

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 TRANSCENDS GALAXIES AND ALTERS THE FUNDAMENTAL FORCES OF THE UNIVERSE. THE GALACTIC PANTHEON IS COMPOSED OF LOCAL GODS, MOSTLY ASCENDED MORTALS AND THOSE WHOSE 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 Attribute: Wisdom or Charisma

Divine Font: heal or harm

Divine Sanctification: can choose holy or unholy

Divine Skill: Diplomacy

Favored Weapon: jaws

Domains: duty, earth, family protection,

Alternate Domains: toil

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

by: Ally

BRAMIK THE BREAKER

Little is known of Bramik's creation. His religion's holy texts are based on the deity's own account of events, recorded on monuments dotted throughout the universe, and Bramik never writes of their origin—only that since then, they have championed life and opposed entropy.

Bramik's early struggles focused on bringing structure to a young and chaotic universe. When the god's first labor, erecting massive stone walls between the fundamental forces of creation, only created further conflict between them, he deemed his creation a failure and destroyed the walls. He then used the remnants to

carve words into the fragments. Some scholars believe this is how the deity Amykablyz formed.

Though an uneasy peace was brokered thanks to the new goddess's gift of language, Bramik would grow restless of an empty universe and stumble upon his fascination and calling: the building of worlds. Dissatisfied with the desolate rocky planets his individual efforts bore, Bramik learned to entreat cooperation from other gods in his efforts crafting worlds. Bramik as a deity promotes creation, but also encourages his faithful to oppose chaos: to have redundancies in their creations or to uphold order in their communities. While Bramik most famously claims builders among his following, professions such as legislator or judge are also held in high regard.

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 Attribute: 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

DIANTHE

Dianthe is the manifestation of love in the universe and a creative through and through. While not much is known of where she came from, what she has done with her time is where the real impact is. The greatest artists of this and many other generations have cited her as a muse—something she takes great pride in. Dianthe is represented by cats and while her wife Thistle will appear and communicate with followers more freely, sightings of Dianthe are almost impossible to confirm. She comes in the form of cats, borrowing a spotlight in the body of house pets and strays alike to help encourage those in need. While this tactic does make it harder to tell if a sighting is real, it does inspire followers to look to their pets as muses, in case it happens to be her, and to honor the animals themselves.

She is not simply a creative, Dianthe is a meddler above all else. She creates and loves love and encourages her followers to do the same, to push for love—both romantic and platonic—wherever they see a match, and it is rumored that she will meddle in mortal affairs if she sees a pair who are romantically or platonically perfect for each other. Dianthe is here for the love, the drama, and the bold and unapologetic expression of creativity. She follows with her wife the god Thistle's pursuit of empathy and compassion, but her focus is more directly on how art and music can be kind. She has a distinct distaste for art theft and cheating, and holds these two things at the same level. Dianthe is represented by light and color and music and cats, so many cats. You can find favor with her by devoting art of any kind to your love or hers, by creating spaces for others to enjoy, by embracing art and by trying new things unafraid.

DEVOTEE BENEFITS

Divine Attribute: Charisma, Intelligence

Divine Font: heal and harm

Divine Sanctification: can choose holy

Divine Skill: Diplomacy

Favored Weapon: gakkung

Domains: creation, passion, family, magic

Alternate Domains: none

Cleric Spells: 1st: dizzying colors, 2nd: confetti cloud, 3rd: haste, 4th: confusion, 5th: synesthesia, 6th: phantom orchestra, 7th: prismatic spray, 8th: scintillating pattern, 9th: phantasmagoria

by: bunny

LIMINEXUS

Residing in the space between planes of existence, Liminexus' solitary realm is bathed in eternal lunar light. In order to visit another plane, one must first step through Liminexus's domain.

Born a warrior of the cosmos with a myriad of forms, Liminexus swore to protect the boundaries between worlds from those who would threaten their balance. Wounded in battle with Thallira, the mother of monsters, Liminexus began to change. Once a being of innumerable forms, they were stricken with a curse: the curse of the werecreature. Bound to three forms—the humanoid, the hybrid, and the beast—Liminexus cries out in pain each month as the light of their realm turns red, warping their body. As they cry out, so do all the werecreatures of all realities in haunted unison. This cry is felt keenly in all who are forced into bodies they do not recognize, even those without the curse.

Spacefarers whisper prayers under their breaths in hopes that the Sailor Between the Stars pays them heed. But, over the eons, planar travel has become more difficult, culminating in a cosmic crisis beginning centuries ago. Now, planar travel is impossible save for rumors. As portals to the Creation's Forge, stars have become unstable and begun to die out, except for those

in limnexian systems. These star systems retain some planar influences from before the beginning of the cosmic crisis. The source? Unknown, but many believe it means Liminexus is succumbing, or has already succumbed, to their curse.

Edicts: Explore new places, reinvent yourself, learn new skills

Anathema: Inflict curses, modify a body without consent (this does not prevent you from defending yourself), restrict freedoms of expression

DEVOTEE BENEFITS

Divine Attribute: Dexterity or Wisdom

Divine Font: heal or harm

Divine Sanctification: can choose holy or unholy

Divine Skill: Survival

Favored Weapon: fighting oar

Domains: change, moon, star, travel

Alternate Domains: confidence, freedom

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, 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 Attribute: 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. 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 Attribute: 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

STRILLARUS

Oldest among the Prime, no deity knows of a time before Strillarus' wings first blotted out the sky. The cycle of souls is a process as ancient as she is. When a creature dies, its soul departs into thin air. It travels along invisible currents in the sky and across realms into Strillarus' domain. Whenever a soul reaches her, she weighs it on lead scales against one of her own feathers. Rather than a simple two sided scale, hers bend and twist in unfathomable ways. The weighting of a soul is no simple task after all. Once a soul is weighed it may depart to the afterlife most fitting. A precious few may be returned to life in the form of Duskwalkers. Many adherents of Strillarus believe igniting a body helps release the soul and gives it a faster journey to her. To them, burying a body is denying a soul their afterlife and giving necromancers fuel to dredge up their unholy creations.

Edicts: destroy unholy undead, ignite funeral pyres, take decisive action

Anathema: create undead, leaden a corpse with material wealth, bind a winged creature

DEVOTEE BENEFITS

Divine Attribute: Constitution or Wisdom

Divine Font: heal

Divine Sanctification: can choose holy

Divine Skill: Medicine

Favored Weapon: beak or claw

Domains: air, darkness, death, fate

Alternate Domains: freedom, soul

Cleric Spells: 1st: gentle landing, 2nd: albatross curse (takes the form of an owl), 4th: air lift

by: Ally

THALLIRA

The mother of beasts, Thallira represents a deep and unending hunger and the drive to satiate it. Those lost in the wilds are most susceptible to her call, whispers in the night that may drive a person mad. Her philosophies are simple: take what you need to survive and feed your hunger, but do not be gluttonous in your pursuit. If a being gets lost in her domain, she takes them under her wings and distorts them to something new, something driven by her hunger. She is both the mother and the origin of shapeshifters and all monstrous entities. In a question of which came first the answer doesn't much matter, because she claims them all—believers or not.

Thallira is often depicted as an uncanny, almost human, woman, her statues often regulated to be out of view of passerbys so as not to unsettle the common folk. Fangs, feathers, visible bones, while the statues all vary, none of them are entirely wrong; she is a shapeshifter, altering her appearance at will. Followers of Thallira are frequently shapeshifters, and they lurk in the shadows of societies all across the Great Galaxy

In an ancient conflict, Thallira sliced open Liminexus' fluid flesh, inflicting upon them the curse of lycanthropy. The blow scattered the great god's blood throughout the cosmos. Many believe this to be the cause of Liminexus' disappearance and the resulting lack of planar travel.

Edicts: satiate your hunger at any cost, rely on your instincts, embrace change

Anathema: engage in gluttony, shun that which makes you different, needlessly harm animals or shapeshifters (this does not prevent you from acting in self-defense)

DEVOTEE BENEFITS

Divine Attribute: Wisdom or Strength

Divine Font: harm

Divine Sanctification: unholy

Divine Skill: Survival

Favored Weapon: claws or jaws

Domains: nature, destruction, darkness, change

Alternate Domains: might, abomination

Cleric Spells: 1st: camel spit, 2nd: enlarge, 5th: grisly growths

by: bunny and Nira

THISTLE

Thistle is the kinder hand of death, operating with empathy and understanding and a casual flair. Some followers might take her word too seriously, but she personally discounts tryhards. Thistle cares more about good deeds and caring than policing rules. Thistle was once human, long before the memory of most things written living or dead, a human child tricked by an ancient troublesome being into accepting immortality. The entity in question was not a god himself but a fey who craved a godlike power and saw potential in her, assuming he would find a puppet. She was not so easily controlled and grew up to strike down the entity, continuing down the path of a hero and eventually stepping up to godhood, much to the distaste of some born gods. Thistle believes that necromancy can be kind when done with proper consent prior to death or when using the souls of the truly awful. She stands against corrupt authority and readily mocks them, shelters the scared, and defends the weak. The creative, the kind, the misunderstood find a home under her wings and she fights fiercely to defend them.

Dripping in vines and the shadow of death with golden blood she is a menacing visage, until she finds a moment of peace with her followers or strangers alike. She is known to appear in her human form to those who need a listening ear or a shoulder to cry on; she'll join you for a cup of tea, borrow a book, and give you the boost you need. Few can confidently say it was her, but whether they realize or not they will find the comfort of a gentle hand on their shoulder in dark times, all extended from a spark of connection once shared with a being they will never understand. Thistle is deeply connected to her wife, Dianthe, and many who worship one will show some reverence to the other. Her symbols and motifs include songbirds, the color gold—golden star motifs in particular—olive and emerald green tea, and books. There are typically shrines to her within libraries, and it is said to be good luck to leave a book and a cup of tea out for her.

Edicts: respect and protect nature, be particularly kind to the undead who mean you no harm

Anathema: allow or participate in the creation of permanent undead, hasten one's untimely end unless in defense of self or others

DEVOTEE BENEFITS

Divine Attribute: wisdom, charisma

Divine Font: heal or harm

Divine Sanctification: can choose holy

Divine Skill: Nature

Favored Weapon: glaive

Domains: death, healing, nature, fate

Alternate Domains: repose, soul

Cleric Spells: 1st: friendfetch, 3rd: slow, 5th: shadow siphon

by: bunny

The Galactic Pantheon

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 Attribute: 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 anathemas. 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. She strictly adheres 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 to hone your body and mind. Its location, hiding in plain sight on Preciplex, is a

closely guarded secret, and 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 Attribute: 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 pilgrimages 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 Attribute: 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, 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. The 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 and selflessness of Oskana, 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 Attribute: 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

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 Attribute: 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

SHAZIIR, DUKE OF THE SKIES

Before space flight, the skies were seen as the grand symbol of freedom. These beliefs birthed a god, a being that watched over the skies and those that traversed them. Even today, in order for one to reach the farthest destinations they still must pass through Shaziir's domain. Many spacefarers say a quick prayer to the Duke of the Sky so that they may arrive safely and see them again on the other side of the journey.

Shaziir aids those escaping the tyrannical grasp of the Empire. Freedom fighters and couriers of the oppressed, such as the Bellflowers, have been known to venerate the Duke of the Sky. In return their prayers are answered with fair skies and safe launches. There have even been times when survivors swear, at just the right moment, a terrible storm blocked those chasing them.

Edicts: aid lost travellers, explore new places, embrace the unknown.

Anathema: pollute the skies, imprison the innocent, turn a traveller away.

DEVOTEE BENEFITS

Divine Attribute: Dexterity or Charisma

Divine Font: heal

Divine Sanctification: can choose holy.

Divine Skill: Acrobatics

Favored Weapon: longbow

Domains: air, freedom, nature, travel

Alternate Domains: none

Cleric Spells: 1st: tailwind, 2nd: cleanse air, 4th: translocate

by: Sizzle

SOLSAVIOR

Savior is a moniker born of actions, not purpose, as the golem that earned it was created for a much darker purpose—the absorption of stars. Employed as a weapon of war, it would be sabotaged and turned on its creators—instead of absorbing the vitality from the star, it absorbed the souls of the entire planet it was forged upon. This tragedy would give the artifice its first emotion: remorse.

It would go on to use its newfound awareness to explore the potential of its power. It could tell that its creators had succeeded, and that it too, like stars, could tap into and manipulate the energies that flowed forth from the forge of creation. It could fulfill its designed purpose—but it refused to. Instead, the machine has fashioned itself into a tender of stars, seemingly working to prolong their lives.

Mortals have watched in horror as their suns swelled, only for the mysterious golem to appear in the sky and revert supernovas. Whether or not the machine acknowledges the cult its altruism has earned is up for debate, but the recent emergences of sentients

empowered by the golem have tipped the debate in recent years. Since Liminexus's vanishing, Savior's been seen flitting from one dying star to the next, sharing its own stores of accumulated energy from Creation's Forge in a futile and unsustainable effort.

Edicts: study stars, ward away darkness, protect the defenseless

Anathema: diminish hope, deny redemption, work to destroy or diminish a star

DEVOTEE BENEFITS

Divine Attribute: Wisdom or Charisma

Divine Font: heal

Divine Sanctification: must choose holy

Divine Skill: Nature

Favored Weapon: staff

Domains: fire, sun, metal, star

Alternate Domains: protection, repose

Cleric Spells: 1st: Liberating Command 2nd: Blazing Bolt: 4th: Fire Shield

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 a lost old 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 from the understanding that, in the end, your life means 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 Attribute: 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

