

DIVINE CODEX



THE DEITIES OF THE UNIVERSE ARE MANY. LISTED HERE ARE A FEW OF THE MOST PROMINENT WORSHIPPED ACROSS THE GALAXY. THE PRIME PANTHEON TRASCENDS GALAXIES AND ALTER THE FUNDAMENTAL FORCES OF THE UNIVERSE. THE GALACTIC PANTHEON ARE LOCAL GODS, MOSTLY ASCENDED MORTALS AND THOSE WHO'S INFLUENCE IS RESTRICTED TO THE GREAT GALAXY WE CALL HOME.

The Prime Pantheon

AMYKABLYZ

To put words to a thing or a concept is to capture its essence. At the dawn of the first speaking things, when words were first crudely etched into mud tablets, the name of names came into existence. Amykablyz was granted a true name unlike any other, one that describes language itself. The name itself is unknown, though many believe Bramik the Breaker himself sculpted her from mud and etched a rune into her that would connect the speaking peoples.

When Mortyxis, a primordial whelp at the time, attempted to take sole control of language, the hordes of Amykablz wrenched it back with fury etching words into their bodies forever as they became its guardians. There is no greater corruption than the dissolution of unity, and communication fosters bonds stronger than any other. Amykablz's Vault Keepers are bastions of the written word, and Kasesh her scouts. Those underground often find themselves tracing strange patterns in the mud as the Queen of Many Minds drives them to sing her song.

Edicts: Preserve knowledge, pursue your purpose, engrave your name in earth while you pray

Anathema: Be monolingual, claim ownership of knowledge, assume a name other than your own

DEVOTEE BENEFITS

Divine Ability: Wisdom or Charisma

Divine Font: heal or harm

Divine Sanctification: can choose holy or unholy

Divine Skill: Diplomacy

Favored Weapon: jaws

Domains: duty, earth, protection, unity

Alternate Domains: toil

Cleric Spells: 1st: interposing earth, 2nd sonata span (bridge of ants), 5th wall of stone

by: Ally

BRAMIK THE BREAKER

One of the patron gods of the Dwarves, Bramik is concerned with terraformation- and the consequences wrought by it. It is said that one swing of their hammer can create the perfect world, and one more swing can destroy it. Followers of Bramik frequently convene to debate public works and the pressures of artificial change in the galaxy, with different sects usually championing different perspectives.

Edicts: Let your vision be known, dominate the battlefield, practice terraforming

Anathema: Sell land, deny that terraforming has consequences, Accept an undeserved reward

DEVOTEE BENEFITS

Divine Ability: Strength or Intelligence

Divine Font: heal or harm

Divine Sanctification: can choose holy or unholy

Divine Skill: Crafting

Favored Weapon: earthbreaker

Domains: destruction, dust, earth, might

Alternate Domains: toil, wealth

Cleric Spells: 1st interposing earth, 3rd cave fangs, 4th sliding blocks

by: Smitty

LIMINEXUS

Liminexus is, or rather was, the deity of travel, portals and the transgression of boundaries. They once regulated the portals to other planes of existence. But those have long since been closed. The only remnants of this power are so called planar bodies within Limnexian systems. In addition to other duties, Liminexus has no true form, and is the patron deity of all who are in transitional phases of their life, or have undergone dramatic shifts in their lived experience. While it is unclear of Liminexus' fate, it is clear their spirit lives on in those forging change in places where stagnation ferments.

Edicts: Explore new places, reinvent yourself, learn new skills, embrace found family

Anathema: Allow yourself to stagnate, restrict another's freedom of expression, call a place a permanent home

DEVOTEE BENEFITS

Divine Ability: Dexterity or Wisdom

Divine Font: heal or harm

Divine Sanctification: can choose holy or unholy

Divine Skill: Survival

Favored Weapon: fighting oar

Domains: change, freedom, star, travel

Alternate Domains: confidence, family

Cleric Spells: 1st: friendfetch, 3rd: haste, 4th: translocate

by: Ally

MORTYXIS

Long before there was conscious thought, there was fear. Simple fears. But when the first spark of thought graced mortal minds, the dread of their inevitability emerged. Believing language to be the lynchpin to unifying the four essences of magic, Mortyxis' first act as a thinking being was to rip runes from the heavens. One language became many in the wake of the ensuing war, and the speaking peoples became split and divided, and scared of their eventual end; whether at the hand of a stranger, or one's natural end. Death comes for all who live, but not to those who work Mortyxis' perversions. Also known as the Eternal Soul, Mortyxis inspires the fear of death in its worshippers and commands them to spurn Strillarus and the cycle of souls. While Mortyxis patrons any permanent undead, to become a lich is the greatest worship you can offer.

Edicts: spread fear of one's mortality, practice magic from multiple traditions, learn new languages
Anathema: destroy a permanent undead (this does not prevent you from defending yourself), lessen a creature's fear

DEVOTEE BENEFITS

Divine Ability: Intelligence or Wisdom

Divine Font: harm

Divine Sanctification: must choose Unholy

Divine Skill: Arcana **Favored Weapon:** staff

Domains: ambition, magic, glyph, undeath

Alternate Domains: death, soul

Cleric Spells: 1st sure strike, 2nd false vitality, 3rd slow, 4th containment, 5th toxic cloud, 6th disintegrate, 7th contingency, 8th earthquake, 9th falling stars

by: Ally

MYSTORA

Mystora is a goddess both worshiped generously and feared. She sows life on barren planets, becoming the source of a large variety of habitable planets. However, life breeds dangerous creatures at times. Plagues and swarms are particular favorites of Mystora, and the diseases that come along with them are part of her flock and she looks at their eradication with contempt and fury. Many of her worshippers intentionally take on deadly plagues and diseases to help foster them and see if their existences can be symbiotic. Due to this practice, some look upon her worshippers with disgust. While Mystora is a source of life for a large portion of the galaxy, she lets it take its own course and doesn't oversee her charges.

Edicts: Sow life on all planets, Preserve endangered species, Allow swarms to fester (this does not prevent you from acting in self defense)

Anathema: Cure a disease, Refuse to let life grow (this does not prevent you from acting in self defense), Remove a species from existence

DEVOTEE BENEFITS

Divine Ability: Constitution or Wisdom

Divine Font: heal

Divine Sanctification: can choose holy or unholy

Divine Skill: Nature

Favored Weapon: thorn whip

Domains: nature, plague, soul, swarm

Alternate Domains: decay

Cleric Spells: 1st goblin pox, 4th murderous vine, 5th plant form

by: xtra_ore

PELINDER

Pelinder's ascent to godhood is well documented and studied, as well as arguably the greatest feat of strength the universe has seen. As a mortal, Pelinder was a harsh, but effective ruler. Eventually, his city was faced with foes of overwhelming odds and he alone stepped up to protect his charge. At the end of the day, he was the only one standing and he stood as a god. He is not shy in admitting that he only did that to deny others what was his. His willingness to do whatever it takes to maintain and assert his influence quickly saw his power rise. While many gripe at the tyranny he represents, just as many flock to his worship for his protection and might. While he no longer actively expands his power, his enthusiastic followers more than make up for it.

Edicts: Protect what is yours, Assert your influence over others, Offer spoils of conquests to Pelinder

Anathema: Willingly give up your possessions, Let questions of those subordinate to you go unanswered, Surrender to your foes

DEVOTEE BENEFITS

Divine Ability: Strength or Constitution

Divine Font: harm

Divine Sanctification: can be unholy

Divine Skill: Athletics

Favored Weapon: bastard sword

Domains: cities, might, pain, tyranny

Alternate Domains: destruction, protection **Cleric**

Spells: 1st gravitational pull, 3rd magnetic acceleration, 7th heaving earth

by: xtra_ore

Minor Deities

AGRIVA

A wanderer by nature, Agriva's stories permeate many cultures. However, wherever he goes, disasters follow. Occasionally, those who are called his Chosen appear, survivors of impossible odds and incredible destruction from the places he visits. Not all disasters are life-threatening though, and those places he goes through tell tales of friendly interactions, duels with the strong, and Agriva seeking revenge for a lost brother. While some think he's a friendly god due to his interactions with mortals, others think he brings disaster upon the places he visits due to his very nature, being empowered both by the disasters he brings, and the survivors who flock to his worship.

Edicts: To meet new people and see new places, to test yourself against impossible odds.

Anathema: To let slights go unacknowledged, To avoid dangerous situations, to forget those you've lost.

DEVOTEE BENEFITS

Divine Ability: Dexterity or Charisma

Divine Font: harm

Divine Sanctification: can choose holy or unholy

Divine Skill: Acrobatics

Favored Weapon: dueling pistol

Domains: confidence, luck, travel, zeal

Alternate Domains: dust, freedom

Cleric Spells: 1st sure strike, 3rd ghostly weapon, 6th mislead

by: xtra_ore

ILLESÆ

No one really knows how Illesæ rose to power, but it's most popularly believed that she was created as an ruthless enforcer of a god's will, sent out to punish those who dare break edicts and anathema. Over time, her power grew stronger and her purpose took on a life of its own. For as long as there have been disputes, there have been those looking to settle them through unsavory means. Murder is an unsavory act but it does not need to be an emotional one. How sacred a life is means little to Illesæ as long as the price is paid. A strict adherence to a code, followed to the letter by those who hold her close to their heart. Her followers do not concern themselves with insignificant details such as why, only that a service is requested and carried out with precision. For those followers who wish to learn under Illesæ's code and deepen their connection, there is a place designed hone your body and mind. It's location, hiding in plain sight on Preciplex, is a closely guarded secret that only a select

few who prove themselves worthy are allowed admittance.

Edicts: conduct assassinations, spread Illesæ's reputation and infamy, wield sawtooth sabers in combat

Anathema: become fixated on petty manners, abandon an assassination contract you've agreed to pursue

DEVOTEE BENEFITS

Divine Ability: Strength or Dexterity

Divine Font: Harm

Divine Sanctification: can choose unholy

Divine Skill: Stealth

Favored Weapon: sawtooth saber

Domains: death, might, trickery, zeal

Alternate Domains: change, freedom

Cleric Spells: 1st sure strike, 2nd invisibility, 4th vision of death

by: Ari

LILIBRASI

The Great Mollusk, Lilibrasi, drifts through the cosmos as a living moon. Its worshippers, or those favored by it, live their lives within a protective shell like their god. There exist many beings similar to Lilibrasi, but none with the age, power, or divinity possessed by the peculiar, moon sized mollusk. The shelled creature's thoughts are an enigma to many. They are sometimes simple, but sometimes complex to the extreme, working on a scale of centuries through seemingly inexplicable actions. The most well known behavior of Lilibrasi is that the mollusk will often provide boons to those it feels familiarity with: shelled creatures, but also sentients who spend their lives in suits of armor or vac-suits, nomads who carry their home with them, or simply people who really, really like staying indoors. Worshippers of Lilibrasi attempt to act in accordance with the great mollusk's will, and make pilgrimage to Lilibrasi's discarded shells across the cosmos- each one large enough to shelter a small community on its own. Holier still is visiting Lilibrasi herself, who drifts through the cosmos in a non-euclidian fashion and whose body is surrounded by a bubble of habitable atmosphere, allowing those lucky few who meet it to walk on the shell of a god.

Edicts: Wear armor in daily life, cultivate patience, be self-sufficient

Anathema: let an enemy into your home, ignore the physical world

DEVOTEE BENEFITS

Divine Ability: Strength or Constitution

Divine Font: heal

Divine Sanctification: can choose holy

Divine Skill: Crafting

Favored Weapon: shield spikes

Domains: cities, might, protection, travel

Alternate Domains: change, freedom

Cleric Spells: 1st endure, 4th mountain resilience, 5th mantle of the melting heart

by: Wombat

OSKANA

Oskana was once a mortal being; a council member of the settlement of Medea, a refuge nestled in the tumultuous planet Cronus, a planet widely known for frequent demonic and aberrant raids. During a particularly bloody raid, Oskana made a deal with a powerful demon - her life, in exchange for the life of her mate and the safety of her city forevermore. This demon agreed, sparing the city and people within. The people of Medea praised Oskana, and erected a statue as a tribute to her bravery and sacrifice, which still stands to this day. This statue became a place of worship, as many wanted to embody the bravery of selflessness of Oskana for themselves, and as such, she became heralded as a goddess. Followers of Oskana take oaths to lay down their own lives for those of their loved ones; to make the ultimate sacrifice as Oskana did. Because of this, her worshippers number only in the hundreds. Though few, her followers' know and trust that in their selflessness, the faith of Oskana will reach many more. Medea remains the only settlement of Cronus that is not subject to frequent raids, and while followers of Oskana believe her powers are holding these evil forces at bay, many disbelievers think the demon is just waiting for the right moment to break his agreement.

Edicts: Preserve life, selfless sacrifice, inspire and aid others

Anathema: Break laws of hospitality, betray trust

DEVOTEE BENEFITS

Divine Ability: Intelligence or Charisma

Divine Font: heal

Divine Sanctification: Can choose holy

Divine Skill: Society

Favored Weapon: morningstar

Domains: duty, family, healing, protection

Alternate Domains: cities, sorrow

Cleric Spells: 1st friendfetch, 4th chromatic armor, 7th true target

by: Nira and Jamie

THIRRIN

Thirrin was once the mate of Oskana, a proud hopeful warrior of Medea; when Oskana gave her life something broke in Thirrin. All that hope for her survival wasted, all the bravery to survive the aberrant raid for nothing, it made Thirrin reject the concept of hope all together. After Oskana's death, Thirrin went into self imposed exile, wandering Cronus aimlessly. In her wandering, she found an old, lost relic of a bygone era-stumbling from a hopeless woman into a newfound goddess. With her new vigil, she decided to transform her life to aid those like her, watching over the hopeless, the broken and the nihilistic denizens of the galaxy. Thirrin scorns the concept of hope, though her followers do not conflate hopelessness with willingness to stray from a purpose. She provides a newfound light for the broken, motivating them to find their own purpose in life, find their own perfection and truth. Though from the understanding that in the end, your life meant nothing to the grand scale of the galaxy. However, due to Thirrin's mortal conflict with aberrant raids and her mates deal with a demon, Thirrin harbors a deep grudge against evil aberrations and demons. Making it common for orders devoted to Thirrin to root out and remove demonic and aberrant influences in the Galaxy. For in this Great Galaxy, is it truly a sacrifice to die whilst fighting a demon if your life meant nothing in the first place?

Edicts: Find your own truths, Find solace in the lack of objective truth, Root out malevolent demonic or otherworldly corruption.

Anathema: Let hope fester inside you, Cower in the face of mental or physical threats, Consciously inspire hope or bravery in others.

DEVOTEE BENEFITS:

Divine Ability: Strength or Wisdom

Divine Font: heal or harm

Divine Sanctification: can choose holy or unholy

Divine Skill: Survival

Favored Weapon: halberd

Domains: freedom, introspection, perfection, zeal

Alternate Domains: confidence, sorrow

Cleric Spells: 1st liberating command, 3rd haste, 5th flames of ego

by: Nira