

## Pantheon Index

Characters with the Devout trait believe they derive their magical abilities from favor with a deity. They can strengthen their connection to this magical entity through the Mystical Pact trait. When they do, they must choose two schools that their deity has influence over. Based on which god they choose they gain a small perk: a Dedication Passive.

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Aeromancy	Arcana	Ishani, First of the Enlightened	
Arcana	Geomancy	Jaris, of the Grand Design	None



## Alanor, the Inquisitive

*God of Knowledge, Learning, Negotiation and Peaceful Resolution. Patron God to learned monks and benevolent scholars. His agents uncover dark secrets and hidden truths and reveal them to the world (or whoever Alanor thinks would benefit from the information the most). The Order of Alric is monotheistic, Alric is the only true deity, a being of pure divinity. Alanor, like all members of the Order pantheon isn't seen as a god, but a once living person who, though merit and devotion has earned a place by Alric's side in eternity.*

### Pantheon

The Order

### Dedication Passive

The Sanctified Relics used for your Commune with Deity spell cost 100 silver instead of 500.

### Shared Spell

Calm

## Alric, Summer's Height



*God of Protection, Summer, Reaching your Full Potential. Patron God of protective fathers and encouraging mentors. In the Green Vale, the Goodfellows dedicate themselves to Alric by serving as community leaders. 750 years ago, the Goodfellow Sanctus, the Second started the monotheistic Order of Alric; which has grown to be the most populous and powerful religion in the world.*

### Pantheon

The Allway & The Order

### Dedication Passive

You can only spend Favor on Divinity spells. Whenever you gain Favor, you gain twice as much.

### Spells

None.



## Alyle, the Passion Weaver

*God of Emotion, Lust, and Empathy. Alyle is an ancient spirit of the Low Lens that feeds on human emotion in an attempt to better understand us. In stories he is depicted as a writhing mass of vines with a large toothless maw. Or as a shapeshifting human who, if cut, doesn't bleed just reveals banded cords of foliage beneath the skin.*

### Pantheon

Primordial

## Dedication Passive

Whenever you successfully affect someone with Tendril, Entangle, Branch Whip, Grasping Branches; or when your Devouring Flora or Awakened Ent hits someone with an attack, they lose 1d6 Essence (if they have any) and you gain as much as they lost.

## Shared Spells

Sense Vibrations, Devouring Flora



## Ars, the Unseen

*God of Spies, Secrets and Conspiracies. A philosopher and spy master who ascended to a form of godhood by following in the footsteps of Ishani, First of the Enlightened. Although not recognized as an official religion, after his death, his following took on occult elements. His most devout followers can telepathically communicate with him, even after death, and carry on his mission.*

## Pantheon

None

## Dedication Passive

You can cast Telepathy on people you see while Scrying.

## Shared Spell

Scrying Pool



## Bethalar, Who Shelters All

*God of Safety, Shelter, and Hospitality. Patron god of generous hosts. Bethalar was an early king of the Golden Flats, famous for this offering asylum to those facing religion persecution, regardless of their faith.*

## Pantheon

The Order

## Dedication Passive

You can cast Secluded Sanctum as a two-round incantation with no ritual reagents. If anyone resting in your Secluded Sanctum would regain 0 Health, they regain 1 instead.

## Shared Spell

Secluded Sanctum



## Broodqueen Yal'eo

*Goddess of Insects. Depicted in Hillrund cave painting as a winged woman, bulbous and birthing a swarm.*

## Pantheon

Tribal

## **Dedication Passive**

Those effected by your Swarm of Insect spell cannot end its duration by moving.

## **Shared Spell**

Swarm of Insects



## **Crowl, the Grave Wind**

*God of the Death, Silence, the Inevitable end. Patron god of those who go to sleep and never wake.*

## **Pantheon**

Tribal

## **Dedication Passive**

You can affect someone with Last Breath from 5 feet away, but they get to roll a Strength of 3 or higher to ignore the effects.

## **Shared Spell**

Howling Wind



## **Drexle, the Laughing God**

*God of Confusion, Mischief, and the Lost. A crafty swamp spirit that leads people astray with mysterious floating lights.*

## **Pantheon**

Tribal

## **Dedication Passive**

As a free action, you can issue a telepathic command to anyone effected by your Mesmerizing Lights. The command must be something simple and non-violent, like “open the gate,” “throw away your weapons,” or “tell your men to stand down.” While in this trance-like state their voice is slightly slurred and lacks intonation. A deception may be required to conceal the fact they are not under the influence of magic. The target halves all Guile rolls while affected this way.

## **Shared Spell**

Mesmerizing Lights



## **Elden, the Overflowing Spring**

*God of Creation, Inspiration and Spring. Elden is debatably the primary god of the Allway, although in theory all four gods are each worshipped in their own season. He is both depicted as a sagacious old man and a fertile young woman. He is the god that Janys Starborn prayed to in order to create the pure spring that still provides clean water to Olgate.*

## **Pantheon**

The Allway

## Dedication Passive

You Unnatural Growth spell works twice as fast. You can cast Geyser twice a day instead of once.

## Shared Spells

Quicksand, Geyser



## Eterna, the Dusk that Falls

*Goddess of Spirits, Evening, the Transition into Death. Not an evil deity in the Zytharian pantheon, a truly neutral and necessary entity. She is depicted as a woman with straight grey hair and a blindfold.*

## Pantheon

Zytharian

## Dedication Passive

You cannot be possessed or directly harmed by spirits. When you create a Spirit Vial, you regain 1 Health.

## Shared Spell

Annihilate Spirit



## Fuegin, the Roiling One

*God of Steam, Extreme Conditions, and Internal Struggles. An ancient god that is said to be responsible for the first, simplest life forms. The inherent contradiction is embodied, the cycle of incessant destruction and creation is seen by his worshippers as necessary for survival of the fittest.*

## Pantheon

Primordial

## Dedication Passive

You are immune Smoldering Condition. You Steam Jet spell deals 1 damage, even when a 1 isn't rolled.

## Shared Spell

Steam Jet



## Gathga, the Swamp Mother

*God of Deformity, Curses and Misfortune. Depicted as a reclusive hag who inflict maladies on anyone, regardless of merit.*

## Pantheon

Tribal

## Dedication Passive

You get +1 Necromancy for each different type of curse you are maintaining without Reliquaries (maximum 5).

## Shared Spell

Curse of Polymorph



## Homgee, the Crafty One

*God of Instinct, Trickers, and Animal Intelligence. Patron God of foolish men and clever monkeys. Always depicted in carvings as a man who takes the form of different animals to play jokes on others. He represents the possibility that every animal may have the mind of a man trapped inside.*

### Pantheon

Zytharian

### Dedication Passive

While Familiar's Sight is active, you can cast non-ritual, zero-component spells through your Familiar. If you are Shapeshifted, it requires a 10 Perception for others to notice, instead of a 6.

### Shared Spell

Familiar's Sight



## Ishani, First of the Enlightened

*Goddess of Willpower, Meditation and Raw Intelligence. A prophet from Olgate who retreated into the Southern Mountains, denounced her faith, and ascended to a state of eternal consciousness.*

### Pantheon

None

### Dedication Passive

You roll a higher die of Intelligence, when using the Telekinesis spell. By default, you can exert a d8 Strength on objects with Telekinesis, instead of a d6.

### Shared Spells

Whispering Breeze, Telekinesis.



## Ithil, the Winter that Remembers

*Goddess of History, Memorials and Winter. The Keepers, a priestly order in Olgate, help prepare the aged for death. The worshippers of Ithil write details accounts of their life and ensure all their affairs are settled so they are not trapped as a spirit.*

### Pantheon

The Allway

### Dedication Passive

Your Death's Sight lets you hear the target's final thoughts as well. Animate Objects only requires a +2 Necromancy for you.

### Shared Spells

Death's Sight, Animate Object



## Jaris, of the Grand Design

*God of Planning, Architects, and Man-Made Marvels. An Imperial arch-mage and master architect, Jaris helped design several legendary structures that still stand to this day, including the Royal Academy. His followers, a secretive and erudite group claim that he had an incredible plan, his life's work was only laying the groundwork for. Now those who believe they have deciphered his cryptic journals and revealed the hidden messages in his schematics aim to finish what he started.*

### Pantheon

None

### Dedication Passive

Your Fabricate spell can almost always make simple structures from salvaged materials in the area. Treat all structures you've created with your Fabricate as Wizard's Sanctuaries. They grant you a +4 to Arcana and Geomancy while inside them.

### Shared Spell

Fabricate



## Karn, an End More Final Than Death

*God of Armageddon, the God Killer. The antagonist of the Zytharian pantheon, he is often depicted as a sandstorm of embers. The storytellers claim that he had killed gods before, but erased them so completely, even our memories of them were destroyed.*

### Pantheon

Zytharian

### Dedication Passive

After you successfully cast Incinerate Soul, you regain all Health and Essence. You can cast Amnesia with any school.

### Shared Spell

Incinerate Soul



## Madina, the Water Bearer

*Goddess of Purity and Innocence. Patron god of pious virgins and good-natured brewers. Madina, was the beautiful daughter to a Brugahnesse king. She never married as proof of her devotion and saved her father from a poisoning attempt through an miraculous act.*

### Pantheon

The Order

## Dedication Passive

You are immune to Poison. You can cast Purify on any target any number of times per day.

## Shared Spell

Purify



## Morrian, Who Wears Away

*Goddess of Erosion, Rust, and Age. Morrian is a figure who eternally tries to erase human civilization, restoring everything to the natural world. But she doesn't do this through war or sabotage, but the honest, methodical methods of the elements.*

## Pantheon

Tribal

## Dedication Passive

Three times per day you can turn a held object, or a 5-ft. by 5-ft. section of wall into dust.

## Shared Spell

Cone of Rust



## Niswah, Who Teams with Life

*Goddess of Bounty, Rivers, and Amphibians. Niswah is a benevolent character in Zytharian myth. Prayed to by fishermen who rely on her abundance to feed their families. But disrespect her rivers and a plague of frogs and alligators will make you regret it.*

## Pantheon

Zytharian

## Dedication Passive

All of your Animal Summons never take more than two rounds. Feeding Frenzy always summons toothed fish that deal damage.

## Shared Spell

Feeding Frenzy



## Ogrim, Baron of Rot

*God of Decay, Aging, and the Natural Cycle of Life and Death. Although he is certainly a deity of death, the followers of Ogrim focus more on necessity of death, and all the natural processes which require it to birth new life.*

## Pantheon

Primordial

## Dedication Passive

Once per day when you cast Wither in a area that is at least half full of Foliage, you regain 2 Health.

## Shared Spell

Wither



## Pallinar, the Flame Within

*God of Righteousness, Justice, and Prophecy. Patron god of honorable generals and justified crusades. His followers make their mission to put a stop to anyone who meddles with death: Necromancers who raise the dead, and Liches that try and escape it all together.*

### Pantheon

The Order

### Dedication Passive

All of your Pyromancy spells do no damage to characters you consider righteous, and double damage to Undead.

### Shared Spells

Prophetic Flames, Holy Fire



## Raz Amon, Who Shepherds Men

*God of Harmony, Cultivation and Human Progress. Raz Amon, the god-king of the Zytharian Dynasty, rose to dominance by turning his back on the animal spirit worship of the past, instead idolizing civilization itself. His priests used their powers to bring harmony between men and beasts, build great structures and the greatest of all flew among the birds.*

### Pantheon

Zytharian

### Dedication Passive

You can have another Aspect in addition to Angel's Wings.

### Shared Spells

Grant Aspect, Angel's Wings.



## Rhellig, the Outcast

*God of Plagues, Lepers and Exiles. In times before history, Rhellig brought his "gifts" to a city in the Endless Sands. A terrible plague left no survivors, and it was buried beneath the dunes. Raz Amon and the other gods exiled him, but he still lurks in the dirty corners of the world, plotting his return.*

### Pantheon

Zytharian

### Dedication Passive

You are immune to disease. You can magic sense when someone within 30-ft. is at 1 Health.

### Shared Spells

Contaminate Water, Manipulate Blood



## Sun Drake Zythar

*God of Ambition, Greed, and Domination. According to Zytharian legend, the Sun Drake Zythar breathed out the sun, then crashed into the earth, carving out the Chasm, his spine forming the Southern Mountains. It was this order that first founded Mearith, and could traverse the city's verticality on scaly wings.*

### Pantheon

Zytharian

### Dedication Passive

The fire breath you get with Dragon's Scales requires an Agility + Acrobatics of 7 to avoid, instead of 5.

### Shared Spell

Dragon's Scales



## Tavish, Keen-Eye

*God of Chivalry, Marksmanship and Tournaments. A legendary archer who lived shortly after the founding the DeCain Empire. It was said his arrows flew so true, that Alric himself must carry them. And he also conducted himself with the upmost respect around court.*

### Pantheon

The Order

### Dedication Passive

When you cast True Shot, roll twice, and take the higher of the two results.

### Shared Spell

True Shot



## Ultar, the Inevitable Fall

*God of Change, War, Destruction, Fall. Depicted in Olgate as a gathering storm or an invading army of torches. A faceless entity, it represents the inevitable change that time brings.*

### Pantheon

The Allway

### Dedication Passive

When you target a smoldering character with Gust it fans the flames, and they take 1 fire damage.

### Shared Spells

Smoke Screen, Meteor



## Vare'ilar, the Tidal Lord

*God of the Sea, Currents and Storms. Most sailors of North Watch are more superstitious than religious. But some, who have truly been at the mercy of the waves claim to have seen a face of lightning in the sky. Those which live to tell the tale are forever changed.*

### Pantheon

Primordial

### Dedication Passive

You are immune to the Chilled condition and can breathe underwater.

### Shared Spell

Blizzard



## Yorrel, Earth Shaper

*God of Volcanos, Magma and Tectonic Motion. An ancient and oft-sleeping god, Yorrel is believed to be responsible for raising the land from the sea. His influence is more powerful when the veil of the earth is thin, and his fiery realm bleeds into this one.*

### Pantheon

Primordial

### Dedication Passive

You can cast Icicle with Pyromancy if you target magma instead of water. The projectiles and weapons you pull forth are made from molten rock. They deal one additional fire damage and inflict the Smoldering condition.

### Shared Spells

Eruption