Pantheon

Information on Iroe's Pantheon.

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Pantheon Overview

- 4 Elder Gods (not very visible to mortals)
  - Ebium: God of Fate
  - Rovton: God of Chance, an octopus with snakes as his tentacles
  - Zatis: Deity of Chaos
  - Doxion: God of the Soul, The Shattered God
- Major Gods (incomplete list)
  - Modis: God of the Earth/Healing/Nature (Ebium and First Serpent of Healing)
  - Avdohr: God of the Oceans/Deceit (Rovton and the First Serpent of Deceit)
  - Cyvena: Goddess of the Sky/Immortality/Fertility/Sailors* (Zatis and First Serpent of Immortality)
  - Khazthos: God of Knowledge and Wit, he is the patron of an order of messengers who have the ability to find anybody if Khazthos deems the message worthy (First Serpent of Knowledge, Second Serpent of Knowledge, and the First Serpent of Disbelief)
  - Netesis: God of Death, Lawful Neutral, married to Dradea (First Serpent of Death)
  - Aesara: Goddess of Reincarnation (First Serpent of Rebirth)
  - Dradea: Goddess of Destruction, married to Netesis (First Serpent of Destruction)
  - Kritix: Goddess of War, child of Netesis and Dradea, twin of Xarasil
  - Xarasil: God of Disease, child of Netesis and Dradea, twin of Kritix
  - Thaaldina: Goddess of Cold, oldest child of Netesis and Dradea
  - Bryxaris: Goddess of the Afterlife, Judging, Punishing, and Rewarding the dead (Second Serpent of Death)
  - Thudarr: God of Disaster and Cataclysm (Second Serpent of Destruction)
  - Briara: Goddess of Lightning, daughter of Cyvena and Thudarr
  - Katia: Goddess of Craftsmanship, daughter of Cyvena and Khazthos
  - Ution: God of Resurrection (Second Serpent of Rebirth and Second Serpent of Immortality)
  - Alta: Goddess of the Sun, daughter of Cyvena and Ution
  - Sylvaan: Goddess of Vitality, (Second Serpent of Healing)
  - Branja: Goddess of Hunting, (Third Serpent of Death and Third Serpent of Healing)
  - Skirvos: God of Doubt and Mistrust (Second Serpent of Deceit and Second Serpent of Disbelief)
  - Entrix: Goddess of the Moon, daughter of Alta and Doxion

Fundamental Belief: Fractured Soul Theory

The Sirdis, the Fractured Soul:

The soul is not a stable, homogenous entity. While there are widely varying beliefs as to the specifics, here is what is agreed upon:

- The soul has a core, called the Vadall, composed of three parts: Mind, Body, Passion
- There are an indeterminate number of satellite pieces to the soul, called Qildites. Qildites can be created and destroyed throughout a lifetime, and correspond to loved ones, core memories, core values, personal passions, etc.
- Reincarnation is not the whole soul that gets placed in the new body, but a part called the Qolris, which contains hints of the essence of the rest of the soul
- Upon death, the Vadall is supposed to leave the body, but the Qildites are supposed to stay in the body. If they escape they become ghosts, sources of dark magic, a way to reanimate the body, etc.

Dhyther

Mortals who achieved minor godhood are called Dhyther. Dhytherhood is often a soft prerequisite for creating new forms of powerful magic, such as time travel.
The dhyther are the least powerful of the gods.
Known Dhyther:

- Shadow brother
- Someone who saw the true nature of the past (a Primordial)
- Sortileges
- Lightningbrand (from Opralia)
- Kellos
- Enwynn (the time-travel obsessed mage)
- Bob Imagiro

Dhyther, as deities, are capable of being the patron gods of clerics, paladins, etc. and bestow divine power to them.

(Not-yet-canon: The Dhyther clerics are not less powerful than the clerics of major dieties, because there are significantly fewer clerics to any given Dhyther than to any of the major gods, so their blessing is much more focused)

Major Deities

Briara

Briara's followers consider thunder to be her voice. Most of the time she's talking, she's providing philosophical wisdom to humanity, but none know how to listen to her.

Clerics and Paladins of Briara are supposed to, in a thunder storm, stop what they are doing and journal to write down what Briara is saying (or at least their best interpretation). Most of these clerics and paladins have their journals saved in a library, so there are many out there.

She's a retrospective-wisdom lighting goddess.

Dhyther

Dhyther

Enwynn

Enwynn (free-elf, female) is an Elf from Uft (Craftimark: Time period not decided, sometime in the 4000s).

Enwynn was a powerful mage who had a strong interest in time. In her research she ascended to Dhytherhood. She eventually invented or discovered time travel magic, which sent her back to sometime in the 2000s AD. While there, she eventually invented time travel technology that could take her back to roughly the time when she lived.

The remains of Enwynn's forward-time-traveling technology was discovered and a team of government-sponsered scientists and engineers and after they got it working initially, parts of their team were sent forward to the same time as Enwynn post-time-travel. Enwynn worked with this team to construct the initial portals. This portal system is still intact, and Enwynn regularly travels between time periods.

The scientist/engineering team separated from their government, fearing the portal technology would be misused. They remained sufficiently funded by the generously donations of Enwynn's. However, one of the members of that team betrayed Enwynn and the rest of them, selling the blueprints for the portals on the black market (when the team discovered this, Enwynn cursed him and he no longer has any memory of the past 5 years). As a result, anyone theoretically can build a set of time-travel portals; the world's disbelief in time travel and the high material cost required to build the portals has kept them from revolutionizing the world. A few different criminal organizations and at least one government (of a small, unimportant country somewhere near 2000s-AD-Russia) have built time-travel portals. All portals built with the leaked blueprints come out at the same time-interval, which is to say till about 4080 NA8, though at different locations. Only Enwynn's original team of scientists or herself truly understand how the portals work and can change the time travel distances, though short jumps (less than multiple millennia) are flat-out impossible.