Children of Divinity

Founding Date 857
Type Religious, Organised Religion
Deities The Betrayed, The Champion, The Healer, The Mother, The Pilgrim, The Scholar, The Lover

Haven of peace.

Culture

In an effort to avoid the pitfalls of the Angels of Iron's power structure, the Children of Divinity have multiple pontiffs functioning as heads of clergy. These pontiffs regularly meet to discuss goings on. The gods still share their divine wisdom and gifts among the population which helps to bring many into their fold.

Public Agenda

The Children of Divinity work tirelessly towards several goals, but due to the spread of power, not one has been properly realized. Their main focus is curtailing the spread of the Angels of Iron as best they can without sparking war.

Mythology & Lore

When the universe was still in chaos, The Mother created the other Deities: The Pilgrim, The Champion, The Healer, The Scholar, and The Betrayed. Together they worked to create the planes as we know them. They crafted tirelessly, pouring heart and soul into their work. They created creatures. They sculpted mountains and carved out seas. They painted the planes with their beauty, each one an individual masterpiece. The Mother crafted gates between each plane so that their inhabitants might travel and see the beauty that was created.

When the work was complete, the gods stepped back to watch their creation flourish. Civilizations rose. Cities were built. Incredible magical and technological marvels were built in honour of the gods.

During this time of peace two individuals were not satisfied. Lumir and Gomir (now known as the Prophet and The Seraph) wished to have divine power for themselves. So one day they went to Glo Terberis (The Betrayed) when he was alone. They spoke sweet words to him, speaking of his great works and deeds. But they also sowed lies. They told him how the other gods despised him. They told him that the other gods were planning his downfall. Glo Terberis believed their silver tongues and began to plot against the other gods. While The Mother was not watching, The Betrayed went to what is now Misery and walked among the people that lived there. Over generations his words and his presence tainted the peoples thoughts towards the beings living in other planes. Slowly this

bitterness grew until it began to warp the very lands of Misery until it became a fiery pit of hate and anger. Having grown his strength on the suffering of others, The Betrayed then moved on to other planes. He worked faster, now that he knew he was stronger. He went to the other side of Misery. He pushed his corruption so violently into the place that it cracked and drove all who lived there into a deep madness. At this time The Mother took notice of what was happening and rushed to stop him but it was too late. The planes were divided, and wars raged across them.

The gods tried what they could to stem the tide, but the corruption of the Betrayed had spread too deep. The gods took one last stand against the Betrayed and managed to finally bring him down, but at great cost. The planes were shattered and the destruction too great. With the help of her Lover, the Mother used the last of her power to take her physical form and tie it to Ovus, to hold it together. She then sent the other gods to their own realm, to watch creation from a distance, only helping in small ways. Before she could finish however, Gomir and Lumir swooped in and trapped her in her own creation. They stole pieces of her essence to ascend to godhood and then shackled the Betrayed to her cage so that none would ever reach her again.

However, there is now hope. The Shield of Basin braved the dangers of The Silver Islands to learn the truth. They released the Betrayed from his prison, and returned the pieces of essence to the mother that were stolen from her. Lumir and Gomir now live among mortals, no more danger to anyone, and the gods once again speak freely.

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