GODS AND THEIR HISTORY

All gods of the world are just powerful creatures, who became such in an ancient times before “split” era.

**Hadar** – the god of madness and change.

Once a creature with its shape, but now is as formless as his every thought and creation, random and chaotic. Can be anything. Lives in Limbo.

One of the most ancient and powerful gods of old. His signature are aberrations, blind obedience and insanity of each servant. Its power is nearly limitless in his plane that is bound to this world, Limbo, literally a dream of one creature once, but a real place at least for now. But in material plane is quite weak, as god can be at least, because of its stability.

Aims: his favorite thing to do is changing worlds and making them as chaotic as possible. Wild, powerfull and uncontrollable spells are mostly created by him or his servants.

Currently all his cults are either banned in certain areas or just forgotten. (May be changed later, Quizhou maybe idk)

Symbol: violet eye with dd shaped circle around it.

Current chosen - Richard

**Pelor –** god of sun, strength and healing

The *Fortress of the Sun*, once known as *Light's Blessing*, is Pelor's realm in [Elysium](https://en.wikipedia.org/wiki/Elysium_(Dungeons_%26_Dragons))

Pelorians believe that the life-giving sun is the best cure for all of [Oerth](https://en.wikipedia.org/wiki/Oerth" \o "Oerth)'s ills. Justice and freedom are brought about through charity, modesty, and perseverance. Pelor's priests teach that the truly strong don't need to prove their power. Pelorians strive to perform so many good acts that evil has no room in which to exist, though they will fight if necessary.

Current chosen - missing

**Orhis –** the false god of light

An emperor of old, who desired too much power. He killed his god by summoning demon of 9th ring and then devoured them both, trying to contain in himself to types of power. Now lives in his very own plane Light Bastion

Orhists believe that Orhis is the only true god, who can cure the one who is in need and punish unworthy. All mages are evil from Orhis’s point of view, so they must be sacrificed in the name of Orhis.

Current chosen - Kreghist

**Beshaba** – the goddess of misfortune

She was always the unluckiest in her family, this fact led to great amount of challenge in her every action. Magic was the most problematic, what can you do if you can’t wield fire or earth magic if you are just that unlucky, the answer is simple, make your misfortune your own weapon and watch how your every enemy trips on his own foot or mantle.

Cursed Fahren to travel between worlds

All cults are currently dead, mentions about her can be found in libraries or old dungeons, which once were her temples.

Current chosen - Faren

**Bane –** the god of war.

Rised from first battles versus mind flayers, acquiring their psychic powers.

**Selvetarm –** drow god of destruction, creator of Alloturgy.

Alloturgy is path of magic which allows one to enhance himself and those around him with enchanted metal rods. This rods allow one to increase dexterity (plumbum), strength (copper), regeneration rate (silver). At peak performance it allows user to control metals (gold), see nearby future such as where he will be attacked (electrum) and even become immortal for brief period of time (Platina). All these abilities requires one to eat a specific metal to burn it inside him.

Current chosen – Fu Feng