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The Mother

Aetheria

When the Universe was still in Chaos, The Mother created the other Deities. When the world shattered, The Mother gave her body to heal the Material Plane. The mother is more often worshiped as a concept than as a traditional god making her a symbol of the life-giving and nurturing aspects of the universe, emphasizing the interconnectedness of all living things and the importance of caring for the world she created.

When the schemes of the Seraph were nullified, and the two pieces of The Mother were returned to her the world began to heal itself until, on August 1st 1051, a group of adventurers took on the Seraph a final time and destroyed her. During the fight however, The Mother was also destroyed and her presence vanished from Ovenica forever.

The Champion

Syglei

The Champion is a beacon to those who fight battles, whatever the battle might be. The Champion leads the charge and his followers know that no matter how dark the path, they are never alone.

The Healer

Kein

The Healer is the only Deity that is believed by many to have spent most of their time on the material plane. She is widely depicted with forest and/or plant related imagery though her reach goes far beyond simply the natural world.

The Scholar

Ystr

The Scholar venerates the search for knowledge and understanding above all things. They are the most abstract of the deities, and their followers can be found under many banners.

The Pilgrim

Arbandr

The Pilgrim leads people through all walks of life, and is also charged with guiding them through the afterlife. Though more often suited to those who live nomadic lifestyles and those who have yet to find themselves.

The Betrayed

Glo Terberis

~~The Betrayer threw the universe into chaos and only with the sacrifice of The Mother was the world saved from tearing itself apart. Those who turn to the betrayer for help do so often for power that would not be given to them by any good and sane being.~~

Glo Terberis, once thought to be a creature of darkness, now serves as divine proof of the corruption of The Seraph. Tricked into a war with his siblings and mother and then shackled beneath the earth. The Betrayed is a deity of forgiveness and a beacon for those who have been wronged or feel like outsiders.

The Seraph

Life Born - ??? BGW Died - 1051 AGW

Eyes Gold

Hair Bald

Skin Tone/Pigmentation Dark Brown

Height 6'3"

Gomir

The Seraph is one of two mortals to survive the journey to The Tome of the Gods. She came to the people of Ovenica many years after The Prophet and granted them new wisdom into the minds of the gods. At least that is the story the Angels of Iron continue to maintain. When The Shield of Basin_ returned from The Silver Islands_, they brought two individuals with them who they claimed were the Seraph and the Prophet (Lumir).

After the War for Stonehill, the Angels of Iron claimed that the Seraph continued to exist and lived within the city of Harwood Citadel. Though they do not allow anyone to meet with her directly, outside of the Divine Chosen and High Ranking Clergy, they claim that all they have done recently has been because of the word of the Seraph. Many outside Prathia doubt these claims, but the people of Prathia are devout and most believe it with every fiber of their being.

In the year 1051 these claims were proved true when a party of adventurers who went by Guardians of the Lost engaged her directly while she made a final attempt to achieve divinity by killing The Mother. Though she was unsuccessful in ascending, The Mother was still slain, and the effects of this began spreading across Ovenica.

Deknarg the Cold

Summer was getting tired of winter's reign and decided he would do something about it. Shortly after winter had gone to bed and was snoring loudly, Summer summoned a dragon from the far north to lie down in front of Winter's home. Summer fed the dragon and by the time Winter was ready to get up the dragon was so big it blocked her front door and she was trapped.

Without Winter to take over, Summer bathed the land in sunlight until the grass burned, rivers dried up, and all living things were dying from the heat.

Deknarg saw all that was happening and decided he had had enough. Deknarg took up his spear and approached Winter's home. The dragon saw him coming and tried to stand and fight, but Summer had fed the dragon so much that it could barely move. Realizing it could not fight, the dragon fled from Deknarg who chased it into a cave. At long last, Winter was able to emerge and push summer back, but Deknarg realized he could not let the dragon leave the cave ever again. He placed himself at the mouth of the cavern and sat down with his back to the world. There, as Winter brought snow and cold and healing back to the land, Deknarg sat until his bones froze, and his heart stopped beating. There he sits still, lest the dragon ever try to escape the cave.

Divine Domains

Deknarg governs over the domains of Death, Protection, and Winter.

Holidays

The week after the winter solstice is dedicated to Deknarg the Cold, and dedicated Anakim will spend dangerous amounts of time seeing who can last the longest in freezing temperatures before engaging in enormous feasts that can last several days.

Drorkol the Behemoth

Every Anakim knows the lands to the north are filled with dragons. They know because in the old world the dragons would fly south once a year to trade with the Anakim. It was a good relationship until a young dragon named Abazu decided simply trading with the Anakim wasn't enough. He rallied the dragons together and the next time the dragons came they came as an army. The dragon army ravaged the Anak, killing or enslaving all in their wake and taking all the Anak riches.

When the dragon army reached the Bottomless Basin, which then had no name as was little more than a pond, one Anakim stood in their way. Drorkol stood at the edge of the water. The leader of the dragons, Abazu, was impressed by this small Anak's courage and approached him. Drorkol challenged Abazu to a contest of height. If Drorkol was taller, Abazu would have to take his army back to the north and never return. The dragons laughed at the boy and Abazu agreed, for Abazu was the largest of all the dragons in his army, even for his age.

However, when Drorkol turned his back to Abazu to test their heights Drorkol began to grow. He grew until he was as tall as Abazu and still continued to get taller. The dragons watched in terror as Drorkol continued to grow until his ears scraped the sky and his shoulders disappeared into the clouds. Loathe to lose, Abazu ordered his dragon army to attack. Drorkol swatted at the dragons like flies, smashing hundreds with fists the size of a mountain. Drorkol's right foot sank into the ground creating the Bottomless Basin and his left foot broke the earth creating Dawn Tide's Lake.

Despite his large size, the dragon army was overwhelming. Seeing that his end was at hand, Drorkol threw himself down on the dragon army. The dragons were scattered and Drorkol perished upon the earth, his body forming the mountains which guard the Anakim and other peoples from the monsters in the north. Since Drorkol's sacrifice the dragons have never again threatened war with the Anakim.

Divine Domains

Drorkol the Behemoth governs the domains of Wealth and Law.