

GODS AND DEITIES IN EVENTYR

Franko took pride in his work as he cleaned the tankards, ever since his eyes were opened to the ways of Loristra the little laboratory and brewery had grown from strength to strength. Patrons came from far and wide to experience the variety of ales and meads he had built up. And when he opened the hostelry with a wing for recuperation and the treatment of diseases other followers of Loristra had flocked to his side, acting as brewers' aids, bar staff, or tending to the sick.

This document has been prepared in such a way as to provide a brief description of the way divine entities are played out in the Eventyr game. It gives an overview and guide on how to create your own divine entity for your character and finally it describes some example gods from Verden and the Eventyr game.

AN INTRODUCTION TO GODS AND DEITIES

Within the world of Eventyr the divine play an active role in the day to day lives of its inhabitants, from providing a guiding ethos for the lay worshipper to having a direct impact on the lives of the most devout.

In Eventyr the divine take on domains that they have some influence over, aspects of the world around them that are associated with them in some way, each god can have a maximum of two domains from the following;

Nature	Arcane	Sun / Day	Moon / Night
Chaos / Freedom	Order	Knowledge / Divination	War / Strength
Creation	Destruction	Protection	Travel / Gateways
Death	Healing	Control	Secrets / Thievery

On a mechanical level, how you roleplay the worship or reverence of a divine power is entirely up to you, all we ask is that you avoid using OOC religious iconography and be considerate of how your portrayal of worship of your chosen divine entity reflects OOC religious practices.

The specific nature of your Divine entity is yours to create, we request that you avoid using specific animal totems as these are primarily used within the prestige classes but worshipping the spirits of nature in general is fine. If you're not sure, please ask.

Whilst we have created the start of a pantheon for use within the Eventyr game, this is not a restrictive list. The Pantheon for Eventyr is not a closed one, in fact we actively welcome and encourage our participants to create their own deities for their characters to worship. As we'd like to incorporate these in to the wider world we request that anyone intent on playing a priest or divine powered character submits a description of their deity prior to an event.

To help with the creative process, the following five steps can be followed to bring the story of your deity to life. We've included the thoughts we went through when creating the goddess Riox.

1. What is your deity's name? (please avoid anyone else's intellectual property)
Riox was a feminine name for a deity that I really liked the sound of, particularly when considering the domains that had been picked out for the deity.
2. What domains does your deity have power over?
When constructing the pantheon in this document we looked at ensuring all domains were represented twice, whilst your motivation can come from the nature of the deity you want to follow.

Riox was allocated the War/Strength domain and the Destruction domain. The domains were created to grant maximum

3. How is your deity described?

Aiming for an evocative description that reflected the domains she had been allocated, the titles of “Blood-soaked Warrior” came to mind; alongside this came the subtitles “Wronged Mother” (linked to her story) and “Destroyer of Enemies”

4. What is your deity’s story? (Or, why do people worship your god?)

For Riox, this evolved out of her descriptors; the theme of a warrior in charge of her warband, wronged so severely that she drew on all her strength to destroy her enemies.

5. What are the average worshippers of your deity known for? (How does the average person know that you are a worshipper of your deity?)

Riox worshippers are, in our thoughts, the embodiment of bringing strength to bear on their enemies, destroying all those who cross them, proud and strong, with formidable prowess – a Riox worshipper should be recognisable by their determination to bring all their might to the destruction of their foes.

ESTABLISHED PANTHEON

The following section gives the details of a selection of some of the more widely worshipped gods on Verden. If you are stuck for inspiration, or wish to follow a deity that may be represented amongst the NPCs, feel free to choose one of these.

Name	Leech Vine-Fencer	
Symbol	Tree whose branches link into the roots	
Descriptor	Protector of the Natural Way	
Also known as	Living Oak of the Tribe; Granter of Fraternal Protection	
Gender	Male	
Domains	Nature	Protection
Description		
According to legend Leech was the mightiest of protectors that his tribe had ever known. Travelling to a land of trials and challenges with his brothers in arms in order to defeat a deadly foe born of unnatural malignancy and darkness. Leech used his affinity for the natural world to bolster his strength and perform many feats beyond the ken of mortals. Leech was not just a master of sword and shield, he also used his cunning wit and guile to prevent harm to his allies, by avoiding conflict altogether where possible. During times of great peril versus unnatural foes the followers of Leech always stand united, supported by their god to protect those of a kindred spirit and nature in all its forms.		

Name	Ventro	
Symbol	Anvil under a hearth arch	
Descriptor	Hearth Smith	
Also known as	Shield Maker; Guardian of Artisans	
Gender	Undefined	
Domains	Creation	Protection
Description		
Lore has it the small village of Ventro was a centre for artisans, and crafters of all types. During a time of great change and challenge it was besieged by forces intent on destroying them. When the townsfolk cried for aid in to the night the fires in the smithy flared wildly, as did the alchemists burners. When they investigated, the locals found freshly forged supplies of arms and armour, all marked with the symbol of an Anvil under a hearth arch. Also within the labs were potions that enabled the village to fend off their attackers. Without a name to give this benefactor they merely revered the spirit of the town. Followers of Ventro revere the creation of goods of all kinds, there is a purist sect within the church who focus only on the creation of armour and potions that aid protection.		

Name	Mordecai	
Symbol	Phantom-style mask with vines for hair	
Descriptor	Wizard of the Land	
Also known as	Nature's Arcane Ally; Earthen Magus Supreme	
Gender	Male	
Domains	Arcane	Nature
Description		
<p>Mordecai travelled the lands, learning and mastering the magics of the earth, so as to ensure that it thrived. Developing a strong bond with those that lived simply from it, and produced from it that which was needed for sustenance. Mordecai frequently travelled with Ravidel, acting as the oil poured on the troubled waters Ravidel frequently left in his wake. Many theories exist regarding the use of a mask in Mordecai's holy symbol, one of the most popular is that it is a homage to an injury he received whilst protecting his friends with earthen magics, as part of the battle that earned him godhood.</p> <p>Worshippers of Mordecai tend to come from arcane backgrounds, druids and shamans also frequently pay their respects at shrines to Mordecai as prayers given in his name tend to aid the flow of powers through the world.</p>		

Name	Loristra	
Symbol	Mortar and pestle	
Descriptor	Life-Bringer	
Also known as	Granter of Balms; The Brewer	
Gender	Female	
Domains	Creation	Healing
Description		
<p>It is believed that Loristra was the first to brew the healing balms that have become almost commonplace throughout the world. She is rumoured to have attained godhood through the discovery of a draught that could only be produced from the blood of other gods, having demonstrated her benevolence to the other deities she earned her place, brewing this legendary potion before sacrificing the last recorded copy of its recipe to the gods that gave of their blood.</p> <p>The followers of Loristra believe that her essence flows through all healing balms and potions of all kinds, and that her creative spirit resides deep within the potions. Alchemists, and mundane healers alike look to Loristra for guidance when devising new potions or methods of healing the sick.</p>		

Name	Laris	
Symbol	Sun	
Descriptor	Unwavering Path of Light	
Also known as	Bringer of Solar Law; Holder of the Burning Truth	
Gender	Female	
Domains	Control	Sun / Day
Description		
<p>Laris is the advocate of all those who want to follow a direct and unimpeded path. The origins of Laris are shrouded in the mists of time. The largest portion of the church hold to the belief that Laris first manifest during a battle with a cabal of undead overlords that used mind control to bend forces to their will, The faithful on the battlefield beseeched the powers to clear the minds of those that were being used as pawns in the battle. Laris appeared, and with her presence the control over the dominated forces was dispelled. A more fanatical denomination within the faith hold that Laris was a powerful paladin, who earned godhood through the defeat of a great undead threat. Her direct, no nonsense approach allowed her to be truly decisive on matters that other military leaders struggled with, making choices over tactical sacrifices without excessive delay.</p> <p>Irrespective of sect the followers of Laris are renowned for their ability to take control of situations, confident that Laris will guide them down the true path of her light.</p>		

Name	Wocet	
Symbol	Sun with rays incident on a body	
Descriptor	Rejuvenating Dawn	
Also known as	Bringer of Healing Warmth; Ender of Unlife	
Gender	Undefined	
Domains	Healing	Sun / Day
Description		
<p>Wocet is the name on the lips of those that tend to the wounded, particularly during battles with the undead. The tales told by the church are that during one of the last major undead uprisings, the healers present called upon the sun for aid when no other deity would respond. After a great sacrifice from the healers present, a figure robed in blinding sunlight manifested within the support lines of battle; wherever the light from this figure landed, the wounded were healed and the undead were destroyed where they stood.</p> <p>These days, the followers of Wocet revere two aspects above all others; focussing on healing the wounded and bringing the power of the burning sun to bear upon the undead. There are rumours of a fanatical group of paladins calling on Wocet in a concerted effort to rid Verden of all undead influences.</p>		

Name	DOL	
Symbol	Balanced geometric shape; stylised scales	
Descriptor	The Judge	
Also known as	Bringer of Civility; Law-keeper	
Gender	Undefined	
Domains	Control	Order
Description		
<p>When a race begins to form social structure, DOL is thought to have been the benefactor. When accords are written between nations, DOL will be watching. Wherever laws were written, followers of DOL are always there to enforce them. Wherever chaos reigns, DOL worshippers will flock to bring order and stability out of the maelstrom. If DOL has an origin, it is only known as being through the manifestation of the holy symbol on the documents of law. As long back as most can remember, the most efficient, and some might say oppressive, nations have had administrators, law keepers, and rulers who followed the guidance of DOL. DOL is also attributed with being the stabilising influence over the untamed wilds, bringing civilisation to regions.</p> <p>The followers of DOL are known to all as the best judges and lawkeepers, always following the letter of the laws for their respective lands.</p>		

Name	Neztol	
Symbol	Skull	
Descriptor	That Which is Inevitable	
Also known as	The Absolute End; Undertaker	
Gender	Undefined	
Domains	Death	Order
Description		
<p>Known as the god of the undertakers, worshippers of Neztol are known to always be there when death is present. There is a simple mantra that Neztol worshipers follow – There is nothing to fear in death, there is nothing to fear from following the order, after life comes death, all things living must die. Some view the worshippers of Neztol as being obsessed with all things morbid, their reputation only fuelled by the fervour with which they ensure that death comes to those who's time is up.</p> <p>There is a fracture within the followers however; one is a purist group who hold to the precept that healing magics are an affront to Neztol, viewing those that use healing in the name of Neztol as heresy. The other trusts in the divine order and if they are to heal then it must mean Neztol has not decreed it to be the recipients time. One thing that unites all Neztol worshippers is their desire to rid Verden of undead, universally viewed as an abomination.</p>		

Name	Ravidel the Red	
Symbol	Blackened hand surrounded by crimson flame	
Descriptor	Mercurial Lord of the Arcane	
Also known as	Master of Arcane Freedom; Token	
Gender	Male	
Domains	Arcane	Chaos / Change / Freedom
Description		
<p>As a mortal, Ravidel grew up surrounded by the arcane; legend has it that he began using magics himself at a very young age due to contact with demonic forces. It wasn't until he travelled to a land beset by magical forces that he really stood his own. Challenging the conventional beliefs of those he travelled with, Ravidel used his highly adaptive nature to converse with forces that most feared to even speak the names of. His quick wit and mastery of arcane powers both saved and endangered him on multiple occasions, but with his close friend Mordecai he secured a position within the divine host by defeating godlike foes.</p> <p>Followers of Ravidel tend to value the pragmatic use of power to achieve a beneficial end the most expedient way. They are confident that their abilities and the guiding hand of Ravidel will help them change and adapt to make the best of whatever situation they may find themselves in.</p>		

Name	Drall	
Symbol	Gravestone carved with a moon symbol	
Descriptor	Master of the Darkest Hours	
Also known as	Final Friend; Bringer of Final Peace	
Gender	Male	
Domains	Death	Moon / Night
Description		
<p>"In the darkest hour, our master comes for you." Drall was originally a renowned assassin, with a strict code that he would only kill at night. His exploits became something of legend across Verden, growing until any death under mysterious circumstances at night was attributed to him. Legend amongst the faithful state that such was his prowess that he was hired by a fanatical sect of sun worshippers to kill Halis, goddess of the Moon, succeeding in getting to her realm, she offered him a place at her side, rather than being destroyed himself.</p> <p>Whilst there is still a strong core of Drall followers focussed heavily on his assassin origins, over the years he has become synonymous with untimely death, and those who would seek peace for an ailing ally or family member. Both sects still revere any death that happens at night, irrespective of the cause.</p>		

Name	Halis	
Symbol	Eye with crescent moon as the pupil	
Descriptor	Mistress of the Twilight Whisper	
Also known as	Shadow-Veiled Queen; She Who Steals the Night	
Gender	Female	
Domains	Moon / Night	Secrets / Thievery
Description		
<p>Halis is the patron of all who use the night and darkness to take that which is not theirs, be it secret plans or a priceless artefact. The worshippers of Halis hold no respect for who claims ownership because all things are hers in their eyes. Her followers are renowned for their ability to infiltrate any building, or bypass defences. If an agent is required to infiltrate and extract objects or information with minimal disruption, then those in need turn to the church of Halis. Whilst notorious for being mercenary in nature there is a sect of the church called the guild of acquisition, which to rise through the ranks items of great value and rarity must be stolen and sacrificed to Halis. The most devout Halis worshippers refuse to conduct clandestine operations unless the moon is out to witness them.</p>		

Name	Junala	
Symbol	Eye within a tear drop	
Descriptor	The Envious One	
Also known as	Breaker of Taboo; Breaker of Locks	
Gender	Undefined	
Domains	Destruction	Secrets / Thievery
Description		
<p>The core mantra for much of the church of Junala is, "There is nothing that cannot be mine, and if it can not be mine, then it will belong to no-one". Worshippers of Junala tend not to advertise their allegiance, holding that the knowledge of their worship is a secret that only Junala and other devout should be aware of, as such the church is veiled in layers of mystery and rumour. What is known with confidence is that Junala worshippers who recognise something as desirable will go to extreme measures to either own, or know something, or do their best to destroy it. There is a branch of Junala worshippers who follow a more academic interpretation of the core principles, believing the best way to revere their god is through the destruction of secrets and taboos, ensuring all information is shared to the masses, and that through this process they are elevated to closer to godhood.</p>		

Name	Gylesu	
Symbol	Walking stick	
Descriptor	Queen of Wanderlust	
Also known as	Champion of the Free; Lover of the Paths	
Gender	Female	
Domains	Chaos / Freedom	Travel / Gateways
Description		
<p>Gylesu represents that desire that some feel to always be on the move. She is known to whisper in the ears of those who claim to be well settled, promising the opportunity and wonder of the unknown. Gylesu offers freedom and the breaking of bonds of servitude to all those who find themselves ensnared or trapped by the will of others. The church has two main branches; the wanderers are a disparate group who believe the best way to venerate Gylesu is to follow her in to the unknown, exploring the wilds using the blessings she grants and their wits alone. The other main group are the champions of freedom, who revere Gylesu by liberating those who find themselves trapped, their efforts can always be recognised by the doors of whatever prison or holding pen being removed, leaving an open gateway.</p>		

Name	Albor	
Symbol	Helmet on a scroll	
Descriptor	The Strategist	
Also known as	The Contriver; The Deviser	
Gender	Undefined	
Domains	Knowledge / Divination	War / Strength
Description		
<p>The Church of Albor has several branches, each focussing on different aspects of the worship of Albor. The largest being those who study the art of warfare and conflict, referred to within the church as the strategists, they prize the intelligent and efficient use of strength during conflict to maximise chance of success with minimal losses. The second largest sect is those who value academic strength above others, revered to as the Contrivers, they hold to the principle that any confrontation can be won through a detailed understanding of their enemy and the effective application of that knowledge. There is a sect within the church whose followers are predominantly scouts and spies, holding to the divination of information relevant to warfare.</p> <p>Whatever the sect all Albor worshipers show respect for each other's interpretations and in times of conflict the church is known to be a formidable enemy and an invaluable ally.</p>		

Name	Riox	
Symbol	Crossed sword and axe	
Descriptor	The Blood-soaked Warrior	
Also known as	Wronged Mother; Destroyer of Enemies	
Gender	Female	
Domains	Destruction	War / Strength
Description		
<p>Riox was the leader of her war band, leading them to success even in battles against much greater strength foes. Such was her reputation that her enemies resorted to underhand tactics to defeat her, sending assassins in the night to kill her warriors and her family. When she woke to find those she cared for most murdered, she grabbed her sword and her axe. Still covered in blood from the slaughter of her family, she stormed the enemy camp. Despite being delt grievous wounds that should have felled her, her strength and resolve kept her fighting until she single-handedly killed the entire camp. Only once she was sure the enemy had been completely destroyed did she allow herself to succumb to her wounds. Whenever someone is wronged, or knows they will need to dig deep in to their resolve prayers are said to Riox.</p> <p>The followers of Riox prize strength in all forms, from the strength of will to the strength of arm in the destruction of their enemies, they are known to be some of the fiercest warriors, particularly when they have been wronged in any way.</p>		

Name	Stoel	
Symbol	Cartesian map star on a scroll	
Descriptor	Scholar of Pathways	
Also known as	The Map Maker; Revealer of the Way	
Gender	Undefined	
Domains	Knowledge / Divination	Travel / Gateways
Description		
<p>"The blessing of Stoel be upon you."; often the last thing caring parents say to their young as they leave the family home. Stoel is believed to be the sole reason that the merchant guilds were able to ever visit the island of Eventyr, and it is thought that the survivor of the scouting expeditions came from a devout line of Stoel worshippers. When a map needs making, or journey planning Stoel is thought to watch over those plans. If there is an area that is unknown, those that worship Stoel will go to ensure that knowledge of the realm is catalogued and shared. Ships captains, scouts, cartographers all hold Stoel in the highest regards. If it is knowledge about a desired destination you seek, or insight in to how to get to an otherwise hidden location it is Stoel's worshippers that you need to call upon. A map blessed by Stoel is believed to always guide it's user true.</p>		