

Phoe

PRONUNCIATION: Fee

POSITION: Deity Overlord, Mother of all Divine Beings

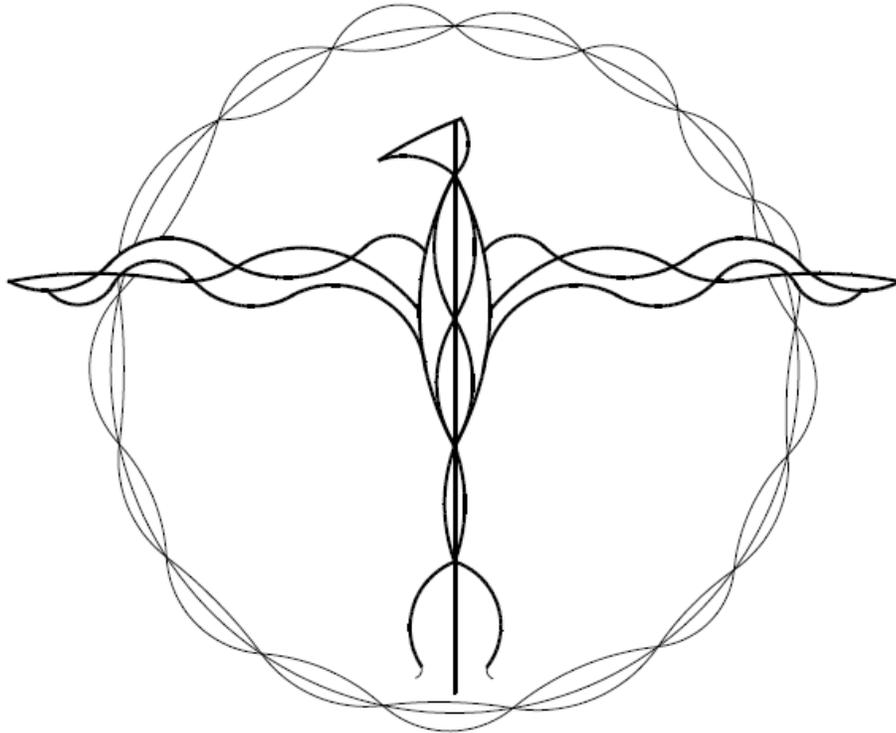
DOMAINS: All

PORTFOLIO: All

GENDER: Neuter (but commonly referred to as female)

DIVINE RANK: 21+

ALIGNMENT: Unfathomable



DESCRIPTION:

Religious texts claim that Phoe arrived above the world during its most dire needs. The world had fallen prey to all imaginable horrors and the seemingly insurmountable task was even abandoned by the prior divine pantheon. She stepped in to restore the balance of existence, burning away the abominations and breeding the spark of nature again. She took from the remaining populace, one from each of the remaining major races, and appointed them as divine agents of the world. Then she birthed her first child, which she set to the task of relighting the sun.

There is no clerical church set about to worship Phoe in her own right, although most every family in the natural world does say at least one prayer a day to her in thanks. Druids or Phoe'un do revere her as a deity, however. She is there embodiment of nature, since it was she who allowed life to thrive again upon the once ruined world.

Cael

PRONUNCIATION: Kail

POSITION: Kin Pantheon Father and Lord, Husband of Myr

DOMAINS: Chaos, Earth, Fire, Death, Destruction, Strength, Magic, Animal

PORTFOLIO: Men, Death, Harvest, Autumn, Winter, Animals, Entropy, among others

GENDER: Male

DIVINE RANK: 19

ALIGNMENT: Unfathomable

NICKNAMES: Darkness, Lord of Entropy, The Wolf, Silver-Horns, Death



DESCRIPTION:

Cael is one half of Phoeë's first child, Myrcael. When Myrcael was sent to relight the sun, the godling found light could not exist without darkness. To achieve the ordained task, Myrcael divided itself into two beings, one to rule the light and another to rule the darkness. Cael became the Lord of Darkness.

Cael, like most of the Kin deities, has an unfathomable alignment. They are neither good nor evil, but natural processes embodied. Cael is the entropy of the universe and no mortal could ever fathom his personality on a Good—Evil scale. He does tend toward chaos but even that is sprinkled with a lawful accent: the old and infirm die; Fire, while chaotic, does burn in a somewhat predictable fashion; etc.

He is the Lord and Father of the Kin Pantheon. He will always be held accountable to his creator Phoeë, just as his children and grandchildren will be held accountable to him. He rules beside his sister and wife Myr, the Mother of Light.

Cael was one of the first Kin gods to have a following among the human race. Death and the harvest have always played important roles among mortal life. As such, Cael held a special place in the lives of the masses. One of his greatest worshippers, Pawa, actually earned divinity for spreading devotion of Cael to other races.

Clerics of Cael have no alignment restriction.

Myr

PRONUNCIATION: Meer

POSITION: Kin Pantheon Mother and Queen, Wife of Cael

DOMAINS: Law, Air, Water, Healing, Protection, Knowledge, Luck, Plant

PORTFOLIO: Women, Life, Rebirth, Spring, Summer, Plants, Order, among others

GENDER: Female

DIVINE RANK: 19

ALIGNMENT: Unfathomable

NICKNAMES: The Fair, Mother Light, The Green Goddess



DESCRIPTION:

Myr is one half of Phoeë's first child, Myrcael. When Myrcael was sent to relight the sun, the godling found light could not exist without darkness. To achieve the ordained task, Myrcael divided itself into two beings, one to rule the light and another to rule the darkness. Myr is the Queen of Light.

Myr, like most of the Kin deities, has an unfathomable alignment. They are neither good nor evil, but natural processes embodied. Myr is the order and life of the universe and no mortal could ever fathom her personality on a Good—Evil scale. She does tend toward law but even that is sprinkled with a chaotic accent.

She is the Mother and Queen of the Kin Pantheon. She will always be held accountable to the creator Phoeë, just as her children and grandchildren are held accountable to both herself and Cael. She rules beside her brother-husband, Cael.

Myr is one of the favorite deities of the pantheon. Her representation as the force of life feeds the people and allows them to sire young. Without her, the world would be shrouded in darkness and death eternal.

Clerics of Myr have no alignment restriction but tend toward Good.

Pyrin

PRONUNCIATION: Peer'in

POSITION: God of Fire, 1st child of Myr and Cael, Husband of Arel

DOMAINS: Fire, Destruction, Sun, Evil

PORTFOLIO: Fire, Heat, Sun

GENDER: Male

DIVINE RANK: 13

ALIGNMENT: Unfathomable – slight tendency toward Evil

NICKNAMES: The Flame Lord, The Red-haired, Anger



DESCRIPTION:

Pyrin was the first child of Myr and Cael. His essence personifies fire. His alignment is unfathomable although many have claimed he leans toward the side of Evil. The Flame Lord is often quick to anger and most worshippers of his err on the side of caution, lest they feel his wrath.

While there is a definite evil aspect within Pyrin, the same could be said of nearly every Kin deity. Fire, conversely, can be used for good: to cook meat that would otherwise cause illness, to purge rodent populations that spread disease, and even to clear land for farming. The sun, a definite source of heat and flame, also provides life to the world.

The clerics of Pyrin are not restricted to any alignment. They may choose to display Pyrin's good or Evil natures.

Arel

PRONUNCIATION: Ah'rel

POSITION: Goddess of Wind, 2nd child of Myr and Cael, Wife of Pyrin

DOMAINS: Air, Magic, Weather, Chaos

PORTFOLIO: Air, Clouds, Weather, Storms, Change

GENDER: Female

DIVINE RANK: 13

ALIGNMENT: Unfathomable – tendency toward Chaos

NICKNAMES: The Rain Bringer, Lady Chaos, First Daughter, The Season Maker, Goddess of the Winds



DESCRIPTION:

Arel was the first daughter of Cael and Myr. With her birth came the differing seasons as well as weather of the real world. She is chaotic from day to day and yet a deeper pattern emerges when seasons and years are observed.

She is the favorite child of Cael, probably because her personality shifts nearly as much as his own. The two spend much time together.

Rain dances typically praise and revere the Goddess of the Winds, begging her to bring storms to their parched and needful lands. As such, she is often the patron deity of uncivilized or tribal peoples as well as having ties to the Druidic community.

Clerics of Arel have no alignment restriction although they are generally chaotic.

Cahsa

PRONUNCIATION: Kuh'sa

POSITION: Goddess of Water, 3rd child of Myr and Cael, Wife of Gumcha

DOMAINS: Water, Healing, Strength, Good

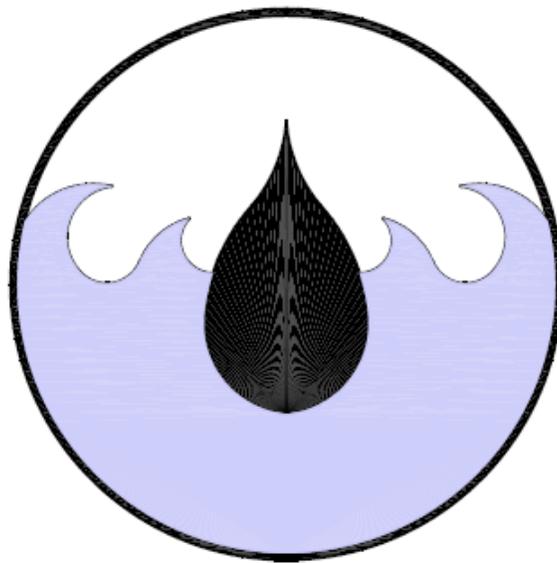
PORTFOLIO: Water, Thunderstorms, Violent and Sudden Change

GENDER: Female

DIVINE RANK: 13

ALIGNMENT: Unfathomable

NICKNAMES: Lady of the Seas, Rain, Blue Eyes, Goddess of the Oceans



DESCRIPTION:

Cahsa is one of the most feared deities of the pantheon. Her moods fluctuate often, more so than even her sister, and when she's angry, the world feels her wrath. Along the shores she is feared. But in land-locked areas, she is revered as another Goddess of Life. For without water, life could not survive. She also holds strong ties to the Druids. They praise her for the substance of water, while praising Arel for the delivery.

Cahsa is married to her brother Gumcha, God of Earth. Among the children of Cael and Myr, their relationship is the most hazardous. While peaceful, the two come together in beautiful and gentle scenes of wave-lapped beaches. But when Cahsa feels wronged, she violently slaps the shores and assaults her lover, often with the help or instigation of her mischievous sister, Arel.

Cahsa's gears are not restricted with their alignment choices.

Gumcha

PRONUNCIATION: Goom'kah

POSITION: God of Earth, Last child of Myr and Cael, Husband of Cahsa

DOMAINS: Earth, Animal, Plant, Law

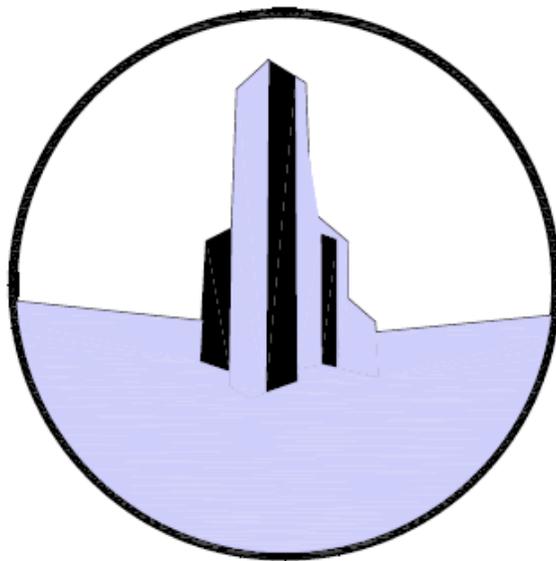
PORTFOLIO: Mountains, Dirt, Land, Plants, Order

GENDER: Male

DIVINE RANK: 13

ALIGNMENT: Unfathomable – tendency toward Law

NICKNAMES: Lord Stalwart, The Slow-Changing, Dusky Father



DESCRIPTION:

Gumcha is the Lord of All things stubborn and unchanging. He tirelessly opposes change, only being swayed or shifted only by long years of effort. He believes in order, rules, and enforcing them when he can.

He is the representative of the world upon which life thrives. He is the speaker for all natural animals and plants. There are druidic sects devoted to his worship as well. In creation, Phoe was the painter and Gumcha was the canvas.

Gumcha's clergy are not restricted by alignment but to tend toward the lawful aspect.

Caevari

PRONUNCIATION: Say' var' ee

POSITION: Only child of Pyrin and Arel, The God of Luck and Travel

DOMAINS: Luck, Trickery, Travel, Chaos

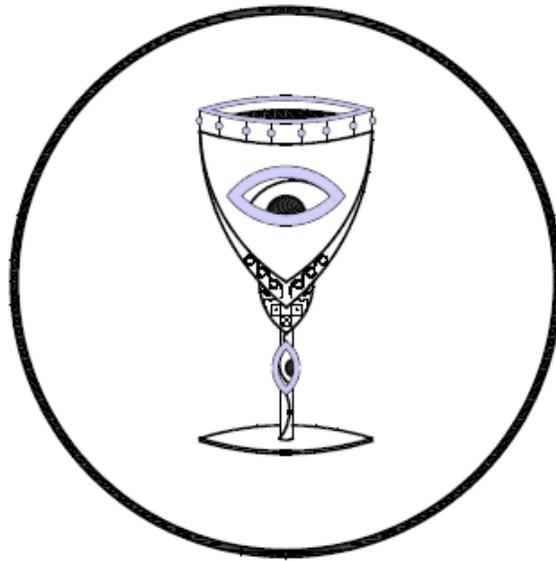
PORTFOLIO: Wine/Beer, Gold, Roads, Addicts, Gamblers, Thieves

GENDER: Male

DIVINE RANK: 7

ALIGNMENT: Chaotic Neutral

NICKNAMES: The Beggar, Chance, The God of Plenty, Happiness, The Trickster



DESCRIPTION:

Caevari is the most fickle of the Kin deities. He also seems to be the most human. He is an addict and sometimes even seen as a failure amongst the other gods. He has a love for all things daring: thievery, gambling, and death-defying escapades. He absolutely delights in helping as well as hindering the luck of mortals.

Never one to set down rules, Caevari still has amassed a following. His clergy is chaotic and often without guidance. They do the best they can at imitating their own God. A few claimed they have bumped into the Trickster in one form or another along the streets or in a casino. It is well known that Chance prefers to frolic amongst his patrons as opposed to ruling from a distance.

Caevari's clergy are bound by alignment, always needing to be at least within one step of Chaotic Neutral.

Kaeruna

PRONUNCIATION: Kay' rune' ah

POSITION: Only child of Cahsa and Gumcha, The God of Protection and Knowledge

DOMAINS: Protection, Knowledge, Repose, Law

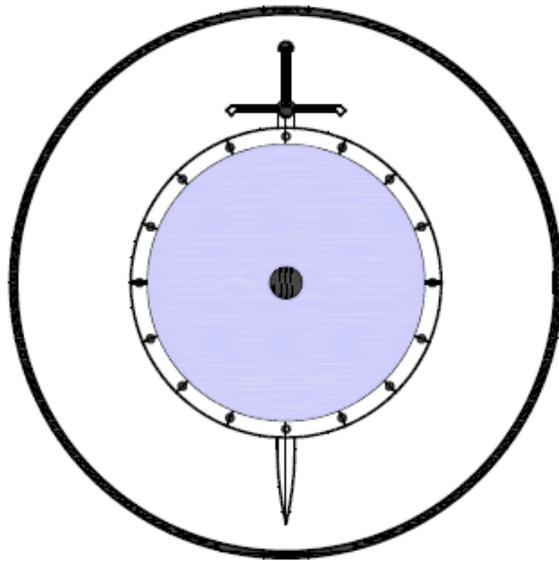
PORTFOLIO: Military, Libraries, Judges, Justice, Law

GENDER: Male

DIVINE RANK: 7

ALIGNMENT: Lawful Neutral

NICKNAMES: The Protector, The Watcher, Master of Logic and Rhetoric



DESCRIPTION:

Kaeruna is the God of Protection. He is the stalwart son of Gumcha and Cahsa. While usually regarded as detached, this façade is only to ensure Justice and Law are followed and dealt. He is actually a very caring soul, often worrying about all of the intelligent creatures in existence. They seem to have been led astray, possibly by his cousin the Trickster. Kaeruna hopes to lead the masses to an ordered and ideal utopia, in time.

Kaeruna, like his cousin, spends a large amount of time working amongst the peoples of the world. He often pops up here or there, wherever justice is needed, as a paladin or sage. He is said to watch over every battle that occurs across the face of the world, sparing those that deserve it from his grandfather's wrath.

Clerics that worship Kaeruna are restricted to within one step of the Lawful Neutral alignment.

Ara'kull

PRONUNCIATION: Ar'ah'Kull

POSITION: The only Fallen God, not a member of any pantheon.

DOMAINS: War, Death, Knowledge, Magic, ???

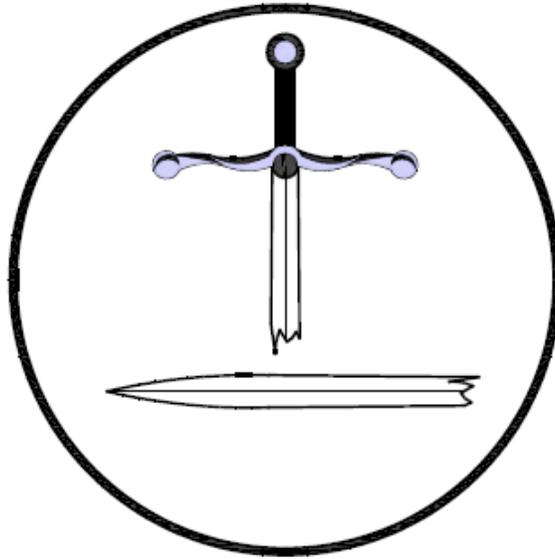
PORTFOLIO: War, Death, Libraries, Wizarding, Humans, ???

GENDER: Male

DIVINE RANK: Unknown

ALIGNMENT: Unknown

NICKNAMES: The True Lord, Father of Humanity



DESCRIPTION:

Ara'kull is the least known and most recent deity amongst the pantheons. It is said he was born from the dying god Guymardt, a curse thrown at the slayer Nar'sra. Beside him, the human race was born as well. He is the most widely worshipped God among the human races, some even claiming him as the only true god.

Because he was so recent an arrival within the divine timeline, little information has been gathered about his abilities or even everything he claims to rule over. What is known is that not long after his birth, Nar'sra did fall in combat. It is unproved but believed that Ara'kull was involved. Also, Ara'kull has actively claimed a position within the Kin Pantheon, specifically ruling over all of the other deities. Still, he has not been accepted into either.

Clerics of Ara'kull do not seem to be restricted in their alignment choices nor their domain choices.