

Overview of the Gods of the Known World

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don't blame me for the formatting on this page; it was supposed to be a formatted list, man - bgw

The Voices of the Garden

The Garden is the term used for the sum of all life on, in and of the Known World, taught by followers of all the gods from this family.

Yavanna, the Mother

Goddess of Nature, or indeed Nature itself: all life on, in and of the Known World is part of the Mother. Worshipped principally by druids, prayed to by many others. Few actual temples and little political power in human realms. Her primary symbol is a mature oak tree.

Var, the Spring

Var, Who Calls The Green To Grow, is usually depicted as female.

Laer, the Summer

Laer, Who Brings Forth The Fruit, is usually depicted as male.

Iavas, the Autumn

Iavas, Who Calls Us Home From The Field, is usually depicted as female.

Rue, the Winter

Rue, Who Restores The Sun, is usually depicted as male.

Varda, the Farmer

Varda teaches the art of living in harmony with the natural world. His symbol is the shovel, the pitchfork, or the campfire.

The Voices of Life and Death

Children of the Mother, the gods of this family are often referred to as the Triune.

Kirenea, the Birth.

Goddess of birth, renewal, and new ideas, patron of midwives and artists. Her symbol is a gold disc outlined in white.

Shrael, the Life.

Goddess of healing, growth, and creativity. A favorite of Parya, also maintaining temple-hospitals in many human cities. Symbol is a blood-red disc outlined in white or silver.

Laeth, the Death.

God of death, dying, mercy, and justice. His priests work closely with those of Shrael, easing the suffering of the dying and the mourning. They also seek out necromancers and others who pervert death, and fight them. Symbol is a pale white disc outlined in black.

The Voice of the Storm

Voll, the Sea and Storm.

Protector and warden of the sea and those who dwell within or upon it, also the father of storms. His symbol is a dark blue sphere.

The Voices of the City-Builders

These gods carry the torch of civilization, leading humans, Parya, Graditeli, and the rest to develop the skills required to build, learn, and grow.

Fusorin, the Craft.

Said to be one of the most ancient of gods, supposedly worshipped by Graditeli before the birth of humankind. His symbol is a set of scales paired with any tool: hammer, saw, etc.

Elenath, the Knowledge.

Goddess of knowledge and learning, patron of books, schools, and research. A very diverse body of worshipers, ranging from wizards researching spells to rangers mapping out a road. Symbol is three circles, internally tangent.

Corvanus, the Noble Warrior.

A god with hardly any church or faithful, because he inspires his worshipers to fight evil and lay down their lives in defense of others. His symbol is an owl.

Helios, the Sun Himself.

The god of human civilization, not worshiped by non-humans. Order, dominance, obedience. The savior of humanity, according to his priests. His symbol is a solar disc with pointed rays and lightning bolts.

Kuranes, King Upon The Moon.

God and King of the Parya, he is said to dwell in his Silver City upon the Moon, from which he strikes out with his fist against darkness and evil. His symbol is a silver crescent moon against a dark blue field.

Moradin, the Bravest.

Said to be a hero of the Graditeli who achieved godhood long ago, he is said to inspire the Graditeli to unity and greatness without explicitly requiring them to maintain a church in his name. His symbol is a white hammer upon a black shield.

The Gods of Home and Hearth

It is common among humans to maintain a household shrine dedicated to their ancestors, to whom the family offers prayer. This can range from a small shelf holding a group of crude wooden statues to an entire chapel attached to a castle.

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