

Known Pantheon of Aridus

The Pantheon is a work in progress. The “new characters” Will have this list plus one other to choose from. However, there will be opportunity to introduce new deities coming.

Any deity from *Gods and Magic, Faiths of Purity, Faiths of Balance, Faiths of Corruption*

House Grown Deities

Nerissa (CG, NG, CN):

Patron Goddess of Bards, travellers and lovers.

Domains: Travel, Knowledge, Trickery

Favored Class: Bard

Favored Weapon: Rapier

Symbol: A harp backed by crossed rapiers.

Appearance: Should the goddess Nerissa appear, it will be in the form of a tall elf maiden with raven hair and silver eyes that shine with mirth and intelligence. Her body lithe but well proportioned, her beauty is only matched by the voice that comes from her throat; A voice that can inspire the ultimate in all emotions: joy, sorrow, fear, anger. And the music that comes from the harp in her hands, beautifully crafted of gold, silver and ivory inlaid upon a deeply polished mahogany spine. Nerissa is the third of the Elven pantheon, being the daughter of Tanethir and Alariel. Her followers are often bards and travellers who travel the roads of the world and spread the tidings of current and past events, good and evil. The bardic goddess can seem whimsical with a “devil may care” attitude which is often reflected in her followers. Nerissa is a scholar and storyteller at heart, and will often bless her priests with uncanny knowledge in all subjects. Especially blessed are the bards who offer her tribute, for they are her favored. With her knowledge of legends and ancient stories, lovers will often whisper her name in a prayer to be more like the great lovers of old, or be blessed with the honeyed tongue to win over the one they love. Nerissa promotes revelry, dancing and singing, and will often bless the young lovers of which ballads are made.

Amsiel: (CN):

Patron Goddess of Rogues and Fae

Lesser Deity - Subordinate to Calistria

Domains: Trickery, Chaos, Magic

Favored Weapon: Kukri

Symbol: A black cloaked figure with silver eyes.

Appearance:

Amsiel is hardly seen by any other than her most ardent followers, or the other deities she plays tricks on. She is rumored to appear as a pixie with dark, near chocolate colored skin, with hair the color of twilight shadows. Her eyes glittering orbs of obsidian. Her wings smoke and sparkling stardust.

Tanethir (LG, CG, NG):

Father of the Elves and Nerissa. Patron to Paladins, and Warriors.

Domains: War, Strength, Protection, Sun

Favored Classes: Fighter/Paladin

Favored Weapon: *Hallowed Avenger* (Longsword)

Symbol: Shield bearing the Tree of Life and backed by a flaming longsword, point down.

Appearance:

A tall elf standing nearly 6' 4" wearing mithral chain shirt over leather leggings. His forearms and shins protected by gold filled etched mithral guards. On his hip rests an elegant longsword, the hilt wrapped in silver

wire and the cross-guards appearing to be wings. His black hair frames a gentle and noble face, piercing green eyes see into your soul and know every sin and every good deed.

Tanethir is the father of the elves, as legend tells, and of the goddess Nerissa. It is he who bade them to prepare for the battles to come. His priests and paladins lead the other races against the evil king. Treachery ruined well laid plans that may have ended the king before the fall of the other races. Tanethir then bade his people to seclude themselves from the other races as the humans continued to fight for domination of the world.

Tanethir's paladins are still among the elite of the elven warriors, their faith in Him providing them with strength and spells to combat the evils they fight. Staving off attacks from demonic and planar hoards and allowing the lesser races time to rebuild and to once again be able to defend themselves. It is from Tanethir's view that the other races are lesser, infantile, that the elves adopt their current feeling toward them. As their god tolerates the lesser races, so do his children.

Subordinate Deities:

Ketephys (The Hunter): This long-faced elven god rarely speaks unless coordinating the efforts of other beings in a hunt for a dangerous or especially prized creature. He is shown barefoot, wearing form-fitting brown and forest-green for camouflage and to prevent snags and excess noise. He is usually accompanied by his dog Meycho and his hawk Falling Star, though he keeps them for companionship rather than assistance as he prefers to succeed or fail on his own merits.

Findeladlara (The Guiding Hand): Though this goddess represents art and architecture, she is more a deity of preserving existing traditions than inspiring innovation. Well-meaning but aloof, she disdains the work of the younger races and never answers the prayers of non-elves. She is always shown dressed in beautiful, classically styled or archaic clothing, framed in an elaborate archway of mithral or living branches, and illuminated in the pale, ruddy glow of a sun just below the horizon.

Alariel: (NG, NE, CN, LN):

Mother of the Elves; Patron goddess of Rangers, and Scouts. Mother of Nerissa

Domains: Nature, Animal, Protection, Travel

Favored Class: Ranger

Favored Weapon: Longbow

Symbol: Crescent Moon encircling the Tree of Life

Appearance:

Tall for an elf maiden, Alariel stands 6' 2" and carries a rune covered longbow in her hands. Her attire is that of a hunter, the form fitting leggings and tunic, knee high boots and twin short-swords strapped to her back. Her night black hair is pulled behind her back in an elaborate braid and her keen blue eyes see every movement. At her side is a magnificent wolf, its own eyes shining with intelligence.

Alariel is the legendary mother of the elves, and the goddess Nerissa. It is from her example that many elves take to the woods and become the fiercest of the elven defenders. Her archers work to cover the warriors of Tanethir as they march toward battle, keeping to the cover of the trees they lay waste to their enemies with hails of perfectly aimed arrows.

The elves of the lower echelon of society tend to find more favor with Alariel. She, unlike her godly husband, see the elven responsibility to guide the lesser races, for they truly are lesser, in how to overcome their

limitations. The rangers and scouts of Alariel are often at the borders of the forests watching the other races progress, though they are never seen unless they choose to be. It is very rare, and an extreme honor, for any lesser race to be taught the ways of the elven rangers. To be an elf trained ranger in any town is instant celebrity and near royalty. However, such people are watched closely by the elves, and if they betray the teachings they are dealt with swiftly and without mercy.

Sub-deities:

Yuelral (The Wise): A patron of druids and mages alike, Yuelral prefers the magic of the woodlands and nature to that of worked metal, force, and other artificial things. Jewelers who worship her work in wood, ivory, and leather; they polish gemstones but do not cut them. In art, she appears as an elven woman with wise eyes wearing simple garb and surrounded by floating magical crystals similar to ioun stones. Always quick to see talent, this goddess welcomes half-elves into her faith.

Agnorak (CN):

God of the Treydacht; Patron God of War, Mercenaries, Barbarians

Lesser Deity - Subordinate to Gorum

Domains: War, Strength, Destruction

Favored Classes: Barbarian/Fighter

Favored Weapon: *Skullbane* (Battle Axe)

Symbol: Battle Axe with blood dripping from the head.

Appearance:

The epitome of the barbaric warrior, Agnorak appears as a large human standing seven feet tall and a body of pure corded muscle. He wears a sleeveless chain shirt made of glittering adamantite and mithral. More often than not he wields dual battle axes, though he has been rumored to use a shield for appearances, the shield bearing a snarling wolf's head cast in adamantite.

Agnorak is the proclaimed god of the Treydacht. They were godless and mindless, roaming the desolate plains and mountains after their maker vanished during the first race wars. He watched them as they waged battle with each other and remaining humans. Agnorak was impressed with their prowess and sheer brutality. He came down and caused the Treydacht to be brought to him. It was at the valley of Gorga that he bent the brutal warriors to his will. In the second race wars Agnorak's "children" were mercenaries and who ever they fought for became the victor.

Agnorak also notices the brutality of another race of beings, the lesser of his Treydacht. The orcs of Aridus soon became slave to this god and serve him as fodder in battles or to test the strengths and weaknesses of warriors and armies alike, before sending in his favored barbarians.

Valistara(CE, NE, CG, NG, CN, TN)

Patron Goddess of Mages and Magic

Lesser Deity - Subordinate to Nethys

Domains: Magic, Knowledge, Rune

Favored Classes: Wizard/Sorcerer

Favored Weapon: *Fienddoom* (Staff)

Symbol: A circle of nine silver stars on a field of crimson.

Appearance:

A robed figure, her long crimson hair flowing to her hips. Her ice-blue gaze penetrating and knowing. In her

delicate hand she carries an ebony staff, polished to an obsidian sheen from years of handling. She stands approximately 5' 4" though her presence makes her seem larger than life. An energy emanates from her, almost palpable, tangible.