: It is better to inspire love than fear. But the ideal is to inspire both.
- 2: Deceit, slander and betrayal are better than direct conflict.
- 3: Death to all elves living under the sun and all their allies!

Tharizdun: Chained Oblivion

Master of madness, death and aberrations

His commandments

- 1: Offer light and life to my devouring maw to surpass other deities and free me
- 2: Discover, restore and exalt shrines and relics forgotten in my honor.
- 3: Raze and Destroy the kingdoms to hasten the arrival of the end times.



Tiamat: Scaled Tyrant

Mistress of greed, envy and accumulated wealth. Creators of chromatic dragons.

Her commandments

- 1: Constantly amass wealth but don't spend it. Gold and the power it provides are sufficient rewards.
- 2: Do not forgive or forget any unworthiness. No insult should go unpunished.
- 3: Take what you covet. Those who are unable to defend their assets are unworthy of it.



Torog: the Rampant King

Master of torture, imprisonment and slavery. Creator of the Underdark

His commandments

- 1: Seek and glorify the places where no light goes.
- 2: Revel in the pain you inflict and savor the pain you suffer as an offering to the Rampant King.
- 3: Lock up those who cannot resist you and drive all life and hope into darkness.

Vecna: the Whispered

Master of Secrets, Arcane and Undeath.

His commandments

- 1: Learn all you can but only reveal the minimum of your knowledge to get what you want
- 2: Express and cultivate the evil in you, in doing so, recognize it in others so that you can exploit them for your benefit.
- 3: Bring ruin to all who worship other deities until only those who kneel before the Whispered remain.



Zehir: the Masked Serpent

Master of poisons, darkness, assassins.

His commandments

- 1: Keep your acts secret and unpredictable. The night is your best ally.
- 2: Strike quickly and for no reason. Blind your target with their own confusion.
- 3: Kill slowly, agonizingly. Or even worse, make them enjoy asking for their own death.