Gods & Religion

Texts related specifically to the Gods and Religions filling the world of Aalynor's Nexus.

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Notes on Religion & Ethos

In the beginning, there was Void... Void was great, but empty, and hungered... From Void were born two brothers, the True Gods which did form all of creation... Aalynor and Tilnar, brothers, equal but unique.

The Brothers embodied the Light itself, the force of goodness, from which was sprung all life. As the two wove existence into being, they gave of themselves, forming the Weave of Life between them. Each of them embodied a different aspect of the Light: Aalynor was the Lord of Dawn, and Tilnar, the Lord of Twilight. Between them, the Light itself, and life flowed... From the Light was born creation, and the Daer'lin. The Daer'lin were the first race, made in the image of the Gods, and granted Free Will - the power to shape and form the world.... They flourished for centuries under the loving guidance of the Brothers. But, their society began to stagnate, and their happiness faded into complacency... So, the Gods gathered a Council of Daer'lin, and each of them had different suggestions as to the "proper" way to correct the problems, though they all agreed that immortality was not the way... So, the True Gods made the races, each one patroned by one of the Daer'lin. To ensure that the new races would have guidance, the Council was ascended, given powers from the True Gods, to become Gods themselves. Tilnar was charged with maintaining mortality, and so, the Lord of Death was expected to visit each soul when its life was to end and to judge the souls of the dead... And so, it was.

Then, as Shadow, and Evil, the price of free will, manifested, so did some Gods turn to it, sparking the first War of Races, and the first Godswar. Free Will made it so that the Gods' children could kill each other, deaths which were against the natural flow of life, yet that Tilnar had to honor... Several Gods were slain, and Tilnar, absorbing their powers and darkness, fell into Shadow himself... and madness, as his beloved wife was slain... The War of the Races had an aftermath, with Tilnar's angels being reshaped in his dark heart, forming the daemons which plague the races today. Tilnar swore to never again slay another God... and oath which he was forced to break.

Since then, Fallen Gods have been resurrected, and Trista, the Shade of a Daer'lin who had been killed in an accident (for the Daer'lin could be killed), absorbed the powers of Rudestyle. Tilnar, in his madness, created Kyorl from his daemons, infusing him with powers that he had absorbed...

And thus, Nexus has seen many Gods. What follows, in this section, is a list of the Gods, and their powers and portfolio.

Gods & Daerlin

Aalynor, True God.

- **Titles:** Lord of Dawn, Lord of Life, Lord of the Light.
- **Status:** active in the realms.
- **Alignment:** Good
- **Patron Race:** Angels, though Aalynor cares deeply for all races save Kyorl's daemons.
- **Sacred Colors:** Cerulean Blue, Yellow.
- **Symbol:** Aalynor's symbol is the head of a unicorn against a flame and crossed by a ribbon of cerulean blue.
- **Sacred Stone:** Sapphire.

The Lord of Light, as he was known while Tilnar was in Shadow, has reclaimed his title of Lord of Dawn. While there are still those who refer to him as the Lord of Light, his church is slowly phasing out this title. Aalynor is the embodiment of goodness and from him flows half of the life-force of the Realms. Aalynor's portfolios include: Light, Life, and because of circumstances, Forgiveness. Of all the Gods, Aalynor is considered the wisest, and he is rarely seen in the mortal realms, relying instead on subtle omens and portents, as well as his mortal followers and angelic messengers.

~~At this time, Aalynor has no mortal Avatar, and his church (the largest following in Nexus save Pandora) is led by the Cleric Lucis, the Keeper of the Light, who grows close to retirement, and Tilnar's Touch. Lucis has been grooming the Paladin Vesper, known as the Child of the Light and the Cleric Kenlokerai as his replacements.~~

~~Lucis the Keeper of the Light, was Aalynor's emissary. Vesper the Child of the Light and Kenlokerai were his replacements.~~

Tilnar, True God

- **Titles:** Lord of Twilight, Lord of Death, Lord of Justice, Lord of Magic, Lord of Mercy, Lord of Theft, Lord of Vengeance, Lord of Night, Lord of Knowledge, Judge of Souls.
- **Status:** active in the realms.
- **Alignment:** Good, though Tilnar still bears scars from his time of Darkness.
- **Patron Race:** Dragons, High Drow (Grey Elves), Enlightened Daemons.
- **Sacred Colors:** Black, Red, Orange, Violet
- **Symbol:** Tilnar's symbol is the silhouette of a griffon flying toward a black and crimson moon against a violet twilight sky. To represent his responsibilities as the Lord of Death, the griffon now cries tears of blood. The symbols of his other powers now surround this

central image.
- **Sacred Stone:** Onyx, Obsidian, Ruby. (The stones sacred to the Gods whose powers he wields are sacred to Tilnar as well.)

The Lord of Twilight has led the single most tortured existence in the Realms. He sadly accepted the responsibility to end the lives of the races, and from the time of the Godswar until very recently, Tilnar knew no peace. The death of his wife, Dilanis, Goddess of Love, broke Tilnar's mind, and the subsequent slaying of many Gods caused Tilnar to twist as their new powers shifted him into Shadow. During this time, Tilnar ceased using his "true" form, instead housing his power in rotting corpses whenever entering any plane. It was long believed that Tilnar would be able to fight off the dark influence, but with Dilanis' death, he lacked the will to do so. In fact, it was the Darkness itself which had prevented Tilnar from resurrecting Dilanis, and so Tilnar allowed Aalynor to purify his soul, driving out that which was truly evil within him in order to resurrect Dilanis. This success ended Tilnar's twisted madness, where he once acted differently based upon which portfolio he embodied at the time, now his powers and personas are integrated as the Lord of Twilight... Tilnar's actions are, at times, tender and gentle, as he was before the war, however his long time in Darkness has left Tilnar somewhat harsher than he was before Dilanis' death (some believe this is due to his retention of the powers of Vengeance, others that this is the reason that he retained those powers). The magical Weave of existence is fueled by Tilnar's powers, and in addition, he still feeds half of the life- force of the realms. Tilnar's only created race, the daemons, are his true patronage, although when he gained Maana's powers, he adopted the Dragons, and after the Elven split, the Dark-elves. However, now with Tilnar's return to the Light, many who were once his children now serve Kyorl, especially amongst these three races. Tilnar's portfolio include: Death, Justice, Vengeance, Magic, Theft, Mercy, Knowledge, Night and other powers created by the mixing of the portfolio. As such, Tilnar enjoys a wide following, especially amongst thieves (as he is their patron), magi (as the Lord of Magic), and bards (as the Lord of Knowledge). Tilnar often visits the mortal plane to Touch those who need it, and, like Aalynor, relies on portents and his mortal followers to spread the word.

Dilanis, Daer'lin Goddess.

- **Titles:** Mistress of Love, Mistress of Peace, Lady of Beauty
- **Status:** Active. After Andaras was slain by Kyorl, Dilanis took up Beauty in honor of her.
- **Alignment:** Good.
- **Patron Race:** Traenol, or True (Storm) Giants.
- **Sacred Colors:** Black, Red, Orange, Violet
- **Symbol:** Two rings, one gold, one platinum, overlapping on the edge to form the symbol of infinity.
- **Sacred Stone:** Stormstone, Diamond.

The Mistress of Love is one of the Daer'lin ascended into Godhood following the Great Council which led to the creation of the Races. By Dilanis' hands were brought the Traenol from the

Daer'lin, the race most commonly referred to as the Storm Giants today. Dilanis was taken by Tilnar's mercy and gentleness, and the two fell in love and were married. When the War of the Races came, Dilanis, like Tilnar, was upset to see the breakdown between the races, the Hatred that had come from what was once love and understanding. When the time of the Godswar came, Dilanis was one of the first Gods who joined Aalynor to do battle against their fallen brethren. While Dilanis' teachings were of Love and Peace, so did she understand that her love for the Realms required her to protect them. Unfortunately for all, Dilanis was slain by Plekto in battle, driving Tilnar over the edge to insanity. It is said that where Dilanis' shade lay, along with the few Daer'lin souls, in Tilnar's Realm, is the single most beautiful place on all the planes of existence. Tilnar sealed Dilanis' Realm after her death, so that it could only be opened by her, were she ever restored. Tilnar had attempted many experiments to resurrect Dilanis, but none of them succeeded, until Tilnar allowed Aalynor to purify him in the Light. The two brothers recreated Dilanis', perfect to the moment of her death, only changed by the centuries as a shade in the realms. With her return, Tilnar embraced the Light. Dilanis found a strong following of mortals who never lost hope in her return, gaining a quick following. It is said that Dilanis has become even more willing to help separated lovers, due to the centuries she and Tilnar endured just beyond each other's grasp.

~~Dilanis chose the monk Iona to be her Emissary, the Blessing of Love, and while she leaves the running of the church to Iona, Dilanis is oft on the mortal plane, answering prayers of lovers.~~

~~Iona the Mistress and Love's Blessing is Dilanis' emissary.~~
~~Oradea is Dilanis' junior emissary.~~

Andaras, Daer'lin Goddess.

- **Titles:** Lady of the Arts, Mistress of the Arts, Mistress of Beauty.
- **Status:** Destroyed. Andaras was slain during the Godswar, however, she was "resurrected" in recent times when her soul gained some of the power of the slain Arskol. Andaras was slain a second time by Kyorl who absorbed a portion of her Godsaura.
- **Alignment:** Good.
- **Patron Race:** Humanity.
- **Sacred Colors:** Midnight Blue, Forest Green, Platinum.
- **Symbol:** Three Pointed Star.
- **Sacred Stone:** Opal.

The Mistress of Arts is one of the Daer'lin ascended into Godhood following the Great Council which led to the creation of the Races. Andaras brought about the creation of humanity, for Andaras, even as a Daer'lin, was the greatest artist to have lived. Her race, humanity, was the last one created by the Council... Andaras spoke last, and took from all the other races, claiming that most of the other races lacked versatility, and therefore, their views (and thus, their art) would be limited. Unlike most other races, humans bore little special love for their patron, as their very

versatility caused them to gravitate toward whichever god best matched their unique personalities. Andaras' portfolio is the arts, as such, she is often revered by bards. Her secondary portfolio is beauty, which, of course causes Andaras to dabble in the affairs of love, as well as hear the prayers of the vain, or those who cannot see the beauty within their physical shells. Not surprisingly, Andaras was not much of a warrior, and, as such, was slain by Vrackon in the Godswar. Andaras was recently resurrected, and seems to have remained quite herself, despite the somewhat twisted power that reforged her godsaura. Her faithful are skilled artisans, be they storytellers, painters, sculptors or poets. As such, Andaras is revered by all the races, though the elves and dwarves seem to bear special love for her. Andaras was slain a second time by Kyorl who absorbed a portion of her Godsaura.

~~Zharina the Priestess and Gift of Inspiration is Andaras' emissary.~~

Trista, Daer'lin Goddess

- **Titles:** Mistress of Wine, Mistress of Revelry, Mistress of Merriment, Mistress of Mischief, Lady of the Dance.
- **Status:** Active.
- **Alignment:** Good.
- **Patron Race:** None.
- **Sacred Colors:** Burgundy, Light Amber.
- **Symbol:** A bunch of grapes surrounded by a wreath of wildflowers.
- **Sacred Stone:** Topaz, Amber.

Trista holds a somewhat unique position amongst the ascended Daer'lin in that her existence as a Goddess was unplanned. Trista was Pandora's sister in the Golden Age of the Daer'lin and was one of the few Daer'lin who had managed to get herself killed accidentally prior to the Great Council. So it was, then, that when Rudestyle, in his madness, took the souls of the Daer'lin from Tilnar's Realm, including the Shades of the Gods Erisar, Andaras, Arskol and Dilanis, and a group of mortals attacked and subdued Rudestyle (who's Godsaura had been neutralized by Tilnar as he fled Tilnar's realm), the energies released by Rudestyle's death struck Trista's spirit, and rekindled life within her, even as the Godsaura wrapped around her. Trista gained Rudestyle's portfolio as the Lady of the Dance, the spirit of Merriment and Revelry. Every four years, Trista is revered in the great Planting Festival and the Harvest Festivals (these two events are separated by four years) where as much of the "old stock" of alcohol is consumed as possible in order to make room for the new. Trista herself brews the liquors which will intoxicate even the Gods and immortals of the realms. She is not, however, immune to her own handiwork, and it is said that her favorite part of such creation is the tasting. Her faithful are often considered to be flighty, drunken pranksters who are incapable of being serious. (This view makes Trista-worship popular amongst Sprites and Gnomes) However, most of Trista's faithful, like she herself, are quite capable of serious action when there is need.

Rudestyle, Daer'lin God

- **Titles:** Lord of the Dance, Lord of Merriment, Lord of the Vine, Lord of Mischief.
- **Status:** Destroyed. Rudestyle was weakened by Tilnar and slain by mortals, his essence making Trista. What remained of him was destroyed by an enraged Tilnar.
- **Alignment:** Neutral-Good.
- **Patron Race:** Gnomes.
- **Sacred Colors:** Amber, Burgundy.
- **Symbol:** A cracked crystal goblet.
- **Sacred Stone:** Amber.

The Lord of the Dance is one of the Daer'lin ascended into Godhood following the Great Council which led to the creation of the Races. By Rudestyle's recommendations came the Gnomish race from the Daer'lin, the race of master pranksters. Rudestyle was an amazingly popular and social God, friends with all of the other deities, until the time of the War. The Godswar was challenging time for Rudestyle, having been approached but not won over by Enchantress; Rudestyle was reluctantly a part of the Gods who fought for the Light. The death of many of the Gods shattered Rudestyle, driving him to partake of his own wares. And so, for centuries, Rudestyle ranged between being a depressed drunk and a maniacal party animal. Until, in a fit of depression, Rudestyle saw fit to invade Tilnar's realm, gathering the souls of the Daer'lin, hoping to have more partying. Tilnar, returning as Rudestyle was leaving, managed to dislodge the Godsaura. And so, Rudestyle barred the other Gods from his Realm, threatening to tear apart the souls if any of the Gods entered his Plane. And so, Tilnar gathered up mortals to seek out and destroy Rudestyle. The mortals slew his body, and when his soul energy was released, Trista absorbed it. Tilnar then destroyed Rudestyle's Shade, Touching it, ending its existence.

Maana, Daer'lin Goddess.

- **Titles:** Mistress of Magic, Mistress of the Weave.
- **Status:** Destroyed. Maana was Touched by Tilnar, who absorbed her power.
- **Alignment:** Good.
- **Patron Race:** Dragons.
- **Sacred Colors:** Orichalcum (a strange orangish color).
- **Symbol:** A Crescent Moon wrapped around an 8-pointed star, with the star's four primary points extending past the crescent.
- **Sacred Stone:** Aldan, Quartz, Orichalcum.

The Mistress of Magic is one of the Daer'lin ascended into Godhood following the Great Council which led to the creation of the Races. By Maana's hands were brought the Dragons from the Daer'lin. Maana was primarily a solitary goddess, although she was often seen with Arskol, sharing a similar interest: knowledge. The Brothers created the magical weave, however, it was Maana that maintained it, carefully nurturing the weave so that it would grow. Maana stood on the side of the Gods of Light in the battle of the Godswar, and was an instrumental factor during the battle. In the aftermath, Maana sought to use her magic to heal Tilnar's pain, but Tilnar, consumed by his madness, did not know who or what approached him, and Touched her, slaying her. Maana's destruction reshaped her children, and from the magical backlash in the weave were formed many sub-races, so now there are the Chromatic and Metallic dragons. Many attribute Maana's slaying to the creation of many other races, including the Drow, the split Giant races, and other such things. Following her death, the weave began to unravel, which is the reason for the banning of the spell "fly". Since then, the weave was brought under control. Maana's memory is still revered by magi, and by the dragons, although the Dragons have since pledged themselves to Tilnar. Maana's Realm still exists, a tribute maintained by Tilnar's guilt in having slain an ally.

Plekto, Daer'lin God

- **Titles:** Lord of Theft, Stealthmaster.
- **Status:** Destroyed. Plekto was Touched by Tilnar, who absorbed his power.
- **Alignment:** Neutral-Evil.
- **Patron Race:** Hobbits.
- **Sacred Colors:** Slate Grey, Black.
- **Symbol:** A slender black dagger against a grey background.
- **Sacred Stone:** Cat's Eye.

The Lord of Theft is one of the Daer'lin ascended into Godhood following the Great Council which led to the creation of the Races. By Plekto's recommendations came the Hobbit race from the Daer'lin. Plekto was originally a noble God; however, as his power grew, and he learned what could be gained through theft, he fell under Darkness. Plekto was the Lord of Theft, and while many scholars today dismiss such a power as an evil one, Plekto's was not originally an evil God. The poor, especially, revered him, for his abilities helped them when the time came to snatch a loaf to feed their family, or seeds, or many other such items. It is believed that Enchantress used her powers to heighten Plekto's Greed and Desire, giving her an ally who would, ultimately become easily controlled. The Hobbit people, however, still brought out the best in Plekto, and when his avatars walked through the Hobbit villages, the blessings and gifts they would bestow on the populace were proof of his good heart. However, bound by Enchantress' power, Plekto sought to steal power from the other Gods, and stood on the side of Darkness in the Godswar. It was Plekto who struck from the shadows to slay Dilanis, and it was Plekto who was the first of the Gods to be Touched. It is said, though the truth of it is unknown, that one of Plekto's mortal avatars, who was more akin to Plekto's nobility than his greed, survived the Godswar. As Avatar are granted powerful magics, it is certainly possible that she lived this long, and legends told by the Hobbits would tend

to indicate that this is true.

Pandora, Daer'lin Goddess

- **Titles:** Mistress of Hope.
- **Status:** Active.
- **Alignment:** Good.
- **Patron Race:** True (Light) Elves.
- **Sacred Colors:** White.
- **Symbol:** Doves, White Roses, Lilies.
- **Sacred Stone:** Pearl.

The Mistress of the Hope is one of the Daer'lin ascended into Godhood following the Great Council which led to the creation of the Races. Pandora's patron race is the True Elves, or the Light Elves, as they are known. Pandora's view was that the Daer'lin were stagnant because they had no driving force, no overall dreams, and so she became the embodiment of this force... Hope. Pandora's portfolio remains unchanged to this day. Of all the Gods, Pandora was the one who most often bent or broke the Rules of Free Will, often leading to conflicts with Malakai, the Lord of Justice, and with Aalynor and Tilnar. This was only heightened because to Pandora, where there was life, there was Hope, and therefore, Tilnar's power of Death was one that she found disturbing. The War of the Races was difficult for Pandora, for she had to accept the deaths of thousands upon thousands, and the betrayal of her children. Thus, the Godswar was even more difficult on Pandora, for she did not wish to fight the Gods of Darkness, clinging to the belief that they could be reclaimed, even as the Gods died around her. Tilnar's appearance and destruction of the Gods only heightened her dislike for his power, and this was made even stronger as Tilnar fell into Shadow. Tilnar, for his part, referred to Pandora as the Mistress of Denied Reality, claiming that the Hopes that she clung to where nothing against reality's harshness and his existence of pain. The betrayal the Light Elves in the War of the Races by the Drow, whom Tilnar embraced and adopted, pained her greatly, and it is believed that Pandora still cries over the thousands of deaths, and the existence of the Drow. As the Godswar ended, so did the War of the Races, and it was Pandora's influence and hope which lead humanity to begin to contact the other races again, and ultimately lead to the Alliance of Races, embodied in the rebuilt Nexus (which was destroyed in the War of the Races). As such, Pandora is considered by many to be the Patron of the City of all Races. Pandora's faithful can be found in all races, although she is especially popular amongst the Elves of Light and humanity (although in the City of All Races, her faithful outnumber even Aalynor's). Pandora's distaste for the power of Death has not faded, and, as such, there is always a degree of animosity between herself and Tilnar, and, therefore, her Church and the Church of Twilight.

Erisar, Daer'lin God

- **Titles:** Lord of the Hunt, Lord of Battle.
- **Status:** Active.
- **Alignment:** Neutral.
- **Patron Race:** Orcs.
- **Sacred Colors:** Green, Brown.
- **Symbol:** A Longbow diagonally over a vertical Claymore.
- **Sacred Stone:** Bloodstone, Garnet.

The Lord of Battle is one of the Daer'lin ascended into Godhood following the Great Council which led to the creation of the Races. Erisar viewed the greatest flaw of the Daer'lin to be their immortality, and so, thought that a greater sense of urgency was needed. Therefore, by Erisar's suggestions came about the Orcish race, with their short life spans, and intense passions. As each God was responsible for their children, Erisar, himself embodied the passions of the Orcs as his powers defined him. Erisar was most revered amongst the Orcs, although his followers stretched across all the races, his battle-skill a blessing to the Trollish, Dwarven and Ogre races, while his skills as a woodsman made him popular to the Elves and humanity. Erisar was a strong and passionate god, strong without being cruel, and caring intensely not only for his child-race, but for all the peoples of all the races. This all changed, however, when Enchantress decided that she needed a general for her armies in the War of the Races, and the Godswar. She used her powers to seduce Erisar, and began studying him, finding ways that she could direct his passions to her purposes. Eventually, she won Erisar's aid, and so, launched the War of the Races, in violation of the Rules of Free Will, thus causing the Godswar. Erisar was held back in the battle, at first, acting as a general even in that, directing the Gods of Darkness, his directions slaying Arskol and Andaras quickly. Erisar, the obvious threat, became the primary target for the Gods of Light, and it was Maana who slew him, firing raw mana at him and continuing the stream as she weakened, while the other gods protected her. Erisar was recently resurrected, and having had centuries of existence to consider what happened, his own guilt tearing at him all that time, he was, in mind in spirit a more careful and caring God, despite even the twisted powers that reformed his Godsaura. As before, Erisar's greatest following is amongst the Orcs, who, as a people, mourned his death, many of whom remained loyal to his memory. Erisar is also very popular amongst Rangers of all races, for his skills as a Hunter and as a Warrior. Erisar's return, in fact, became a matter of joy for most members of the Allied Races, for they believed, and still do, that Erisar will aid them in the battles to come.

~~Based on the gains made by Nexus' army and the Allied Races, this may, in fact, be the case, as Erisar answers the prayers of the Faithful. In fact, the second-in-command of the Allied Forces after Fariol is Kriden, a Dwarvish Cleric of Erisar. Erisar's refounded church in Nexus is quite unstructured, and he has chosen two Emissaries on the Mortal Plane, the Ranger Aragon to represent the Hunt, and the Barbarian Jim to represent Battle.~~

~~Aragon the Ranger and Emissary of the Hunt, Florian the Ranger and Fury of the Hunt and Jim the Berserker and Savant of Battle are Erisar's emissaries.~~

Arskol, Daer'lin God.

- **Titles:** Lord of Knowledge
- **Status:** Destroyed. Arskol was killed in the Godswar, resurrected, and then Touched by Tilnar, who absorbed his power.
- **Alignment:** Neutral.
- **Patron Race:** Renis.
- **Sacred Colors:** Jade, Slate.
- **Symbol:** An eye, set against an open tomb.
- **Sacred Stone:** Coral, Jade, Slate.

The Lord of Knowledge is one of the Daer'lin ascended into Godhood following the Great Council which led to the creation of the Races~~, and the only twice-slain god~~ **(-see Andaras?)**. Arskol's children, the Renis, were the race most like in mindset and lifespan the Daer'lin from which they came, increasing only their curiosity and thirst for knowledge. Therefore, like their patron, the Renis were a scholarly, pacific race. The Renis were charged with maintaining much of the Ancient Knowledge, and to this end, they maintained the Great University in Nexus. Arskol himself was a primarily solitary god, spending more time amongst his studies than anywhere else, and was often accused of being disinterested in the affairs of the world, except that he could study them. Because of their common interest in knowledge, Arksol was most frequently seen with Maana. Arskol's pacifistic and scholarly life changed, however, with the coming of the War of the Races, and the Godswar. His people nearly extinct, Arskol was quick to join the side of Light in the war, despite his lack of battle skills. Erisar, being a crafty tactician lured Arskol into his death by using "standard" tactics, the like he knew the Lord of Knowledge would have studied to bait his trap, making Arskol one of the first of the gods to be slain during the battle. His shade remained in Tilnar's Realm for centuries, and it appeared that the Renis people destroyed completely. Arskol's shade was stolen by Rudestyle along with the souls of the other Daer'lin, and with the creation of Trista during that incident, Tilnar studied it, that he could duplicate the practice and restore Dilanis. Arskol, therefore, was the test subject, Tilnar destroying completely the Lord of Knowledge's Realm, sending the souls of the Lord of Knowledge's faithful into the realms of other gods. Tilnar directed all of this power into Arskol, and the spark was struck Arskol returned to life, though his power, and his sanity was not stable. With their patron's return, the last colony of Renis made contact with the Allied Races, much to the joy of all those in the Realms. Arskol blamed and hated Tilnar for the centuries he had to endure as a shade, and completed his disdain by placing the dagger of Plekto on display in his temple. Arskol then stole the souls of the fallen gods, Dilanis, Erisar and Andaras, from Tilnar's Realm to "liberate" them. Tilnar remained in his Realm while the other gods confronted Arskol until Arskol slew Malakai. Tilnar, who was waiting for the soul of a god, and having studied the death of Gods, used his powers to restore Malakai's life, and Touched Arskol as Malakai slew him. There was a great magical backlash, as his Godsaura rekindled life in both Erisar and Andaras. At that time, no one claimed the Portfolio of Knowledge, although Tilnar later revealed that he held this power, upon his return to the Light.

Twilia, Daer'lin Goddess

- **Titles:** Lady of Night, Lady of Darkness.
- **Status:** Destroyed. Twilia was Touched by Tilnar, who absorbed her power.
- **Alignment:** Evil.
- **Patron Race:** Dwarves.
- **Sacred Colors:** Midnight Blue, Pale-Grey.
- **Symbol:** A white four-pointed star obscured by cloud.
- **Sacred Stone:** Lapis Lazuli, Moonstone.

The Lady of Night was one of the Daer'lin ascended into Godhood following the Great Council which led to the creation of the Races. Twilia's children are the Dwarven race, born into the darkness of caves and mines, from the original Daer'lin. Twilia was originally a quiet, solitary Goddess, preferring to remain alone in the darkness, amusing herself with re-patterning the stars, positioning them like gems against the curtain of darkness. However, as time passed, and Twilia's portfolios grew deeper within her, the aspect of Darkness, the prayers of those who asked Twilia to obscure them as they snuck in the Darkness to perform various nefarious and evil deeds. The Dwarves as a people had turned primarily to Erisar (for battle skill) and Andaras (for craftsmanship), this represented the greatest amounts of Twilia's prayers, and, she began to answer them, changing her heart. Twilia's powers allowed the Gods of Darkness to obscure their role in the starting of the War of the Races for as long as they did, binding the hands of the Gods of Light under the Rules of Free Will. Twilia stood on the side of Darkness in the Godswar, and was Touched by Tilnar at that time. Tilnar still holds the powers of the Lord of Night and Darkness, however, filled with the Light now, and his other portfolio, the "evil" of this power does not seem to affect him.

Kyorl, Daemon God

- **Titles:** Lord of Hatred, Lord of Lies, Lord of Lust, Lord of Greed, Lord of Desire, Lord of Pain, Lord of Chaos.
- **Status:** Active.
- **Alignment:** Evil.
- **Patron Race:** Goblins, Drow, Chromatic Dragons and Daemons.
- **Sacred Colors:** Gold, Red.
- **Symbol:** An angel in silver robes placing a golden crown on his head, with the hand holding the crown scaled and Daemonic.
- **Sacred Stone:** Black Tourmaline, Carnelian.

The Lord of Lies is, in fact, the antithesis of the rest of the gods. Kyorl was created by Tilnar, infusing a God's Aura into what was the leader of his daemons in his Dark Realms. Tilnar, to power the god's aura, gave Kyorl of his own powers. Tilnar infused Kyorl with the powers and

responsibilities of Hatred, Desire, Greed, Lust and Lies, portfolio which seemed to integrate well with the daemon's personality. As he was never Daer'lin, Kyorl seems to operate on different rules. For example, his power seems to grow at his portfolios are used - every lie told, every flash of lust that is acted upon, all of these things seem to increase his power. In addition to this, Kyorl seems to have retained the Daemonic ability to feed from negative emotions, making him stronger. As such, Kyorl used this ability to "feed" while Tilnar was rejecting several of the powers of Darkness, causing Kyorl to become far stronger than he had been before, and giving him new portfolios to enjoy, although they were twisted by the process. Kyorl is now considered the Embodiment of Evil, and his followers left Nexus to join the Goblin Hoards, who faithfully renamed their unique powers in his honor. Kyorl took the patron races from Tilnar, happily accepting into his fold the Drow, Daemons and Dragons who did not wish to "return to the Light" when their Lord did, which grants Kyorl a large and powerful following. As stated, the rules and limitations of Kyorl's powers are unknown, and it is believed that his unique nature and power may make him a match for even the Brothers, easily exceeding the strength of the Ascended Daer'lin. The only known limitation of Kyorl is the Law of Free Will, which while he will bend it greatly, going so far as to attempt to convince, cajole, persuade and bribe mortal beings to act, he still must have the action come from them in order to feed. It seems unlikely, that Kyorl would part with enough power to create an Avatar, although with his new-found strength, the possibility cannot be dismissed.

~~Kyorl's mortal church is led by the thief Lothar, the Speaker of Truths.~~

~~Lother the Theif and Speaker of Truths and Izra the Prophetess and Purveyor of Truths are Kyorl's emissaries.~~

Malakai, Daer'lin God

- **Titles:** Lord of Justice, Malakai the Cruel.
- **Status:** Destroyed. Malakai was Touched by Tilnar, who absorbed his power.
- **Alignment:** Neutral.
- **Patron Race:** Ogres.
- **Sacred Colors:** N/A
- **Symbol:** A set of unbalanced scales.
- **Sacred Stone:** N/A

The Lord of Justice is one of the Daer'lin ascended into Godhood following the Great Council which led to the creation of the Races. Malakai helped Aalynor lead the gods of Light in fighting the gods of Darkness in the War of the Races, while Tilnar retreated to his realm. Sometime after the war, Tilnar attempted to resurrect Arskol whose sanity was not stable and hated Tilnar for the centuries he had to endure as a shade. Malakai was slain while confronting Arskol for stealing the souls of the fallen gods, Dilanis, Erisar and Andaras, from Tilnar's Realm to "liberate" them. Tilnar, who was waiting for the soul of a god, and having studied the death of Gods, used his powers to restore Malakai's life, and Touched Arskol as Malakai slew him. There was a great magical backlash, as his Godsaura rekindled life in both Erisar and Andaras. During the Time of Darkness Tilnar demanded Malakai join the rest of the gods, screaming that only the allied power of all the gods could stand

before Void, and fight to ensure that there was still a world over which to watch. Malakai was unswayed by the words, stating that Void had come to destroy creation, and not the gods - and that only creation had refused Justice - and so it would be without it. Tilnar repeated that only the allied powers of all the gods would be sufficient, and reached out his dark hand, Touching Malakai. As Malakai's soul withered into nothingness, the powers of the Lord of Justice flooded into Tilnar. The black flames escaped, exploding around him, destroying Malakai's realm in their dark fury.

Vrackon, Daer'lin God

- **Titles:** Lord of Hardship, Lord of Bitterness.
- **Status:** Destroyed. Vrakon was Touched by Tilnar, who absorbed his power.
- **Alignment:** Neutral.
- **Patron Race:** Trolls.
- **Sacred Colors:** N/A
- **Symbol:** N/A
- **Sacred Stone:** N/A

The Lord of Hardship is one of the Daer'lin ascended into Godhood following the Great Council which led to the creation of the Races. Vrackon schemed with Enchantress, Novind, Twilia, and Plekto as the Gods of Darkness in developing a plan to keep the other gods busy while igniting the War of Races. During the battle with the Gods of Light, Vrackon killed Andaras before ultimately being destroyed and power absorbed by Tilnar's touch along with the remaining Gods of Darkness.

Novind, Daer'lin God

- **Titles:** Lord of Chaos, Stormreaver.
- **Status:** Destroyed. Novind was Touched by Tilnar, who absorbed his power. For a time, Tilnar's madness and the Power of Chaos "re-created" a Novind, as a Drow, but this was only an extension of Tilnar's madness.
- **Alignment:** Neutral.
- **Patron Race:** Kobolds. ~~Gnoll.~~
- **Sacred Colors:** N/A
- **Symbol:** N/A
- **Sacred Stone:** N/A

The Lord of Chaos is one of the Daer'lin ascended into Godhood following the Great Council which led to the creation of the Races. Novind schemed with Enchantress, Vrackon, Twilia, and Plekto as the Gods of Darkness in developing a plan to keep the other gods busy while igniting the War of Races. During the battle with the Gods of Light, Novind was ultimately destroyed and power

absorbed by Tilnar's touch along with the remaining Gods of Darkness. At some point after the War of Races, Tilnar's madness and the power of Chaos re-created Novind as a Drow. After Tilnar killed and absorbed Malakai during the Time of Darkness, Aalynor used his powers to cure his brother's madness. This resulted in the "persona" of Tilnar that was Novind fading away along with the madness.

Enchantress, Daer'lin Goddess

- **Titles:** Mistress of Greed, Lady of Desire, The Temptress, Mistress of Lust.
- **Status:** Destroyed. Enchantress was Touched by Tilnar, who absorbed her power.
- **Alignment:** Evil.
- **Patron Race:** Goblins.
- **Sacred Colors:** N/A
- **Symbol:** N/A
- **Sacred Stone:** N/A

The Mistress of Lust is one of the Daer'lin ascended into Godhood following the Great Council which led to the creation of the Races. Enchantress schemed with Novind, Vrackon, Twilia, and Plekto as the Gods of Darkness in developing a plan to keep the other gods busy while igniting the War of Races. Enchantress seduced Erisar to the side of Darkness, but failed to convince Rudestyle who reluctantly aided the Gods of Light instead. It is believed that Enchantress also used her powers to heighten Plekto's Greed and Desire, giving her an ally who would, ultimately become easily controlled. During the battle with the Gods of Light, Enchantress was ultimately destroyed and power absorbed by Tilnar's touch along with the remaining Gods of Darkness.

Paelina, Angel Goddess

- **Titles:** Lady of Honor, Lady of Valor, Lady of Duty.
- **Status:** Active
- **Alignment:** ~~Evil~~ Neutral.
- **Patron Race:** None.
- **Sacred Colors:** N/A
- **Symbol:** Crossed Swords, one of Steel (Valor), one of Silver (Honor).
- **Sacred Stone:** N/A

Paelina holds a somewhat unique position amongst the ascended Gods, being the only Angel to be granted the powers of a goddess. Paelina was Tilnar's first Mortal Avatar as well as the first Daemonspawn, the Fallen Angel, to serve as one of his Thirteen Guards after the War of Races. During The Rejoining, her conversation with an Astral Messenger directly resulted in Aalynor assisting Tilnar with resurrecting his wife Dilanis and ending his long torment. Her absolute

unwavering devotion to Tilnar was rewarded with his return to the light and by the brothers restoring her original Angel form while also granting her the powers of a goddess. Paelina's banner was quickly taken up by the Nexus Guard, and Army.

~~Anterio and Valena are Paelina's emissary.~~

Faith & Religion - Old

In the realms of the Nexus, there are essentially five distinct religious positions which a character can hold. Each of these positions represents a different aspect of society, and will be explained here.

1. Faithful

The Faithful are by far the largest percentage of the population. The people known as the Faithful hold the religious belief that the gods exist, and that all of the gods love them, and will therefore help them in times of need. The Faithful respect all of the gods, giving them the due that they deserve. However, most of the Faithful tend to "actively" worship Aalynor or Tilnar, as the True Gods are above the Daer'lin.

As such, a common man may pray to each of the gods in turn in a single day, each time they have need. For example, if we were to look at a somewhat typical day of an "average" person, a pattern like this might arise.

He awakens, rises from his bed, and looks out the window. The sun is shining brightly, filling the man with joy, and so, he offers thanks to Aalynor for his life and the new day. The man dresses and walks down the hall, stopping in at his daughter's room. He looks down on her sleeping form, and thanks Andaras for gifting her with such beauty. He makes his way to work, and as he toils, he prays to Pandora, hoping that time speeds up, and that the festival come that much faster. He leaves work early, and ventures into the woods to find food. A soft prayer to Erisar is whispered, asking for the help of the Lord of the Hunt in finding game to feed his family. As he walks through the woods, he passes an old tree with initials carved into it, and thinks of his wife. He sighs a gentle prayer to Tilnar, asking the Lord of Death and Lost Love to watch over her soul, until they are again together. The man brings home a rabbit, which he shares with his child, and then they proceed to the Midwinter's Festival. The man partakes of Trista's liquor, offering thanks with every lift of the wrist. As the alcohol dims his mind, he notices a beautiful creature across the square. Thoughts run through his mind, and he offers a small prayer to Kyorl for his sudden lust, asking for help in his glibness, hoping that the Lord of Desire will help him gain what he wants, and that the Lord of Lies will help smooth over rougher points in conversation.

The Faithful are judged by Tilnar at their time of death, their lives examined. If they are found to have been true to their ideals and the gods then they are sent to the realms of the gods. If they are deemed to have been False in their lives, then they are treated like the False (see that section for details).

2. Follower

Some people tend to gravitate towards the ethos of a single god or goddess. These people are generally considered by many to be more pious, for in dedicating one's self to one god, one distances him or herself from the others. Obviously, this sort of dedication is necessary to achieve the power of a paladin or a cleric. [You must have a piety of 10 or greater to become a Follower.]

A hard path, chosen by pious souls, at seventh level you may elect to be recognized as a Follower of a specific deity. It is up to the specific deity what is required from you to attain this status, but typically you will have to perform a Task (or quest); to demonstrate the level of dedication and devotion that you have. The Task is often completed by a group of prospective Followers.

You will gain in return, upon successful completion, an indication, or mark upon your being that you are a follower. You will also, in turn, be restricted in your actions by the Ethos of the deity you selected. Not all deities accept followers.

To become a follower, simply seek an audience with the High Priest of the Church of your chosen deity and ask to join the Followers. The High Priest will then consider your request, and either accept or deny it based on their observations of your actions in the past, and performance during the Task.

As a Follower it is expected that you shall go forward into the world and carry on the work of the deity in the realms, and any other task the deity may assign you. If summoned by your High Priest, you are to drop all matters and appear instantly before them. It may sometimes be necessary to die within the servitude of your Deity, although it is rare for Followers to be asked to perform tasks which result in certain death (see PLEDGING) it can, and does happen from time to time.

Like the Faithful, Followers are judged by Tilnar at their time of death, their lives examined. If they are found to have been true to the ideals of their god, then they are sent to that god's Realm. There, they are usually given positions and/or forms to reward their loyalty during their mortal lives. If they are deemed to have been False in their lives, then they are treated like the False (see that section for details).

3. Pledge

A harder path, not often attempted, and rarely completed is that of pledging to a specific deity. This monumental task can only be attempted by 15th level or higher characters, and of those, only the most devout will ever be accepted. [You must have a piety of 20 or greater.] If a deity has accepted you as a follower, and you are ready to give up your mind, body and soul in servitude to that deity, then you may attempt to walk this most difficult path...

The first step to pledging yourself is the pledge. You will stand before the chosen Deity, having requested an audience with them (through your High Priest), and state your desire to give yourself completely to them. The deity will then pass judgement on you, of your actions since becoming a

follower, and either accept or refuse your Initial Pledge. The deity will either refuse you, or ask that you perform a Quest of Purification.

If you are refused, then so be it. Very few have the strength and soul to walk in the Light or Shadow of their gods, and apart from a lack of humility, you have shown the deity no offense, if you were a loyal follower.

If your request annoys the deity, they may take from you to reflect their displeasure and the waste of their time. If it does not, you may proceed, and ask again at a later time, when you have purified your soul.

If you are given a Quest of Purification, then it should consume you. This task will cleanse your soul, such that your chosen Deity may accept you as one of their Chosen. The Quest will cause you to face the things you have done that have displeased the deity, often things subtle, to ensure your devotion to the Ethos. If you fail the Quest, then you are refused, and it is to you to prove your worth to your Deity before requesting to walk this path again. If you succeed, you are accepted.

Characters accepted by their deities are given a Quest of Devotion. The Quest of Devotion is a major feat, often thought impossible by mortals. There are many who have been accepted, yet died of old age before completing this Quest. The Quests are different for each deity, and are sure to test every aspect of the Questor. (No Quest of Devotion ever recorded was completed in less than six months real-time, and some are expected to take at least a year.) Should you fail in your Quest, you lose the right to call yourself Questor, and are considered a normal follower forevermore.

Should you complete the Quest of Devotion, you gain the title of Chosen. A magic aura marks you, separating you from the other mere followers of your deity. In addition, you have been given a link to your Deity, unlike that of most mortals. Your faith allows you to hold a minute fraction of your Deity's power, and to use that power to further that Deity's cause.

In exchange for these benefits, you have completely given yourself to your deity. You are bound, body and soul, to perform any task that Deity requests of you, or die (multiple-times, if necessary) in the attempt. Should you fail, it is up to your Deity how to react. Should you displease your Deity, then that displeasure will mark you. It is not uncommon for Chosen to lose attributes, abilities, or die in the service of the Deity. And, should you betray your Deity, then may the Light itself save you. The pledge of the Chosen, once given, is not meant to be broken.

The Pledged, or the Chosen, are judged solely by the deity to which they have offered their soul. As any Chosen would be severely punished or even cast out should they have not lived up to the high and exacting standards of their god, when the Chosen die their mortal deaths, their souls are taken by the god to whom they are pledged. Most Chosen are given high positions in the hierarchy of the realm in which they arrive - for example, Chosen of Aalynor often become Astral Messengers or Archangels, while Tilnar's Chosen are reborn as Harbingers or Daemonspawn.

4. Faithless

The Faithless are a small group, as it is most difficult to deny the existence of the gods around you. Those who are Faithless choose either to not believe in the gods, or in the powers of the gods. As such, most of the faithless are highly self-reliant, feeling that since there is no other power to help them, they will have to make do on their own.

It is unknown what happens to the Faithless at their moment of death. It is believed that the gods, in imparting Free Will into their creations, did not want to force them to worship. As such, it is commonly believed that the Faithless are judged, as are the others, however, most of the faithless are true to themselves if not the gods, and are therefore reincarnated until a proper judgment can be made.

5. The False

The False are the smallest of all of the groups, as they are composed wholly of those who have been tested and found lacking by the gods. Most of the False were so declared when their souls were brought to judgement before Tilnar at the end of their mortal lives, but in extremely rare cases, someone (who was a Follower or a Chosen) falls from Grace, the failures of their souls becomes marked even on the mortal plane. Such a person is excommunicated from their church, and becomes marked by the God that they have upset as the False.

A mortal marked as False will have many difficulties in their day-to-day lives. For one, any loyal Follower or Chosen will be able to feel the mark upon the False, and the stain of the divine displeasure will cause them discomfort. Chosen have been known to become physically ill in the presence of one who is marked False by their own Deity. In one case, a Mortal Avatar of Rudestyle's Aura of Power actually struck down and slew one of the False marked by that God. This sense of discomfort causes the Chosen and Followers to tend to avoid the False. Second, the gods, by mutual agreement, all respect each other's marks. When marked False, the individual is forsaken by all of the gods, not even able to accept a simple prayer of the Faithful. As such, Faith Magics, when cast upon the False, operate at less efficiency, as the Godsmagic will not willingly touch one who is so marked. As such, the False must rely on potions and devices and other weaker magics. Obviously, a Cleric or Paladin marked as False is doomed, as their link to their god is shattered, and therefore, so are their powers. Some Paladins have the strength of will to survive as fighters, though this is rare.

Mortal death is something that the False dread more than anything. As their souls have already been judged by whichever god marked them, the False are sentenced to an eternity of pain and torment in the darkest areas of Kyorl's Realm. Here, where the hellfire burns, the daemons play with the False for all time, ensuring that every single moment of their existence brings to them a new, fresh agony. It is a job that the Daemons do well, and greatly enjoy.

Some legends bring hope to the Mortal False, however. There exists, in all the realms, but one single tale of an Elf, marked False by a god, (Tilnar), who, through legendary effort, was able to

first prove to Tilnar that her soul still had worth, and then, through an even more difficult process, atone for her misdeeds. The legend speaks of the elf spending over 200 years proving herself to Tilnar, however, it is said that when she died, she did so as one the Faithful. There is no proof of this legend, however. Also, there exists two tales of a person excommunicated not by the god, but by the god's mortal emissary, who were able to successfully atone for their misdeeds. One even died a follower to another god. Or so the legends say.

Emissaries - Old

Guidelines for Emissaries

Emissaries run the administrative aspects of a church. They are the voice of their Deity. They teach, train and are mentors for church members and they ensure the word of their Deity is heard throughout the realms. They also accept new followers into the fold, are responsible for his/her followers and are expected to discipline and/or banish those who don't behave. Being an emissary is a privilege and can be revoked by their Deity. Being an emissary is a position of trust from the Deity and that the Deity might well award a good emissary as well as punish a bad one to a much greater extent than an ordinary follower.

For the most part, emissaries are allowed to aid their church as they see fit within the guidelines of their Deity, however the following basic guidelines must be adhered to.

1. As an emissary you must be visible and frequently in the realms. If you will be absent for a period of 2 weeks or longer you must notify your Deity as soon as possible, ensure your mail notice is updated. If an emissary is not active or missing within the realms for a period of 2 weeks or more without notice, the Deity has the right to remove said emissary from their position and / or appoint another emissary.
•
2. One duty of the emissary is to be available for and attend all City Council meetings in an advisory capacity. Emissaries have no voting rights on Council matters. NB: This is currently through the nexuscouncil yahoogroups list. NBB: Emissaries of deities exiled from Nexus will not be invited to join City Council.
•
3. You must be active in your role as emissary, recognizing that your first duty is to your Deity. Another duty is to the needs of your church members. You are their role model, their mentor and must act appropriately.
•
4. As emissary you must have a notice with the Postmaster indicating how to reach you or if you will be away for a period of time, etc. NB: Currently modifications to notices must be sent via nexusmail to the Gamemaster liaison.

Notes

A Gamemaster liaison has been appointed for guildmasters and emissaries to have a single contact with the gamemasters. For example requests for items, church repairs/additions, etc would go

through the liaison first to determine funds available. Regular church issues would still be sent to your Deity. See the wizlist in-game for the current contact.

A notice board can be put up in each church follower's area. Each individual emissary will determine its use and who can post to it. All postings will go through the emissary to the emissary liaison.

Emissaries are appointed by their Deity. Emissaries report to their Deity and their position can be revoked by their Deity.

Each church will get a bank account. Currently this will be a set amount per month. In the future, coding will be established to update accounts based on a percentage of tithes during said month. Donations to the church can also be transferred to these accounts via the Gamemaster liaison.