

## THE THEARAN PANTHEON

Aeyachella - Lawful Good  
Goddess of Law and Light  
(Ah-ya-shell-a)

Also known as the "Supreme Light", Aeyachella watches over all of Theara during the daylight hours. She observes her kingdom with a watchful eye, and it is said that everything she sees reaches the ears of Ziol. Her followers believe that the sun is Aeyachella incarnate, and hold week-long celebrations that culminate on the two solstices of each year. Though their ideals differ, Aeyachella works closely with Val'Toth, her brother. When light fades from the world, Val'Toth acts as Aeyachella's eyes, and it is said they communicate often.

Aeyachella has scattered temples around Theara, but her most prominent is located in Fort Oxtarium, where she is worshipped as their patron deity of Atesh.

**Symbol:** A spike halo, reminiscent of the sun.

**Favored Weapon:** Warhammer

**Domains:** Glory, Good, Glory, Healing, Law, Liberation, Nobility, Protection, Sun

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Seiris - Neutral Good  
Goddess of the Elements and Time  
(Say-Ris)

Seiris is the energy that flows through all living things, and rarely takes a physical form. It is said that before she was created, the world was in a constant state of both light and dark, a blank slate where nothing changed. She is known to be the most emotional of the gods, shown through both the gentlest of breezes and the most violent of storms. Most of her followers, much like those of Eton and Aven, are druids. It is said that without Seiris, the world of Theara, and many other worlds, would never have truly formed. Sailors will often pray to Seiris for a smooth voyage, and farmers might pray to her for rain to grow their crops. Most towns and cities will celebrate the harvest time through the worship of Seiris, as well as the twin gods.

Like Aeyachella, Seiris also has temples scattered about Theara. Her most prominent is located in Anliel, above the Convergence, in the Great Tree. She is the patron deity of Geran and Edrien.

**Symbol:** A circle of flame, water, and wind.

**Favored Weapon:** Longsword

**Domains:** Air, Earth, Fire, Plant, Travel, Water, Weather

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Eton and Aven - Chaotic Good  
Gods of Life and Emotion  
(Eh-tohn and Ah-vehn)

Also known as the Twin Gods, Eton and Aven were said to have been cleaved in two by Hisleena upon their birth. Children of Seiris and Larken, they share both their father's passion and their mother's love for the world. They are often prayed to when a mother is entering childbirth, or at major ceremonies such as a wedding, but they are also known to be prayed to before a great war. They appear to be identical in all art drawn of them; Faceless children with vines and flowers growing along their arms and legs.

Worship of Eton and Aven usually occurs in the same sanctuaries built to their father and mother. Temples to the twin gods themselves are rare, and usually only occur in small villages, where they may be worshipped separately from their parents.

**Symbol:** Cupped hands holding a Lily

**Favored Weapon:** Quarterstaff, Shortsword

**Domains:** Animal, Chaos, Community, Good, Protection, Trickery

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Ziol - Lawful Neutral

God of Prophecies and the Afterlife

(Zai-ohl)

Also known as "The Keeper", Ziol is said to sit at the point where all worlds connect to the planes of the afterlife. All mortal beings come before him when they leave the material planes, and after he judges their souls, he sends them onward to their respective afterlives. He is known for instilling visions in mortals to guide them towards their "higher purpose", or what he believes will move them forward in life. Despite this, his visions often leave mortals with more questions than answers, and he seems to take great pleasure in leaving things ambiguous.

Ziol has one temple of his own, located in Gol'Volem. His priests and priestesses, however, are always present in any and all temples to the other gods of the pantheons. The Messengers, as they are called, are highly regarded society, and are often sought out for their wisdom and impartial views. Some may also act as oracles, if they are blessed with Ziol's Eye, or the ability to gain epiphanies from what many believe to be the Keeper himself.

**Symbol:** An open eye surrounded by smoke.

**Favored Weapon:** Scizore

**Domains:** Artifice, Death, Knowledge, Law, Liberation, Magic, Repose, Rune, Void

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Y'Shae - True Neutral

Goddess of Silence and Balance

(Yeh-Shay)

Y'shae is rarely written about in scripture, but she acts as the epitome of balance in Theara. She is a peacekeeper amongst the Thearan pantheon, despite the fact that she does not talk. In all encounters that mortals have had with Y'Shae, she appears to communicate through swells of emotions or natural sounds. Worshipers of Y'Shae take a vow of silence, and attempt to maintain the balance of the world in their goddess' stead. Druids, clerics, and sometimes rangers will worship Y'Shae. There are no known celebrations for her, though at the end of great battles, she is sometimes thanked for restoring balance to Theara.

The only known temple to Y'Shae exists deep within the forests of Edrien. Her followers travel the realm to maintain balance, oftentimes mingling with the devotees of the other gods and goddesses. Several of her followers will be present at trials held within the realm, though they rarely influence the results.

**Symbol:** The scales  
**Favored Weapon:** Quarterstaff, Spear  
**Domains:** Air, Healing, Magic, Protection

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Larken - Chaotic Neutral  
God of Ambition and Celebrations  
(Lar-Khen)

The Reveler, Larken, is known best for fueling the great ambition of the mortal races on Theara. In time long forgotten, Larken was tasked with forming parts of the races that inhabit the material planes. He is a god of great passion, and this can lead to both destruction and revelry. He is the god that is the most worshipped, as his presence is honored at nearly all celebratory events. Husband of Seiris, he is the father of the Twin Gods, and harbors a deep hatred for Hisleena. Followers of Larken are mostly orcs and their kin, or those whose passion burns brightly near the surface.

Larken's temples are the most numerous across Theara. Every region has at least one, where celebrations are held. Each temple holds an Everburning Flame, used to indicate Larken's favor. Larken is the patron deity of Korval.

**Symbol:** Burning Brazier  
**Favored Weapon:** Flail  
**Domains:** Animal, Chaos, Community, Destruction, Earth, Fire, Glory, Madness, Strength, War

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Westerii - Lawful Evil  
Goddess of Ultimate Devotion and Ritual  
(West-eh-ree)

Though not exactly malevolent, Westerii expects ultimate devotion from those that worship her, though she rarely details what that "ultimate devotion" is. It is said that those that please the goddess are rewarded in some way, through the results of such devotion are merely speculated upon in scripture. Much of her holy scripture is dedicated to the performance of rituals, from marriage to funerals. These rites are often carried over through multiple churches, though many do not worship Westerii herself. It is unknown what her relationship is to most of the other pantheon, though she and Ziol are often depicted alongside Val'Toth during funerals.

Many of Westerii's temples have been lost to the test of time, nearly all known ones lying in ruin. After the holy wars, Westerii's followers were painted as dangerous and immoral, and were hunted for their devotion. Now, most of her remaining devotees are wanderers, if any exist at all.

**Symbol:** A bowl overflowing with liquid (occasionally red (like blood))  
**Favored Weapon:** Scythe

**Domains:** Knowledge, Law, Magic, Repose, Rune, Void

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Val'Toth - Neutral Evil  
God of Finality and Darkness

(Vahl-Toth)

Brother to Aeyachella, Val'Toth was one of the gods present during the creation of Theara. He is the overseer of the night, and the bringer of death. Feared for his power, his followers tend to be secretive, worshiping him under the cover of his starry sky, or asking for his blessing in the hidden shadows of an alleyway. It is said that the stars are the souls that he has taken to meet Ziol over the several millennia that Theara has existed. All things must come to an end, and none elude Val'Toth for long. As such, he despises those that seek to outlive their due time. It is said that after a feud with Larken during the creation of the mortal races, he consumed the life essence of one of the Reveler's races, causing them to be claimed by death far sooner than the rest of Theara's inhabitants. Thus, the humans were brought to the material plane.

Val'Toth's temples are located beneath those of Aeyachella, built deep into the ground and almost always shrouded in darkness. His followers often oversee rituals of death in these temples, and preform embalming and other burial rites.

**Symbol:** Half Moon

**Favored Weapon:** Spear

**Domains:** Darkness, Death, Destruction, Law, Repose, Void

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### THE EXILED GODDESS

Hisleena - Chaotic Evil  
Goddess of Insanity and Endless War  
(Hiss-Lee-Nah)

Hisleena, Harbinger of Destruction, seeks only chaos across all planes. Cast out from the pantheon after the attempted murder of the Twin Gods, she was trapped in a plane of eternal darkness by Val'Toth and Aeyachella. Alone in silence, she slowly succumbed to insanity, tearing out her eyes and slashing at her body in an attempt to escape the silence. For thousands of years, it is said that she waited, wailing into the void until her presence was felt on the material planes. Those seeking power answered her screams and, no longer alone, Hisleena fueled her followers with dark magic, seeking revenge against all that her former allies had created. Though her influence has waned over many years, some still turn to the goddess for power, and she is all too keen to answer.

Worship of Hisleena is outlawed across all of Theara, and is a crime that is punishable by death in most regions. Her most devoted followers are members of the Silence, a group of necromancers. The reason for their devotion is unknown, but it is believed that Hisleena will give them great power should she ever be released.

**Symbol:** An eyeless head with no bottom jaw. Appears cut and torn.

**Favored Weapon:** Bastard Sword

**Domains:** Chaos, Darkness, Death, Evil, Madness, Strength, Void, War