

The Pantheon

Overview:

All gods dwell in the Celestial Reach, a version of the heavens divided into individual domains that encompass each god's tenants. When they pooled their might to create Revas, they left the veil between the celestial plane and the material open, tethering the land to an infinite source of divine power. It burrowed deep, spreading lush foliage and fertile soil. The beasts thrived, growing and evolving at unprecedented rates. Some creatures, like the dragons, became *too* powerful. When their folly was realized, the gods sealed the veil, cutting off the endless supply. While only the Triad continued with creation, the others did observe. As the new progeny developed, organized and began to praise their creators, the rest of the pantheon took notice. This was their desire after all, dutiful worship and thanks for the graces given. One by one, they began to make themselves known to the inhabitants of Revas. There were those who sent their own divine messengers to walk the lands, spreading the good word. Others lifted the veil to appear before mortals or dote on them, hoping to gain favor. Some even turned back to their own twisted, draconic progeny curious to know if they'd changed over the millenia. While worship of the Triad remains the most common in Revas, the other gods now have their share of devotees and temples.

The Triad:

Aedus- Ruler of the pantheon and god of creation and light, Aedus is considered very much a father figure by his followers. He is known to be thunderous when displeased and doting when worthy. His worship is the most widespread and organized. Temples and shrines to the Great Creator are found in every Imperium settlement, no matter the size. He is often sculpted nude, with a muscular form and full beard. His symbol is the chisel atop a red field.

Maiara- Queen of the Celestial Reach and goddess of magic. She has no formal ties to Aedus, despite her title, and bickers with him as often as she

lays with him. Commonly thought fanciful and flighty, her worship throughout the Imperium is mostly limited to those who follow the arcane arts. She has little care for organized worship, so her devoted Children burn alms and host seasonal revelries in her name in place of the temple worship more common in the Imperium. Portrayals vary, though she is typically depicted as a beautiful young woman with hair the color of moonlight beneath a twisted crown of stars. Her symbol is a trio of stars atop a blue field.

Eidyn- The Ferryman, god of death and lost places. Balance before all is Eidyn's edict. If something begins, it must come to an end. He guides the spirits of the dead on their final journey, and watches over those left behind. The most frequent deity to cross the veil, it's often said one can feel the comforting brush of his fingers in their final moments, pulling their spirit from this plane. Dedicated worship is most common amongst the mountainfolk, but even the Imperium prays for Eidyn's hand to guide them should the worst happen. Only the faefolk scorn his name, instilled with the false confidence their near immortality gives them. Descriptions of Eidyn generally include a figure cloaked in shadow. His symbol is a white hand atop a black field.

Major Gods:

Nidal- God of the harvest and agriculture. With prayers and worship rising as farmers of the Imperium become more desperate to fill their stores, Nidal has become a common household deity. He's generally depicted as a young man in wheat colored robes with hair of flowing amber. His symbol is a scythe atop a golden field.

Batia- Goddess of children and family. More frequently accepted as Aedus' consort in the Imperium, Batia watches over the women and children left at home as the men are drafted to war. She is often depicted as a woman in her middle years, a knife clutched to her breast to protect her own. Her symbol is a golden apple atop a burgundy field.

Thehun- God of the forge and craftsmen. Popular amongst the dwarves and gnomes, Thehun's blessing has been attributed to much of the recent innovations. It is said he holds favor for constructs, and is willing to accept warforged as clerics, nearly unheard of at most temples. Often depicted as a dwarf with an elaborate beard, his symbol and shrines are found in nearly every smithy and workshop. His symbol is a hammer crossing an anvil on a field of flame.

Sintri- Goddess of love and fertility. One of the few deities worshipped equally across all factions, Sintri is said to help guide souls to their true mate. Offerings for her favor take centerstage at most marriages and mating ceremonies. Beloved of Nidal, she is often praised alongside him during the planting season as worshipers hope for fertile soil. Her appearance changes to reflect the beauty ideals of the various species. Her symbol is a single thorned rose upon a pale yellow field.

Ildites- Goddess of war and strategy. A polarizing goddess worshipped heavily by the imperium and drow alike, Ildites is thought to be the shrewdest of the pantheon and possibly the cruelest. Her favor is never clear, swinging as often as the tide of battle changes. The most powerful of her followers are heavily sought out as it is said they are able to predict the outcome of battles before they occur. Ildites is often depicted with a silk blindfold over her eyes and a sword clasped before her. Her symbol is a silver greatsword crossing a broken arrow atop a navy field.

Ymir- God of the sea. Friend of fisherman and sailor alike, Ymir controls the catch and the tides. While the Imperium is the only faction with a proper navy, nereids and other fae creatures also share the waters leaving Ymir with a mix of followers. It is said he favors the form of a large scaled sea serpent, which is also his symbol atop a seagreen field.

Onos- God of the sky. Rainbringer and Snowkeeper, Onos is praised almost equally to Eidyn amongst the Goliath clans. It is said his favor is what keeps their settlements above the snowline in the brutal winters. He holds the avalanches at bay while leaving game trails uncovered.

Notoriously fickle when angered, he sweeps villages away with storms without a second thought. He is most commonly depicted as a goliath with swirling tattoos across his pale blue skin. His symbol is a golden bolt of lightning in a white field.

Minor Gods:

Clothes- Goddess of Pain and Healing.

Xavren- God of Vengeance

Arunis- Goddess of Law and Virtue

Nalara- Goddess of Luck and Chance

Timire- God of Secrets

The Gatekeeper- God of Planar Gates

Dheuna- Goddess of Hunting

Arcturus- God of Animals

Mirthrin- God of Alcohol and Brewing

Haldar- God of Travellers