

Virtues

Divinities shaped by the hopes, fears, and wills of mortals, ever-evolving alongside their worshipers.

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Draconic Deities

Agares, Ambition's Grip

He/Him

Self-interest and the search for power attract Agares' attention. The alignment of such ambition is not of import to him. It's believed that he acts on such impulse in an attempt to upset the power hierarchy amongst the gods. While celestial politics tends to be well above any mortal's influence, Agares speaks very bluntly and openly of such things to his followers, making his simple and abrasive motives fairly transparent.

Agares comes to mortals appearing as a small, mischievous white dragon child.

Xena, when asked about Agares, just shrugs and says nothing - thought clearly not from a lack of knowledge from the look on her face.

"Well...ha. Guess I can thank him for my scales in a roundabout way. They're just mine now, but...oh well. Funny to think how I might not be this way if it wasn't for him. I don't know how present gods can be - but I hope you're glad to hear the bastard who put you in that crystal is fucking dead." -Excerpt from Xena's second journal.

Astaroth

He/Him

The primary Draconian deity. Considered the original and penultimate god in the Draconian pantheon, he is revered and worshiped as the origin and guiding light of dragon-kind, and the reason they did not have to evolve from lesser life forms like the Lycians.

Symbols and icons of Astaroth typically show a black-scaled being somewhere between the anthropomorphized Arathan stature, and the feral posture of Dragons. His horns like shining obsidian, usually in a dignified, regal stance as a King Among Kings, given his stature in the pantheon as a Progenitor God in scripture. Atop his head is a floating laurel of jagged, loose shapes- it is hard to find images or statues that accurately define their form, but the general arrangement can at least be agreed upon.

According to Arathan scripture, it is believed that Astaroth, in his endless benevolence, took pity on the godless beings of Lycia at the height of the conflicts between them and his children (the dragonfolk of Arathar), and seeking peace, split himself into the multifaceted pantheon that those from the old world are familiar with.

New knowledge imparted to a seeker of the world's history by the ancient Wyrms Sago has revealed that a key tenet of Arathan scripture does not hold true to actual events - Arathans were not the creation of Astaroth; in fact, he did not have any part in their creation at all. This calls into question almost every facet of the Arathan scripture about Astaroth, but further details are still hazy and unclear.

Excerpt from Mira's Journal:

Asteroth...in the books that Rhys had, he was described as forming the Arathan people before all else. But that is not the truth, according to Myson. I am conflicted. What Myson described was less an active being and more of a force given a name. It is interesting how the Mana, too, believed in Asteroth despite being from a different world...

"Fucked up Aarindal wants to take Asteroth's throne. With everything Asteroth's capable of doing...someone like that with the power of a god? Absolutely fucking not." - Excerpt from Xena's journal.

Draconic Deities

Baal, Portent of Wrath

He/Him

One of the Draconic gods, often associated with storms and lightning. He is believed to be a symbol of wrath, but not a force of it. Those who take on oaths of vengeance or rash justice often swear to this God.

Cerberus, Avatar of Judgement

A deity with three heads, meant to represent the sins of Pride, Lust and Wrath. Those who have witnessed Cerberus' acts in the mortal plane describe terrifying natural disasters, believed to be the punishment and ultimate atonement for the sins of a larger population. Cerberus' different heads take many forms, but the main body is that of a canine no matter what.

Draconic Deities

Cocytus, Inner Flame

He/Him

Twin brother of Amon. They are strikingly similar, and often work in tandem. The only discernible difference is that Cocytus has a tendency to share his personal gifts a little too eagerly. His blessings can tend to be placed irresponsibly, and perhaps cause large shifts and changes in his chosen.

Due to the separation of cultures between Draconic and otherwise, knowledge that Amon and Cocytus are twins has been lost to most scripture and followers.

Draconic Deities

Norva, the Silence

He/Him

The god that presides over the passage of the dead, and putting souls to rest. He speaks to mortals through messengers, and rarely appears personally.

To Nabatans, Norva appears as an immense Yveltal - although they are highly selective about who they allow to perceive their presence.

Draconic Deities

Palla, the Wind

She/Her

Palla is not only the ambassador of the wind, but the more metaphorical winds of change. She comes in times of revelation, but rarely makes her presence known to mortals outside of manifesting as a strong, warm, refreshing breeze.

Valefor, the Inner Eye



A Draconic deity of knowledge, Valefor deals in truths - stories are unearthed and secrets are uncovered under the gaze of the Inner Eye. The god maintains an air of nobility and class, but with a healthy dose of playfulness, and a genuine delight in the less-than-wholesome secrets that mortals are so embarrassed about. Valefor maintains his vast stores of knowledge as a physical library in his realm, staffed by foxes created from his signature ink-like magic, dripping with starlight.

Followers of Valefor have sought rewards of clairvoyance and deep insight through their worship, with some even using a substance called Affluence to force a divine connection and induce visions. Dragons of the Mystic variant are believed to be connected to Valefor from birth; to Lycians, he appears as a black fox, occasionally with nine tails and a third eye.

Whereas some gods, such as Tirial, give their power to a wide variety of mortals, Valefor has only ever made such an agreement with one - Kendan, his current champion. Kendan's primary service is to fill Valefor's archive with tales of his adventures and notes on all valuable information gained. Beyond these duties, the two's dynamic has become increasingly romantic and intimate in nature, much to Kendan's embarrassment and Valefor's delight.

Excerpt from Kayde's Notes:

If Kendan is really the informant to Valefor now, I wonder how much he's been told about us. Does he know about my pact? Maybe he would know about other ways to break free of it... Or maybe he knows something about Arcanians too... Ugh, there's gotta be some way to ask Kendan if I can meet with him. He could have so many answers.

Valefor's Archive / Divine Entities / Valefor

Well... you know who you are, but I thought perhaps you might like my perspective of you as a part of your archive. A god of knowledge, of secrets, of information learned at great effort and brought out into the open for all to see. A being of noble presence and composed presence, but surprisingly personable as well, with a distinct playful side that I didn't expect to see from a god. And I act as your informant, or I suppose even your champion.

Lycian Deities

Lycian Deities

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.

Lycian Deities

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...

Lycian Deities

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.

Lycian Deities

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.

Lycian Deities

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.

Lycian Deities

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."

Lycian Deities

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.

Lycian Deities

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.

Lycian Deities

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.