

# THE RECOGNIZED 13 GODS

- **Almathea** - Goddess of Hearth & Home (cow)
- **Byrrhus** - God of Civilization & Money (man)
- **Cyrene** - Goddess of Magic & the Moon (swan)
- **Elyssion** - God of the Air & Birds (gull)
- **Glim** - God of Earth & Stone (badger)
- **Jurto** - God of Luck & Gambling (turtle)
- **Lyssara** - Goddess of Beasts & the Hunt (cat)
- **Myraxus** - God of Knowledge & Secrets (crow)
- **Nyra** - Goddess of War & Medicine (frog)
- **Orostos** - God of Nature & Death (wolf)
- **Undine** - Goddess of the Sea & Waters (dolphin)
- **Vynorax** - God of Deceit & Poison (snake)
- **Zenithos** - God of Sun & Law (hawk)

## SYNCRETIC FORMS

While the gods are often spoken of as having traditional familial relationships, theologians and others who plumb the religious mysteries understand that these relationships are as complex and unknowable as the gods themselves. According to mortal understanding of the divine realms, no god can be destroyed, not even by another god. But at times when in conflict or accord, two or more gods can merge into new wholly forms. These syncretic forms are considered by some traditions to be independent divine beings that are simultaneously of and apart from the gods that comprise the form. This melding of gods is not always a positive thing, as sometimes dark forms, enraged by conflict, or whose instincts go unchecked by a tempering force when too much of accord, emerge to found destructive religious movements and customs. Some syncretic cults abandon the comprising god forms altogether, declaring the combined form a superior and evolved way to approach the divine.

These syncretic forms are controversial among various churches dedicated to the 13 Gods. Some orders eschew all syncretic forms as heretical and forbidden from worship on their grounds or in their services (no better than the Under Gods), while others might welcome clerics of some syncretic forms into their church hierarchy. Most common is the middle ground, where these forms serve as a focus for prayer and ceremony, but the order remains dedicated to a specific god, while giving respect to the others who joined up with their gods for some cause or as a result of some celestial event. The most common way that syncretic forms are encountered are as patron spirits for warlocks and the focus of niche cultic activity, especially those forms with darker aspects.



## ALMATHEA (GODDESS OF HEARTH & HOME)

**Symbol:** A burning hearth, a blue lotus, or a sacred rattle

**Colors:** Red and Brown

**Portfolio:** domesticity, home, childrearing, bounty, protection

**Sacred Animal:** Cow

**Sacred Weapon:** None

**Syncretic Aspects:** Dreya the Dark Mother (Almathea + Byrrhus + Cyrene)

**Domains:** Life, Light

Almathea has many different forms depending on the stories and murals, but is most often depicted as a matronly figure, carrying a basket, and one of more children. One common sacred form for her statues and visions of the goddess is as a cow or a cow-headed woman. She is called wife of Zenithos, the mother of Byrrhus and Nyra, and the sister of Cyrene, Lyssara and Orostos.





## BYRRHUS (GOD OF CIVILIZATION & MONEY)

**Symbol:** Scales, a Ziggurat, or an Open Hand

**Colors:** Black and White

**Portfolio:** civilization, bureaucracy, art, commerce, agriculture, writing, intellect

**Sacred Animal:** None

**Sacred Weapon:** Cudgel

**Syncretic Aspects:** Xarrix the Tyrant (Byrrhus + Vynorax), Nazrat the Man-Ape (Byrrhus + Orostos)

**Domains:** Arcana, Light, War

Byrrhus is the only one of the 13 gods not represented by an animal form, as he represents humanity's elevation above beasts and the various mechanical, civil, and cultural inventions of mortals. He is depicted as a tall muscular man in traditional priestly robes, and wearing two faces, one on each side of his head—one face is fierce and breathes fire, the other is welcoming and breathes life. He holds a set of scales.



## CYRENE (GODDESS OF MAGIC & THE MOON)

**Symbol:** Swan, Full Moon, or Veil

**Colors:** Silver and Black

**Portfolio:** magic, moon, womanhood, blood, dreams

**Sacred Animal:** Swan

**Sacred Weapon:** Dagger

**Syncretic Aspects:** Inairus the Unspeaking (Cyrene + Myraxus), Dreyra the Dark Mother (Almathea + Byrrhus + Cyrene), Sulanoth the Moon-Maw (Cyrene + Undine + Vynorax)

**Domains:** Arcana, Light, Life

Cyrene is depicted as a woman dressed in silver veils or as a silvery white swan with black eyes. The goddess of magic, particularly sorcerers, she also has countless syncretic incarnations with the other 13 Gods and some

of the Under Gods. While associated with women, she is also revered by men, and several of her sainted servants are patrons for wizards. Legends say the twins Undine and Elyssion issued from Cyrene's union with Zenithos.

## ELYSSION (GOD OF AIR & BIRDS)

**Symbol:** Gull or Cyclone

**Colors:** Light blue and white

**Portfolio:** wind, clouds, rain, birds, far-sight, twins

**Sacred Animal:** Gull

**Sacred Weapon:** Javelin

**Syncretic Aspects:** Tempestas (Elyssion + Undine), Umbril (Elyssion + Vynorax)

**Domains:** Life, Light, Tempest

Elyssion is rarely depicted without his sister, Undine nearby. A stoic god, who rarely speaks lest his breath release destructive gales, he is depicted as a bald and lithe young man that cuts an androgynous figure. Sometimes, he wears the head of a gull, and sometimes he is a gull with golden feathers on the tips of his wings and tail.



## GLIM (GOD OF EARTH & STONE)

**Symbol:** Geode, Badger, Gold Ingot

**Colors:** Yellow and Brown

**Portfolio:** mountains, stonecraft, caves, underground places, gems, mining

**Sacred Animal:** Badger or Mole

**Sacred Weapon:** War Pick

**Syncretic Aspects:** Gilmus the Engineer (Byrrhus + Glim), Fezzik the Fool (Glim + Orostos)

**Domains:** Arcana, Death, Nature

Glim is depicted as a squat almost dwarven looking man with the head of a badger, or sometimes as a dire badger with golden fur and gemstone eyes. Glim is often



called “Brother of Zenithos” but whether he is the older or younger brother changes with the stories, as does Glim’s gender, being depicted as a badger-headed woman and the consort of Lyssara. He is the patron of miners and sculptors and has strong syncretic cults in the form of Gilmus the Engineer, a form that exists combined with Byrrhus and who some (including many dwarves themselves) say created the Dwarven People. Similarly, Fezzik the Fool is said to have birthed the gnomes with Cyrene.

### JURTO (GOD OF LUCK & GAMBLING)

**Symbol:** Dice, or Turtle/Tortoise.

**Colors:** Green and Yellow

**Portfolio:** chance, games, risk, happenstance, faith, bets

**Sacred Animal:** Turtle

**Sacred Weapon:** None

**Syncretic Aspects:** Ahstela the Seer (Cyrene + Jurto)

**Domains:** Death, Life

Jurto is often depicted as a small turtle-headed man with a removable shell—“always the smallest in any room” is a refrain in many stories about him—or sometimes as an enormous tortoise with a gem-encrusted shell. He is sometimes called the oldest of the 13 gods. He and his

saintly servants are often scofflaws and layabouts, folks for whom going wrong seemed to always work out alright.

### LYSSARA (GODDESS OF BEASTS AND HUNTING)

**Symbol:** Cat or Cat’s Eye

**Colors:** Orange and Black

**Portfolio:** animals, hunting, cats, journeys, wealth

**Sacred Animal:** Cat/Tiger

**Sacred Weapon:** Short Sword

**Syncretic Aspects:** Otho the Thinker (Lysarra + Myraxus)

**Domains:** Life, Nature

Like the cats that represent her, Lyssara is a capricious and contradictory goddess capable of great compassion and loyalty, but also of cruelty and cunning. She is depicted as a lithe sultry woman with the head of a cat, or sometimes as a small domestic cat or a tiger. Her followers tend to honor and protect cats, seeing it as ill luck to harm one or let one come to harm, and Lyssara’s temples are usually full of roaming cats of all kinds and sizes. The goddess is depicted as thriving equally in dark forests on the hunt or in glamorous courts, enjoying the fruits of a hunt in wealth and luxury.







## MYRAXUS (GOD OF KNOWLEDGE AND SECRETS)

**Symbol:** Crow, Tome, or Hourglass

**Colors:** Black and Blue

**Portfolio:** history, knowledge, forbidden lore, wizardry

**Sacred Animal:** Crow

**Sacred Weapon:** Hammer

**Syncretic Aspects:** Zomarax the Avenger (Myraxus + Zenithos), Umbril (Elyssion + Myraxus)

**Domains:** Arcana, Death

Myraxus is a crow headed god who sends omens and portents and keeps the records of all reality, obscuring and revealing secrets as his mysterious will demands. His statues often show him holding a large closed or open tome (depending on its significance) and other times an hourglass. Few religious stories involve Myraxus directly, instead he is often the figure that gods and saints appeal to for counsel. Myraxus is also the patron of many rogues, and some paladins of vengeance revere his syncretic form with Zenithos.

## NYRA (GODDESS OF WAR & MEDICINE)

**Symbol:** Bandaged hand, Staff

**Colors:** White and Red

**Portfolio:** medicine, battle, mercy, healing

**Sacred Animal:** Frog

**Sacred Weapon:** Spear

**Syncretic Aspects:** Drusilla of the Herbs (Nyra + Orostos)

**Domains:** Life, War

Nyra is always depicted dressed in white with a red headband and/or banner. She is sometimes depicted as a broad-shouldered and tall woman dressed in shining white armor, but other times she has the head of a frog, and a tongue whose touch is a panacea for all diseases and wounds. Nyra's war-like nature is tempered by her

representation of mercy and treating even the vilest of opponents with honor and an opportunity to repent.

## OROSTOS (GOD OF NATURE & DEATH)

**Symbol:** Wolf, Mistletoe, Bill-Hook

**Colors:** Grey and Green

**Portfolio:** afterlife, judgement, life/death cycle, aging, burial

**Sacred Animal:** Wolf

**Sacred Weapon:** Bill-Hook

**Syncretic Aspects:** Anarana the Guardian (Cyrene + Orostos + Zenithos), Ohna the Undead Queen (Ostoros + Vynorax + Cyrene)

**Domains:** Death, Nature, Tempest

Orostos is an old god whose worship is deeply embedded in the culture of Makrinos. It is said that it is his servants who guide the spirits of the dead to the afterlife where Orostos judges them, grabbing them up with a great bill-hook to hang before his dreadful examination. He is frequently depicted as a judge upon a carved wooden throne and bearing the head of a wolf and always flanked by two great wolves, Numi and Amul. Orostos is said to have dominion over all nature spirits, which puts his worship at odds with non-theist druid circles.



## UNDINE (GODDESS OF SEA & WATER)

**Symbol:** Dolphin, Wave, Whirlpool

**Colors:** Sea green and Turquoise

**Portfolio:** Oceans, water, storms, waterborne travel, fish, rivers, ships, boats, twins.

**Sacred Animal:** Dolphin

**Sacred Weapon:** Trident

**Syncretic Aspects:** Sulanoth the Moon-Maw (Cyrene + Undine + Vynorax), Tempestas (Elyssion + Undine)

**Domains:** Death, Tempest, War





Undine is rarely depicted without her brother, Elyssion nearby, but is as likely to be shown as a silvery-blue dolphin, or a green-skinned mermaid with seaweed for hair. Patron of sailors, fishers, and other waterborne travelers, she is particularly popular along the coasts of Makrinos and among those who rely on rivers—as she has several paragons and syncretic forms who are associated with particular streams and rivers.

### VYNORAX (GOD OF DECEIT & POISON)

**Symbol:** Snake or Snake-eyes

**Colors:** Green and Black

**Portfolio:** Lies, trickery, cruelty, revenge, power, dark magic

**Sacred Animal:** Snake

**Sacred Weapon:** Bow

**Syncretic Aspects:** Norux the Destroyer (Vynorax + Myraxus), Sulanoth the Moon-Maw (Cyrene + Undine + Vynorax)

**Domains:** Arcana, Death, War

Vynorax is depicted in many ways, from a tall muscular and handsome man of long dark hair and eyes to a similar body with the head of a snake, to having the head and lower body of snake, but a man's torso. He is

sometimes even shown to have snake arms. Many folks venerate Vynorax as a means to stave off his penchant for visiting cruelty and pain to those who raise his ire. His dedicated followers, pursue a life of causing pain and strife and seeking power. Those who seek personal revenge or harbor jealousies give sacrifices to Vynorax in the form of dedicating foul acts in his name. He is called the father of the Sathar, the dreaded snake people.

### ZENITHOS (GOD OF SUN & LAW)

**Symbol:** Hawk, Scepter, Solar Disk

**Colors:** Gold & Blue

**Portfolio:** kings, leaders, judges, lawyers, paladins

**Sacred Animal:** Hawk

**Sacred Weapon:** Great Sword

**Syncretic Aspects:** Oudir of the Fire-Rain (Elyssion + Zenithos), Drosh the Dark Father (Zenithos + Vynorax)

**Domains:** Life, Light, War

Depicted either as a tall bald man with a golden headband or a hawk-headed man bearing a flaming great sword, the image of Zenithos is all over the government buildings and homes of the wealthy in Makrinos. He represents tradition and duty—standing



against the chaotic forces of nature run amok and tempering the fouler decadent trends of civilization. Called 'The King of the Gods' by some, in the time since the founding of the Republic, it is much more common for his stories to suggest he maintains his position by the will of the other gods, due to his fairness and righteousness. It is this perspective that is popular among the people of Makrinos and thus his churches (though more traditional hardliners who favor a monarchy still exist).

