

Lycian Deities

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Amon, Passion Incarnate

He/Him

Sometimes referred to as 'The Phoenix', despite only ever showing himself to mortals as a fox, he is seen as the spirit of vitality and vigor. Often showing himself in times of war, he favors those who balance good virtue and judgement with feats of strength, and grants his blessings to those who impress him. He is the twin brother of his draconic counterpart, Cocytus.

Kasir, Symbol of Civilization

He/Him

Commonly associated with civilization and order, Kasir is revered as one who most devoutly represents pride in mortals, and distinguishing between ferals and non-ferals. He represents both the accomplishments and vices of civilization. Kasir often appears in moments of great civil progress, particularly at the celebrations. He is always garbed in the same royal blue and white robes, and celebratory laurel, no matter what mortal form he takes (which shifts to best fit the occasion).

Excerpt from Kayde's Notes:

...I never did do much more on that request in that letter Kasir left for me. I've thought about it often, but I wonder if I'll ever stumble on another chance to actually act on his request. I would like to if I can. Especially since he seemed keen on letting me see him, more than once. I know that's not common...

Kraden, God of Inspiration

Associated with enlightenment and innovation, Kraden appears to mortals who have proven capable of understanding, unraveling, and reconstructing the world around them in new and interesting ways, often rewarding those of greatest genius personally.

Leif, the Cloaked

A god commonly associated with vigilante justice, but of a more subtle nature than Baal. Those who follow him or find themselves in his favor often find themselves in line of thievery or bounty hunting, but of a justice-aligned nature.

Sirrah, the Mist

She/Her

The goddess commonly related to the moon, the mist, and mystery. She is associated with all manner of lunar tidings, including but not limited to Lycanthropy (which in this world means going between anthro and feral), Vampirism, and other things of that nature.

Tirial, the Light



He/Him

Commonly worshiped as an avatar of altruism and guidance, he appears to mortals in times of distress as a symbol of hope, typically as a small lamb with a holy radiance about him. Those who find favor with Tirial are those who value life, and find the threshold for redemption to rarely be out of sight - even for those who have done much wrong.

After a part of himself split into Elio following Marcus's divergence onto a new path, Tirial named Ninty as a second champion, and has consistently manifested alongside the cleric ever since. While generally weakened, the god has found newfound strength and independence in Helios, where he appears to suffer far less from the effects of the Light's fracture.

An excursion to some of the smaller, fractured isles on the outskirts of Helios led Ninty to a beautiful, lush grove with a well-worn gazebo - an exact match to a frequent form taken by Tirial's sacred realm. The moment of connection Ninty experienced in this place led him to realize that Helios was where Tirial first took form.

Excerpt from Kayde's Notes:

Ninty has been a follower of Tirial for so long, but something seems different now that he's Tirial's Champion. The mood on the ship during our travels lately has felt... lighter, more hopeful in some way. Is his presence somehow stronger around Ninty now? What a curious situation this is.

Valefor's Archive / Divine Entities / Tirial

Light incarnate. I... can't think of another way to describe him, nor do I think any other description does it justice. I've only spoken directly with him once, but his presence is like a warm glow that soothes any doubts in the corner of your mind, replacing them with contentment and a desire to pass that feeling along to others. I know I wasn't meant to wander into his garden, but a small part of me wants nothing more than to visit him again, and feel that peace until it's time to wake up once again.

...Valefor, I've said it to you before, but I'll say it again, for whenever you make it to this entry of my archive. I'll do all in my power to make sure Tirial's light doesn't fade.



"I hope this isn't blasphemous or whatever."

It is.

"well I'm not religious."

Vaida, the Righteous Fist

She/Her

A goddess whose influence has mostly faded with time. She is a spirit of war and extreme ideals - though she does not favor any particular ideology, only whichever side believes the strongest in their cause. She is often regarded controversially, with many signs interpreted to be of her influence being shown to both sides at any point in a war or battle.

Ylissa, the Wild's Claws

She/Her

Twin sister to Za'athar, the Wild. She is Ferocity, and she is the Hunt. Ylissa honors those who fight to survive, not for amusement. She is a fickle and particular god, who is very vengeful upon those who wrong her Chosen Wild. She is only ever described as a tiger, either in anthro or feral form, and her presence can only mean one of two extremes: she is there to commend you on a good hunt, or she is there to reprimand you for your actions. She has been known to make accords with Druid masters and the like so that her law is known, and will ensure that those who did not know the sanctity of the lands she protects will know soon after violating them.

Za'athar, the Wild's Heart

He/Him

Twin brother to Ylissa, the Wild. He is often associated with the peace of nature, and its splendors and plentiful bounty. While not quite present in worship to those who farm, anyone who lives together with nature rather than with the intention to harvest it may find his favor and blessings. He occasionally takes mortal form as a feral creature, easily distinguished from natural creatures by the pale white vine-like markings that cover his body, and the always-present set of magnificent antlers atop his head. As an anthro, he is a tall deer, and some have described him as almost tree-like in proportion.