



# Gods of the Dragon Isles

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# Divine Archetypes

All of the gods of the Dragon Isles can be identified to one of seven divine archetypes: "Sun King", "Earth Mother", "Winged Messenger", "Veiled Maiden", "Winter King", "Voiceless Keeper", and "Voice in the Void".

Each of the six archetypes fills a role in ancient society, and in their own roles none is more important than the others. The "Sun King" is the warrior god of battles and power, but the "Earth Mother" is in charge of the more mundane aspects of everyday life, such as rain, crops, and life. Similarly, only the "Winged Messenger" can deliver the rain and storms created by the "Earth Mother", and only the "Veiled Maiden" can grant mortals the mysteries of music and joy. The "Winter King" is most often feared and placated, although some soldiers prefer his calculating mindset in war.

Two of the archetypes are related almost exclusively to magic and occult knowledge, and generally work in opposition to one another. The "Voiceless Keeper" is responsible for keeping knowledge that would be dangerous were it to become widely known. The "Faceless One" seeks to reveal secrets and commune with dangerous spirits of the Astral.

The gods within an archetype are all similar at their core, but are still distinct and perhaps even contrary in some ways. For example, Mrmym and Tark are both aspects of the the "Winged Messenger" archetype, and are both gods of the air represented as archer messengers. However there are many differences as well: Mrmym is surrounded by birds of truth and Tark by flies of lies.

Some cultures revere only a few (or just one) archetypes, such as the Allfather of the Dwur, who Named every thing in creation with Runes. Depending on the culture, this single god is often identified more strongly with one of the archetypes than the others, typically either the "Sun King" or the "Earth Mother".

# Earth Mother

The "Earth Mother" is one of the most powerful and widely worshiped primal divinities. Among the Eldar she was worshiped as Amarnaneth, and greatly loved. She presides over the natural process of creation, life and death, giving birth to all creatures from the earth, nurturing them as only a mother can throughout life on the earth, and protecting them in their earthly tombs when they pass on. She rules not only the lands but also the seas, which both together make up the earth. She is also the goddess of the necessities of daily life, such as agriculture, fertility, harvests, hearth, dreams, builders, and crafts. She is patient as the earth itself and slow to anger, but when roused she can cause severe disasters such as earthquakes and storms.

While the "Earth Mother" is responsible for rain and storms, She relies upon the "Winged Messenger" to deliver those "messages" to the world. When crops were abundant, the "Earth Mother" and "Winged Messenger" are often praised and thanked for their abundant rain. Not only is lack of rain a threat to survival, it was also a sign that the "Earth Mother" or perhaps the "Winged Messenger" are unhappy.

The "Earth Mother" also rules the underworld, which is viewed in various ways by different cultures: some see the underworld as a return to her womb from which to be reborn, some see it as a gentle protective embrace, and some see it as a chthonic hell.

In matriarchal societies such as that of the Rochir, the "Earth Mother" is the ruler of the gods, and is often referred to as the Goddess. In patriarchal societies, She is the queen of the gods and wife of the "Sun King".

Druids revere her as the mother of the earth; the Baal dragon priests worship her as the goddess of stone and strength; Alorns worship her as the patron of builders; even the zealous and narrowly focused Knights of the Eternal Flame pay her homage as a goddess of law and fortresses.

## Damgalnuna, the Lady of that which is Below (Deep Old Ones, Southmarens)

*Great Lady of the Waters, Lady of the Chambers, Mistress of the Gates*

The consort of Dagon is often invoked by fisher-folk to bring the abundant plenty of the sea, filling their nets with fish. She is less well-known as the keeper of the Gates of Abzu, abstruse rituals for summoning long-forgotten creatures of the deeps.

## Danu, the Goddess (Kith)

Danu is the Goddess and Earthmother of the Kith. To accept all of her aspects is to accept all of nature, youth and age, growth and decay, life and death. She is the generative power of nature and the female principle: the supreme deity. She is served by her consort, the "Horned God Kernunnos". She is very similar to Xohm, and the Kith have often allied with the like-minded Dwur.

Kith view history not as a battle between good and evil, but a battle between those who accept the supremacy of nature and those who fear nature in all its forms and wish to control and ultimately defeat it--between those who worship the Goddess and those who worship the unnatural creations of order. Civilization is an unnatural force with weak, soft inhabitants who are terrified of both the feminine principle (the Goddess) and of wild nature (the "Horned God").

## Hypsiglena, the Serpentmother (Alv, Avathar, Drisi)

Hypsiglena is the Avathar dark "Earth Mother" and She is also the mistress of snakes, depicted as a snake-skinned woman, or a snake-haired woman (gorgon), or two-headed venomous serpent. She is a cold, cruel goddess who found the first Avathar child born inside the egg of one of Her serpents and only nurtured it to life so that She could savor its screams and devour it later. Some say that this child was an Eldar babe who fell into her clutches, from which She birthed the Drisi race, some of who survived through the Avathars. The Avathars are terrified of Hypsiglena. Those who do not pass muster at the death gates of the Duirgurth are devoured by Her or

swallowed whole, spending an eternity being slowly consumed in her round belly. Fear of being taken by Hypsiglena is perhaps one of the driving factors behind the Avathar obsession with longevity and Necroalchemy.

The Baal and Dwur believe in both Xohm and Hypsiglena as a multi-aspected Earthmother, bright and dark. To them She is the "Mother of Wyrms", having given birth to countless evil Wyrms and venomous serpents, until they have become common on The Dragon Isles. The Dwur were nearly driven extinct by Wyrms tunneling into their mountain homes, and joined with the Baal to hunt these evil dragons for many hundreds of years.

In the Dwur mythos, Hypsiglena is an evil goddess who dwells in the deep earth, devouring those who tunnel too deeply or greedily. Consequently, most Dwur mine relatively close to the mountain peaks, unlike the dwarves of traditional Tolkien-based milieus. The corrupt Zuhls are Dwur who delved too deeply and fell into the clutches of Hypsiglena.

The Baal say that Hypsiglena was one of the guardian dragons who was tricked into becoming the consort of Tark at the time of the Breaking. She gave birth to the Drisi, who were mostly eradicated by the Alu, but live on in the Avathar bloodlines.

## Xohm, the Earthmother (Baal, Dwur)

In the Baal faith, the "Earth Mother" takes the guise of Xohm, mother of all dragons. She is said to appear as an enormous, gem-encrusted dragon.

The Dwur have always worshiped Xohm as the mother of the gods and the patron of stonemasons. Evidence of this predates their relationship with the Baal, prior to which She was only known as the Earthmother rather by a proper name. Nor was She depicted in Her dragon form in the earliest Dwur works.

The Dwur also revere Xohm as the "Earth Mother", the stone beneath the (small and hairy) Dwur feet. Stonemasons revere Xohm, for they are creating works from Her natural gifts. Creating unique, beautiful things and ritualistically giving them back to Xohm to beautify Her further is one of the most noble and sacred acts in Dwur society. Countless vaults of impenetrable Dwurstone vaults have been hidden deep within the mountains and filled with precious gifts to Xohm. Since the Dwur created these things for Her alone, these vaults are not intended to ever be opened again, and are often surrounded by impossibly deadly traps to deter looters. In many cases, the mechanisms simply trap the looters within the vault...forever unless they can somehow appease Xohm.

The Baal and Dwur also believe in Hypsiglena as a dark earth mother.

## Faceless One

*the "Voice of the Void", the "Mad God", the "Opener of Ways", the "Key", the "Summoner", the "Faceless God", the "Revealer", the "Insane Sage", the "Babbling God", the "Black Wind of a Thousand Eyes and Mouths", the "Unspeakable One".*

The "Faceless One" knows all, sees all, and constantly spouts the riddles of the universe in a multitude of voices. This is an enigmatic, mad god who speaks, mutters, and babbles incessantly. Its voice alternatively reveals magical secrets of deep meaning or calls out into the dark void of the Astral. Listening to or attempting to "please" this deity could bring knowledge of many things. However, to see it or learn too much about it is to court disaster.

The crooning calls of the Voice enter deeply into the Astral, reaching Ifr'it, Kha'din, Deep Old Ones, or other occult entities. When joined with the voice of a living being of the Dragon Isles, the Voice is an *invitation* or *summoning* that can bring Astral beings to the Dragon Isles, or send mortals into the Astral. Thus the Voice is often called the "Summoner" or "Opener of Ways".

This is a god who is more likely to be appeased than revered. However, It does have worshipers, who hold the perspective that the Voice is actually that of the universe itself, and it is up to the listener to listen correctly and know his own limits. None deny that listening *too deeply* or without proper caution is dangerous and can easily lead to insanity. Thus the Faceless One most often seen as a foe to mortals and worshiped only by mad cultists.

The Voiceless Keeper works constantly to contain and repair damage caused by the Faceless One, binding loosed daemons and locking away secrets that have too freely been let loose. The Voice of the Void cannot directly speak any secrets that the Voiceless Keeper has taken into his care.

The Faceless One cannot comprehend or speak of the mysteries of the Veiled Maiden, and at times seeks to destroy what It cannot speak of, so these archetypes are often at odds.

## Abzu, the Chambers of the Deeps (Deep Old Ones, Southmarens)

*Apse Kraken, "Lord of Krakens", the "Tentacled Whisperer of Impossible Secrets", "Chambers of the Deeps", the "Mad God", the "Hollow God", the "Insane Sage", the "Babbling God", the "Sleeping God"*

Abzu is the terrible lord of the dark ocean abysses. Its greatest act of madness was summoning the Kha'din from their "Astral Plane" into our world. Abzu is indeed the most legendary of all the gods of the Dragon Isles.

The "hollow god" Abzu is a sessile, many-chambered husk of a long-dead sea monster of titanic size. Known as the "chamber of the deeps", its body is as vast and empty as a dark, watery city, its sleeping mind living on only through the most abstruse of sorceries. This is as a mythical place where the mind influencing powers reside and where their results, as well as the means to influence

their effects, originate. For its vastness, the husk of the Abzu is described as incomprehensible, unfathomable, secret.

This empty shell formed by the body of the Abzu is the domain of the god Dagon, the Lord of the Deep. Dagon rules the seas from this most unusual of dwellings, along with his consort Damgalnuna and a number of his peculiar creatures. Dagon is believed to have ruled the Abzu prior to mankind's creation, but perhaps Damgalnuna understands its secrets better than he. Dagon's offspring are often designated "sons of the Abzu".

Temples of Dagon are referred to as E-Abzu, "the house, or temple, of the Abzu". The term Apsalso occasionally also used to refer to a tank for holy water in a temple courtyard. Lastly, the Eldar once used shells of similar sea monsters as fortresses, which are called Edun-Abzu or Kalla-Abzu.

## The Kraken

*Below the thunders of the upper deep,  
Far far beneath in the abysmal sea,  
His ancient, dreamless, uninvaded sleep.  
The Kraken sleepeth: faintest sunlights flee.  
About his shadowy sides: above him swell.  
Huge sponges of millennial growth and height;  
And far away into the sickly light,  
From many a wondrous grot and secret cell.  
Unnumbered and enormous polypi.  
Winnow with giant fins the slumbering green.  
There hath he lain for ages and will lie.  
Battering upon huge seaworms in his sleep,  
Until the latter fire shall heat the deep;  
Then once by men and Old Ones to be seen,  
In roaring he shall rise and on the surface die.*



# Hate

This god is an amorphous white mist with many eyes. It is the embodiment of all hate in the world. Because it only has worshipers in Aquila and a few other cities, its area of influence is small.

The worshipers, called Hates, gather together in secret underground temples on the "Street of Gods". When the rituals are held is a complex calculation based upon the stars, moon, and weather. The head priest leads the ceremony. All the hate that the worshipers have been carrying with them rises to form an avatar of the god.

The avatar of Hate is tied to the head priest by a thin, silvery cord. The avatar looks just like the god. It floats through the city finding evil people filled with hate. It subjugates them to its will. Anybody that is not evil is set upon by the others. If it finds someone despicably good it attacks with full force, using the subjugated people. If necessary it will take up arms (in its misty tentacles) itself. It is said that the only way to stop it is to cut the silver cord.

After the ceremony the worshipers feel refreshed, because all of their hate has been drawn out of them. Unfortunately, several new corpses usually litter the streets of the city. This has made the Hates a secret and hunted cult in Aquila.

## Kurg, the Blood God (Avathar)

Kurg is the Avathar god of battle lust, blood, war and conquest. Kurg is portrayed as a vampiric warrior bathed in blood and dressed in the furs and hides of mythical monsters. He wields many weapons, such as an enormous greatsword, a flail made of the heads of fallen foes, and a cruelly barbed spear. His armor is covered with with spikes, upon which he impales his foes, and he rides a hellish black horse. Kurg is a savage god who frowns upon cowardice in battle.

Kurg is served by the bloodthirsty Kurgans, whom he has "blessed" with a form of Vampiricy and "Blood Magic". It is not always considered lucky to have Kurg on your side.

# Wendigo, the Howling God (Kith, Alu)

*Ithaqua, Vitra (Alu), the Wind Walker, the Wendigo, God of the Cold White Silence*

In Kith mythology, the Wendigo is a malevolent god who brings hunger, madness, and death in icy storms. It is usually described as a decrepit "Horned God" with a heart of ice, but sometimes the creature is thought to be entirely made of ice. The Wendigo is also said to manifest as a whirlwind of angry air that bites and howls but remains formless. His voice is often heard in the north, and some say those who listen to it can hear words, but none dare listen too long. The Wendigo is noted for its fearsome cruelty and diet of human flesh. Also, any human who partakes of human flesh (e.g. as a means of combating starvation) is believed to become such a creature himself. While filled with tremendous strength, he will forever be tortured by an unyielding hunger for more human flesh. This myth is used as a deterrent and cautionary tale among Northman Kithocs whose winters are long and bitter and whose hunting parties are often trapped in storms with no recourse but to consume members of their own party.

Some believe that the Wendigo is the Ulfhedinn wolf spirit that Kornun sometimes grants to especially heroic berserkers. The Drunes are one tribe of Kith who worship the Wendigo, and are known to ritualistically devour the hearts of foes slain in battle in efforts to invoke the Ulfhedinn.

The Alu know this god as Vitra, the personification of winter and freezing cold death.

# Yigg, the Father of Wyrms, the Unspeakable One (Drisi, Lothian cultists)

Yigg is the father of Wyrms and serpents. He is a Voice of the Voice, revealing many secrets to those who are willing to listen to his snake-like droning voice.

Yigg was a prominent god in the Drisi faith, and seemed to look after his chosen people until they turned from him and began worshipping the "Unspeakable One", apparently a Kha'din.

## The Formless One: Panali'xul, Jubilex (Akuma)

The "Formless One" is an old god of tremendous power who was imprisoned long ago by the Baal who called him Panali'xul, and thought him to be an ancient Ifr'it who was corrupted by the Kha'din. The Baal feared his particular form of Taint to be contagious, so much so that that they prepared a special multidimensional prison in which to keep him for eternity: the dreaded "Devil's Finger" of Si'Kazakzigil, located in the Wolf's Teeth.

Despite being a prisoner, the Formless One still has living worshipers in his dark Hallow, although they are regarded as mad cultists by most. He is most commonly known to his cultists as the daemon lord Jubilex. Over the centuries the cultists have made many attempts to free Jubilex, but no assault on his prison has yet been successful. Others have visited his prison in order to capture its wealth or the fabled Ifr'it Amulet of Jubilex, which would grant power over the god and his followers.

## Sun King

The "Sun King" embodies the spirit of the noble warrior. He is usually depicted as wounded in some way, which is always bleeding. The Eldar worshiped him as Anoril, the Fyrelord. He is the king of the gods, consort to the "Earth Mother", and lord of sun and fire.

The "Sun King" is a powerful war god, unparalleled in his skill with arms, courageous, and terrible if roused to anger. In the wars of the gods he acts as the general, champion, and artificer of the weapons of the gods. He is attended by the "Winged Messenger" and "Veiled Maiden", who act as his scout and shield maiden, respectively. The "Sun King" is also the god of courage, nobility and self-sacrifice; He is the first to enter and last to leave any battle, holding the place of honor in the vanguard and rear-guard.

He is a bitter rival of the Winter King, who is also skilled in battle and vies for the position as king. He is also often at odds with the "Faceless One", whose words are persuasive but indirect and often filled with madness.

## Allfather, the Namer (Dwur)

The Allfather is the Namer and Creator of the Dwur mythos. As the "Sun King", He is the lord of the gods, and often attributed with the powers of the "Winged Messenger" as well.

The Dwur believe that in the beginning there was only the Allfather and the "Earth Mother" Xohm. The Allfather sought to make Xohm His wife and in made for Her all varieties of precious gifts. This first act of the Allfather, the giving of a unique gift crafted by one's own hands, is the most simple and sacred in Dwur culture.

The gifts of the Allfather to Xohm were not mere trinkets of gold and jewels, but rather the Runes of power. Each Rune held the "True Name" of a newly formed thought, such as "tree", "mountain", or "flower". In the beginning, these things did not exist, and their creation was an act of pure creativity and power of creation through craftsmanship, which the Dwur call Naming. Xohm accepted the gifts and wore them like jewels, unlocking more of Her natural beauty with each idea that the Allfather had Named. Thus, the concept of "True Names" is sacred in Dwur society, and anything that a Dwur must sign his personal name onto--such as a finely crafted weapon or legal document--becomes blessed by the Allfather.

Likewise, the creation of a unique thing of beauty is also sacred in Dwur society. Naturally, the Dwur worship the Allfather as the spiritual father of craftsman and artisans, overseeing the finest works such as jewelry and metal-smithing. Those who forge weapons and armor call upon the Allfather to guide their hammers, not only in his capacity as the preeminent artisan but also as the god of war.

The Dwur also revere Xohm as the "Earth Mother". Creating unique, beautiful things and ritualistically giving them back to Xohm to beautify Her further is one of the most noble and sacred acts in Dwur society.

## Dagon, Lord of the Waves (Deep Old Ones, Southmarens)

*Lord of Water, Lord of the Waves*

Dagon is the lord of water in Southmaren mythos, a fish-like being who taught mankind wisdom and the arts of civilization. One of the chief gods of the Southmarens, Dagon is as apt to be worshiped by salty sailors, as noble ship captains, and scholars poring over mouldy tomes.

The lord of the deeps having the body of a fish but underneath another head and figure of a man. He is described as dwelling in the deeps of the Sea of Fallen Stars, within the mysterious place known as the Abzu. He rises out of the waters in the daytime and furnishes mankind instruction in writing, the arts and the various sciences. He also brought fish to the Sea of Fallen Stars.

## Kornun, the Horned God (Kith, Alhanians)

In Kith mythology, Kornun is the *Horned God* of the hunt and of the forest. He is the embodiment of wild nature and the male principle, the "Sun King" guardian and consort of the "Earth Mother" Danu. Kornun is the patron of all warriors, especially the special breed of Kith known as berserkers or Kornunnos, the chosen of Kornun. Berserk battle madness is a blessing from Kornun to the bravest of Kith warriors. Kornun sometimes grants a holy wolf spirit known as the Ulfhedinn to especially heroic berserkers. Kornun is also worshiped by the Alhanians.

## Pyrose, the Fyrelord (Alorn, Baal)

*Lord of Cleansing Fyre, the Fyrelord (Alglonds), the Lion of Flames (Alhanians), Lord of Glory*

Pyrose is lord of righteous fury and cleansing fire that burns away corruption. He is forever honorable, defending the weak and refusing no warriors challenge. The name of Pyrose is invoked in all ceremonies where truth must be spoken, for he will seek justice for those who lie while swearing by his name. Those who bring down his righteous wrath are doomed to die by war or fire. Pyrose is known for his fury, and wherever he travels wars break out. His symbol is a flaming golden rose.

Pyrose appears as an enormous golden-red dragon, roaring lion, or golden noble warrior.

## Veiled Maiden

The "Veiled Maiden" is the protector of sacred mysteries, especially those natural wonders which mortals should seek and cherish, but not defile, such as nature and free will. She is often portrayed as zealously guarding the mysteries of night, water, fate, and the sacred feminine. It should be noted that while the "Unknowable Void" is also a keeper of mysteries, His secrets are often unknowable, should not be known, or cause madness.

Worship ceremonies are always conducted at night, typically under the light of the moons. She represents the moving water of rivers and streams, whose touch can both sooth and heal. She is associated with other mysteries such as youth, health, beauty, music, dance, seduction, joy. In contrast, the "Earth Mother" represents the sea and lakes, and presides over motherhood.

She also represents the mystery of the forests, and only her gentle touch can tame the rarest and most magical of beasts. However, She also represents the huntress, protecting those who would defile Her forests. She is wrathful, and when roused to anger her skill in battle is matched only by the "Sun King". Even in war, She represents beauty, and She is said to have taught the secret arts of Bladesong to the Æethiiri.

The Veiled Maiden and the Voiceless Keeper are both protectors of mysteries, but the Veiled Maiden freely proclaims and celebrates those she protects, rather than lock them away. Her mysteries are to be cherished and embraced, and woe to those who seek to contain them.

The Faceless One cannot comprehend or speak of the mysteries of the Veiled Maiden, and at times seeks to destroy what It cannot speak of, so these archetypes are often at odds.

## Hyakki, the Huntress (Avathar, Alorn, Kith)

Hyakki is the Avathar goddess of nature's wrath, blighted forests, and the hunt. She is symbolized by an implacable antler-horned huntress with her pack of howling wolves. Hyakki hates her sister aspect of Lunara, and the sacred white owls and white unicorns of the moon goddess are always the favorite prey of Hyakki's hunters. Hyakki has been known to birth owl beasts and rare black unicorns in mockery of Lunara.

### Owlbeasts

*From fissures in the dark trees, monstrous shapes sprang up! Owl-headed beasts, ten feet high, prowled in hungry anticipation towards them, their feathered manes rustling as they approached. Powerful muscles flexed beneath a feathery coat, claws worked in and out of paws, scraping great gashes in the soil.*

Hyakki, goddess of the hunt and dark forests, has created these foul abominations in mockery of Lunara's sacred white owls. Covered with dark feathers, these beasts appear much like a cross between an owl, bear, and lion.

## Lunara, Maiden of Song (Alorn, Æethiiri, Southmaren)

Lunara is the goddess of song, peace, the moons, healing, redemption, protector of sea travelers, and holy waters.

While there are nine moons in the night sky today, before the Breaking there was only one moon called Lunara. During the Breaking, Lunara the mother moon died as she gave birth to her children, but was reborn through them. The mother is often symbolized by a silver or white owl.

The priests of Lunara wear white robes and preach a litany of both peace and strength in the face of true evil. They have established many temples in the west, and conduct their ceremonies on clear nights under the moons and glittering firmament. Monasteries are common as well, where Lunara's monks practice mediation and martial arts to achieve enlightenment. The faith of the moons is popular among common folk as well, who find the calm strength of the religion reassuring in troubled times.

Lunara has many sacred animals who call her mother, such as the white owl and white unicorn, though the singing whales are also special to her. These sacred animals are the favored prey of Hyakki's hunters, and Lunara is always fending off assaults from the hated goddess of the hunt.

Lunara appears as a white owl, a white unicorn, or a gentle lady clad in flowing white robes. In paintings of the sea she is often depicted accompanied by dolphins or fish.

## Paladins of Lunara

Paladins are holy warriors charged with uprooting evil, stamping out injustice, and upholding the chivalric ideal. They act with honor at all times, even when it is insensible or imprudent to do so.

Although both are obligated to "help those who need help", the Paladins of Lunara have a different calling than other Paladins. They are holy defenders rather than holy warriors, charged by the Lady of Peace with defending the innocent and healing the sick. Sometimes this puts them in harm's way, but they do not seek it out.



# Sharheen, Mistress of Swords (Alorn, Lothian)

In the Alorn faith Sharheen is the patron of duelists, swordsmen, generals, and other warriors who prefer to fight using skill and strategy over brute force. Sharheen appears as a beautiful warrior woman with skin of steel wielding a double-edged greatsword with deadly skill. In some tapestries she is depicted as a six-armed woman wielding a half dozen swords. She also represents justice and honor. Her symbols are a sword and scales, and an stylized cruciform emblem of radiating blades.

Her warrior-priest servants are the Justicars of Sharheen, and her saints are the Exemplars of Sharheen.

## Exemplars of Sharheen

Some of the Justicars of Sharheen have *ascended* to a kind of sainthood or demi-god status. Each of the "Exemplars" is known for exemplifying a few of Sharheen's ideals. Some temples worship one or more of the Exemplars directly, but usually still revere Sharheen as well.

## Muir

Muir is Exemplar of virtue and holy warriors. She is the sister of Thyr, but where he represents Law and Peace, she represents the martial valor necessary to make that peace a reality. As such, she is the goddess of holy warriors. She is often depicted as a dark-tressed maiden warrior in shining mail with an upraised (often bloodstained) sword. She is noble and single-minded of purpose. She is the tireless foe of all creatures with impure motives, the unloving, and the nameless old ones, are her sworn enemy.

The tenets of her worship include Honor, Truth and Courage. She expects self-sacrifice, humility and charity as well as unswerving loyalty. Her standards are extreme and she quickly turns her back on any who fail to live up to them. Those who maintain her standards, however, may become Paladins. This title is earned by those who are sworn to her service and through their valor and sacrifice have

been invited to join Muir's elite order of holy warriors. These individuals are dedicated to maintaining peace and justice by force of arms. In general they are exceptionally skilled and well outfitted for whatever tasks the goddess may give them.

Her symbol is a blood-red uplifted sword on a white background, symbolizing her endless fight against evil. She expects her worshipers obey those laws she sets down rigidly. This includes maintaining the virtues of charity, courage, honesty, and honorable conduct. The falcon is her sacred animal.

Few places dedicated to her worship remain. There is Basilica of Aegis which has a shrine to Muir and a small temple remaining within the Aegis temple district. The true heart of Muir's worship was in The Burial Halls of Thyr and Muir, also known as the Forest of the Crypts, located in the Valley of The Shrines. This holy shrine has been lost for at least a generation and any who were to cleanse this place would surely earn the blessings of the goddess.

## Thyr

Thyr is the Exemplar of wise and just rule. He is normally depicted as a wizened king seated on a great throne holding a rod of kingship in one hand and a chalice of peace in the other hand. His principles are Justice, Order and Peace. He represents proper and traditional rule and as such was once worshiped (at least with lip service) by all rulers. He is the embodiment of the enlightened caste system where each person fairly has their place in a lawfully ordered society aimed at the good of all people. In its truest form this represents rule by those most worthy of the position without regard to nobility or ties of blood. In the past this aspect has been played down in nations with strong monarchies with hereditary leaders.

His priests wear white robes trimmed with silver, purple or gold. Thyr's worshipers consider these to be the colors of kingship. His symbol is a silver circle on a white field, symbolizing unbreakable order and reciprocal relationships required by just rule. Few of Thyr's priests engage in physical conflict. Of those who must engage in

combat many have interpreted Thyr's desire for peace as a desire not to shed blood. Given this understanding many favor the use of reinforced rods, similar to light maces, modeled after Thyr's own rod of kingship to keep order. The noble gryphon is recognized as the sacred animal of Thyr.

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Many courthouses and halls of justice are sanctified to Thyr.

## Justicars of Sharheen

The Justicars are Alorn noblemen dedicated to upholding the double-edged justice of Sharheen. Their religious training and rites of worship emphasize knowledge of the law, passing of fair judgment, and supreme skill in swordsmanship. Justicars are respected for all of these skills, and often called upon to settle disputes between Alorneans of any rank, authorized to carry out arbitration, judgment, and sentencing. Justicars take none of these duties lightly, fully understanding the weight of their words and deeds, and rely heavily on their faith in Sharheen. As an example, Justicars are cautious of passing a death sentence, for those found guilty of death are not merely executed, but given a trial by sword so that Sharheen may pass final judgment herself.

Akin to the Paladins of Pyrose, the Justicars of Sharheen are pious knights who serve their deities with the same unwavering moral compass and zeal. Most Paladins and Justicars recognize that they have stronger similarities than differences, and frequently ally against the same foes. Many consider themselves to be part of a larger brotherhood of holy knights and set aside differences in doctrine to ally against the injustice.

## Suul, the Maiden of the Mists (Baal)

In the Baal faith, Suul appears in the form of a feminine dragon shaped by fog and mists, alluring yet mysterious. However, Suul possesses all the power and fickle fury of the sea. She is a jealous goddess, and sailors do well to placate her before embarking on watery journeys.

Her most devout servants are the Baal'Suul of Suulthus.

## Voiceless Keeper

The "Voiceless Keeper" is the master of time, knowledge, and secrets. He is also the binder of spirits. The Æethiiri know Him as *Gwedhant*, and the Eldar call him "Kazu", which both literally mean "Binder". He controls that which is not meant to be known, that which people want to keep secret, and abstruse knowledge such as the magic arts. In some aspects either one particular secret or the accumulation of limitless knowledge has driven Him to secrecy, and He does not speak directly.

The Voiceless Keeper safeguards that which is not meant to be known and information which people want to keep secret. He is the master of secret or dangerous knowledge, and anything that he guards may not be spoken of directly. He is said to have no mouth, but it is more correct to say His mouth is not able to be seen.

The Voiceless Keeper works constantly to contain and repair damage caused by the Faceless One, binding loosed daemons and locking away secrets that have too freely been let loose. The Voice of the Void cannot directly speak any secrets that the Voiceless Keeper has taken into his care.

While He excels at keeping secrets, He is still bound to reveal them if asked in the proper way, but always indirectly such as through prophesy or through the Winged Messenger. These secrets can bring extraordinary knowledge if one is wise enough to decipher them.

## Hruul, the Voiceless One (Baal)

*Dragon of Binding, the Binder, the Voiceless One, Keeper of Secrets, Traveler of Mazes, Lizardfather, Serpent Binder, Wyrms Binder, Daemon Binder*

Hruul is the serpentine god of riddles, enigma, magic, time, and the stars. While His knowledge is great, Hruul is the master of finding and keeping knowledge. This faceless being never comes completely into view, but can hypnotize viewers with his mesmerizing gaze. Hruul is more than fond of riddles. Some say Hruul dwells in the shifting swamps and rules all who dwell within, while others say His true abode is the Astral Plane. The Southmarens say he shares knowledge in the patterns of the stars and flocks of birds, which may have led to the message codes of the "Imperial Harriers".

Hruul was known to the Eldar as the "Daemon Binder", for it was He who placed the seals on the Kha'din Kalla'din. Hruul has been commonly known as the "Serpent Binder" since the Breaking, when Hruul cursed those guardian dragons who betrayed their sacred trust, casting them down to become legless Wyrms and snakes instead of true dragons.

Hruul is a foe of Wyrms, serpents, and their god Yigg. His children, the lizard folk, are resistant to serpent venom, and frequently hunt and eat serpents of all varieties.

## Maluk, the Silent Watcher

Maluk the Silent Watcher is the God of spies, secret police, scribes, scholars and all person maddened by their quest for knowledge. Maluk has shining eyes (although the exact number appears mysterious) and no mouth. He is said to see all but say nothing. His symbol of shining eyes is both on the worshippers' clothes (unless they are on a secret mission) and on the buildings of the Cult. It could be used as a recognition sign between two members of the cult.

Maluk was once worshipped by the Nagpa, prior to the rise of the cult of Reshuk.

## Winged Messenger

The "Winged Messenger" is the primal aspect representing a messenger who swiftly carries the word of the gods, avoiding any obstacle with luck, skill, and cunning. He also represents elemental air, sky, wind, clouds, archery, cunning, trickery, and travel. He was greatly admired by the Eldar, for He embodies many Eldar ideals, and they knew him as Hirmenel, the "Rider of Clouds". Most cultures depict him as a wing-heeled messenger or archer bearing a trumpet. Sometimes he travels in state with loud proclamations, other times in secret to deliver messages discreetly in signs or whispers that only the intended recipient can understand, often in the form of half- or reversed truths. The "Winged Messenger" is also responsible for delivering rains and storms sent by the "Earth Mother", and for delivering knowledge from the "Keeper of the Void".

However, the Winged Messenger is also the god of cunning and trickery, and his messages are often given as riddles or challenges that should not be taken plainly, but with an equal amount of intelligence on the part of the receiver. It is widely believed that Tark, an aspect of the Winged Messenger was the god who tricked the guardian Dragons into releasing the Kha'din from their imprisonment. However, due to his nature as a messenger, the original message must needs have come from another god or being. It is a timeless mystery whether Tark twisted a message of the Voiceless Keeper or carried too truly a mad message of the Voice of the Void. Beware the messages of the gods, for they are not always plain to mortal ears.

## Mog, the Spider God (Southmarens)

This god is a man-sized, four-legged spider with a man's head. The gossamer web of Mog is said to contain the fates of every living creature, and he delivers these fates as the Southmaren "Winged Messenger". Some would say that each man only lives as long as he can scurry about on the web while evading Mog's grasp.

Mog's has many worshipers who seek to cheat their fate through a combination of luck and obeisance. In addition, His spider servants watch everything that mortals do from the rafters or eaves of buildings. They also deliver the fates that Mog has seen in His web, spinning down on unseen webs like foul birds. The touch of a spider in Southmaren culture is considered to be a very ill omen indeed, as is seeing a bird trapped in a spider's web.

## Mrmym, the Sky Dragon (Baal)

Mrmym appears as a fleet-winged silver-scaled dragon unmatched for speed who carries the messages of the gods. He is the patron of all birds, messengers, travelers, and honorable contests of archery and agility. Mrmym is often symbolized as a bolt of lightning, for such is his speed, and he often delivers storms and rain for Xohm. The sky dragon can breathe a hail of birds that dart like arrows.

Mrmym is also known by the names Mrm'ym, Drmym, Daarnizhan, and Darnizhaan.

## Tark, Lord of Flies (Avathar)

Tark is the Avathar "Winged Messenger" in its dark aspect as a bearer of false messages. While he is called the "Lord of Flies", that likely refers to his ability to trap men in webs of intrigue and deceit. Tark has an essential role in the Dragon Isles mythos, acting as the messenger and interpreter for Hruul. The secrets of the Voiceless Keeper cannot be spoken of directly, only through riddles, half-truths, and lies. Thus is the trickster nature of Tark tolerated by the gods.

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Tark rarely assumes his favorite forms, a Draconic or man-like spider (Dragonspider or Drider), usually appearing in disguise. However, he is also able to appear as a tall, slim, joyous man, as he is adept at using deception, manipulation and even propaganda to achieve his goals. He is also revered by assassins, and when possible He wields a deadly black bow that shoots poisoned arrows.

Tark is also spelled in a variety of ways such as Taark and T'ark. It is possible that Tark is one of the dread gods of the Deep Old Ones, known by names such as Nyarlathotep.

## Brotherhood of Seth

This religious order of assassins worship a fictitious god called Seth in order to misdirect witch hunters, but actually worship Tark. Their agents fight via insurrection and assassination, spreading tendrils into governments and guilds in which they form complex webs of intrigue to snare their opponents. Little is known about their internal organization, as no member has ever left the Brotherhood of Seth and survived. Most members are believed to be assassins trained to brew poisons and wield the dark arts.

## Tyaa, the Lady of Ill Omen (Avathar, Southmaren, Baal)

*"Lady of Birds", "Lady of Luck", "Lady of Ill Omen"*

Tyaa is the goddess of night birds, fate and omens in the Avathar and Southmaren faiths. She is said to provide the faithful with a glimpse of their future with sightings of birds that bring luck, but the stories of ill omens brought by ravens and vultures are more



common. She competes with Mog for control over the fates, and Her birds are ancient enemies of Mog's spiders.

Some of her birds take up residence in her temples to provide guidance to her priests, and are called the "Birds of Tyaa". She is one of the most ancient of the Southmaren gods, one of the "Lords of Air", and the seacoasts of Harnendor are lined with statues and shrines to her honor alongside the other avian gods.

Tyaa is portrayed as a woman with a raven's head and wings, wearing a feathered black cloak. The goddess can manifest her aspect in the high priestess, transform herself into a giant raven, and command all birds to do her bidding. She is sometimes attributed with commanding evil birds to take vengeance or inflict harm on those who displease her, and many see her as cruel. Her name is not one to be taken lightly, and most Southmarens consider it to be a potent blessing or curse when said forcefully with anger ("May Tyaa take thee!")

Only women are allowed into the priesthood of Tyaa. Any male members of the congregation are subservient to any females. Tyaa requires frequent gifts from her worshipers. Gifts to the goddess are usually gems, jewelry, and other bright baubles. Her worship is a vicious one, demanding that beautiful women be maimed by the "Birds of Tyaa".

The Baal'Mot refer to Tyaa as Sa'dan, mistress of fates.

## Winter King

The "Winter King" is the jealous rival of the Sun King. He rules undisputed during Nocturne, and if he could would extend his rule and usurp the Sun King.

The Winter King was once the King of the Gods, but he was defeated by the Sun King, and exiled to the dark and cold reaches

outside the Sun King's influence. He pines for his glory days of past, jealous of the younger Sun King's position as the new head of the gods, and continually seeks to regain his position, as well as regain the Earth Mother as his consort. This sometimes drives him to fits of desperation and madness that are one step away from the destruction of the world.

The Winter King and Sun King still constantly wage war with one another, usually by manipulating mortal armies and nations. When the Winter King fights, he does so less directly than the Sun King, using cunning and indirect strategy, or even treachery.

He is usually depicted as a decrepit noble warrior, past his prime, aged and broken from ancient battles. However, he is much stronger than he looks, and he still is a god of winter, darkness, and war. In some cultures he is also the god of strategy, and in others he is the god of darkness, disease, and even cannibalism. Thus, he is seen by many mortals as a bitter enemy, at best to be placated and appeased. However, he is highly sophisticated, intelligent, charismatic, and noble. So even though he may represent some of the darker aspects of life, he always does so with style.

Most of the other gods avoid him, seeking to curry favor with the Sun King instead. The Winter King is most likely to ally with the Unknowable Void, who remembers when the Winter King was the ruler of the gods, and still share a common understanding.

## Hrivlygg, the Frost King (Baal, Kith, Norns)

Hrivlygg is the king of all Hrivlyggdor. He is said to dwell in a mountain or wall of ice in the wastes in the Frozen North, holding court over his Norn subjects. He often ventures south to pillage and engage in Kith contests of strength and cunning. The Linnorms that roam the northern lands are said to be His bastard offspring.

Hrivlygg can take the shape of a warrior, a frost giant (Jotun), or a mighty Linnorm, a frost Wyrms of titanic proportions.

## Reshuk, the Maggot God (Alu, Avathar)

The dread god of winter, darkness, rot, and plague is symbolized as a frostbitten or diseased corpse or liche. Reshuk and his necromancer servants endeavor to maintain a balance in the lands of the living and the dead, weeding out the weak with plagues and armies of undead.

Reshuk is a god to be feared and appeased, not worshiped. Some Avathars, necromancers, and undead have pledged their souls to his keeping in order to gain forbidden knowledge into the dark arts and blackest forms of Necromancy.

Reshuk is sometimes worshipped by Nagpa under the name Pazuzu, a cleansing god who rids the world of dead flesh.