

Gods, Deities, and Greater Powers

All who are feared, revered, and worshipped by the people of Eusia

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Tiamat

Tiamat was the Evil God of Chromatic Dragons. Her portfolio included Conquest, Trickery, and Avarice. Generally, she was thought to be imprisoned in Hell.

The Lady in White

The Lady in White is a minor deity associated with the village of (cool mountainous village). She is a benevolent undead entity which looks after the souls of the village, both in life and in death. She is a goddess who exists regularly in her follower's daily lives, though she is bound to the village and so can only bless them while they reside there.

It is by her hand that the Clergy in White raise the dearly departed into zombies. As the clumsy beginning of their journey commences, they are suited mostly to field work and non-dexterous manual labor. They do not yet remember anything of their past, and it is The Lady who keeps them content. As their flesh rots away to reveal the skeleton underneath, they begin to recall their past and may begin to recognise family and friends. One's Second Life usually plateaus for some time in the skeletal stage, and they are the most common Returned within the village. More cognisant and dexterous, skeletal Returned perform all sorts of tasks from weaving to threshing, basically anything that a child could accomplish. They are not yet wise enough for planning and logical tasks. The Clergy diligently cleans Skeletal returned to keep them from introducing and odor or disease to the First Life villagers.

The Lady in White wishes for all her children to lead virtuous lives, for it is the accumulated positive energy of a soul that allows a Returned to linger for longer. Sinners may cease their second life without ever rotting enough to expose bone, while Saints will endure while even the smallest sliver of their skeleton remains. Deep within the Crypts of Remembrance, wise spirits of the elders remains attached to fragmented skulls and fingers. The purest form that a Returned can achieve is that of full spectral presence, wherein they not only recall everything from their life, but can learn new information. Legend holds that the oldest Spirits, members of an advisory council to the living Baron, are centuries old.

The Lady is unique in that she no longer possesses any physical body, only an ornate casket which once held her in repose. So old is she that it is said she remembers the previous empire and what befell it, though she refuses to speak of those dark days.

Sune

Sune in the Lore of Eusia

Sune was the Lady Firehair, a radiant goddess of love, beauty, passion, and sensual pleasure. Her faith treated beauty not as vanity, but as a sacred force that made life worth living, and her worshippers often honored joy, romance, art, and personal allure as divine gifts.

Portfolio and Names

Her portfolio included love, beauty, passion, and often the celebration of physical and emotional attraction. She was commonly known as Sune, Lady Firehair, and in many traditions she was associated with red-gold hair, warmth, and irresistible charm. Her presence in lore was usually tied to romance, inspiration, elegance, and the courage to love openly.

Who Prayed

Sune was often prayed to by lovers, artists, poets, courtiers, performers, and anyone seeking confidence or grace. She also drew prayers from people hoping to recover from heartbreak, inspire attraction, mend relationships, or simply feel beautiful in their own skin. Those who honored her rarely treated devotion as solemn suffering; they treated it as a joyful affirmation that pleasure and affection could be holy.

When They Prayed

Her worship was often strongest at dawn, at festivals, before dances, during courtship, and at moments of personal transformation. Many of her followers would have prayed before art, performance, romance, bathing, dressing, or any event where presence and charm mattered. Unlike gods of hardship, her faith tended to favor bright, public, celebratory moments.

Holy Day and Devotion

A fitting holy day for Sune was often celebrated with feasts, music, flowers, candles, perfume, dance, confession of admiration, and declarations of affection. Her observances commonly centered on spring, midsummer, or any local festival devoted to beauty and union. In practice, every act of sincere delight could have served as an offering to her.

Ways of Praying

One way to pray to Sune was through praise: speaking aloud the beauty one had seen or the love one wished to protect. Another was through ritual preparation, such as dressing carefully, adorning

a shrine with flowers and ribbons, or creating something beautiful in her honor. Her faithful often believed that the act itself mattered as much as the words, because devotion to Sune was meant to be felt in the body as well as the heart.

Shrines and Temples

Shrines and temples of Sune were usually vivid, fragrant, and welcoming, often decorated with mirrors, silks, petals, polished metal, carved figures, and warm light. They were typically spaces where music, conversation, art, and intimacy were not merely allowed but encouraged. In many places, her temples doubled as gathering halls, salons, or places where the lonely could find companionship and the shy could learn confidence.

Clergy and Organization

Sune's clergy tended to be socially graceful, persuasive, and deeply involved in community life, especially where art, courtship, or social mediation were concerned. Her priesthood often included performers, counselors, diplomats, beauticians, and teachers of self-presentation. Rather than a stern hierarchy, her religious organizations usually felt like circles of patrons, attendants, and beloved figures who maintained shrines, hosted gatherings, and nurtured joy. Some clergy members of Sune's church were not unlike geisha.

Church Character

The Church of Sune was likely remembered less for rigid doctrine than for atmosphere: warmth, welcome, elegance, and emotional honesty. Her faith could have defended romance against shame, beauty against cruelty, and pleasure against puritan fear. At its best, it reminded people that tenderness, attraction, and delight were not distractions from life, but part of what made life worth defending.

Summary

Sune could be summarized as the goddess invoked when beauty needed protection, love needed courage, and joy needed permission to exist openly. Her faithful did not merely seek pleasure; they sought the kind of beauty that made hearts braver and lives more radiant.

Ilmater

Portfolio and Names

His core portfolio was endurance, suffering, martyrdom, and perseverance, and the relief of the oppressed. His faithful treated pain not as a curse to be glorified, but as something to be carried for the sake of others. He was known by many titles in the old lore, including the Crying God, the Broken God, the Lord on the Rack, and the One Who Endures. In some traditions he was also called Ayuruk among the peoples of the Great Glacier.

Who Prayed

Ilmater was chiefly prayed to by the lame, the poor, the oppressed, the persecuted, monks, paladins, serfs, slaves, healers, and those living under unjust hardship. He was also especially honored by people who worked to lessen suffering directly, including those who cared for the sick, the wounded, and the homeless. His worshippers often saw him as the god who helped them endure, while also teaching others to shoulder suffering on behalf of the helpless.

When They Prayed

Clerics of Ilmater prayed for their spells in the morning. Older devotional practice described ritual prayer repeated many times through the day, sometimes six times or more. That made his worship feel steady and rhythmic rather than centered on a single dramatic hour.

Holy Day and Devotion

One common tradition recorded that Ilmater had no annual holy days, which fit the idea that his faith was expressed more through continual service than calendar festivals. In practice, that meant acts of mercy, vigils, healing, and self-denial often mattered more than public celebration. If a local tradition needed a formal observance, it usually took the shape of a day of fasting, alms, healing, or remembrance rather than revelry.

Ways of Praying

One well-known prayer form asked Ilmater to look upon the speaker's weakness, accept their fault, and grant them endurance to carry what must be borne. Another common devotional pattern was simpler and more practical: a cleric prayed while binding wounds, feeding the hungry, or sheltering the sick, treating the work itself as prayer. The faith's emphasis on service meant that prayer and action were rarely separated.

Shrines and Temples

Shrines and temples of Ilmater were often found where suffering was greatest, especially among the poor, the sick, and the displaced. His houses of worship commonly served as hospices, shelters, healing centers, and places of refuge, with clerics distributing food, drink, firewood, medicine, and comfort to those in need. In larger cities, his worship spaces could also be embedded in more formal temple complexes and charitable institutions.

Clergy and Organization

His clergy were commonly called the **Adorned**, or more formally the **Adorned Sufferers**. Within that clergy, some traditions distinguished healers, painbearers, and sanctars, with sanctars serving as the highest and most secretive rank, acting as judges, investigators, and protectors of the faith. The wider church also included monastic orders and knightly orders, such as the Broken Ones, the Order of the Golden Cup, the Companions of the Noble Heart, and the Weeping Friars, among others.

Church Character

The Church of Ilmater was described as a broad religious organization dedicated to service, mercy, and the reduction of suffering. Its clergy were known for charity, discipline, and self-sacrifice, and its internal structure mixed monastic life with organized orders of healers and warriors. In some regions, especially in major urban centers, the clergy formed a highly organized and influential network that could shelter the poor, oppose slavers, and defend those who could not defend themselves.

In Summary

Ilmater was the god invoked when pain could not be avoided, but meaning still had to be found in it. His faithful did not merely pray to survive; they prayed to endure, to heal, and to become shelter for others.

Gam Gam

An Archfey who weaves fate as easily as she knits yarn. Patron to those who find themselves caught in destinies strands, she works to guide these poor souls towards glorious achievements. She is kindly, abhors destruction, and enjoys a good joke with a cup of hot tea.

Aurel Veyr

Aurel Veyr is a minor deity associated with Helm. Seen as his son, Aurel Veyr takes the stern protection of his father and turns it inward, keeping a hearth and home which is worth protecting. Different from Chauntea in that he does not provide for families, Aurel Veyr is concerned with the disciplined keeping of internal order within rough places. Helm is the external defense, Aurel Veyr keeps everything inside from coming apart.

The faithful give prayers to Aurel Veyr when they perform duties of stewardship, taking oaths, safekeeping, and supporting rightful authority. As Aurel Veyr serves his father Helm, adherents of Aurel Veyr often serve others themselves, making his worshipers likely to become stewards, chaplains, and other types of support staff for nobles and powerful merchants.

Thalor

Neutral god of the sea as well as what lies beneath its waves ☐☐

Lloth

Also known as the spider queen.

Chaotic evil goddess of the Drow. Real piece of work.

Thor

Portfolio and Names

Thor is the god of thunder, storms, strength, courage, protection, war, and the open sky. To his followers, he is not merely a god of battle but a protector who teaches that strength exists to serve others. He is commonly known as the God of Thunder, the Thunderer, Skyfather, Guardian of the Heavens, and Thor the Mightiest. His faith teaches that storms are neither inherently good nor evil; they are powerful, disruptive forces that must be faced with courage and respected with humility.

Who Prayed

Thor's faithful come from all walks of life. Warriors seek his blessing before battle, sailors before dangerous voyages, and travelers before long journeys. Farmers pray for favorable weather, hunters for endurance, and ordinary folk for the courage to persevere through hardship. His worship is especially popular among frontier communities, caravaners, explorers, riverfolk, and those whose lives place them at the mercy of the natural world.

Many of Thor's followers believe that bravery is not the absence of fear, but the decision to act despite it.

When They Prayed

Thorists traditionally greet the dawn with prayers for strength, courage, and wisdom. Prayers are also commonly offered before battle, before setting out on a journey, during storms, and whenever a person faces a difficult task or moment of uncertainty.

Thunder is often regarded as a reminder of Thor's presence, though his faithful are careful not to claim that every storm originates from divine intervention or mortal storm magic.

Holy Day and Devotion

Thorist devotion is highly communal. Feasts, storytelling, contests of skill, athletic competitions, and displays of courage are among the most common forms of worship. Acts of service are equally important. Rebuilding after a flood, helping a community recover from a storm, or sheltering travelers in distress are considered expressions of faith no less meaningful than prayer.

The faith places great importance on the principle that power carries responsibility. Strength is celebrated, but only when used to protect rather than dominate.

Ways of Praying

Thorists favor direct and honest prayers. Worshipers commonly ask for strength of arm, courage of heart, clear judgment, and the resolve to endure hardship. Many prayers are spoken beneath the open sky, reflecting the belief that one should never completely separate oneself from the world Thor governs.

Some followers offer prayers through action rather than words, performing difficult labor, aiding others in times of crisis, or facing danger willingly in service to their community.

Shrines and Temples

Thor's faith has no central church or supreme authority. Instead, it is organized around independent Open Halls of Thunder, each governed by its own keepers and clergy. These halls serve as places of worship, learning, hospitality, and debate. Though they cooperate frequently and share many traditions, no Hall holds authority over the others.

One of the faith's most sacred customs is the Law of Open Doors, which compels Thorists to offer shelter, aid, and hospitality to those in need.

To help fulfill this duty, many Open Halls support a network of Stormward Sanctuaries located along dangerous roads, mountain passes, coastlines, and wilderness routes. These sanctuaries provide refuge during storms, organize rescue efforts, assist disaster victims, and teach the responsible use of storm magic. Their existence reflects a core belief of the faith: those who wield the power of storms bear a responsibility to help those affected by them.

Clergy and Organization

Thor's clergy include priests, storm clerics, paladins, weather-watchers, scholars, and wandering champions. Leadership is earned through service, wisdom, and proven deeds rather than strict hierarchy. Clergy are expected to remain engaged with the world, helping their communities and confronting danger when necessary.

Because the Open Halls operate independently, theological disagreements are common and often encouraged. Debate, discussion, and differing interpretations are viewed as signs of a healthy faith rather than evidence of division.

Church Character

Thorism is characterized by courage, honesty, hospitality, responsibility, and resilience. Followers are expected to face hardship directly, defend those who cannot defend themselves, and accept the consequences of their actions.

The faith also acknowledges a growing tension within Eusian society. Many people fear storms and increasingly associate storm damage with Thor's followers. As a result, Thorists often find themselves balancing the use of their divine gifts with the need to demonstrate wisdom, restraint, and accountability. This challenge has become one of the defining issues facing the faith in the modern age.

In Summary

Thor is the god people invoke when the storm arrives and retreat is no longer an option. His followers do not pray for a life free from hardship; they pray for the strength to endure it, the courage to face it, and the wisdom to help others through it. To them, the storm is more than a symbol of power—it is a reminder that the greatest measure of strength is what one chooses to do with it.