

Pantheon Of Haret

When the Great Creator, brought forth the planet Haret and its races, it also created a pantheon of deities to govern the various aspects of mortal existence. In order to ensure that the balance of creation is maintained, each of the greater gods has a corresponding, and antithetical counterpart in the pantheon. During the Age of Divinity, the deities would often manifest avatars on Haret, and send creatures from the Deific Plane to work their will upon the planet. However, since the Interdiction which ended the Age of Divinity, the gods are no longer able to directly intervene upon Haret, and creatures from the Deific Plane cannot be sent or summoned to the prime material plane. The will of the gods is now exclusively enacted through their mortal agents. Even though the gods are continually vying to increase their influence upon the world through their agents and worshippers, alliances among the gods and their corresponding priesthoods is not uncommon so long as both share a common goal.

The Gods of Strength

Confrontion (Chaotic Neutral) - As god of war, combat, strife, conflict and chaos, Confrontion is the patron of fighters and mercenaries. Followers of Confrontion typify the saying "All's fair in love and war". Confrontion is a fickle god, and is quick to abandon priests who disappoint him. This may take the form of reduced effectiveness of spells, or even the temporary revocation of spells until the favor of the god is won back again.

Confrontion's holy symbol is a pair of crossed swords, sometimes surrounded by a starburst of arrows. This is often simplified into an X within a circle.

Favored weapon: greatsword

Domains: strength, chaos, war, destruction,

Paxion (Lawful Neutral) - Paxion is the god of peace, justice, law, and retribution. Followers of Paxion support the "eye-for-an-eye" code of justice, untempered with mercy. Priests of Paxion tend to be unyielding and inflexible in their beliefs, and are often quite bigoted in their view of the world.

Paxion's holy symbol is a balance scale supported by a sword, which is sometimes simplified to a triangle pointing downward.

Favored weapon: longsword

Domains: strength, law, nobility, war, protection

There is a sect of paladins called the "Swords of Divine Justice", who have devoted themselves to Paxion. These paladins are usually in direct service to an established temple and report to the head priest. While they are lawful, they are more strict in their interpretation of justice than is typical for other paladic orders. Unlike the Altruistic orders, paladins devoted to Paxion cannot detect evil, but rather have the ability to discern lie as a spell-like ability. Using this ability is a full-round action and requires the focused concentration of the paladin.

There is also an order of Paxionic monks called the "Hands of the Scale" who travel the world seeking to right injustices wherever they find them. While victims of injustice are always happy to see a Hand take up their cause, local lawkeepers are not particularly well disposed towards them, and consider them to be vigilantes operating without official mandate.

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The Goddesses of Constitution

Dionus (Chaotic Good) - Dionus is the goddess health, fertility, love and abundance. She is the most worshipped god in the pantheon, and thus is often considered the most powerful. Her priests are those most often called on to perform the everyday ceremonies such as christenings, marriages, or the blessing of a new house. Priests of Dionus are blessed with an immunity to normal diseases, and usually enjoy extended life spans (up to 50% longer than average). Dionus has a particular hatred for the undead and thus does not grant her priests any of the spells in the necromantic sphere that deal with the creation or control of these creatures. Neither does she allow the “inflict” version of healing spells.

The holy symbol of Dionus is a cornucopia, which is often simplified to a spiral shape.
Favored weapon: flail
Domains: healing, good, sun, liberation, luck

Pestula (Chaotic Evil) - Pestula is the goddess of death, disease, infertility, and plagues. She is not worshipped openly, and in fact, temples to Pestula are often forbidden by local governments. Because of this, cults of Pestula are almost always secret societies and her major temples are well hidden in wilderness areas. Luckily, because of the chaotic nature of her followers, the cults tend to be small and disorganized, and power struggles within the cult often consume a substantial amount of their resources.

The holy symbol of Pestula is a skull and sickle.
Favored weapon: mace or sickle
Domains: evil, darkness, death, destruction, chaos

The Gods of Wisdom

Sarmat (Neutral Good) - Sarmat is the god of good council, foresight, and of knowledge wisely used. His priesthood is smaller than most of the other greater gods, but next to priests of Dionus, they are the most sought after by laymen. Temples of Sarmat are frequented by those looking guidance in making difficult decisions, and priests of Sarmat are often called on to be royal advisors. Many priests of Sarmat are wanderers and monastic orders of Sarmat are not uncommon. Temples of Sarmat are very simple in design and his priests tend to be humble and soft-spoken.

The holy symbol of Sarmat is a silver chalice filled with flame.
Favored weapon: quarterstaff
Domains: knowledge, travel, protection, good

Igoft (Neutral Evil) - Igoft is the god of self-gratification, greed, lust, and intrigue. Followers of this faith believe that the accumulation of wealth and power will earn their god's favor. They advocate the use of intimidation as a tool for gaining power over others and believe in exploiting someone else's weakness to advance their own position. Priests of Igoft tend to be egocentric, manipulative and highly competitive, especially when it comes to raising their own position within their temple hierarchy. Typical supplicants to Igoft include merchants, politicians and thieves. The priesthood of Igoft is the only one of the evil gods' that operates in the open, maintaining temples in the larger cities, particularly ones that are along major trade routes.

The holy symbol of Igoft is a pyramid, which is often depicted as a triangle with a vertical line down the center.
Favored weapon: dagger
Domains: trickery, knowledge, luck, strength

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The Gods of Charisma

Altrusia (Lawful Good) - Altrusia is the goddess of chivalry, honor, self-sacrifice and leadership. She is also considered the patron goddess of art and music. Priests of Altrusia tend to be very idealistic, straightforward in attitude, but are often preoccupied with appearances. They have a very high code of honor which they adhere to unyieldingly. Subterfuge, misrepresentation, and deception are abhorrent to them, as are cruelty and injustice. Temples to Altrusia are always aesthetically pleasing and the more prosperous ones are often filled with great works of art.

The holy symbol of Altrusia is sunburst
Favored weapon: scimitar
Domains: law, glory, good, protection, sun

Paladins of Altrusia exemplify everything that their patron goddess represents. They hold themselves to strict code of chivalry and honor, which extends even unto their most hated enemies. Death before dishonor is an Altruistic paladin's way of life.

Maeldain (Lawful Evil) - Maeldain is the goddess of domination, pain, and cruelty. Her followers believe that a strict hierarchy of control and subjugation is the highest state of perfection, and that the accumulation of power over others will gain them the favor of the goddess. Sometimes this is accomplished by through force and intimidation, like the tactics of a brutal warlord or a cruel pirate king, but it is just as likely to be through the subtle intrigue, manipulation, and machinations of a merchant lord or politician.

While Pestula tends to be more closely associated with undead, the necromantic arts are an integral part of Maeldain's tenets as the killing of another being and animating it's corpse is seen as the ultimate exercise of control.

Because many of the rites of worship include torture and ritual sacrifice, the cult almost always operates in secret.

The holy symbol of Maeldain is a whip or lash.
Favored weapon: whip and kukri
Domains: charm, law, evil, war, destruction, Death(Murder)

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The God of Intelligence

Cyclopenda (Neutral) - Cyclopenda is the only god of intelligence, and being totally neutral, has no antipathetic counterpart in the pantheon. Cyclopenda is the god of knowledge, information, science and magic and so temples to him are very often like a library. The larger temples offer a wealth of information to anyone who has the time to spend search for it. Priests of Cyclopenda receive a large amount of schooling in the sciences of mathematics, astronomy, physics, and in the arts of calligraphy and map-making. They also study a good deal of history and are taught to read and write the languages of the major races (human, elvish, dwarvish, and halfling). These languages are in addition to any other tongues that they might wish to study on their own.

There are several monastic orders devoted to Cyclopenda, usually based in some repository of learning, and many of these orders practice disciplines of the martial arts. These orders believe that the perfection of the mind must be accompanied by the perfection of the body.

The holy symbol of Cyclopenda is an eye framed by a pentagram.

Favored weapon: unarmed attack

Domains: knowledge, magic, protection, luck, void

All knowledge skills are class skills for a priest of Cyclopenda

The God of Dexterity

Proteus (?) - Like Cyclopenda, the god of dexterity has no counterpart in the pantheon. Proteus is the god of luck or fate depending on your outlook on life, and he has no constant alignment. Priests of Proteus can be of any alignment and are divided into two orders. One order believes that blind luck rules the lives of mortals, that random chance is what drives events. The other order believes that events are predestined to occur, that the lives of mortal are governed by a cosmic plan. Priests that belong to the first order are commonly referred to as fortunists and tend to be chaotic. Priests of the second order are referred to as fatalists and tend to be lawful.

Even though the two orders might seem to be diametrically opposed, they both agree on the inability of the individual to create his own destiny. They both believe that the lives of mortal are directed by an external force be it luck or fate. Their faith stresses reaction as opposed to initiative, and true followers of Proteus believe in the futility of personal determination. Because of this, they are often viewed as being apathetic by those who are not of the faith.

The holy symbol of both the orders is a single die.

Favored weapon: none

Domains: knowledge, trickery, chaos/law, luck, madness

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The Gods of The Concordance

In addition to the major gods of humanity, there also exist several deities who govern the aspects of the natural world and the elemental forces. They include the various elemental and para-elemental deities, the gods of the beasts and of the plants. All these deities dwell within the Plane of Concordance.

Priests who worship these gods are called druids. Because druids worship and receive their spells from several different gods and goddesses of various alignments, they are almost always of neutral alignment. Druids do not have large temples; instead they perform rites of worship at small shrines or open air alters which are usually erected in a secluded location. One druid may have several of these scattered throughout his domain.

Some of the more powerful of the gods of nature are described below. The elemental gods are all neutral and do not concern themselves with issues of good or evil, law or chaos. This does not mean, however, that their minions are neutral as well.

Meliflorae (meh-LIF-lor-ay) - Goddess of Plants (NN)

Meliflorae, and her brother Arifauna, reside in the Concordance, a plane parallel to the prime material, which can be reached from either the astral or the ethereal. She is worshiped by several races of creatures including treants. She is said to appear as a great tree which bears every known fruit and is believed to be responsible for the magical trees and plants that sometimes appear on the prime material.

Arifauna – (air-i-FAU-na) God of the Beasts (NN)

Airfauna is ruler of a host of demigods who represent the many forms of life. Many of these demigods are aligned, but all of them yield to Fauna. Some of the more powerful are Arachni(NE)-Goddess of Spiders, Ratha(CE)- Goddess of Reptiles, Fenfra(LN)-God of Canines Limpurr(CN)-Goddess of Cats, Chict(LN)-God of Insects, Icatyon(NN)-God of Fish, Aviora(CG)-Goddess of birds.

Fread – (FRAY-ad) God of Fire

Fread is supreme ruler of the elements of fire and appears as a huge pillar of flame, attended by a honor guard of efreeti. Fire giants worship Fread and dwarven smiths often hold ceremonies to request his blessing on their forges.

Batena – (bah-TEE-na) Goddess of Earth

Sometimes referred to as the earth mother, Batena is the ruler of the element of earth and usually appears as crystalline woman. Dwarves, who usually have little use for gods, are among her strongest supporters on the prime material plane.

Balab – (BAY-lab) God of Water

Balab rules the elements of water and usually takes the form of a giant merman. He has many worshipers among the races of the sea and even a few followers among land-dwelling fisherman and sailors.

Wistel – (WIS-tel) Goddess of Air

Wistel is ruler of the elements of air and is commonly in the form of a billowing cloud. In addition to druids, She is worshiped on the prime material by the avian races (aarakrocca, kenku, etc.) and by cloud giants.