**Chapter 8:**

**Gods and Titans**

Given here are the major divine entities of the world of Aethra, and the religions that worship them. Additionally, there are some religions that do not worship any of these beings, simply by virtue of having had no contact with them, their deeds, their followers, or any record of their existence. These religions in Media, Ahkos, and Frigus have largely died away, though in extremely obscure regions some of them still survive – for now. Rather, most all of the denizens of Sal’tu – the description of which is largely and deliberately absent from these pages – still have their own religions that may or may not include some or all of the actual divine beings of the world. It is up to your DM to create these religions as they see fit, as they are numerous and greatly varied.

Gods

Just as Aethra houses 12 elements, so too do 12 gods rule over it. 4 of these gods (Absrad, Chronos, Materia, and Umbra) had their physical bodies destroyed at the end of the War for Dominance, and the only remnants of their consciousness exist within their relics; if these relics were to be destroyed, those gods would die immediately. Also at the end of the War, each of the remaining gods, except for Loki, were sealed and trapped on their home plane. Because of this, each god (again except for Loki) cannot leave their own plane and cannot directly interfere with matters occurring on the Central Planes; however, they can in rare instances interact with their followers through other means, such as dreams or visions. Additionally, their relics are able to leave their home plane, and can be transported directly onto the Central Plane through Aether Storms or other element-adjacent means, such as Lucifer’s Spark erupting out of a volcano or Gaia’s Flower growing out of the ground. However, for reasons detailed below (see “To Kill a God”), they are usually exceptionally hesitant to do this and will only do so as a last resort and with great faith in the receiver.

Each god’s **domain**, **relic**, and **status** are given here.

|  |  |  |  |
| --- | --- | --- | --- |
| **God** | **Domain** | **Relic** | **Status** |
| Chronos | Time | The Timepiece | Missing |
| Gaia | Earth | The Flower | Alive |
| Ifrit | Fire | The Spark | Alive |
| Loki | Magic | The Two Stars | Alive |
| Lucifer | Light | The Sunstar | Missing |
| Materia | Space | The Crystal | Missing |
| Ouranos | Gravity | The Singularity | Alive |
| Osiris | Death | The Scythe | Alive |
| Qatra | Water | The Droplet | Alive |
| Umbra | Dark | The Void | Missing |
| Yeshua | Life | The Heart | Alive |
| Zephyr | Air | The Gust | Alive |

Godly Relics

Godly relics differ quite a bit from Predecessor relics; one of the most important differences being that they are the only way for an Aetherian to access more than one spell list. Even more important than that, however, is that godly relics are usually direct lifelines to the god that they come from, and if the god they belong to is alive, then **destroying the relic will kill the god and replace them with the user**.

To become a literal god is, to put it lightly, a massive change to one’s life. Suffice it to say that a god of a given element commands immense power over said element, but that does not make them all-powerful – after all, as the above statement says, a god is killable, though doing so is by no means an easy task, and the threatened god will do everything in their considerable power to intervene long before any Sentient ever comes near their relic, which is usually under their very close watch. As for the specificities of what happens when a character becomes a god, that is left largely up to the DM, but a useful framework is given here:

* The character’s maximum Health becomes 1000 and they regenerate 10d100 Health every 6 seconds;
* The character’s STR, AGI, DEX, and CON scores instantly become 15;
* The character can no longer cast spells of an element other than the one that is now their domain by any means;
* The character can no longer attune to any relics or enchanted items made with Aether from a domain other than theirs, but they can attune to any number of enchanted items made using Aether belonging to their domain instantly;
* The character inherits the relic they just destroyed, which instantly reappears in their possession, and is now aware of its location at all times;
* The character is now functionally immortal and shows no signs of aging regardless of how much time passes.

The above can be modified or altered as the DM wishes, and they can add or removes features the newly deified character receives at their discretion.

Another important thing to note about godly relics is that a Sentient can attune to more than one of them at a time, despite the above ruling that states otherwise. When this happens, the attuning character gains the boons and curses from the relic as normal, however the only properties of the relic bestowed upon them are the access to an additional spell list and the Aetherian level/additional Mana. Also, if a godly relic has no current user, then it reappears in a place of the DM’s choosing immediately instead of at the next midnight.

Lastly, all of the relics listed here are for gods that are either missing or dead; however, all of the gods have a relic, but its exact nature and properties are left up to the DM, though the examples given here should provide a good guideline to follow.

The Sunstar

**Lore.** No one is certain where the Sunstar came from – some claim it fell from the sun, others say it was gifted to them in a dream, while others say it was found buried deep in an abandoned temple of Light. Whatever the case may be, everyone who knows of it is absolutely certain of one thing: that this is a fraction of the sun, of Light itself, and that it holds within it a fragment of Lucifer’s consciousness. To date, this is the only trace of the missing goddess anyone has ever found.

**Boons and Curses.** The Sunstar bestows the following boons and curses: 2 Minor Boons, 2 Major Boons, 2 Minor Curses, 2 Major Curses. Upon awakening, it bestows 1 more of each.

**Properties.** Being a literal embodiment of Light, the Sunstar can shed copious amounts of light at the user’s will; specifically, the user can take ½ a second to command it to shed up to 1000 feet of bright light and an equal amount of dim light, with a minimum of 5 feet of each. Once the amount of bright light shed exceeds 99 feet, every creature except the user in a radius around the Sunstar equal to 1/10th the bright light distance becomes **blinded** by the light, and will remain so until 1 minute after the user reduces the bright light to less than 100 feet. So for example, if the Sunstar is currently shedding 450 feet of bright light, everyone within 45 feet of the user is **blinded** by the Sunstar, and will remain so for as long as they are within the blinding radius plus 1 minute thereafter.

Upon attuning to the Sunstar, the user gains several skill proficiencies befitting the embodiment of knowledge and learning. Namely, their Arcana, Insight, Lore, and Theology proficiencies all increase by 1, up to 5, and their INT and WIS skills both increase to 2, up to 25. Additionally, the user gains infrared vision if they don’t already have it, and their vision cannot be impaired in any way, except by the Void.

The final property of the Sunstar is that, upon attuning, the user gains a single Aetherian level. If the user is not an Aetherian, this level is in the Luxomancer subclass. If the user is already an Aetherian, they gain the level as normal, however they now have access to the Luxomancer spell list if they didn’t already. If the user is already a 20th level Aetherian, or reaches that level while attuned to the Sunstar, then they gain 5 extra Mana.

**Awakening.** Should the Sunstar be the sole target and receiver of 1000 Mana’s worth of Luxomancer spells within the span of 1 week, the Sunstar awakens.

**Awakened Properties.** When the Sunstar awakens, the user’s Arcana, Insight, Lore, and Theology skills all increase by another 1, up to 6, and their INT and WIS scores increase by another 2 up to 26. Additionally, they gain another Aetherian level/gain an extra 50 Mana, and lastly, the Order side of their alignment shifts to Lawful if it wasn’t already.

Most notably, though, once a day the user can concentrate on the Sunstar and attempt a DC 40 Theology check, using their CHA modifier instead of their INT. If they succeed, they are able to communicate with the fraction of Lucifer’s consciousness that resides within the Sunstar, and in so doing ask her any 3 questions, which she answers to the best of her ability. Lucifer knows a great deal, but is not omniscient. Essentially, if something has happened in dim light or brighter, she knows about it.

**Destruction.** Should one or more Aetherians, one of which **must** be the user, assault the Fragment with 1000 Mana worth of Umbramancer spells within the span of 1 day, the Fragment will be destroyed and Lucifer herself will be dead for good. Because the sun must continue to shine and Light must continue to exist and have a master, a new god of Light will be chosen immediately thereafter, that person being the user. If the user did not participate in the destruction of the Sunstar, it will repel and reflect back any spells cast upon it.

The Void

**Lore.** Appearing as solidified inky black void that seems to actively consume the light around it, the Void is the last remnant of Umbra, the god of Dark, who, like Chronos, Materia, and Lux, has been missing since the Cataclysm. To date, the Void is the only link to the missing god that Sentients have found.

**Boons and Curses.** The Void bestows the following boons and curses: 2 Minor Boons, 2 Major Boons, 2 Minor Curses, 2 Major Curses. Upon awakening, it bestows 1 more of each.

**Properties.** The most visible feature of the Void is its ability to consume light, in a manner very similar to how the Sunstar sheds it. Essentially, over the course of a ½ second, the user can will the Void to create a sphere of complete darkness with a radius between 5 and 1000 feet, and turn bright light into dim light or dim light into darkness for an equal distance beyond that. Once the radius of the darkness exceeds 99 feet, every creature except for the user in a radius around the user equal to 1/10th the radius of the darkness is **blinded**, regardless of whether they can see in complete darkness or not. So for example, if the Void is creating complete darkness out to 300 feet (and dim light or darkness for another 300 feet), then everyone except the user within 30 feet of the Void is **blinded**.

In addition to its ability to consume light, the Void aids the user in their secretive and deceitful efforts. Namely, their Bluff, Sleight of Hand, and Stealth proficiencies all increase by 1, up to 5, and their DEX and CHA scores both increase by 2, up to 25.

The last and most noteworthy property of the Void grants the user 1 level in the Aetherian class. If they are not already an Aetherian, this level is in the Umbramancer subclass. If they are already an Aetherian, they gain the level as normal, however they now have access to the Umbramancer spell list if they didn’t already. If the user is already a 20th level Aetherian, or reaches that level while attuned to the Sunstar, then they gain 50 extra Mana.

**Awakening.** Should the Heart be the sole target and receiver of 1000 Mana’s worth of Umbramancer spells within the span of 1 week, the Heart awakens.

**Awakened Properties.** When the Void awakens, the user’s Bluff, Sleight of Hand, and Stealth proficiencies all increase by another 1, up to 6, and their DEX and CHA scores both increase by another 2, up to 26. Additionally, they gain another Aetherian level, or gain another 50 Mana if they are already 20th level in that class, for a total of 100 extra Mana. Lastly, the Order side of their alignment shifts to Chaotic if it wasn’t already.

Aside from that, once a day the user can concentrate on the Void and attempt a DC 40 Theology check, using their CHA modifier instead of their INT. If they succeed, they are able to communicate with the fraction of Umbra’s consciousness that resides within the Void, and in so doing ask him any 3 questions, which he answers to the best of his ability. Umbra knows a great deal, but is not omniscient. Essentially, if something has happened in dim light or darker, he knows about it.

**Destruction.** Should one or more Aetherians, one of which **must** be the user, assault the Void with 1000 Mana worth of Luxomancer spells within the span of 1 day, the Void will be destroyed and Umbra himself will be dead for good. Because night must continue to come and Dark must continue to exist and have a master, a new god of Dark will be chosen immediately thereafter, that person being the user. If the user did not participate in the destruction of the Heart, it will repel and reflect back any spells cast upon it.

Titans

To govern each of the continents and oceans, 6 beings of enormous size and power were made by the gods. These beings, called Titans, are second only to the gods in power. Unfortunately, this wasn’t enough, as 4 of the Titans were killed during the Predecessors’ War for Dominance, and each of their deaths left their mark on the landscape of Aethra: Bahamut’s death made a mountain out of his bones, which later became the city known fittingly as Bahamut’s Bones; out of Orisha’s body grew the Titan’s Grave tree, which towers over every other growth on the continent of Sal’tu; the fight between Skadi and Kraken in the East Ocean turned the waters of that ocean black; and lastly, Tiamat’s self-sacrifice on Ahkos created the Titan’s Crater, where the city of Kyojin was built.

For ease of reference, consult the table below for each Titan’s **breath**, **color**, and **landmark/status**.

|  |  |  |  |
| --- | --- | --- | --- |
| **Titan** | **Breath** | **Color** | **Landmark/status** |
| Bahamut | Fire | Red | Bahamut’s Bones |
| Kraken | Acid | Black | Alive |
| Leviathan | Water | Blue | Alive |
| Orisha | Venom | Green | Titan’s Grave |
| Skadi | Ice | White | Blackened waters |
| Tiamat | Lightning | Purple | Alive |

To Kill a God

A god’s relic is their lifeline, the physical embodiment of their power and status as a divine ruler of one of the elements. But because of all of this, that very same relic is also their Achilles heel, for were the relic to be destroyed, there is no more embodiment of their power and nothing to prevent the god from being destroyed. While a god’s relic is intact, they are entirely unkillable; once their relic is destroyed, however, they become mortal again until it reforms at the next midnight. During this time, should their Health reach 0, they will die just like any other creature, and the last person who was attuned to their relic takes their spot as ruler over their element.

Because of this, gods are extremely hesitant and unwilling to give out their relics to Sentients unless they feel they absolutely have to, and even then will actively try to prevent them from finding out the truth about them (the fact that a god’s relic must be destroyed in order to kill them is, of course, a closely-guarded secret and not known amongst most living creatures). Most of the time, though, a god’s relic is kept extremely close to them and is heavily and thoroughly guarded and protected, either by them and/or by those whom they quite literally trust with their lives.