

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.



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

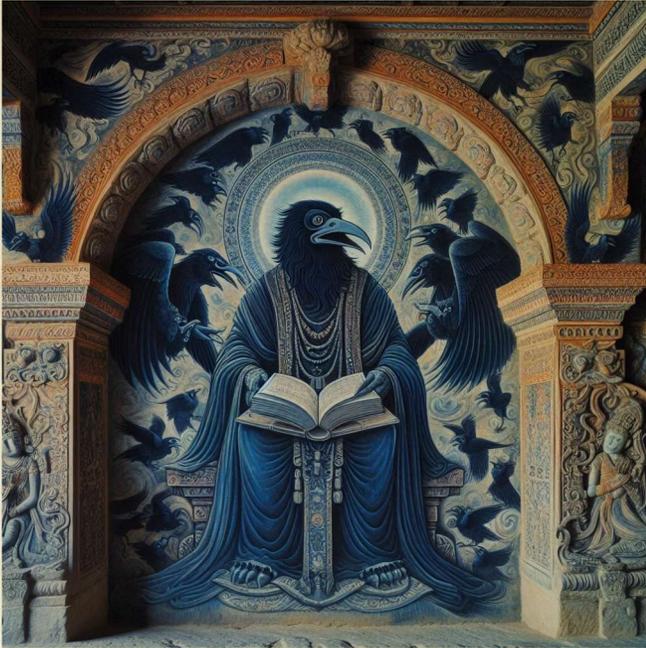
Sacred Weapon: Short Sword

Syncretic Aspects: Otho the Thinker (Lyssara + 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 evilest 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), Tempestat (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).

