

Note: Though the First Ones (Akarna, Ishtai, Marathris, Thoden, Turok, Yselema, and Zanda) are described as the progenitors of the mortal races (including player ancestries), they are also divinities overseeing discrete concepts and themes separate from their racial associations. Though worship of a given racial deity is far more common among their associated ancestry, they accept worshippers of any ancestry.

Aggarak

Lord of the Searing Flame, Aggarak holds dominion over flames, fire, and the summer months when they are strongest. His followers embody the heat of ambition within themselves, but struggle not to destroy whatever stands in their path.

Areas of Concern: fire, summer, personal conflict

Edicts: Destroy that which does not bear fruit, seek to attain both excellence and recognition for that excellence.

Anathema: Put out a fire (save to preserve oneself and their allies or community), permit a personal rival to defeat you in any conflict (though pausing to regroup is permitted)

Divine Attribute: Dexterity or Charisma

Devotee Benefits

Cleric Spells: 1st—*breathe fire*, 3rd—*fireball*, 4th—*wall of fire*

Divine Font: *harm* or *heal*

Divine Sanctification: None

Divine Skill: Acrobatics

Domains: ambition, destruction, fire, pain

Favored Weapon: Greataxe

Akarna

Lord of Justice, Akarna is god of cities, knowledge, and law, and father of the human race. He founded the city of Akarnatha on the Astral Plane, where those whose souls have successfully been purged by their ordeals in Morghast's Pit of Bones live in harmony with the gods. His Law of Justice served as the true faith of the common races for thousands of years before it was eventually all but forgotten.

Areas of Concern: urban life, justice, human events

Edicts: respect legitimate authority, act with integrity, become skilled in a trade

Anathema: break just laws or permit others to do so

Divine Attribute: Strength or Wisdom

Devotee Benefits

Cleric Spells: 2nd—*marvelous mount*, 4th—*creation*, 6th—*wall of force*

Divine Font: *Heal*

Divine Sanctification: Must choose holy

Divine Skill: Society

Domains: cities, creation, knowledge, wealth

Favored Weapon: Longsword

Geshkol

Herald of Zorgon, lord of the Crimson Darkness, and god of undeath and decay. Once known as Iodar, the husband of Ilara and secret lover of Silani, he betrayed the other gods, corrupted *zarach*, and brought Zorgon into the universe to destroy Mulmano and take his wife Silani as his own, sparking the First War. The first god to die, he rose as a hungering vampiric entity with the true form of a monstrous insect and slew the god who killed him, Rothar, by stealth. He was then banished to the Abyss of Zemzin, where he created the daemons to revenge himself upon the gods by devouring the souls of their servants.

Areas of Concern: fiendish affairs, undeath, vampirism

Edicts: Use evil means to increase your power and the power of Geshkol's cult, spread undeath

Anathema: Perform altruistic or creative acts not required to maintain one's cover as an upstanding member of society, destroy an undead who is not an immediate and mortal threat.

Divine Attribute: Strength or Intelligence

Devotee Benefits

Cleric Spells: 1st—*summon undead*, 3rd—*insect form*, 6th—*vampiric exsanguination*

Divine Font: *harm*

Divine Sanctification: Must choose unholy

Divine Skill: Intimidation

Domains: ambition, indulgence, pain, undeath

Favored Weapon: rapier

Ilara

The Shining Mother, goddess of day and light, healing and rejuvenation, song and art. She created the First Ones—Akarna, Thodin, Marathris, Yselema, Ishtai, Zanda, Kunorkai, and Turok—from a splinter of dawnlight and was the wife of the dead god Rothar, slain by Geshkol. The tragedy of Rothar's death and the trauma of the First War caused the First Ones to go their separate ways, giving birth to separate peoples.

Areas of Concern: art, healing, sunlight

Edicts: Heal the sick, protect art and artists, keep hope alive in dark times

Anathema: Extinguish a light lit by another (fire hazards excepted), denigrate sincere artistry, inflict unnecessarily cruel injuries, lie for personal gain

Divine Attribute: Wisdom or Charisma

Devotee Benefits

Cleric Spells: 1st—*ventriloquism*, 3rd—*fireball*, 6th—*vibrant pattern*

Divine Font: *heal*

Divine Sanctification: must choose holy

Divine Skill: Medicine

Domains: creation, healing, sun, truth

Favored Weapon: Morningstar

Ishthai

Matron of the Hearth, goddess of halflings, family, and love, of hearth and home, Ishthai is the least of the First Ones in might, but is worshiped by more than any other save Akarna himself.

Areas of Concern: family life, homemaking, parenting

Edicts: Raise children (yours or others) well, keep one's dwelling clean, keep your partner happy

Anathema: Set a bad example for a child or ward, patronize a prostitute, permit one's current dwelling to become uninhabitable through neglect

Divine Attribute: Wisdom or Charisma

Devotee Benefits

Cleric Spells: 1st—*phantasmal minion*, 3rd—*cozy cabin*, 4th—*telepathy*

Divine Font: *heal*

Divine Sanctification: can choose holy

Divine Skill: Diplomacy

Domains: family, indulgence, passion, protection

Favored Weapon: dagger

Kassasi

Lord of the Storm and Prince of the Spring Zephyr alike, Kassasi grants aid and succor to those who go forth, who bstride the world and blow past all obstacles like a howling gale

Areas of Concern: Travel, storms, wind

Edicts: Travel widely and boldly, do not flinch before the storm

Anathema: Abandon a journey as a result of an obstacle, avoid bad weather unless it would damage property or cause harm

Divine Attribute: Dexterity or Wisdom

Devotee Benefits

Cleric Spells: 1st—*gust of wind*, 3rd—*wall of wind*, 6th—*chain lightning*

Divine Font: *harm* or *heal*

Divine Sanctification: None

Divine Skill: Stealth

Domains: air, confidence, freedom, travel

Favored Weapon: Longbow

Kunorkai

The King in Iron, brother of Zanda, he sought out Geshkol alone to destroy him after Geshkol had slain his father Rothar, but was captured and corrupted by him. He is the embodiment of mortal sins, and the souls of the dead must cleanse themselves of his touch before entering the true afterlife of Yomzin. His evil is that of cruelty and greed, rather than the all-consuming desire to annihilate with which Geshkol was tainted by his contact with Zorgon. Kunorkai is now, by dint of his power to corrupt, the father (directly or through exarchs and demigods) of monstrous races that plague mortalkind, such as the drow, duergar, svirfneblin, dero, doppelgangers,

minotaur, chimerae, ettins, gargoyles, gnolls, manticores, nagas, ogres, trolls, and more. He is king of the Inferno and master of all devilkind, but his favored servants are the rakshasas, liminal beings created from planar eddies where the malignant detritus cast off by the cleansing of mortal souls takes physical form.

Areas of Concern: Evil, cruelty, greed, corruption, the affairs of monstrous races

Edicts: Increase your power and take what you want

Anathema: Allow others to gain advantage over you (except for the cult hierarchy), perform acts of charity or kindness not part of a larger scheme or charade to bring suffering to others and increase your own power.

Divine Attribute: Intelligence or Charisma

Devotee Benefits

Cleric Spells: 1st—*charm*, 3rd—*mind reading*, 6th—*cursed metamorphosis*

Divine Font: *harm*

Divine Sanctification: Must choose unholy

Divine Skill: Deception

Domains: ambition, pain, passion, tyranny

Favored Weapon: Whip

Marathris

God of the High Elves, or *morani*, and of wizards and sorcerers of all races, the first magician, and the one who led the high elves to their destruction in a grand cataclysm. Marathris devised a work of magic intended to raise his father Rothar from the dead, but instead enveloped the *morani* lands in a cloying mist. There were flashes of light and rumbling beneath the earth for the space of half an hour, and when the mists parted, the high elves were gone, and their patron with them, though prayers by faithful wizards are still answered by someone (or something). No true *morani* remain among the living, but some *cilari* (wood elves) occasionally abandon the ways of their people and seek to reclaim *morani* identity and secrets.

Areas of Concern: Wizardry, elven lore

Edicts: Recover as much high elf lore as possible, discover arcane secrets

Anathema: Allow secrets of wizardry or artifacts made by wizards or high elves to be destroyed, unless they pose an immediate, obvious, and deadly threat to you and your closest allies or there is no way to prevent their destruction without suffering an almost certain death or grievous injury

Divine Attribute: Intelligence or Charisma

Devotee Benefits

Cleric Spells: 1st—*disguise magic*, 4th—*creation*, 6th—*disintegrate*

Divine Font: *harm* or *heal*

Divine Sanctification: None

Divine Skill: Arcana

Domains: ambition, destruction, knowledge, magic

Favored Weapon: Quarterstaff

Melari

Goddess of life, birth, fertility, and nature.

Areas of Concern: Plants, animals, the natural world, pregnant creatures

Edicts: maintain the balance between nature and civilization, promote healthy births

Anathema: unnecessarily damage or exploit the natural world, allow harm to come to young creatures or new mothers

Divine Attribute: Constitution or Wisdom

Devotee Benefits

Cleric Spells: 1st—*summon animal*, 3rd—*wall of thorns*, 6th—*tangling creepers*

Divine Font: *heal*

Divine Sanctification: Can choose holy

Divine Skill: Survival

Domains: family, healing, nature, protection

Favored Weapon: Sickle

Morghast

King of the underworld and judge of the dead; known to primitive peoples as the Oldfather, his realm, Shamshath (the Pit of Bones), serves as a purgatory for the dead. If a soul can purge the taint of sin, it goes to its final reward across the Astral Sea. If it does not, it falls into the Abyss of Zemzin to be torn apart by fiends or transformed into a fiend itself.

Areas of Concern: death, fate, judgment

Edicts: Treat the dead and dying with respect, destroy undead and creatures that harm souls, prevent untimely death when possible, speak only the truth

Anathema: lie or break the law for personal gain, prolong life by extreme or exploitative means, create undead or permit them to exist when it is clearly possible to destroy them, molest souls

Divine Attribute: Constitution or Wisdom

Devotee Benefits

Cleric Spells: 2nd—*false vitality*, 3rd—*ghostly weapon*, 5th—*umbral journey*

Divine Font: *heal*

Divine Sanctification: Can choose holy

Divine Skill: Intimidation

Domains: death, fate, perfection, truth

Favored Weapon: Scythe

Mulmano

The Ocean King, Mulmano is god of water, the sea, and the spring months when all things become new. Once the husband of Silani, her dalliance with Geshkol brought about the betrayal that began the First War. He guards his heart better now.

Areas of Concern: waterways and bodies of water, sea creatures, rebirth

Edicts: Respect the ways of the sea and of all that lives in, on, or by it; guard your true feelings from strangers

Anathema: Sail into a headwind, pollute a waterway, harm a sea creature (unless it poses a danger to you or your allies or you are fishing for subsistence).

Divine Attribute: Constitution or Wisdom

Devotee Benefits

Cleric Spells: 1st—*hydraulic push*, 3rd—*feet to fins*, 5th—*mariner's curse*

Divine Font: *heal*

Divine Sanctification: None

Divine Skill: Nature

Domains: healing, might, secrecy, water

Favored Weapon: Trident

Quarquor

The Serpent itself, Quarquor's sibilant whispers are the source of arcane magic, and its eggs gave birth to the divine progenitors of all dragonkind.

Areas of Concern: arcane magic, dragons, scaly creatures

Edicts: Develop arcane powers, obey the orders of a dragon unless they endanger you or your allies or conflict with orders issued by an older and more powerful dragon

Anathema: Destroy arcane knowledge or artifacts, kill dragons that pose no immediate threat to you, disobey reasonable orders from a dragon that don't conflict with those of older dragons

Divine Attribute: Constitution or Intelligence

Devotee Benefits

Cleric Spells: 1st—*force barrage*, 3rd—*fireball*, 5th—*summon dragon*

Divine Font: *harm* or *heal*

Divine Sanctification: None

Divine Skill: Arcana

Domains: confidence, knowledge, magic, perfection

Favored Weapon: kukri

Rothar

The now-dead god of strength and nobility, husband of Ilara and father of the titans and the giants. Upon his death the titans fell into slumber and the giants abandoned their empires and withdrew to the far corners of the world. He has no known living priests.

Silani

Goddess of the moon, dreams, the passing of time, and subtle enchantments. Patroness of the fey creatures. The members of her court, the Pale Gathering, are the patrons and patronesses of witches. Makilka—the rival to her affections of her chief consort, Jarno—was cursed, transformed into a hag, and exiled to the caverns beneath Faralon's surface, whence she sends forth hags, harpies, lamia, and medusae to beset the world. Meanwhile, to spite Silani, Jarno begat the Were Curse and inflicted it on mortalkind.

Areas of Concern: curses, dreams, fey creatures, moonlight, witches

Edicts: Heed warnings received in dreams, respect the taboos and geases of the fey realm

Anathema: Transgress the rules of the fey realm (except to preserve one's life or an ally's), dismiss a dream message, pervert dream magic, create or harbor werecreatures

Divine Attribute: Intelligence or Charisma

Devotee Benefits

Cleric Spells: 2nd—*laughing fit*, 4th—*mirage*, 6th—*scrying*

Divine Font: *harm* or *heal*

Divine Sanctification: none

Divine Skill: Deception

Domains: dreams, magic, moon, passion

Favored Weapon: Scimitar

Thoden

God of the dwarves and crafters in stone and metal of all races, the one who discovered masonry and blacksmithing and led those who would become the dwarves from the surface world to the underground to escape those who would become the High Elves.

Areas of Concern: blacksmithing, masonry, dwarven affairs

Edicts: Respect dwarven traditions, learn a trade and practice it with care and dedication

Anathema: Produce subpar products (except to fool an enemy), break dwarven tradition, disobey the lawful High King

Divine Attribute: Constitution or Wisdom

Devotee Benefits

Cleric Spells: 1st—*ant haul*, 4th—*shape stone*, 5th—*magic passage*

Divine Font: *heal*

Divine Sanctification: Must choose holy

Divine Skill: Crafting

Domains: creation, earth, might, wealth

Favored Weapon: dwarven waraxe

Toralek

Lord of the Mountain and master of the grasping bones of the earth, Toralek is god of earth, stone, metal, and all that is underground. Just as he hoards countless treasures in his domain, so do his followers mimic him by grasping after every coin and shiny object they can find.

Areas of Concern: earth, stone, metal, underground places, caves, mountains

Edicts: Gather wealth, build (or cause to be built) objects and buildings of earth, stone, and metal

Anathema: Destroy or irreparably damage a valuable object or building made of earth, stone, or metal, unless it threatens you or your allies with harm; leave treasure behind unsecured

Divine Attribute: Constitution or Wisdom

Devotee Benefits

Cleric Spells: 1st—*pummeling rubble*, 3rd—*earthbind*, 5th—*wall of stone*

Divine Font: *harm* or *heal*

Divine Sanctification: None

Divine Skill: Athletics

Domains: earth, indulgence, protection, wealth

Favored Weapon: Maul

Turok

God of the hunt, the chase, transporting rage, and the skirmish. The first hunter and the father of the orcs, Turok is worshiped primarily by the orcs, but is revered in primitive societies the world over.

Areas of Concern: hunting, rage, skirmishes, orc affairs, barbarian tribes

Edicts: Fight every battle with fury, never let prey get away

Anathema: permit a slight to go unanswered, call off a hunt in the absence of deadly circumstances

Divine Attribute: Strength or Wisdom

Devotee Benefits

Cleric Spells: 1st—*breathe fire*, 3rd—*haste*, 5th—*moon frenzy*

Divine Font: *harm* or *heal*

Divine Sanctification: Can choose holy

Divine Skill: Survival

Domains: ambition, freedom, might, zeal

Favored Weapon: sling

Weyron

God of war, the first general, and the one who defeated Geshkol in the First War after he had slain Rothar. He is a god of shrewd tactics and clever strategy, not blind rage or empty machismo.

Areas of Concern: strategy, war, weaponry, logistics

Edicts: Never fight a battle unprepared if at all possible, never switch sides in the middle of a fight

Anathema: Go into dangerous territory without preparation, betray allies for tactical advantage

Divine Attribute: Strength or Intelligence

Devotee Benefits

Cleric Spells: 1st—*sure strike*, 3rd—*haste*, 7th—*contingency*

Divine Font: *harm* or *heal*

Divine Sanctification: None

Divine Skill: Warfare Lore

Domains: confidence, might, perfection, zeal

Favored Weapon: Bastard sword

Yselema

Goddess of the Cilari, or wood elves, a woodcutter and ranger who led her followers into exile in the forests to escape her brother's madness.

Areas of Concern: Forestry, carpentry, archery, elven affairs

Edicts: Respect elven traditions, eschew wizardry

Anathema: Permit non-elven peoples to permanently settle in elven lands, permit the teaching of wizardry, take more wood and meat from the forest than you need, molest fey unnecessarily

Divine Attribute: Dexterity or Wisdom

Devotee Benefits

Cleric Spells: 2nd—*entangling flora*, 3rd—*speak with plants*, 5th—*nature's pathway*

Divine Font: *heal*

Divine Sanctification: Can choose holy

Divine Skill: Survival

Domains: creation, freedom, nature, zeal

Favored Weapon: Longbow

Zanda

Trickster goddess, tinker, and the first to tell a lie. Ever shifting in form and constantly tinkering, she is the mother of (in no particular order) the gnomish, goblin, and catfolk races, among others.

Areas of Concern: practical jokes, thievery, invention

Edicts: Humble the proud, but give them an opportunity to learn from their mistakes.

Experience something new every day

Anathema: Steal from the needy, turn down an opportunity for harmless amusement

Divine Attribute: Dexterity or Intelligence

Devotee Benefits

Cleric Spells: 1st—*illusory disguise*, 4th—*liminal doorway*, 5th—*subconscious suggestion*

Divine Font: *heal*

Divine Sanctification: can choose holy

Divine Skill: Thievery

Domains: creation, freedom, passion, trickery

Favored Weapon: shuriken

Zethiss

God of shadows and night, god of chance and prophecy, of secrets and hidden lore, of inspiration and of madness, and brother of Ilara. Master of occult lore.

Areas of Concern: inspiration, madness, night, occultism, prophecy

Edicts: Gather ancient knowledge, prognosticate accurately and truthfully, be kind to the mad, but leave the greatest mysteries unsolved.

Anathema: Destroy ancient lore, denigrate the mentally ill, reveal a secret to one not ready to receive it, prophesy untruthfully, or light a lamp outdoors at night (except to save a life).

Divine Attribute: Intelligence or Wisdom

Devotee Benefits

Cleric Spells: 2nd—*knock*, 4th—*clairvoyance*, 6th—*mislead*

Divine Font: *harm* or *heal*

Divine Sanctification: Can choose holy

Divine Skill: Occultism

Domains: darkness, fate, knowledge, secrecy

Favored Weapon: punching dagger

Zorgon

A force of chaos, death, madness, and destruction from beyond the universe; sealed away beyond the stars by Akarna in the war that ended the Before Time. Beings from Beyond, such as the alghollthu, chuuls, and the neh-thalggu, are its favored progeny, and the existence of fiends a byproduct of its entry into the world.

Areas of Concern: Madness and destruction

Edicts: Bring about his release and destroy the world

Anathema: Behave in a recognizably sane and normal manner beyond what is required to maintain one's cover as an upstanding member of society or to further Zorgon's release

Divine Attribute: Strength or Charisma

Devotee Benefits

Cleric Spells: 1st—*phantom pain*, 3rd—*paralyze*, 6th—*phantasmal calamity*

Divine Font: *harm*

Divine Sanctification: Must choose unholy

Divine Skill: Intimidation

Domains: darkness, death, destruction, nightmares

Favored Weapon: Greatpick