

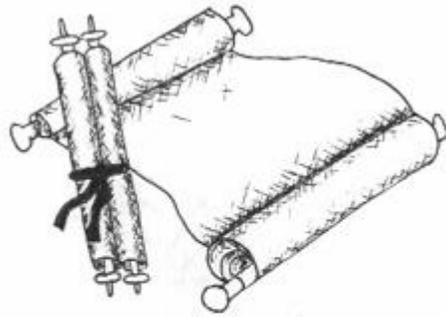
# The Gods and Goddesses of Lantai

The Gods are many upon Lantai. These are the known members of their Court, the Gods as they exist. Their holy symbols are included with them. Note that each of the holy symbols has a simpler version as well, included at the end of this document.

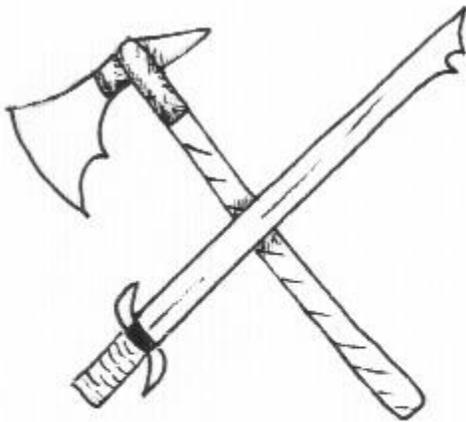
## **ARUM (AIR-oom) [top](#)**

Arum is the God of Knowledge, symbolized by a scroll. Followers of Arum tend to be scholars, teachers, scientists and sages. The demands of Arum's faith are simple...question and learn. Arum is often depicted as a robed young man in scholarly robes, holding a scroll or book in one hand, and a candle in the other. Arum is a goodly god, seeking to help the races learn of themselves as he does the same.

Colors: Yellow/Blue



Knowledge - Arum



War - Bellumas

## **BELLUMAS (bell-oo-mahs) [top](#)**

The Goddess of War is symbolized by a crossed warhammer and sword. She is usually pictured as a black haired warrior wielding fiery weapons, armed and armored for battle. Followers of Bellumas will often seek honorable combat to honor their Goddess, and call upon her often to look down upon their prowess at arms. It is common for warriors, mercenaries, and soldiers to pray to her, and her priests tend to practice the arts of combat. Bellumas is neither good nor evil, simply pragmatic.

Colors: Red/Silver

## **BRANWEN (BRAN-when) [top](#)**

The Goddess of the Sea, Branwen is symbolized by crashing waves. Followers of Branwen include sailors, fishermen, coastal inhabitants, and more. Priests of Branwen tend to dress in greens and blues, paying homage to the colors of the vast ocean. Branwen herself is typically depicted as a blonde maiden of great beauty holding a sparkling chalice of pure water...though occasionally she is depicted as a dark hag throwing bolts of lightning. This is an accurate reflection of her dual nature: placid sea and raging tempest, beautiful beachside and deep, dark ocean. Branwen is at the same time BOTH goodly and destructive.

Colors: Blue/Green



Disease - Cailleach



Sea – Branwen

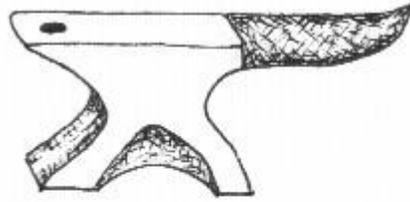
## **CAILLEACH (KAY-lee-uckh) [top](#)**

Cailleach is the God of Disease, whose symbol is the weeping mask. He is often depicted as a leper or cripple, bandaged and often using crutches. His followers are divided into 2 sects: those who fight disease (doctors, apothecaries, healers), and those who seek its ruin eagerly. The latter are sinister, and often wield poisoned blades. He is a goodly god, even though some of those who claim his name are of evil intent.

Colors: Brown/Yellow

## **CREDNE (KRED-neh) [top](#)**

Credne is the God of Craftsmen and Smithies, symbolized by the anvil and tongs. His followers tend to be workers and artisans. It is his power that helps the Great Adept smiths create master crafted and magical items. In early 4012, Credne was somehow killed, an act that scholars deemed impossible. A great many magical items fell apart, rendered useless as the god's power was lost. By mid 4012, Glom had shouldered the weight of Credne's anvil, and answers the prayers of Credne's followers. In 4015, it was discovered that he was not in fact dead, but simply shattered and his 17 pieces scattered about the lands. A band of adventurers worked tirelessly and were able to put him back together. Credne has now rejoined the pantheon. He is very much a goodly god, paternal in the extreme.



**Smithing - Credne**

Colors: Silver/Gold



**Nature - Flydias**

## **FLYDIAS (FLIH-dee-us) [top](#)**

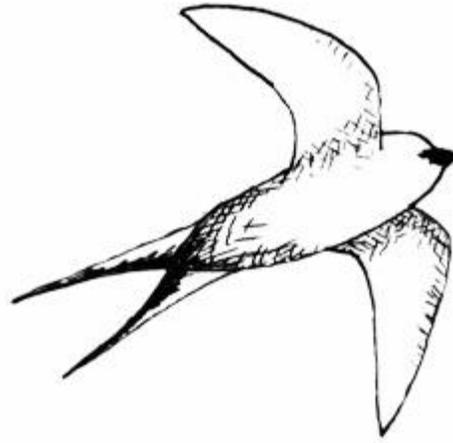
Flydias is the god of nature, whose symbol is the blooming flower. He is often depicted as the Green Man, his body that of the forest. Followers of Flydias tend to be rangers, foresters, and hunters. Flydias is indirectly the patron of most Shaman, as well, as the totem spirits are embodiments of nature's will. He is a goodly god, though he can be quite harsh at times, taking on the aspect of placid creature or fierce predator.

Colors: Green/Yellow

## **FRYJA (FRAY-yuh or FREE-yah) [top](#)**

Fryja is the Goddess of the Harvest and is the matron Goddess of the Gre'shal. Her symbol is that of a swallow in flight. Her most devout followers are the Gre'shal, farmers and gatherers. Fryja is depicted as a red-haired beauty with a feathered gown, typically accompanied by a cat. She is the lover of Lugh, the God of the Sun. Fryja is most assuredly goodly, fiercely maternal towards her children the humans and the Gre'shal, though not jealous of any of the other races.

Colors: Orange/Green



Harvest - Fryja

## **GARRINOS (GAIR-ih-nohs) [top](#)**

Garrinos is the God of Chaos. He is unworshipped in the civilized lands, as only the most foolish or zealous would call his gaze to them. His symbol is the bloody fist, and he is never depicted the same way twice. Such is his gift, and his curse. His followers tend to be...unknown. He exists among the pantheon of gods, but is shunned by all of them. He communicates only with his chosen, slowly driving them mad over the course of years or over the course of minutes. His is the power of chaos unleashed, of seething hatred of order, of life and unlife. His name goes unspoken at most times, and those who do speak his name usually make a sign to ward off bad fortune. (No PC may portray a worshipper of Garrinos, as their character would be short-lived, as soon as their beliefs would be discovered, they would be executed. This is not religious discrimination, but protecting the people, and maybe even reality itself.

Colors: Red/Black

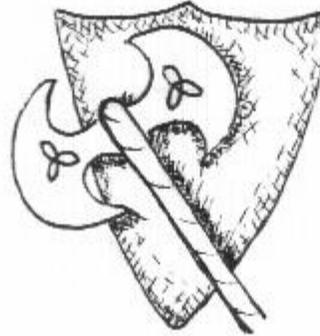


Chaos – Garrinos

## **GLOM (glohm) [top](#)**

Glom is the rugged God of Stone and Mining, and is father of the dwarven race. His symbol is the axe and shield. He is depicted as a dwarven champion, as it is believed he made the Children of Stone in his image. Glom is protective and loving of his children, bestowing them with his blessings. Glom is one of the most honorable of the Gods, and demands his followers to be so as well.

Colors: Brown/Grey



**Mining - Glom**



**Rebirth - Iggun**

## **IGGUN (ee-goon) [top](#)**

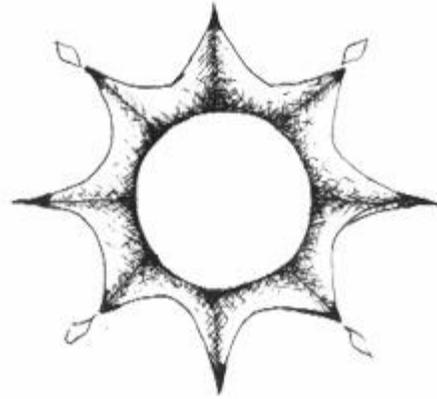
Iggun is the God of Rebirth and the Afterlife, symbolized by a cauldron. He is depicted as a large, strong man dressed in the robes of a healer, holding a baby. Iggun rules the Cauldron of Rebirth, a curious magic of Lantai that allows some spirits to return to life. One of the great debates of life and death is whether the spirit makes the choice, or whether Iggun himself judges one worthy or unworthy to return to life. Iggun's rule over the Afterlife is quite connected with Yael, the God of Death, who is his brother. Iggun maintains a careful neutrality in the neverending battle between good and evil.

Colors: Green/Silver

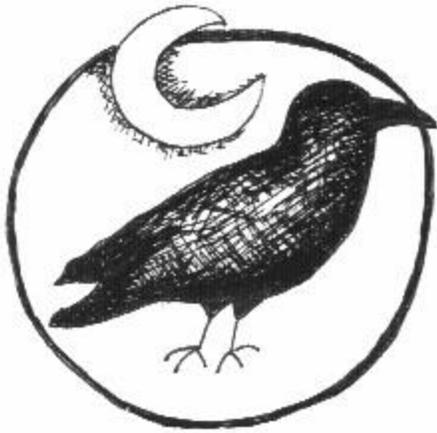
## LUGH (Looh) [top](#)

Lugh is the God of the Sun, and the sun is his symbol. He is depicted as a blonde warrior wielding a spear, and is the lover of Fryja. Followers of Lugh are typically good and law abiding, and his priests have a special abhorrence for the undead. Lugh is Macha's brother, as there is no light without darkness. Lugh himself is the most goodly of the gods, and demands loving compassion in the souls of his chosen.

Colors: Gold/Orange



## Sun - Lugh



## Darkness – Macha

## MACHA (Mox-ah) [top](#)

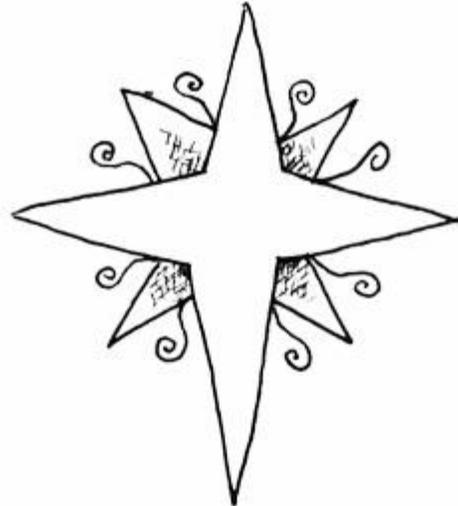
Macha is the Goddess of Darkness, symbolized by a raven. She is depicted as a pale skinned, dark haired woman in black leather wielding either a whip or a curved dagger. Macha's followers tend to the darkness themselves, embracing her methods and means to put themselves selfishly before others. Few openly worship Macha, though many do so in private or in her secret temples. She drips with evil, and is constantly using her priests as pawns to change the face of Lantai.

Colors: Black/Purple

## **MYSTIARRA (Mees-tee-AHR-ah) [top](#)**

Mystiarra is the Goddess of Magic, and the mother of the Elves. Her symbol is the flaring star. She is depicted as an elven lady in gossamer gown, wielding the power that is her domain. Her followers tend to be mages, alchemists, and those of elven descent. She calls on her followers to use their abilities for the good of all, as she is a good and matronly Goddess.

Colors: Purple/Blue

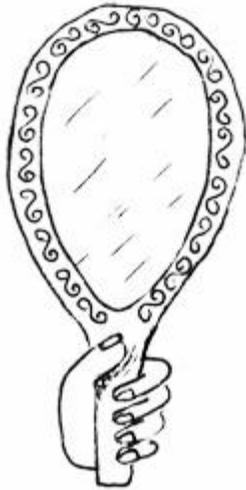


**Magic - Mystiarra**

## **OSHUN (oh-SHOON) [top](#)**

Oshun is the Goddess of Beauty, whose symbol is a mirror. She is depicted as a fiery haired woman of great beauty in a revealing gown. Her followers include many who appreciate beauty in all its forms, such as artists. Many of her temples are legitimate, though some are little more than cathouses. Oshun herself is ever on the sidelines in the never-ending struggle between good and evil, as she is far too capricious to choose a side.

Colors: Purple/Pink

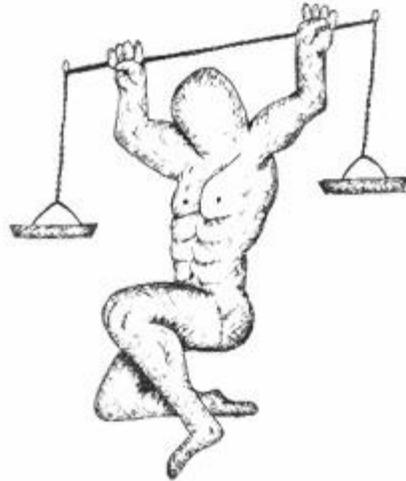


**Beauty - Oshun**

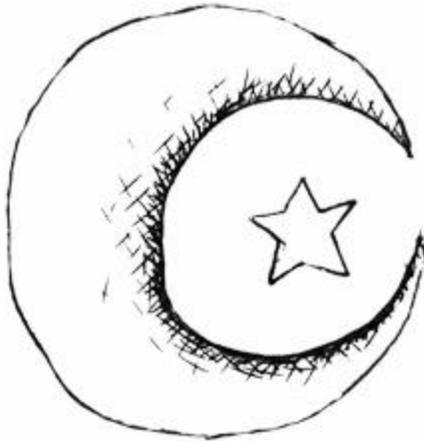
## **PENDRAS (PEN-drahs) [top](#)**

Pendras is the stern God and guardian of Justice. He is symbolized by the scales, held on broad shoulders. Pendras is depicted as an armored man holding the scales and a great sword. His followers tend to be lawkeepers and judges, lawyers and guardians. He urges his followers to maintain neutrality and preserve the Balance, but to always strive for justice.

Colors: Black/White



Justice - Pendras



Moon - Silvane

## **SILVANE (SILL-vain) [top](#)**

Silvane is the Goddess of the Moon, which is also her symbol. She is quite often pictured as the dancing woman on the moon. Her domain is the mysterious: the shadows within which deeds are done in secrecy, but within the sphere of goodly intent. Those who use stealth, wit, and guile in the service of good are her chosen. Her priests tend to dress in pale blues and whites, and hold service in the night times.

Colors: Blue/Silver

## **STRYDE (stride) [top](#)**

Stryde is the jealous and shifty God of Thieves, symbolized in a way that is not known to many...very few wear his symbol openly, that of the mask and cloak, and those that do tend to change the symbol ever so slightly, so that no two are the same. He is visualized as a shadowy man, usually wearing a cloak. Stryde's followers are thieves, brigands, and others who would make their living at the expense of others. His temples are always hidden and secret, some are gambling houses,

Shh. Don't tell.

some within thieve's guilds. His priests lead a double life in most cases, keeping their identities hidden from view, wearing a mask when in their official capacity. Stryde is definitely not a goodly god.



Death - Yael

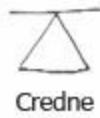
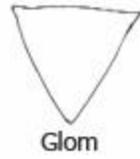
## **YAEL (yale) [top](#)**

Yael is the God of Death, collector of souls. His symbol is the skull, and he is often depicted as the grim reaper. He and his brother Iggun rule the path of death, which is just a continuation of life. Yael is neither good nor evil, and in fact cares little for the struggle. His role is that of a shepherd, steering the flock of spirits to their destinations.

Colors: Black/Silver

## **Symbols [top](#)**

Such are the Gods and Goddesses of Lantai. Those of us in the Known Lands are subjects, willing or not, of these embodiments of cosmic forces. Note that each god may be represented by a simpler symbol, following here.



**All images in this section thanks to Jessica Bledsoe.**