

Gods & Deities

Despite the rather atheistic nature of most of the Adventuring community, the general population is actually quite religious. Here are some examples of the Deities revered around the Realm and by our allies;

There are many more faiths and religions than those detailed here although most are worshiped in small cliques and communities and who's lore is not widely known. There is much out there to learn....

Evermorian

Suriya - God of Caerleon :Mistress of The Hunt

Worshipped exclusively in Caerleon and Northern Anisfarl, Suriya is usually portrayed as a young woman with waist length hair also carrying a bow. Offerings of cloth and pottery are usually given immediately following a successful hunt.

Symbol :Black Boar's head on a White field. Familiar - The Hound.

Enul - Farther of Magic and

Enki - Mother of All Wisdom

Although worshipped widely across Evermore, Enul and Enki are obscure and very ancient deities. Only on Temple Way in Central Amatyr will actual temples be found. Elsewhere their holy places tend to be restricted to sacred groves and small alters. Witches tend to revere Enki.

Symbol: The Sun and the Crescent Moon. No familiars.

Shamas - First Lord of Hosts, Evermorian Western Seaboard Duty

Portrayed only as a flaming sword, his common symbol, many young superstitious Evermorian soldiers will pray to Shamas to -guide them before a battle. Shamas in very ancient days was perceived as a very cruel god demanding, or so it is alleged, sacrifices of prisoners after a successful encounter. These days small fowl and the odd goat seem to suffice.

Symbol: Flaming Longsword. Familiar - Wolf.

Shavla (also known as Shapla or Shanla) - Lord of Stealth, Concealment & Escape

One of the most roguish deities of Evermore's very diverse pantheons. He has three different names mainly due to regional inflexion, but also as many see it as his three forms; as a Lord of Thieves and Assassins, as a boyish master of Mischief and finally as a Lord of Shadows and protector of the innocent in hiding. His statues are only small and his holy places few and often in keeping with tradition, secret. "Shapla protect you" or "Shavla take you" are two common phrases expressing the many faces of this god.

Symbol: Wind swept empty cloak. Familiar - The Cat.

Harvest - God of Bounty and Agricultural prosperity. (Archipelago)

A religion born of madness. A fallen priest by the name of Tomas brought forth the worship of an obscure deity who resides on the second plane of hell. To this harvest god he made sacrifices of food and prayer and his land prospered. Tomas and his fellow devotee Vyvian spread the word of their lord around the populous of the archipelago, now a thriving church is present and the land prospers. Although prosperous many still worry of the nature of this god.

Symbol: An ear of golden corn. Familiar: None

Covell, Ninsum - Universal Love God & Goddess.

Where their respective cults came from no-one knows exactly but they have spread across all the known parts of -the globe to a greater or lesser degree. Covell also sometimes manifests in capacity as a God of Mischief and Nmsum as a minor Goddess of Battle.

Symbol: Yellow or White Chasuble (often worn by couples during marriage).

Familiars - The Hare & The Squirrel.

Herne the Hunter – God of hunting

Worshipped mainly by those of the pathfinders, a hunter of game or a specific target.

Symbol: Familiar -

Cernunnos/Kerun - the Horned God, Lord of the Wild Hunt.

Cernunnos is a god of "nature, red in tooth and claw", a god of Hunting, Terror and Killing.

Cerunnos counts Rangers, Hunters, March Wardens and Assassins among his followers. Bounty Hunters, while usually not religious at all, can still rely on the aid of a Priest of Cernunnos in tracking and capturing their prey.

Many have noted the similarities between Cernunnos and that other horned nature god, Herne the Hunter. Whether the two are brothers, deadly enemies or merely two aspects of the same divine being is, as yet, unknown.

Symbol: horns or antlers. Familiar: a stag.

Darkendari

Aktarn – Psionic Lord of Wisdom

The psionic God of wisdom, worshipped by many Darkendari.

Keshmael – Goddess of the Sisterhood of the sword

Little is known of their religion by any who are not part of their cult; but it would seem that Her power has survived into the present day, since rumours suggest that certain members of the Sisterhood possess miraculous powers which could only be derived from a living god.

Mesperyian – Goddess of Torture

The psionic god of torture and pain

Symbol: Familiar:

Belus – God of destruction and war

The psionic god of war and destruction

Symbol: Familiar:

Ellil – Goddess of storms

The psionic god of storms and wind

Symbol: Familiar:

Ishtar – Goddess of passion, love and war

The psionic god of passion and love

Symbol: Familiar:

Namtar – God of Fate (also known as the Demon of Fate)

The psionic god of fate, rumoured to be a demon posing as a god.

Symbol: Familiar:

Sharra – God of submission

The psionic god of submission (as in submission to a more powerful foe)

Symbol: Familiar:

Angerona – God of Secrets

The psionic god of secrets, worshiped by the Persuivants and Invigilators.

Symbol: Familiar:

None of the above in purple are confirmed as yet and are a placeholder / idea.

Kleetian

Donblaz - God of Law and Honour

Worshipped widely in 'Kleet, Donblaz is often portrayed (oddly perhaps) as a young fair haired male of medium height and athletic build. He is attributed as the wielder of the Bow of Judgment - a fabled weapon alleged to slay any dishonourable or unlawful creature with a single arrow

Symbol : 'White Oriflame on Dark Blue field. Familiar - The Hawk.

Arkyn – God of Law

Arkyn is the god of philosophers, alchemists, aesthetic hermits, free thinkers, mathematicians, and inventors. He rewards worshipers with scientific successes. It is believed by his followers that the tides, the orbits of planets, and the turn of the seasons are ordered by him. Science is his artifice and power.

Goldar – God of Law

Goldar's worshipers say that orderly finance is Goldar's great gift to the plane. Goldar is a god of trade. By accumulating wealth, worshipers better themselves and prove themselves among the virtuous by becoming more god-like and perfect in what they can achieve and consume. Goldar's priests are bankers and financiers as well as guardians of the spirit. Merchants, shopkeepers, traders, and those others eager for profit are his worshipers

Tuatha

Lugh – Tuathan God

Sun God of the Tuatha and enemy to Balor. It is believed that the thunder is the battles between Lugh and Balor.

Danu – Maiden, Mother, Hag (or crone)

Thrice incarnate; Maiden Mother and Hag. Embodiment of Gymeric/Gaian power.

Maiden: Young, innocent, playful, sensitive. Represents Spring/summer and rebirth.

Mother: Mid aged, matronly, caring. Represents Autumn, growth and maturing.

Hag: Old and twisted, wise, has far away look in her eyes. Represents Winter and Death.

Known to be allied to Herne the Hunter, Has a sister Luna. May have a lover in Lugh. Also known to select a 'chosen' from the earthly warriors as mortal 'consort' aka Sun King.

Cimerrians

Crom – God of Storms, death and eternity

A very cruel God who rarely answers prayers. Known as the lord of the mountain, he is rumoured to have only ever left 2 gifts to his mortal followers and that was the strength in their sword arm and the fire in their hearts.

Firvulag

Odin - God of wisdom

Was once a great Chieftain and the only one ever brave enough to tame the great Fenris Wolf, in return though had his arm bitten off by the great wolf.

Fenris – The World Eater, Destroyer of Gods

The great wolf, rumoured that he is the devourer of the world and gods. It is said that if he ever appeared on this world it would bring about Ragnarok, the end of the world. He is also the Son of the God Loki.

The Evanadae Pantheon

Lugh – Ancient god of fire, sun and the starry heavens.

He is often called the Shining One and intercedes amongst the gods and spirits in favour of the living. He is the furious magical wielder of thunder and lightning.

Bran – Lord of the Underworld

He keeps all riches, the ancestors of animals, and the power of life when it is absent from the world. He rules the world of the dead and is widely worshipped as a god of Life and Death.

Math – Keeper of the stars and the heavens.

He is the source of all wisdom, and is often accompanied by a young man, Gwydion, who is the Druid of the Gods.

Mabon – The fiercesome warrior

He defends his people, Mabon is most worshipped by fighters. He is known for his humour and drinking, as well as his martial prowess, and it is claimed by several that they have fought alongside him when the battles have been fiercest.

Gwynn – The Dark god

He terrifies people and brings the cold hardship of winter to the world. He is the Wild Hunter, whose hounds may be heard in the wilderness as they pursue people. He is *never* actively worshipped by any, except those who have truly taken dark paths. Any Evanadae found actively worshipping Gwynn is normally killed outright by the rest of his people.

Blodeuwedd – The Maiden or Goddess of Springtime

She is the carrier of new life to the world. She is the flower goddess who carries the light of life within her. Often regarded as a goddess of fertility.

Don – The Shadowy Goddess

She has many aspects and is recognised and worshipped under many other names. Madron – the mother, Brigid – Fire & Poetry, Epona – Horses, and Rhiannon – Sovereignty. She is wife to many, mother to the rest.

Cerridwen – The Dark Goddess

She owns the magical cauldron of inspiration, life and rebirth. She rules beneath the earth and in its dark waters, and upon its shores. It is said that she may meet a young hero to test them, and should they be found worthy, may gift them with some reward.

Arianrhod – The Goddess of the Moon

She is worshipped mostly by women, who regard her as their protector. Whilst she is not disliked by men, she is sometimes regarded with fear by them.

Demon Lords

Arioch – First of the Eight Lords of Chaos. Duke of all Hel, Lord of the 9th Plane

At one time a widespread deity in Evermore as Mikosavaar (a priest) spread his word, it was soon uncovered that the nature of Arioch's chaos was a very unsavoury kind and the religion underwent more than a little persecution. Now only the Souls of the Inner Dark, some Malimorh and a few foolish Demonists are said to worship this Duke of the Ninth Plane.

Beware those who would follow this chaotic Demon-God for though Mikosavaar served him well - Arioch encompassed the undoing of the Priest.

Symbol: The Eight Pins. No Familiar.

***Orcus – Demonlord of undead, Lord of the 4th Plane**

Lord of the 4th plane of Hel, also a lord of undeath. Usually the one behind the strange mix of undead demons or demonic undead. A half-orc who rose to demon lord status in Peckfortain hundreds of years ago.

Symbol: unknown, familiar: unknown

*ALSO SEE LORDS OF UNDEATH

Tolstoy – Healer extraordinaire, Lord of the 7th Plane

Demonlord of the 7th plane and former adventurer.

Symbol: Unknown, Familiar: Unknown

Darkis – D (or the big D)

Was once the lord of the second plane of Hel before having it taken off him. Has spent many years now fighting to reclaim his throne. Has worshippers who call themselves the troopers of Darkis, the elite of them being the Knights of Darkis or KoD.

Symbol: White D, Familiar: Succubae/Incubi

Morningstar – Lucifer, Satan, Devil, Lord of the 8th Plane

Lord of the eight plane of Hel after being thrown out of the ninth by Arioch. Was cast out of heaven by God and the Archangel Michael. Now influences mankind through subtle and manipulative means. Swears that one day he will again be Lord of Hel and the only Demonlord known to use Devils rather than demons.

Symbol: white eight pointed star, Familiar: Snake

Xiombarg – The Queen of Swords, Lord of the 6th Plane

Known as the queen of swords, she rules with an iron fist and enjoys watching the suffering in others. She has an absolute hatred and enemy in Arkyn one of the Gods of Law. Is said to lead the Hel-Horde of Chaos. It is also rumoured that she was once mortal and a great sorceress.

Oath breaker – Lord of the 3rd Plane

Tiamat* - Queen of the False Dragons. Spawn of the Pit. Lord of the 1st plane

Firstly it is important to note in this world there are two types of Dragons. True Dragons are few and far between, they are Ar Spirits who despite their persecution at the hands of our ignorant and ill informed ancestors have decided to remain inside the Dream. Secondly there are the False Dragons, which are in actuality simply giant lizards thought to have been corrupted and originally formed by Tiamat. Their varieties are Red, White, Black and Green. Tiamat has never manifested on earth, but she also created the Fahrd and has meddled in many earthbound affairs. She is known to have sided with the Enemy and aided his servants on a number of occasions.

Symbol: A Many Headed Dragon. No Familiar.

Maelbrub – Lord of Misery, Master of Curses

He is the Demon lord of Misery and curses, takes pleasure in torturing whatever enters his plane, be it souls or adventurers. Is the cause of many curses placed upon innocent people.

Lords of Undeath

***Orcus – Demonlord of undead**

Lord of the xxx plane of Hel, also a lord of undeath. Usually the one behind the strange mix of undead demons or demonic undead. A half-orc who rose to demon lord status in Peckfortain hundreds of years ago.

Symbol: unknown, familiar: unknown

*ALSO SEE DEMON LORDS

Skellos – Lord of Undeath

One of the 3 lords of undeath or death depending on your point of view. Worshipped by many evil priests and necromancers alike.

Necros – Lord of Undeath

One of the 3 lords of undeath or death depending on your point of view. Worshipped by many evil priests and necromancers alike.

Humaktaye Gods

Drelock

Holds claim to all deaths incurred by those engaged in an act of cowardice.

Appears in the form of a young soldier boy standing proud in his shining new armour and heraldry

Jape

Is responsible for all death that occurs by accident.

Resembles a peasant man who casts a skeletal shadow.

Brieark

The lord of those who fall in battle.

Stands over seven feet tall and takes the form of a green dragon in humanoid form.

Loatazhall

Claims all who die of disease.

A short oriental man with a long flowing beard on moustache, wearing yellow robes and tall pointed yellow crown.

Keralis

Is responsible for all who die of hunger.
A large laughing fat man dressed in friars robes.

Lady El

Lord of all those murdered.
Appears as a small crying human girl child, standing in tattered rags holding a straw doll.

Blizzard

His domain is those who take their own lives.
An old stooping man with a long grey beard. Traditionally sits at the crossroads through the Realm of the Dead.

Paragon

Presides over the duel.
Stands as a man in an eighteenth century tweed suit & deer stalker hat, holding a pocket watch.

Dabalah

Takes the souls of all of those sacrificed and holds them in cage of burning magma. Appears as a hunched pile of rags with two piercing red eyes peering from under a tattered cowl, as she moves forward an eerie scraping sound can be heard as she scrapes her curved dagger backwards and forwards on the floor.

Humak

Is the lord of those slain in the act of cleansing the world of the Undead.
A huge bare chested Draconsmereian berserker with long mousy brown hair, who wears a necklace of precious stones, feathers and charms. He wields a bastard sword that is almost as large as he is.

Nayul

Lord of self sacrifice - giving ones life for another.
A Draconsmerian shaman - with a brown bear headdress waving wand adorned by many totems.

Loar

Death by childbirth.
A Shire Horse

Tyme

Lord of those who die of old age.
A Large oak tree

The Piper

Is unique amongst the greater Lords of Death he does not rule over the deaths of any living creature, but the sound of his playing determines the time and method of their demise.
Appears as a tall spindly man, wearing a black hooded cloak, his head is held in a bow, nothing of his face can be seen save the reed pipe that protrudes and lets fourth an eerie melancholy tunes that guides all living things to their graves.

The Seven Heavens

Lord of the Seven Heavens – Lord of the Seven Heavens

He is a mystery to many people, he preaches peace, wisdom and healing while punishing the wicked and waging wars. Is constantly at war with the forces of Hel after he cast the Morningstar from heaven for attempting to take over. Uses his Angels and Arch-angels for battles and to deliver messages to mankind. Is worshipped by people all over Evermore, has never been known to have a name.

Symbol lost with time, No Familiar

Gabriel – the Archangel of Life and Death

The right hand of God, decides when people die or deserve another chance. Is known not to be very tolerant of Man and sees them just as animals.

Symbol: Unknown, Familiar: Unknown

Michael – the Archangel of War

Was the one who led the forces of heaven against the morning star and is known to be the one who cast the Morningstar from heaven. Has a calm and collective manner but will not tolerate stupidity or threats lightly.

Symbol: Unknown, Familiar: Unknown

Raphael – the Archangel of Healing

A kind and merciful angel who cares for all living creatures as long as they are good in nature. Watches over those that are injured and answers their prayers if deemed worthy.

Symbol: Unknown, Familiar: Unknown

Urael – the Archangel of Wisdom

Known as God's wisdom, will answer questions and troubles people may have, most likely in a way you will not even notice.

Symbol: Unknown, Familiar: Unknown

Sevenna – The Archangel of Paladins

Worshiped by many paladins and holy warriors, a hot tempered angel who will take the fight to evil and destroy them where ever they are found.

Daedrik – the Angel of Strife

Was once a mortal Inner Flame who dedicated his cause to heaven and the angels, became a mortal agent of the Archangels Michael and Gabriel. Was instrumental in resurrecting the Archangel Raphael, loved by some for his acts of mass resurrection and hated by others for his act of mass death, heaven recognised his sacrifice and raised him up to Angel status, now an Angel of War, Life and Death he has become known as the Angel of Strife. Followed by the 'Lay worshippers of Daedrik.'

Symbol: Blue D on white, Familiar: Unknown

Drowh

Lolth – The Spider Queen

Known as the queen of spiders, a cruel, evil, manipulative goddess mainly worshiped by those of the Drowh. Known to reside in the Abyss, has not been seen for many years, and the priestess rarely talk of what they hear from her. She takes pleasure in watching the Drowh wage war on each other.

Symbol: a centaur like spider with the body of a drowh, Familiar: Spider

Daemon Sultans of Darkness

Bethsephsha, Betularni and Broda are the three daemon sultans of darkness, the creators of the Drowh but in recent years have not been seen or heard from.

Elves

Eru Ilúvatar - the Creator

Omnipotent, but distant and uninvolved in the shaping of earth (Arda). Is seen as the elven equivalent of the World Smith

Manwë (Súlimo) - His titles include Elder King, High King of Arda, King of Arda, Lord of the Breath of Arda, Lord of the West, Lord of the Air and King of the Valar.

Lord of Air, Wind and Clouds. Head of the council of Valar.

He is the husband of Valier Elentári and brother to Melkor, now known as Morgoth.

Ulmo - Lord of Waters and King of the Sea

Aulë - the Smith

Master craftsman, known as Mahal to the Dwarves for he is their creator. Crafted the land upon which the people walk. Additionally, he formed the vessels of the sun and the moon and crafted the chains of Melkor which bind him outside the realm.

Oromë - Aldaron, The Great Rider or The Huntsman

Was the first of the Valar to discover the existence of the elves, as the Valar has retreated to the isles, yet Oromë still roamed the forests. He is famed for his anger being the most terrible of the Valar in his wrath. Has a daughter by the name of Nielíqui with the Valier, Vána his wife.

Námo - Judge of the Dead.

He is referred to more commonly as Mandos, after his dwelling place. He is the chief Advisor to Manwë and keeper of the souls of elves.

Irmo - Master of Visions and Dreams.

He is referred to more commonly as Lórien, after his dwelling place. Námo (Mandos) and Irmo (Lórien) are brother and collectively known as the 'masters of spirits' or the Fëanturi. He is married to the Valier Estë.

Tulkas (Astaldo) - Champion of Valinor

Was the last of the Valar to descend to Arda and so the youngest, but he is the strongest physically. He is married to the Valier Nessa. He is known to be slow to anger but also very slow to forget.

Varda - Queen of Stars, Elentári (quenya), Elbereth Golthoniel (sindarin).

Kindled the stars before the Valar descended into the world.

Yavanna - Queen of the Earth, Giver of fruits, Kementári.

She created the Two Trees of Valinor. She created the plants and the animals; she also requested the creation of the Ents, to protect the trees from the dwarves.

Nienna - Lady of Mercy.

She was tutor to Olórin (Gandalf). She weeps constantly, however she cries tears of healing and pity, rather than sadness. She watered the Two Trees with her tears.

Estë - The Gentle.

The healer of hurts and weariness, her name means Rest. She sleeps by day on the island in the lake of Lorillin. She is spouse to Irmo.

Vairë - The Weaver

Spouse to Námo. She weaves the story of the world in her tapestries which drape the halls of Mandos.

Vána - The ever young, Queen of blossoming flowers.

She is the younger sister of Yavanna and wife to Oromë.

Nessa - The Dancer

She is the wife of Tulkas. She is noted for her agility and speed.

Morgoth (Melkor) - Lord of the Dark, the Dark Power of the North, and the Great Enemy.

Seen by many to be an aspect of The Enemy, rumoured to be imprisoned by the Valar, but it has been many ages since the times of Morgoth and whether he exists at all in this age is not known.

*Many elemental elves also worship the elemental lords

Rune Dukes

Azaduke - Runeduke of Garda

Azaduke is the rune duke of Garda, is the duke of Eagles Wing Ulratha.

Symbol: unknown, familiar: unknown

Utterdark - Runeduke of Draconsmere

Utterdark is the rune duke of Draconsmere, is the duke of Catspaw Ulratha.

Symbol: unknown, familiar: unknown

Phos - Runeduke of Amatyr

Phos is the rune duke of Amatyr, is the duke of Helhound Ulratha.

Symbol: unknown, familiar: unknown

Vengeance - Runeduke of Parivien

Vengeance is the rune duke of Parivien, is the duke of Bare Sark Ulratha.

Symbol: unknown, familiar: unknown

Dignity – Runeduke of Region

Dignity is the rune duke of Region, is the duke of Hawk's claw Ulratha.

Symbol: unknown, familiar: unknown

Dystgyr – Runeduke of Anisfarle

Dystgyr is the rune duke of Caerleon, is the duke of Boar's Tusk Ulratha.

Symbol: unknown, familiar: unknown

Omburan – Runeduke of Haven

Omburan is the rune duke of Haven, is the duke of Dragons Fire Ulratha.

Symbol: unknown, familiar: unknown

Voden – Runeduke of Caerleon

Voden is the rune duke of Anisfarle, is the duke of Tiger's Maw Ulratha.

Symbol: unknown, familiar: unknown

Flitch – Runeduke of Valsinglas

Flitch is the rune duke of Valsinglas, is the duke of Wolf's Fang Ulratha.

Symbol: unknown, familiar: unknown

Elemental Kings

Fire Lord, Lord of Fire – Lord of the plane of fire

Lord of the plane of fire, constantly at war with the forces of ice.

Symbol: unknown, familiar: fire child

Sastrugi, Lord of Ice – Lord of the plane of ice

Lord of the plane of ice, constantly at war with the forces of fire.

Symbol: unknown, familiar: ice child

Gromm, Lord of Earth – Lord of the plane of Earth

Lord of the plane of Earth, constantly at war with the forces of Air.

Symbol: unknown, familiar: earth child

Etesia, Lord of Air – Lord of the plane of Air

Lord of the plane of Air, constantly at war with the forces of Earth.

Symbol: unknown, familiar: air child

Lucem, Lord of Light – Lord of the plane of Light

Lord of the plane of Light, constantly at war with the forces of Darkness.

Symbol: unknown, familiar: light child

Darkheart, Lord of Darkness – Lord of the plane of Darkness

Lord of the plane of Darkness, constantly at war with the forces of Light.

Symbol: unknown, familiar: darkness child

Dwarves

Mebar – Lord of Chaos

Mainly worshipped by those of the Black Dwarves. He is the controller of all things that are dead.

Symbol: Familiar:

Asard – Curse Chaos Duke of Hel

He is the creator and main god of the Black Dwarf people, a very unpredictable, chaotic god.

Crowman – Scarecrow god

The god of scarecrows, mainly worshipped by the Black Dwarf scarecrow makers.

Mahal – Dwarven God

Khon-Kharkian

Athena – Goddess of Wisdom and War

Mainly worshipped by those of Khon Khark, but has made her way into mainstream Evermore worship in recent years. Those that follow her preach wisdom and tactics in all battles and wars.
Symbol: Owl, Familiar: An owl

Diana – Goddess of the Hunt

Mainly worshipped by those of Khon Khark, watches over the hunt.
Symbol: Familiar: A Deer

Aries – God of War

Mainly worshipped by those of Khon Khark, watches over battles and war.
Symbol: Familiar: A Ram

Hermes – God of travel and messages

Mainly worshipped by those of Khon Khark, watches over those that travel or deliver messages.
Symbol: Familiar:

Hades – God of the underworld

Mainly worshipped by those of Khon Khark, watches over the Hel / Hades.
Symbol: Familiar:

Zues – God of Gods

Mainly worshipped by those of Khon Khark, leader of the Gods and master of Olympus.
Symbol: Familiar: A Deer

Edhaal

Aezar - Edhaal Lord of Peace

In the huge oak and pine forests of Edhaal in the deep south of Eilind among others, they worship Aezar - the Peace God. In one of his forms he is lord of peace and will often be consulted before battle praying that Aezar grants peace to his people and make this their last conflict. (Edhaals although considered fearless despise the need for warfare except when they deem the cause just!). Also Aezar is a minor Death God, granting peace to the just and pure in the hereafter.
No Symbol. No Familiar.

Others

Dagravane – The Everdreaming king, Runeduke of the Archipelago/Avmar

The Everdreaming king, is reincarnated each time he is killed in a new form, but is always the king of the forces of 'good.' Is also the Rune Duke of Phoenix Flame Ulratha. There is a lot more about the king and his deeds but to put them here would take too long.
Symbol: unknown, familiar: unknown

DREAMWYRM & WORLDSMITH

Worshipped by various people's in various forms around the globe, these two Deities are acknowledged by most to be the primal creators of the Realm, whether as Evermorians believing that this world is infact a dream or as Eilindians that the world was born out of chaos and forged to the present.

The Kamarthians often refer to a Worldsmith Style God as 'The Everlasting Sky and a supreme female personification as 'The Boundless Earth'.

Tuatha de Dannans and Fervulag alike, although often aware of the difference, use the title Crom (the everlasting sky) and Danu (the mother) in place of the Smith and the Wyrms (though both names are also used to describe very different Deities).

The Tuthananac (Cavebears) as well as strangely enough (despite being thousands of years apart) the people of Draconsmere often call them EA (the Wyrms primal creator Goddess) and EYR (primal creator God).

The Shinii often use the terms CAO-SHIR for the Smith and SVAN LUNG for the Wyrn.

Not all worship the power of creation and it's creator, there are many other powerful deities that lord over the mortal realm;

Tiamat* - Queen of the False Dragons. Spawn of the Pit.

Firstly it is important to note in this world there are two types of Dragons. True Dragons are few and far between, they are Ar Spirits who despite their persecution at the hands of our ignorant and ill informed ancestors have decided to remain inside the Dream. Secondly there are the False Dragons, which are in actuality simply giant lizards thought to have been corrupted and originally formed by Tiamat. Their varieties are Red, White, Black and Green. Tiamat has never manifested on earth, but she also created the Fahrd and has meddled in many earthbound affairs. She is known to have sided with the Enemy and aided his servants on a number of occasions.

Symbol: A Many Headed Dragon. No Familiar.

*ALSO SEE DEMON LORDS

Cuthul (Cuthulu) - Lord of the deep waters beneath, Great Old One.

Thought actually to be a direct manifestation of the Spirit of the Enemy, Cuthulu is said to have been imprisoned eons before the Oblivion War (probably sometime near the end of the third age, by the Atlantean Hero Marduk. He like his compatriots in the Pantheon of the Great Old Ones is a Lord of Insanity and Wishes, reasons unknown to dominate the earth and destroy mankind. To speak this name would be to sign your own death warrant, either by the God himself, or by the people around you.

No Recorded symbol. No Familiar.

Kali (also known as Kalimar) - The Dark Earth Mother

A Goddess of Destruction and Death, or so those who now worship her have made her. Kalimar's main worshippers are members of the illegal 'Thugee' Cult of Assassins and also the Sons of Deprivation (Malimorh elite). The Ullratha destroyed her primary temple in Hrothgar Gap around two decades ago. It has since been re-consecrated.

Symbol: A Many Armed Woman. Familiar: Unknown.

Cromm Cruach – Half-Ogre God

Worshipped by half-ogres, rumoured to be an aspect of the cruel Cimerrian god Crom.

Symbol: Familiar:

Eris – All Hail Eris, All Hail Discordia

Worshipped by the Warriors of Discord cult. Even though they worship a God, they are piously against priests, especially evil priests.

Symbol: Familiar:

Gymere – The Father of Nature

Worshipped by druids and rangers, is mainly believed to be the Earth.

Symbol: Familiar:

Seidar – The Mother of Nature

Worshipped by witches, is believed to be the wind, air and sky.

Dark Dreams – The Dark Dreaming God

The direct opposite of the Dream Wyrn. Spreads nightmares and fear into the world. Worshipped by the forces of Dark Dreams.

Symbol: Familiar:

Nox – Lady of the Night

A Goddess of the night and all that lies under the night sky, helps to hide things from mortals and the other gods, offers protection to those who reside under the night sky. Is worshipped by small bands of priests, assassins, rouges and thieves.

Symbol: Familiar:

Flaymax – Apotheosis

A recent addition to the pantheon of Evermore, Flaymax Fireyhand was a fire elven swordsman who sacrificed himself in order to defeat Varian Locke and in doing so rose to apotheosis. Flaymax is a patron of elves, fire creatures, chaos and swordsmen. His worshippers are few and far between as he is remembered by some as an adventuring ally rather than a deity while other more newly trained adventurers have only heard his name in passing conversation. His priest(s) wear red and yellow, bearing the emblems of the swan to represent his affiliation to the elven nation, the burning gold for his connection to fire elves and other fire creatures and finally a blade to represent his dedication to the coda of the swordsmen.

Symbol: A sword wreathed in flame, or Surebite, Familiar:

Tartaurus – God of Prisons

Lord of the prison without doors, keeps that which should not exist locked away for all eternity

Symbol: Familiar:

Nemesis – God of Vengeance

Lady of vengeance, worshiped by few but her followers believe if a slight has been made, that vengeance and anger is the answer.

Symbol: Familiar:

Davy Jones – God of the Sea

Mainly worshipped by those of a sea faring nature, pirates, privateers, marines etc, some worship him out of respect and fear more then anything lest you end up in his locker.

Symbol: Familiar:

The Land – N/A

Not so much a god but more of a concept, the land encompasses all that is and all that will be within the physical world that is the planet, some would see it just in the terms of Evermore however. Not so much worshiped but revered and respected, watched over by the Lore Lords, some of whom would say that the Land is a living being in and of itself, whether this could be proved is another story.

Symbol: Familiar:

Anubis – Guardian of the underworld

The Akrean god of the underworld, does not rule the underworld but is its guardian. Takes the souls of the dead to the underworld and is rumoured to be the creator of the Mummification ritual. Also known as the jackal headed god for his distinct appearance as a humanoid with the head of a jackal. Despite his remit, is known not to be an 'evil' god as all underworlds need a guardian, but this does not mean he should be underestimated.

Symbol: Familiar:

Amun-Ra – The creator and God of the Sun

The Akrean god of the sun and the creator deity, would be considered an aspect of the world smith on Evermore.

Symbol: Familiar:

Set – The Serpent, the deceiver

The Akrean god of deception, poisons and snakes. Is known as a cruel, evil deity who wages a constant war against the rest of the Akrean pantheon for some past insult that has been lost with time. His cult has made a come back in recent years, including some seen on Evermore.

Symbol: Familiar:

Loki – God of Trickery and lies

Is believed to be the father of Fenris wolf and is known to be an enemy of the other Aesir (Frey, Odin). Has bands of followers who are thieves, assassins and rogues. These followers will rarely tell the truth and usually cannot be trusted.

Frey[a] – Goddess of Love and Fertility

A beautiful deity worshipped by many women, rumoured to have once held the great amulet with the stone of Brisingamen. But do not take her too lightly she is also a feisty warrior and great queen of the mythical Valkyries.

The one and only true Herbie – God of the night goblins

Herbie is a title used by the night goblins to denote their king, however the last known 'Herbie' died for great and heroic deeds and also had the ability to travel through time, some night goblins now pay homage to their fallen hero, much like the Khon-Kharkian heroes of the past, not so much a god or deity, but the night goblins might complain if you tell them that (unless it involves cake).