

HUMAN

Deity Name (Eastmen)	G	Alignment	Portfolio	Favored Weapon	Origin	Recommended Domains	Skill	Spells
----------------------	---	-----------	-----------	----------------	--------	---------------------	-------	--------

GREATER

Korrond the Lawbringer	M	Lawful Good	law, order, and justice	Longsword	Arathian	Truth, Knowledge, Cities, Family	Society	1st: true strike, 2nd: remove paralysis, 4th: resilient sphere
Hermaen of the Golden Vault	M	Lawful Neutral	trade, wealth, commerce, and contracts	Crossbow	Amarie	Wealth, Cities, Travel, Ambition	Society	1st: lock, 4th: creation, 7th: magnificent mansion
Puln the Builder	M	Lawful Neutral	crafts, construction, architecture, and cities	Warhammer	Dwarven	Creation, Cities, Wealth, Earth	Crafting	1st: alarm, 4th: creation, 7th: magnificent mansion
Bael the Infernal Tyrant	M	Lawful Evil	tyranny, power, pride, and superiority of humans	Longsword	Toldan	Zeal, Tyranny, Might, Trickery	Deception	1st: phantom pain, 4th: suggestion, 6th: dominate

Solarus the Healing Light	F	Neutral Good	healing, light, kindness, and the sun	Mace/Morningstar	Nomenir	Light, Healing, Truth, Fire	Society	1st: true strike, 3rd: fireball, 5th: cloak of colors
Baldur of Hearth and Home	M	Neutral Good	community, family and peace	Spear	Noradrie	Family, Healing, Protection, Indulgence	Crafting	1st: shillelagh, 3rd: enthrall, 4th: creation
Armathon the Grey Mystic	M	Neutral	magic, time, mysticism, and divination	Staff	Nomenir	Magic, Knowledge, Perfection, Fate	Arcana	Cantrip: mage hand, 1st: magic missile, 2nd: magic mouth, 3rd: levitate, 4th: blink, 5th: prying eyes, 6th: teleport, 7th: spell turning, 8th: maze, 9th: disjunction
Enis the Earthmother	F	Neutral	nature, woodlands, plants, and wild animals	Scimitar	Elven	Nature, Earth, Water, Healing	Survival	1st: pass without trace, 2nd: barkskin, 3rd: wall of thorns, 4th: speak with plants, 5th: tree stride
Nembral the Shadowed One	N	Neutral Evil	darkness, deception, murder, and madness	Spiked chain	Nomenir	Darkness, Nightmares, Secrecy, Trickery	Occultism	1st: illusory disguise, 3rd: nondetection, 4th: phantasmal killer, 6th: mislead
Erean the Sea King	M	Neutral Evil	oceans, floods, and nautical navigation	Trident	Amarie	Water, Air, Nature, Travel	Athletics	1st: gust of wind, 3rd: lightning bolt, 5th: control water

Hethroth the Courageous Warrior	M	Chaotic Good	courage, battle, and war	Battleaxe	Noradrie	Zeal, Might, Protection, Freedom	Athletics	1st: true strike, 2nd: enlarge, 4th: weapon storm
Odarin the Knowledgeable Bard	M	Chaotic Neutral	knowledge, lore, creativity, poetry, and music	Rapier	Noradrie	Knowledge, Travel, Creation, Passion	Society	1st: longstrider, 4th: private sanctum, 6th: scrying
Tulsin the Lucky Rogue	M	Chaotic Neutral	luck, gambling, pranks, and thieves	Dagger	Gnomish	Luck, Trickery, Freedom, Darkness	Deception	1st: illusory disguise, 2nd: shrink, 3rd: invisibility, 4th: clairvoyance, 8th: disappearance
Hollos the Destroyer	M	Chaotic Evil	Destruction, rage, chaos, passion	Greataxe	Elven	Destruction, Might, Zeal, Fire	Athletics	1st: burning hands, 2nd: enlarge, 6th: disintegrate

LESSER

Numenor the Honorbound	M	Lawful Good	nobility, peace, and honor	Mace	Nomenir	Cities, Truth, Family, Protection	Society	1st: true strike, 2nd: remove paralysis, 4th: resilient sphere, 6th: dragon form (gold)
Kelsus the Brazen Smith	M	Lawful Neutral	metals, smithing, the forge, and hard work	Warhammer	Dwarven	Creation, Fire, Earth, Perfection	Crafting	1st: burning hands, 3rd: earthbind, 4th: creation
Trinity the Three-formed God	M	Lawful Neutral	purity, righteousness, law, and Korenell	Longsword	Korenellian	Cities, Zeal, Confidence, Protection	Intimidation	1st: true strike, 2nd: phantom steed, 4th: fire shield
Weeja the Vain Witch	F	Lawful Neutral	the occult, secrets, vanity, and forbidden magic	Dagger	Selicean	Secrecy, Magic, Knowledge, Death	Occultism	Cantrip: mage hand, 1st: phantom pain, 3rd: ghostly weapon, 4th: blink, 5th: prying eyes, 6th: teleport, 7th: visions of danger, 8th: dream council, 9th: weird
Verull the Deathless Witchking	M	Lawful Evil	necromancy, undeath, and burials	Scythe	Amarie	Undeath, Death, Magic, Pain	Intimidation	1st: goblin pox, 2nd: ghoulish cravings, 7th: mask of terror

Demater the Harvestgiver	F	Neutral Good	agriculture, harvest, and festivals	Sickle	Arathian	Family, Nature, Indulgence, Earth	Survival	1st: true strike, 3rd: wall of thorns, 5th: tree stride
Athes the Storm Queen	F	Neutral	storms, wind, air, and autumn	Rapier	Elven	Air, Magic, Freedom, Travel	Survival	1st: gust of wind, 3rd: lightning bolt, 4th: gaseous form, 5th: elemental form (air)
Broga the Stone Queen	F	Neutral	stones, mountains, and gems	Warhammer	Elven	Earth, Magic, Protection, Wealth	Survival	1st: ant haul, 3rd: earthbind, 4th: stonesskin, 5th: elemental form (earth)
Favra the Flame Queen	F	Neutral	fire, heat, and summer	Whip	Elven	Fire, Magic, Passion, Ambition	Survival	1st: burning hands, 3rd: fireball, 4th: wall of fire, 5th: elemental form (fire)
Myra the River Queen	F	Neutral	water, streams, lakes, and spring	Flail	Elven	Water, Magic, Family, Protection	Survival	2nd: obscuring mist, 3rd: feet to fins, 5th: control water, 5th: elemental form (water)
Sethma the Plaguebearer	F	Neutral Evil	blight, disease, poison, suffering, and pain	Spiked gauntlet	Arathian	Pain, Nature, Passion, Nightmares	Survival	1st: goblin pox, 3rd: wall of thorns, 5th: cloudkill

Pelaria the Guardian of Fate	F	Chaotic Good	fate, divination, the moon, and fey	Longbow	Elven	Moon, Fate, Travel, Dreams	Occultism	1st: sleep, 3rd: dream message, 3rd: ghostly weapon, 4th: fly
Venya the Maiden of Desire	F	Chaotic Good	love, lust, beauty, and fertility	Mace	Elven	Passion, Family, Freedom, Luck	Deception	1st: charm, 4th: enthrall, 6th: mislead
Zallus the Liberator	M	Chaotic Good	freedom, liberation, and adventures	Shortbow	Nomenir	Freedom, Protection, Travel, Zeal	Acrobatics	1st: fleet step, 2nd: remove paralysis, 4th: blink, 6th: dragon form (gold)
Farlen Windrider the Traveler	M	Chaotic Neutral	travel, roads, decisions, and crossroads	Staff	Selicean	Travel, Air, Luck, Freedom	Survival	1st: longstrider, 2nd: spider climb, 3rd: haste, 4th: dimension door, 6th: teleport
Krotos the Strong Athlete	M	Chaotic Neutral	strength, athletics, and sports	Javelin	Selicean	Might, Ambition, Confidence, Perfection	Athletics	1st: ant haul, 2nd: enlarge, 4th: stonesskin, 8th: monstrosity form
Bellantra the Seductive Serpent	F	Chaotic Evil	seduction, malice, caves, serpentfolk, and snakes	Whip	Selicean	Passion, Darkness, Trickery, Water	Deception	1st: charm, 3rd: dream message, 4th: enthrall, 6th: mislead
Malvok the Beastlord	N	Chaotic Evil	monsters, beasts, slaughter, hunting, and hunger	Battleaxe	Noradrie	Nature, Might, Destruction, Nightmares	Athletics	1st: magic fang, 3rd: animal form, 4th: nightmare
Skathi the Ice Witch	F	Chaotic Evil	winter, cold, and snowstorms	Staff	Noradrie	Magic, Air, Water, Nature	Deception	Cantrip: ray of frost, 1st: gust of wind, 3rd: ghostly weapon, 4th: solid fog, 5th: cone of cold, 6th: dragon form (white)

HUMAN

<u>Deity Name (Noradrie)</u>	<u>G</u>	<u>Alignment</u>	<u>Portfolio</u>	<u>Favored Weapon</u>	<u>AKA</u>	<u>Recommended Domains</u>	<u>Skill</u>
Dagda the Rider	F	Lawful Good	hope, horses, and guardians	Spear		Protection, Family, Might, Truth	Survival
Forsoti the Lawgiver	M	Lawful Good	justice, law, order, and righteousness	Longsword	Korrond	Truth, Protection, Zeal, Knowledge	Society
Hella the Nightwitch	M	Lawful Evil	dark magic, necromancy, undeath, and burials	Dagger	Verull	Undeath, Death, Magic, Pain	Intimidation
Baldur of Hearth and Home	M	Neutral Good	community, family and peace	Spear		Family, Healing, Protection, Indulgence	Crafting
Odis the Wanderer	M	Neutral	nature, woodlands, and the wild	Staff	Enis	Nature, Earth, Water, Healing	Survival
Nomtt the Shadow	N	Neutral Evil	darkness, deception, murder, and madness	Spiked chain	Nembral	Darkness, Secrecy, Death, Nightmares	Occultism
Astrid the Maiden	F	Chaotic Good	love, lust, beauty, and fertility	Mace	Venya	Passion, Family, Freedom, Luck	Deception
Hethroth the Warrior King	M	Chaotic Good	courage, strength, battle, and war	Battleaxe		Zeal, Might, Protection, Freedom	Athletics
Ohdma the Bard	M	Chaotic Neutral	knowledge, lore, creativity, poetry, and music	Rapier	Odarin	Knowledge, Travel, Creation, Passion	Society
Toki the Trickster	M	Chaotic Neutral	luck, gambling, pranks, and thieves	Dagger	Tulsin	Luck, Trickery, Freedom, Darkness	Deception
Malvok the Beastlord	N	Chaotic Evil	monsters, beasts, slaughter, hunting, and hunger	Battleaxe		Nature, Might, Destruction, Nightmares	Athletics
Skathi the Ice Witch	F	Chaotic Evil	winter, cold, and snowstorms	Staff		Magic, Air, Water, Nature	Deception

Spells

1st: alarm, 2nd: enlarge, 4th: resilient sphere

1st: true strike, 2nd: remove paralysis, 4th: resilient sphere

1st: goblin pox, 2nd: ghoulish cravings, 7th: mask of terror

1st: shillelagh, 3rd: enthrall, 4th: creation

1st: pass without trace, 2nd: barkskin, 3rd: wall of thorns, 4th: speak with plants, 5th: tree stride

1st: illusory disguise, 3rd: nondetection, 4th: phantasmal killer, 6th: mislead

1st: charm, 4th: enthrall, 6th: mislead

1st: true strike, 2nd: enlarge, 4th: weapon storm

1st: longstrider, 4th: private sanctum, 6th: scrying

1st: illusory disguise, 2nd: shrink, 3rd: invisibility, 4th: clairvoyance, 8th: disappearance

1st: magic fang, 3rd: animal form, 4th: nightmare

Cantrip: ray of frost, 1st: gust of wind, 3rd: ghostly weapon, 4th: solid fog, 5th: cone of cold, 6th: dragon form (white)

HUMAN

<u>Deity Name (Arathian)</u>	<u>G</u>	<u>Alignment</u>	<u>Portfolio</u>	<u>Favored Weapon</u>	<u>AKA</u>	<u>Recommended Domains</u>	<u>Skill</u>
Bastet the Protector	F	Lawful Good	Protection, guardians, cats, retribution	Spear		Protection, Family, Might, Truth	Survival
Korrat the Just	M	Lawful Good	Justice, law, order, righteousness	Longsword	Korrond	Truth, Confidence, Zeal, Knowledge	Society
Anpeut the Watcher	M	Lawful Neutral	Funerals, death, mummies, the afterlife	Dagger		Death, Fate, Healing, Truth	Occultism
Thot the Wized One	M	Lawful Neutral	Wisdom, art, science, astronomy, literature	Staff		Knowledge, Cities, Creation, Truth	Society
Thorus the Tyrant	M	Lawful Evil	Nobility, obedience, power, tyranny	Falchion		Tyranny, Confidence, Ambition, Zeal	Deception

Aset the Mother	F	Neutral Good	Mothers, family, peace	Mace		Family, Protection, Passion, Healing	Survival
Demu the Graingrower	M	Neutral Good	Agriculture, harvest, grain, beer	Sickle	Demater	Earth, Family, Nature, Indulgence	Survival
Sol the Undying	F	Neutral Good	Healing, sun, light, good, positive energy	Scimitar	Solarus	Light, Healing, Truth, Fire	Survival
Tphentet the Floodbringer	F	Neutral Good	Water, seasonal floods, oasis	Shortsword		Water, Nature, Family, Freedom	Survival
Foth the Burning	M	Neutral	Fire, deserts, heat, dryness	Shortsword		Fire, Magic, Pain, Ambition	Survival
Siris the All-seeing	M	Neutral	Divination, mysticism, magic, time, the arcane	Staff		Magic, Knowledge, Fate, Perfection	Arcana
Nalit the Shadow	N	Neutral Evil	Darkness, lies, deception, murder, madness	Spiked chain		Darkness, Secrecy, Death, Nightmares	Occultism
Sethmut the Dying	F	Neutral Evil	Disease, plagues, suffering pain	Spiked gauntlet	Sethma	Pain, Nature, Passion, Indulgence	Survival

Heret the Lover	F	Chaotic Good	Love, happiness, fertility, sex, music	Mace		Passion, Family, Freedom, Luck	Deception
Seth the Destroyer	M	Chaotic Evil	Chaos, war, storms, deserts	Battleaxe		Destruction, Might, Zeal, Air	Athletics

Spells

1st: alarm, 3rd: animal form (cat), 4th: resilient sphere

1st: true strike, 2nd: remove paralysis, 4th: resilient sphere

1st: mindlink, 3rd: ghostly weapon, 9th: power word kill

1st: mindlink, 4th: private sanctum, 6th: scrying

1st: charm, 4th: suggestion, 6th: dominate

1st: charm, 3rd: enthrall, 4th: creation

1st: true strike, 3rd: wall of thorns, 5th: tree stride

1st: true strike, 3rd: fireball, 4th: wall of fire

2nd: obscuring mist, 3rd: feet to fins, 5th: control water

1st: burning hands, 3rd: fireball, 4th: wall of fire, 5th: elemental form (fire)

Cantrip: mage hand, 1st: magic missile, 2nd: magic mouth, 3rd: levitate, 4th: blink, 5th: prying eyes, 6th: teleport, 7th: spell turning, 8th: maze, 9th: disjunction

1st: illusory disguise, 3rd: nondetection, 4th: phantasmal killer, 6th: mislead

1st: goblin pox, 3rd: wall of thorns, 5th: cloudkill

1st: charm, 4th: enthrall, 6th: mislead

1st: true strike, 3rd: lightning bolt, 6th: disintegrate

HUMAN

<u>Deity Name (Selicean)</u>	<u>G</u>	<u>Alignment</u>	<u>Portfolio</u>	<u>Favored Weapon</u>	<u>AKA</u>	<u>Recommended Domains</u>	<u>Skill</u>
Korpago the Meadiator	M	Lawful Good	Justice, peace, contracts	Mace	Korrond	Truth, Confidence, Family, Knowledge	Society
Weeja the Vain Witch	F	Lawful Neutral	Death, magic, voodoo, mysticism, vanity, law	Dagger	Weeja	Magic, Secrecy, Passion, Death	Occultism
Thorago the Tyrant	M	Lawful Evil	Tyranny, power, obedience, slavery, Arathians	Falchion	Thorus	Tyranny, Confidence, Ambition, Zeal	Deception

Abalassi the Skyfather	M	Neutral Good	Sky, rain, creation, creativity	Bow		Air, Freedom, Travel, Creation	Acrobatics
Azaka the Planter	M	Neutral Good	Farming, agriculture, fruits, honest labor	Sickle		Earth, Family, Nature, Indulgence	Survival
Bacco the Healer	M	Neutral Good	Healing, plants, herbs, tropical druids	Dagger		Healing, Nature, Earth, Water	Survival
Sixaya the Holy Spirit	N	Neutral Good	Sun, light, good spirits, positive energy	Scimitar	Sol	Light, Healing, Truth, Fire	Survival
Fulaenya the Feathered One	F	Neutral	Wind, clouds, birds, archery, sailing	Bow		Air, Freedom, Protection, Travel	Acrobatics
Hatsi-Enib the Landmother	F	Neutral	Creation, nature, animals, time, cycles	Quarterstaff	Enis	Nature, Earth, Water, Healing	Survival
Selino the Seafather	M	Neutral	Sea, oceans, fishing, sailing, boats, swimming	Trident		Water, Magic, Family, Freedom	Survival
Ghededi the Plaguelord	N	Neutral Evil	Disease, famine, insects, undeath	Sickle	Sethma	Pain, Nature, Passion, Indulgence	Survival
Nalit the Dark Spirit	N	Neutral Evil	Darkness, evil spirits, taboo, ritual	Shortsword	Nembral	Darkness, Secrecy, Death, Nightmares	Occultism

Fourlin the Windrider	M	Chaotic Good	Travel, roads, adventures, the open sea	Quarterstaff	Farlen	Travel, Air, Freedom, Luck	Survival
Kroto the Courageous Athlete	M	Chaotic Good	Strength, courage, athletics, sports	Javelin	Krotos	Might, Confidence, Zeal, Protection	Athletics
Xjango the Drummer	M	Chaotic Good	Storms, drums, dance, music, excitement	Warhammer		Air, Passion, Freedom, Creation	Crafting
Alengua the Mischevious Spirit	N	Chaotic Neutral	Mischief, mayhem, second chances, thievery	Dagger		Luck, Trickery, Freedom, Darkness	Deception
Erzalie the Lustful Spirit	F	Chaotic Neutral	Lust, fertility, sex, desire, passion, spiritual possession	Shortspear		Passion, Family, Freedom, Luck	Deception
Bellah the Seductive Serpent	F	Chaotic Evil	Snakes, seduction, malice, caves, serpentfolk	Dagger	Bellanta	Passion, Darkness, Earth, Dreams	Deception
Kugayu the Volcanic Lord	M	Chaotic Evil	Volcanoes, destruction, fires, chaos	Battleaxe		Destruction, Might, Zeal, Fire	Athletics

Spells
<i>1st: true strike, 2nd: remove paralysis, 4th: resilient sphere</i>
<i>Cantrip: mage hand, 1st: phantom pain, 3rd: ghostly weapon, 4th: blink, 5th: prying eyes, 6th: teleport, 7th: visions of danger, 8th: dream council, 9th: weird</i>
<i>1st: charm, 4th: suggestion, 6th: dominate</i>

<i>1st: fleet step, 2nd: remove paralysis, 4th: fly</i>
<i>1st: true strike, 3rd: wall of thorns, 5th: tree stride</i>
<i>1st: pass without trace, 2nd: barkskin, 3rd: wall of thorns, 4th: speak with plants, 5th: tree stride</i>
<i>1st: true strike, 3rd: fireball, 4th: wall of fire</i>
<i>1st: fleet step, 2nd: remove paralysis, 4th: blink</i>
<i>1st: pass without trace, 2nd: barkskin, 3rd: wall of thorns, 4th: speak with plants, 5th: tree stride</i>
<i>2nd: obscuring mist, 3rd: feet to fins, 5th: control water, 5th: elemental form (water)</i>
<i>1st: goblin pox, 3rd: wall of thorns, 5th: cloudkill</i>
<i>1st: illusory disguise, 3rd: nondetection, 4th: phantasmal killer, 6th: mislead</i>

<i>1st: longstrider, 2nd: spider climb, 3rd: haste, 4th: dimension door, 6th: teleport</i>
<i>1st: ant haul, 2nd: enlarge, 4th: stonkskin, 8th: monstrosity form</i>
<i>1st: fleet step, 3rd: lightning bolt, 4th: creation</i>
<i>1st: illusory disguise, 2nd: shrink, 3rd: invisibility, 4th: clairvoyance, 8th: disappearance</i>
<i>1st: charm, 4th: enthrall, 6th: mislead</i>
<i>1st: charm, 3rd: dream message, 4th: enthrall, 6th: mislead</i>
<i>1st: burning hands, 2nd: enlarge, 6th: disintegrate</i>

DWARVEN

Deity Name (Dwaves)	G	Alignment	Portfolio	Favored Weapon	AKA	Recommended Domains	Skill
Lagmud the Torchbearer	M	Lawful Good	Death, cycles, time, peace	Mace		Death, Fate, Healing, Truth	Occultism
Puln* the Creator	M	Lawful Good	Creation, craft, construction, dwarves	Battleaxe	Puln	Creation, Cities, Protection, Earth	Crafting
Ogdar the Teacher	M	Lawful Good	Knowledge, patience, lore	Quarterstaff		Knowledge, Truth, Cities, Magic	Society
Bodain the Lawgiver	M	Lawful Neutral	Law, justice, guardians	Greatsword		Truth, Confidence, Zeal, Knowledge	Society
Kodak* the Brazen Smith	M	Lawful Neutral	the Forge, smithing, metals, work	Warhammer	Kelsus	Creation, Fire, Protection, Family	Crafting
Brongar the Stonemason	M	Lawful Neutral	Masonry, stones, gems, mining, caverns	Pick		Creation, Earth, Darkness, Cities	Crafting
Brog the Hearthmaster	M	Neutral Good	Family, drink, food, community, love	Spear	Baldur	Family, Cities, Healing, Indulgence	Crafting
Rolk the Fierce Warmaster	M	Neutral	War, strength	Greataxe		Zeal, Might, Protection, Confidence	Athletics
Nuegar the Dark One	M	Neutral Evil	Darkness, evil, unknown, duergar	Shortsword	Nembral	Darkness, Secrecy, Death, Nightmares	Occultism

Spells
<i>1st: mindlink, 3rd: ghostly weapon, 9th: power word kill</i>
<i>1st: alarm, 4th: creation, 7th: magnificent mansion</i>
<i>1st: mindlink, 4th: private sanctum, 6th: scrying</i>
<i>1st: true strike, 2nd: remove paralysis, 4th: resilient sphere</i>
<i>1st: burning hands, 3rd: earthbind, 4th: creation</i>
<i>1st: lock, 4th: creation, 7th: magnificent mansion</i>

<i>1st: shillelagh, 3rd: enthrall, 4th: creation</i>
<i>1st: true strike, 2nd: enlarge, 4th: weapon storm</i>
<i>1st: illusory disguise, 3rd: nondetection, 4th: phantasmal killer, 6th: mislead</i>

ELVEN

<u>Deity Name (Elves)</u>	<u>G</u>	<u>Alignment</u>	<u>Portfolio</u>	<u>Favored Weapon</u>	<u>AKA</u>	<u>Recommended Domains</u>	<u>Skill</u>
Anemes the Eloquent	M	Neutral Good	Knowledge, lore, patience	Mace		Knowledge, Truth, Fate, Magic	Society
Arawna the Spiritaker	F	Neutral Good	Death, the afterlife, cycles, time	Quarterstaff		Death, Fate, Healing, Truth	Occultism
Enelis the Earthmother	F	Neutral Good	Nature, the forest, fertility, wild	Scimitar	Enis	Nature, Earth, Water, Healing	Survival
Atha the Storm Queen	F	Neutral	Air, wind, storms, autumn	Rapier	Athes	Air, Magic, Freedom, Travel	Survival
Brana the Stone Queen	F	Neutral	Earth, mountains, stone, gems	Warhammer	Broga	Earth, Magic, Family, Protection	Survival
Fara the Flame Queen	F	Neutral	Fire, heat, summer	Shortsword	Favra	Fire, Magic, Passion, Ambition	Survival
Mara the River Queen	F	Neutral	Water, streams, rivers, lakes, spring	Longsword	Myra	Water, Magic, Family, Freedom	Survival
Morriga the Dark Queen	F	Neutral Evil	Revenge, war, justice	Dagger		Darkness, Secrecy, Death, Nightmares	Occultism

Arianha the Mystic	F	Chaotic Good	Magic, the moon, mysticism	Staff	Pelaria	Magic, Moon, Fate, Dreams	Arcana
Brawyna the Lustful Lover	F	Chaotic Good	Love, passion, beauty, lust	Mace	Venya	Passion, Family, Freedom, Luck	Deception
Eostre the Radiant Light	F	Chaotic Good	Light, joy, rebirth, spring	Longsword		Light, Healing, Truth, Water	Society
Cernos the Silent Hunter	M	Chaotic Neutral	Hunting, archery, wilderness, survival	Longbow		Freedom, Protection, Travel, Might	Acrobatics
Ilevera the Careless Rogue	M	Chaotic Neutral	Mischief, luck, freedom	Rapier		Luck, Trickery, Freedom, Darkness	Deception
Xellethon the Destroyer	M	Chaotic Evil	Destruction, power, dark magic, demons	Greatsword	Hollos	Destruction, Might, Zeal, Fire	Athletics

Spells
<i>1st: mindlink, 4th: private sanctum, 6th: scrying</i>
<i>1st: mindlink, 3rd: ghostly weapon, 9th: power word kill</i>
<i>1st: pass without trace, 2nd: barkskin, 3rd: wall of thorns, 4th: speak with plants, 5th: tree stride</i>
<i>1st: gust of wind, 3rd: lightning bolt, 4th: gaseous form, 5th: elemental form (air)</i>
<i>1st: ant haul, 3rd: earthbind, 4th: stonework, 5th: elemental form (earth)</i>
<i>1st: burning hands, 3rd: fireball, 4th: wall of fire, 5th: elemental form (fire)</i>
<i>2nd: obscuring mist, 3rd: feet to fins, 5th: control water, 5th: elemental form (water)</i>
<i>1st: illusory disguise, 3rd: nondetection, 4th: phantasmal killer, 6th: mislead</i>

<i>Cantrip: mage hand, 1st: magic missile, 3rd: ghostly weapon, 4th: blink, 5th: prying eyes, 6th: teleport, 7th: visions of danger, 8th: dream council, 9th: disjunction</i>
<i>1st: charm, 4th: enthrall, 6th: mislead</i>
<i>1st: true strike, 2nd: remove paralysis, 3rd: dream, 5th: cloak of colors</i>
<i>1st: fleet step, 2nd: remove paralysis, 4th: blink</i>
<i>1st: illusory disguise, 2nd: shrink, 3rd: invisibility, 4th: clairvoyance, 8th: disappearance</i>
<i>1st: burning hands, 2nd: enlarge, 6th: disintegrate</i>

NOMENIR

<u>Deity Name (Dragon Gods)</u>	<u>Color</u>	<u>Alignment</u>	<u>Portfolio</u>	<u>Favored Weapon</u>	<u>AKA</u>	<u>Recommended Domains</u>	<u>Skill</u>
Tyrian the Bronze Scale	Bronze	Lawful Neutral	Law, balance, order, justice	Warhammer		Truth, Protection, Zeal, Knowledge	Society
Alibrithior the Azure Prince	Blue	Lawful Neutral	Wealth, greed, status	Crossbow		Wealth, Cities, Travel, Ambition	Society
Armathon the Wizened Wyrn	Prismatic	Neutral	Magic, time, cosmos, lore, fate	Staff	Armathon	Magic, Knowledge, Fate, Perfection	Arcana
Aasterina the Brazened Muse	Brass	Chaotic Neutral	Invention, pleasure, creativity	Shortsword		Knowledge, Indulgence, Creation, Passion	Society
loclithis the Ardent Malady	Green	Chaotic Neutral	Poison, disease, suffering	Whip		Pain, Nature, Passion, Nightmares	Survival

Numenor the Platinum Paragon	Platinum	Lawful Good	Justice, peace, nobility, honor	Longsword	Numenor	Confidence, Protection, Might, Passion	Society
Thalmaria the Silver Light	Silver	Neutral Good	Life, light, mercy, compassion	Mace	Solarus	Light, Healing, Truth, Fire	Society
Zallus the Golden Hero	Gold	Chaotic Good	Freedom, passion, love, music	Longbow	Zallus	Freedom, Protection, Travel, Might	Acrobatics
Havengar the Copper Bard	Copper	Chaotic Good	Humor, songs, storytelling, inspiration	Shortsword		Knowledge, Travel, Creation, Passion	Society

Tiamilion the Dark Tyrant	Black	Lawful Evil	Tyranny, power, conquest	Longsword		Tyranny, Might, Ambition, Zeal	Deception
Nembralus the Shadowy Death	Shadow	Neutral Evil	Darkness, evil, murder	Battleaxe	Nembral	Darkness, Secrecy, Death, Nightmares	Occultism
Thaliax the Crimson Terror	Red	Chaotic Evil	Destruction, revenge, hate, war	Greatsword	Talax	Zeal, Might, Destruction, Pain	Athletics
Calcryx the Icy Breeze	White	Chaotic Evil	Cold, winter, chaos, hardship	Spiked chain		Magic, Air, Water, Nature	Deception

Spells
<i>1st: true strike, 2nd: remove paralysis, 4th: resilient sphere, 6th: dragon form (bronze)</i>
<i>1st: lock, 4th: creation, 6th: dragon form (blue), 7th: magnificent mansion</i>
<i>Cantrip: mage hand, 1st: magic missile, 2nd: magic mouth, 3rd: levitate, 4th: blink, 5th: prying eyes, 6th: teleport, 7th: spell turning, 8th: maze, 9th: disjunction</i>
<i>1st: charm, 4th: creation, 6th: scrying, 7th: dragon form (brass)</i>
<i>1st: goblin pox, 3rd: wall of thorns, 5th: cloudkill, 7th: dragon form (green)</i>
<i>1st: true strike, 2nd: remove paralysis, 4th: resilient sphere, 6th: dragon form (gold)</i>
<i>1st: true strike, 3rd: fireball, 5th: cloak of colors, 6th: dragon form (silver)</i>
<i>1st: fleet step, 2nd: remove paralysis, 4th: blink, 6th: dragon form (gold)</i>
<i>1st: longstrider, 4th: private sanctum, 6th: scrying, 7th: dragon form (copper)</i>
<i>1st: charm, 4th: suggestion, 6th: dominate, 7th: dragon form (black)</i>
<i>1st: illusory disguise, 3rd: nondetection, 4th: phantasmal killer, 6th: mislead, 7th: dragon form (black)</i>
<i>1st: burning hands, 2nd: enlarge, 4th: weapon storm, 6th: dragon form (red)</i>
<i>Cantrip: ray of frost, 1st: gust of wind, 3rd: ghostly weapon, 4th: solid fog, 5th: cone of cold, 6th: dragon form (white)</i>

OTHER

<u>Deity Name (Gnomes)</u>	<u>G</u>	<u>Alignment</u>	<u>Portfolio</u>	<u>Favored Weapon</u>	<u>AKA</u>	<u>Recommended Domains</u>	<u>Skill</u>
Englenis the Earthmother	F	Neutral Good	Life, nature, fertility, community	Sickle	Enis	Nature, Earth, Family, Healing	Survival
Balintogen the Cookmaster	M	Neutral Good	Family, food, drink, warmth, protection	Spear	Baldur	Indulgence, Family, Cities, Healing	Crafting
Kalsun Firetongs the Smithmaster	M	Neutral Good	Forging, metals, magic	Warhammer	Kelsus	Creation, Fire, Protection, Family	Crafting
Ogdentoden the Wanderer	M	Neutral	Magic, knowledge, secrets, lore	Staff	Armathon	Magic, Knowledge, Fate, Secrecy	Arcana
Nengulis the Dark One	M	Neutral Evil	Darkness, evil, death	Shortsword	Nembral	Darkness, Secrecy, Death, Nightmares	Occultism
Tulsin the Lucky Rogue	M	Chaotic Good	Luck, mischief, joy, adventure	Dagger		Luck, Trickery, Freedom, Darkness	Deception
Rulentoppa the Spinning Dancer	F	Chaotic Good	Joy, dancing, music, festivals, fun	Mace		Light, Healing, Family, Air	Society
Hagondog the Hearty Miner	M	Chaotic Neutral	Gems, mining, smithing, crafting	Pick		Creation, Earth, Darkness, Cities	Crafting

<u>Deity Name (Orcs)</u>	<u>G</u>	<u>Alignment</u>	<u>Portfolio</u>	<u>Favored Weapon</u>		<u>Recommended Domains</u>	<u>Skill</u>
Ulgloxa the Witch	F	Lawful Evil	Magic, sorcery, alchemy, treachery	Quarterstaff		Magic, Secrecy, Knowledge, Death	Occultism
Unbrago the Earthfather	M	Neutral Good	Nature, plants, healing	Quarterstaff		Nature, Earth, Water, Healing	Survival
Naloshk the Great Darkness	M	Neutral Evil	Darkness, evil, death, secrets, power	Dagger	Nembral	Darkness, Secrecy, Death, Nightmares	Occultism
Kalok the Hunter	M	Chaotic Good	Hunting, freedom, instincts	Bow		Freedom, Protection, Travel, Might	Acrobatics
Ur the Rockbearer	M	Chaotic Neutral	Strength, athletics, primal rage	Unarmed Strike		Might, Confidence, Zeal, Earth	Athletics
Hashkan the Conquerer	M	Chaotic Evil	War, conquering, power, anarchy	Greataxe		Destruction, Might, Zeal, Fire	Athletics
Talax the Crimson Terror	M	Chaotic Evil	Orcs, control, industry, Hashkan	Falchion		Zeal, Might, Creation, Pain	Athletics

Spells
<i>1st: pass without trace, 2nd: barkskin, 3rd: wall of thorns, 4th: speak with plants, 5th: tree stride</i>
<i>1st: shillelagh, 3rd: enthrall, 4th: creation</i>
<i>1st: burning hands, 3rd: earthbind, 4th: creation</i>
<i>Cantrip: mage hand, 1st: magic missile, 2nd: magic mouth, 3rd: levitate, 4th: blink, 5th: prying eyes, 6th: teleport, 7th: spell turning, 8th: maze, 9th: disjunction</i>
<i>1st: illusory disguise, 3rd: nondetection, 4th: phantasmal killer, 6th: mislead</i>
<i>1st: illusory disguise, 2nd: shrink, 3rd: invisibility, 4th: clairvoyance, 8th: disappearance</i>
<i>1st: true strike, 2nd: remove paralysis, 3rd: dream, 5th: cloak of colors</i>
<i>1st: lock, 4th: creation, 7th: magnificent mansion</i>

Spells
<i>Cantrip: mage hand, 1st: phantom pain, 3rd: ghostly weapon, 4th: blink, 5th: prying eyes, 6th: teleport, 7th: visions of danger, 8th: dream council, 9th: weird</i>
<i>1st: pass without trace, 2nd: barkskin, 3rd: wall of thorns, 4th: speak with plants, 5th: tree stride</i>
<i>1st: illusory disguise, 3rd: nondetection, 4th: phantasmal killer, 6th: mislead</i>
<i>1st: fleet step, 2nd: remove paralysis, 4th: blink, 6th: dragon form (gold)</i>
<i>1st: ant haul, 2nd: enlarge, 4th: stoneskin, 8th: monstrosity form</i>
<i>1st: true strike, 2nd: enlarge, 6th: disintegrate</i>
<i>1st: burning hands, 2nd: enlarge, 4th: weapon storm</i>