

THE HIGHER POWERS OF RHYONIS

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INTRODUCTION

Welcome to the Higher Powers of Rhyonis document! These pages contain information about the powerful entities that shaped and have come to inhabit Rhyonis. These range from the very creators of the realm, known as Creation Gods, to otherworldly entities that are borne from the very essence of reality; living embodiments of existence referred to as the Fey Lords. I hope you enjoy yourself as you learn about powerful entities who have shaped the very world they inhabit! This, like all Rhyonis material, is completely free to enjoy at your leisure and implement into a game of your own! The setting of Rhyonis is currently most compatible with 5e Dungeons and Dragons (outside of the narrative stories set in it) but is in the process of being updated for the 2024 ruleset as well!

So, whether you are here to support Rhyonis as a narrative setting, find inspiration for a game you plan on playing or running, or are just interested in learning more about the setting, I hope you enjoy yourself. As always, if you have any questions, comments, or concerns, please feel free to send them to Rhyonis creator, Austin R. Rose, at rhyonisrr@yahoo.com

Until next time, remember, “In a cold and dark world, we are each other’s warmth and light!”



RHYONIS
A REALM, A RIFT

THE PANTHEON OF RHYONIS

THE CREATION GODS

The Creation Gods are the five most powerful entities to ever walk the realm of Rhyonis. They were the final surviving entities of another realm known as Power that had been consumed by an overwhelming force; Itself. Not good or evil, Power was just a force of creation and consumption, and from it, the deities known as St. Nihaan, Siesmet, Kyah, Alaxendaria, and Malirica were borne. As they banded together, St. Nihaan enveloped them in light and they slipped through the fabric of reality into a liminal space. They named this space Rhyonis and created a new realm of their own design.

Despite their best efforts to erase the dark memories of the Realm of Power, echoes of their fallen family are rooted deep within the foundation of Rhyonis. These Remnants of Power have insidiously seeped into Rhyonis in various places across time outside of the Creation Gods influence or control.

God	Alignment	Domain	Followers	Symbol	Favored Weapon	Domain Realm
Alaxendaria	LN	Death and Peaceful Rest	Mourners	Thirteen point cross	Scythe	The Grey Lit Path
Kyah	CN	Seas and Skies	Wanderers and aquatic beings	Violent waves	Trident	The Abyssal Trench
Malirica	LN	Time	Timekeepers and tinkerers	Hourglass	Daggers	Miracle
St. Nihaan	LG	Light and Love	Families, warriors, and law keepers	Large set of hands holding a smaller one	Hammer	Balasar
Siesmet	NG	Nature and Life	Mothers, druids, and those who live in the wild	Tree over a clear pool	Club	The Life Pools

ALAXENDARIA (SHE/HER)

KEY TENET

“No matter the life, there is always value in the soul.”

ACTS OF WORSHIP

Burial rights, direct prayer, mourning, remembrance

DESCRIPTION

The Goddess of Death and Peaceful Rest, Alaxendaria comes for all at the end of their life. As opposed to a malicious entity, Alaxendaria is the embodiment of peace and is a herald between the living and the dead. Depicted as a stoic woman with grey skin perpetually shrouded by an intricate lace veil. The pattern in the veil shifts to depict

peaceful spirits and She wears an intricate layered gown that shifts in hue from vibrant white to the deepest black. Her soul scythe floats alongside Her as She glides across Her Domain Realm; the Grey Lit Path. She tends to the souls of the departed from Rhyonis, helping them process what the Undying Light reveals of their lives. She also guides those who arrive at the Grey Lit Path with a Soul Stone to Her apprentice and first arrival on the Grey Lit Path, Deity of Reincarnation, Alaxes.

KYAH (HE/HIM)

KEY TENET

“A horizon knows no boundaries, explore each one to its end.”

ACTS OF WORSHIP

Sailing, direct prayer, flight, traveling

DESCRIPTION

God of the Seas and Skies- though being a Creation God and having a major role in the formation of Rhyonis- is considered, among more city dwelling folk, to be a rebellious patron of pirates and criminals. His violent tendencies are reflected in thunderstorms and hurricanes as He rages deep within the Abyssal Trench. He is depicted as having a body made of pure water and thundering storm clouds for hair, carrying a massive trident of lightning. Most of the world greatly fears Him and the danger He poses, so most of His worship is relegated to aquatic creatures bent on His release. They, the Kydazins, live apart from more peaceful aquatic creatures in the wilds of the Continental Sea and work to overthrow the society of Tritaria Major and the world at large in Kyah’s name.

MALIRICA (THEY/ THEM)

KEY TENET

“All things in due time; what is meant to be, shall.”

ACTS OF WORSHIP

Direct prayer, timekeeping

DESCRIPTION

Open to interpretation many ways, the most ambiguous and fluid in appearance of all the gods is Malirica. Feminine, masculine, and neutral interpretations of Malirica exist, but the most prominent in their depictions are Dusk and Dawn. These essences of Malirica are personifications of night and day and exist within as well as alongside Malirica.

Dawn is usually represented as a chocolate skinned girl with golden freckles, curly auburn hair, wearing yellow and orange cotton robes, while Dusk is an elderly man with a long silver beard and layers of navy blue and purple silks. Malirica Themselves, however, is said to be a colossal genderless figure comprised of pure Jade. Nothing of Malirica exists in Rhyonis to this day save for the remnants of Their Domain Realm, Miracle, over Rhyonis known as Malirica's Comet.

ST. NIHAAN (HE/HIM)

KEY TENET

“Light, love, hearth, and home; all shine so no one is alone.”

ACTS OF WORSHIP

Direct prayer, familial bonding, hearth tending, defending the weak

DESCRIPTION

Beautifully charming and loyal to His family's creation, St. Nihaan is seen as a handsome father with a brilliant smile and strong will. He wears gleaming full plate and a large prism like shield capable of unthreading magic that passes through it. Strong and resilient, He puts Himself on the front lines, guiding those who fight to defend their family. His hammer is wreathed in white flames and sheds light that burns away even the most corrupt. In His most pure and powerful form, it is said that St. Nihaan burns brighter than the sun itself, blistering into white and blue flames.

SIESMET (SHE/HER)

KEY TENET

“All things deserve to grow, bloom, and truly live”

ACTS OF WORSHIP

Direct prayer, tending to nature

DESCRIPTION

Siesmet is the creator of all Life Essence in addition to being the guardian of the natural world. While worshiped amongst all as the Mother of Rhyonis, or Rhyonisa, She is particularly favored among druids and farmers. Siesmet is sometimes depicted as an elderly halfling woman with bright youthful eyes, and a calming smile, carrying a small walking stick, some tales tell of a woman taller than mountains with forests for hair and

waterfalls for tears. She uses Her power to spread Life Essence across the realm and it is because of Her that the world is not consumed by toxic corruption outright.

THE ASCENDED GODS

The Ascended Gods of Rhyonis were once mortal beings. For one reason or another, they have grown to embody an ideal, power, or ability. Throughout all history, beings have risen to the level of godhood by amassing a following and displaying an *Act of Power*. The first and most notable Ascended God would be Angehlah, Goddess of Sentience, from who all others to ascend once received the Gift of Sentience, allowing them to grow in their understanding of their own power to ascend themselves.

Upon their ascension, the Ascended Gods tether themselves to the Fixed Moment Timeline so they exist as the ruler of their domain across all the scattered threads of reality. Unlike the Creation Gods, they are not powerful enough to fully manipulate the world or destroy it by simply existing on it, yet they are afforded a liminal pocket dimension that serves as their miniature Domain Realm. Unlike the Domain Realms of the Creation Gods, however, these pocket dimensions are not sealed off from the physical realm of Rhyonis and the Ascended Gods are free to pass to and from these spaces into Rhyonis at large.

God	Alignment	Domain	Followers	Symbol	Favored Weapon	Divine Province Abbey
Ammoralite	CE	Nightmares and Fear	Chaos sowers	Clouded dreamcatcher	Amethyst Staff	None
Angehlah	LG	Sentience	Dragons, Humanoids, Scholars	Lavender bouquets encased in ice	Ice	Malirica
Bohatsvi	CN	Crafting, Wealth, and Trade	Crafters, Bankers, Thieves	Gold lightning flashing across a coin	Picks and Hammers	St. Nihaan
Frey-Uum	CG	Cleansing Fire and Hearth	Healers and Homekeepers	Clawed hands cupping flame	Prismatic Flames	St. Nihaan
The Huntress	CN	Hunting and Wilderness	Hunters	Crossed short swords and a bow	Longbow or Shortswords	Siesmet
Idoniya	CE	Monsters	Monsters and evil beings	Clawed nails dripping blood	Fangs and Claws	None
Jehryz	NG	Music and Stories	Bards	Violin with a rapier bowstring	Rapier	Kyah
The Mistress	CE	Lust, Domination, and Undeath	Vampires and Wytches	Bleeding Halo	Whip	None
Run-Darian	N	Dreams	Dreamers and Shamans	Clear Dreamcatcher	Dreamcatcher	Alaxendaria
Relaquence	LN	Tranquility, Peace, Martial Arts	Monks	A tower surrounded by stars	Hand wraps	Kyah
Thiam	CN	Devastating Fire	Anarchists and Arsonists	Burning Tree	Ravenous Flames	None

AMMORALITE (SHE/HER)

KEY TENET

“What are Nightmares, but Madness caged in slumber.”

“What is Madness if not Nightmares awakened?”

ACTS OF WORSHIP

Prayer, sleep, torment, fueling someone's nightmares.

DATE OF ASCENSION

Winter 100th, 3310

DESCRIPTION

Wrapped in shadow and mystery, Ammoralite the Goddess of Nightmares is bound to the Realm of Dreams alongside Her counterpart, Run-Darian, God of Dreams. They each have sway over the realm, but dwell within separate sectors known as Ammorathyst and Darianthyst respectively. Locked in their eternal struggle, Ammoralite has grown far more powerful than Run-Darian. Originally a cave elven girl from an ancient city, She was cursed with a deep evil that dwelled beneath the city so that the rest of Her people may be spared. She eventually harnessed this Remnant of Power and now wields it as much as it wields Her. After learning the truth, being infused with the Remnant of Darkness by Her parents' own hands, She fled the city and founded an organization known as the Bordering Wood Patrol alongside a nomadic druid named Run-Darian. Their influence grew so vast that they were lauded for their abilities and worshipped within the vastness of the Bordering Wood and surrounding area.

Upon having this following- and honing Her skills with the power She was forced to carry- She decided to enact revenge on Her former home. Her homecoming was quick and brutal, utterly eradicating the city with a cataclysmic fissure of crystalline fury. This destruction wiped the city off the face of the map and the magic She implored was so intense, the mere memory of its existence was erased from the Fixed Moment Timeline. However, jutting crystal remain where the city once stood, the only evidence that anything ever existed there.

With this Act of Power, having destroyed countless dreams of an entire population, She ascended as Ammoralite, Goddess of Nightmares. This Ascension happened simultaneously to Run-Darian's as He led a host against an invasive force of aberrations within the Bordering Wood. Their shared moment of ascension was so powerful that an entire Realm bloomed into existence. This was an endless thoughtscape where

consciousnesses overlapped and aspirations could be lived while the physical body slept; the Realm of Dreams.

To this day, She dwells within the Realm of Dreams. She waits for Her prey to fall asleep, and will torment them in their slumber, fostering paranoia, creating insomnia, and when that terror overtakes them, so does She. She wields an amethyst staff which She peers through to revel in all the nightmares of Rhyonis. She adorns a crown of purple crystals and rarely leaves Her palace in Ammorathyst; Amthalace.

In recent years, Ammoralite's schemes have grown and Her ambitions lie far beyond Her current domain. Containing the Remnant of Darkness- a fallen Deity itself- and ascending as the Goddess of Nightmares, She learned that it is possible to take on other Remnants of Power. Beneath Her home, where She once took on the Remnant of Darkness, were the shackles of yet another Remnant. These, the Feigns of Madness, bound the true source of the Remnant of Madness which was in turn held at bay by the Remnant of Darkness. The bindings had slowly released fragments of this power into Rhyonis, manifesting as Seeds of Madness within the minds of those unable to bear the burden and, eventually, a physical entity known as the Kollywumpus- named by the gnomes of the island of Corvohn who manifested it with their own fear.

Seeds of Madness, left unchecked, can blossom into Whisper Fiends, lesser versions of the Kollywumpus, which thrive on causing fear and unraveling weak minds. They are extensions of the Kollywumpus, the Remnant of Madness, but have fallen under Ammoralite's control. Now, She seeks to gather more power by collecting more Remnants of Power by whatever means necessary. At the time, She has bound the four Seeds of Madness once housed within the Feigns of Madness to four riders who serve Her means on the physical realm of Rhyonis while She plots from the safety of Ammorathyst.

ANGEHLAH (SHE/HER)

KEY TENET

“Life is yours for the taking.”

ACTS OF WORSHIP

Prayer, tending to the Fields of Angehlah, study, debate, community building

DATE OF ASCENSION

Winter 27th, 1000

DESCRIPTION

The dragon ruler of Ish-Gahn who ended the Draconic Divergence and spread the Gift of Sentience to the world at large. Angehlah is regarded as the Frozen Vanguard and lives in Ish-Gahn's capital, ensuring that the instability and uncertainty of the Realm of Power never threatens to overtake the Rhyonis or the people of the realm. A colossal creature of shimmering silver scales of pure ice and magic, with a permanent blizzard acting as a halo over Her horn crowned head, Angehlah is capable of freezing fire solid and the blood in Her enemies' veins with just Her presence. Though She is both a Goddess and one of the first Wyrms to entire Rhyonis, She spends the majority of Her time amongst Her people as the Queen of Ish-Gahn; a timeless elven beauty with ice blue eyes and hair and skin of shimmering silver.

Her power exceeds that of all the other Ascended Gods, for it is from her that all the others were granted Sentience and the ability to ascend themselves. As the Iciscale Wyrm, She was one of the first creatures to come into the realm of Rhyonis after its genesis. Being so, She had an immense amount of magical power and command over elemental forces, creating avalanches and blizzards with every breath. She was born with the Gift of Sentience from the Creation Gods, and eventually imparted it upon the First People. In so doing, She ascended and took on the first immortal life apart from the Creation Gods. Her mental stability seems to have been weakened by imparting Her Gift of Sentience, and the sacrifices and choices She's had to make have only diminished that stability further.

Within the last several decades, Angehlah was forced to condemn the elven family that had stood as Her most faithful since Her ascension. The daughter-heir to the Hallicianous enchanting empire had trespassed within the frozen palace of Cryastallus to see her adopted sibling, Yellowir, who had risen to the rank of commander general for the Avalanche, the miliary of Ish-Gahn. In learning of this treason, Angehlah order the execution of Cyellah Hallicianous, only for her to be rescued by the Shaded Coalition of Arhan-Zoul. This caused a rift between the Hallicianous family and the Goddess to whom they owed their fortune, their talents, and the very consciousness that allowed them to navigate the world. Angehlah has broken at losing Her oldest companions on top of an endless lifetime of losses and She teeters on the edge of Madness that She's stood against for millennia.

BOHATSVI (HE/HIM)

KEY TENET

“A bargain is binding.”

ACTS OF WORSHIP

Prayer, Trade, Bargains, Crafting

DATE OF ASCENSION

Autumn 30th, 1208

DESCRIPTION

Presiding over an expansive domain, Bohatsvi, God of Craft, Wealth, and Trade, has revolutionized the course of Rhyonis' history by monetizing it. He has connected the world through trade and transport, affording Him His position as the wealthiest and most powerful gnome to ever live.

Depicted as a shrewd gnome of business, Bohatsvi is very clever and will, not always with the best intentions, help those He sees as intriguing. Never one to pass up on a possible deal or bargain, He lends His aid but expects compensation in some form or another. He wears appraisers' glasses, jewelers' hammers, and always has piles of gold spilling out of His pockets. Most artistic depictions even display gold pouring from his fingertips to rain over fields to pay His worshipers

Despite the altruistic ends of His dealings, Bohatsvi is known to be incredibly greedy and power hungry, as well cut throat, ruthless, and volatile. Thankfully, most of His enemies are easily bought with whatever He has at His disposal which is, more often than not, everything. This facet of His personality is most notable with the event of His ascension; a campaign across the land of Qarte in which He used magic and coin to sway the masses to His side. Ultimately, this benefited the realm as it led to the creation of the Qarte System and Arelyum which, together, collect and distribute food for the world at large. His methods, however, were relentless and He bought His position as much as He amassed the power to climb.

FREY-UUM (HE/HIM) & THIAM (SHE/HER)

KEY TENET

Frey-Uum: “Fire can cleanse corruption, if stoked with compassion.”

Thiam: "Devour and Destroy"

ACTS OF WORSHIP

Frey-Uum: Prayer, meditation, mediation, sunbathing, healing

Thiam: Prayer, destruction, sowing doubt and mistrust, starting fires

DATE OF ASCENSION

Summer 2nd, 1555

DESCRIPTION

Once an Infernhart Drakin mage and diplomat for both Altruistic and Nihilistic Wyrms during the War of Draconic Divergence. He and His sister, Thiam, parted ways during the Divergence, and both fought valiantly towards their individual causes on opposite ends of the conflict. Frey-Uum's heart and inner flames shone with brilliant fervor that, even beneath the pristine ruby copper sheen of His scales, that the light was pure white. He would use this light to guide his followers through the darkness and into the various encampments to entreat those within for peace. He would use His knowledge of both sides ideals to help bridge gaps in understanding and communication, unifying people and burning away conflict.

Unbeknownst to Him, Thiam was always a few steps behind Him, sowing discourse and unrest in the camps He had brought peace to. She reveled in the chaos and wished to see the Nihilistic Wyrms prosper over the First People. As this constant stitching and undoing of a schism went on, the War of Draconic Divergence entered a prolonged ceasefire and tensions chilled to a near cold-war state. As peace was almost reached during a rousing debate by Frey-Uum, He ascended as the God of Cleansing Fire to tears and raucous applause.

Simultaneously to His ascension, Thiam released devastating explosions within the Nihilistic Dragon and Altruistic bases of operation. Both sides of the opposition were quick to blame the other for the death and destruction of resources, demolishing any bridges of peace that had been built. This immediately ignited battles across the realm and more blood was shed within hours than had been during the entirety of the War of Draconic Divergence before. As such, Thiam ascended as the Goddess of Corrupting Flames.

In their ascended forms, both Drakin twins transformed into draconic embodiments of their ideals. Frey-Uum became the Light Wyrm- a massive dragon of pure white light flames- while Thiam became the Ash Wyrm- the shadow of Her brother's new form with scales of smoke and flesh of black flames.

As the War progressed and was ended by Angehlah's casting of Sylynvoss with Her children, Thiam went into a reclusive slumber, biding Her time to emerge from the Fire Worn Spires as they consumed countless islands. Frey-Uum, unable to move against His sister, also wen into a hibernation until Thiam revealed Herself.

Eventually, as the Fire Worn Spires proved to be encroaching on the realm as a whole, Thiam emerged to expedite this consumption, awakening Her brother as well. Frey-Uum rose and rallied countless dragons to His flank, leading a charge against Thiam as She threatened to consume the world from Her magmatic throne. He sealed Her with the aide of countless other dragons and His long standing enemy, the Infernhart Wyrm, Barthalymiax. For centuries after, Frey-Uum would travel the world and preach kindness and peace, doing what he could against the scourge of The Mistress and the vampires. Somehow, within Her power, She was able to keep Him at bay and He was unable to cross the borders of Theurgius to burn Her or Her children out. This did not stop Him from fighting where He could and lending aide however possible until He met His untimely end to a noble sacrifice.

In the year 5250, when a deadly plague had torn through the jungled southern quarter of Arhan-Zoul. This disease had mutated to seep into the lungs of those who contracted it, turning oxygen into coarse granules until the insides of their organs were completely eroded to sand. To end this plague once and for all, Frey-Uum expelled all His energy in a torrent of cleansing white flame, but took on the plague Himself in His weakened state. Frey-Uum was lost to the ashen wastes left by his sacrifice and it is believed, by some, that He has reincarnated back into the realm in a new body, awaiting to ascend again.

THE HUNTRESS (SHE/HER)

KEY TENET

“To hunt is to kill for survival. To kill for pleasure is revolting.”

“A hunt that ends without death results in it all the same.”

ACTS OF WORSHIP

Prayer, tracking, hunting, animal husbandry

DATE OF ASCENSION

Autumn 13th, 1613

DESCRIPTION

Goddess of the Hunt and Wilderness, The Huntress was once an elven maiden who has since cast away Her mortal name. Her ideals center around that natural cycle of life and She abhors mindless violence. In particular, affronts to the natural order. Her worship comes primarily from Elven and Avinary warriors of the Feathered Forest known as the Murder Elves, but those who explore the wilds and hunt to provide for themselves always pay reverence to The Huntress. Though it is rare for Her to appear to Her disciples- rarer still for Her to appear in a humanoid form- She is described as being a youthful elven maiden with bark-like skin, shifting camouflaged irises, and antlers and a horn sprouting from her skull.

Before Her ascension, She was a keen scout, a simple tracker for the wood elves that lived just outside the Life Glade. In Her travels, She had also learned a minor mastery over druidic magics, allowing Her to transform into various animals and communicate with those around Her. Over time, She became an envoy between the natural world and the societies blooming away from the old traditions. While She was beloved by both parties She spoke for, Her honed senses were always on the lookout for those that would pose a threat to the natural order, traveling the wilds in various guises, always on the hunt for those who would disrupt Siesmet's balance.

In Her advanced years during Her mortal life, The Huntress would come to lead a Great Hunt against a host of creatures wrought into existence by the Remnant of Corruption; a Remnant of Power that mutated anything that came within its proximity. This shambling force of countless mutated aberrations moved towards the Life Glade- the center of all Life Essence in Rhyonis- and would fuse together only to break apart, adding more to its rank and leaving undead husks in its wake. With a mighty sacrifice- heading Her charge of forest elves and their Avianary companions- The Huntress would be the arrow head that would shatter the horde, but She would suffer dearly.

Her followers watched as Her druidic magic began to transform Her, quelling the Corruption that had begun to seep into Her very being, mutating Her Life Essence as it had intended to do to the Spring Tree of Life in the center of the Life Glade. Through sheer will, The Huntress metamorphized Herself into the Catastrophe Carrion; a colossal creature with a lupine body, raven wings, stag antlers, and a unicorn's horn sprouting from Her head. Her arms tore through the furred torso and pried an antler from Her crown to fashion a bow. As She spread Her wings, the feathers that fell soared to the string, drawing it back and raining black death upon the remaining forces that stood against Her. This awe inspiring transformation shook all who bore witness to it to their core and they immediately worshipped The Huntress as a newly ascended goddess.

To this day, The Huntress exists across the natural wilderness of the world. Every beast, every plant, every leaf, every root carries a fragment of Her Life Essence and She can see through them all as She wishes. Entrusting the training of Her faithful to the Murder Elves of the Feathered Forest, She awaits Her Herald's arrival in the realm so that the Final Hunt may begin to eradicate the vampiric scourge from the face of Rhyonis, believing The Mistress and Her leeches to be the true reason She was meant to ascend.

IDONIYA (SHE/HER)

KEY TENET

“Lash out and take what you want, for it is yours.”

ACTS OF WORSHIP

Prayer, feasting, acting on base instinct

DATE OF ASCENSION

Spring 10th, 1013

DESCRIPTION

Regarded as the Mother of Monsters, Idoniya, Goddess of Creatures and Instinct, She was the first Deity to ascend after Angehlah's Gift of Sentience. Her thoughts upon receiving conscious understanding of the world around Her was anger at Her position below anyone and an envy for all that those above Her possessed. Her domain encompasses primal urges to act on pure instinct with complete disregard for order and, as such, She is the patron figure of monstrous creatures and all those who seek to live hedonistic lives of wild freedom.

Once a dwarven woman cast out of Theurgius by human settlers, Idoniya's bitterness sparked similar feelings in those around Her and Her will alone began to mutate those that followed Her like children. These emotions flourished in the hearts and minds of humanoids, pets, and beasts of burden. She became a rallying force in the outlying dwarven settlements beneath Theurgius' surface and began to become a primal and savage regressed form of who She once was.

As Her following grew, so too did Her power and pursuit of more for Her and Her children. She began to resemble a feral mole-like being, more so than a woman. Her skin became thick from Her excavations, nails became claws, Her eyes were blinded, and Her jaw dislocated to allow Her fangs to eat and tear through root, stone, and all that lay hidden. She discovered new beings scattered through the subterranean network She created which connects the majority of what is now known as the Gravel Way.

After years of exploration, rallying, and stoking the flames of instinct in those around Her, Idoniya created a temple for Herself in the largest cavern of the Gravel Way. It was here that Her followers, humanoids, beasts, and monstrous creatures alike, rallied to hear Her grant them the permission to spread and live and do as they please. This momentous speech and declaration of self-indulgence rocketed through the cavern and the energy was trapped within. The sheer will of all those gathered here reverberated and struck them repeatedly, warping them into the countless entities that would branch out across Rhyonis and be called “Monster.”

To this day, Idoniya is believed to still be within Her cavern- a pocket dimension lodged within the physical reality of Rhyonis- where She rules as the Mother of Monsters.

JEHRYZ (THEY/ THEM)

KEY TENET

“Music and laughter mend all maladies.”

ACTS OF WORSHIP

Prayer, singing, making music, laughter, poetry, lifting spirits

DATE OF ASCENSION

Winter 50th, 4920

DESCRIPTION

The Deity of Music, Hospitality, and Merriment, Jerhyz is believed to be the most prominently worshipped entity in all of Rhyonis. Their influence is felt in all things that bring joy. From music, to poetry, to art, to homemaking, whenever someone feels inspiration or is moved emotionally, the sensations one feels are all Jerhyz’s influence. Though They have dissimulated Themselves to exist within all music and artistic works, to watch over their faithful and their muses, Jerhyz was once described as a flamboyant gender-fluid individual that loved to entertain and take on the guises of countless lives to tell stories from every perspective.

Typically followed by bards across the land, They also have a very strong presence within the borders of Arhan-Zoul where Their people inevitably settled. Before this, and Their ascension, Jerhyz was but a humble human poet. They had seen some of the darkest horrors of Theurgius from the moment of their birth, but Their spirits were always high and They channeled this positivity into music and poetry to lift those around them. In fact, They

were a driving force against the vampires and lead charges of humanoids, dragons, and their allies against the undead legion threatening to devour the world.

Despite Their role in the world as a force of goodness, positivity, inspiration, and love, Jerhyz's ascension is one of the darkest to stain the Fixed moment Timeline lain out by Malirica. In Their efforts against the vampires, Jerhyz lead a force against a massive vampiric host. Outnumbered to lengths They could not fathom, They began to sing. This song was infused with all that They were and sustained them for days on end as Their voice healed the wounds of those They fought alongside, as well as seared those They stood against.

This battle was a raging beacon of light and hope against the oppressive tyrants that were Tyrianous and The Mistress. Wounded as She was, The Mistress could not act herself, but directed Tyrianous to strike down Jerhyz so their forces could strike Their's down. With great haste, Tyrianous flew to this battle and made a decisive blow against Jerhyz who was locked in a musical, meditative state. To defend Themselves, Jerhyz broke this meditation and gravely wounded Tyrianous himself as They were in turn bolstered by the chorus of warriors who had now turned from their confrontation to defend their leader. Chaos ensued in that moment of Jerhyz's distraction with the vampires felling the warriors who were no longer protected themselves.

Jerhyz pain in that moment was empowered by the sacrifice of those They fought for and, in a brilliant explosion of light, a sonic boom echoed the notes of Their ascension as They destroyed the vampires there and drove Tyrianous back to Lust's Landing. In Their final moments on the physical realm of Rhyonis, They carried the fallen and protected the two remaining survivors so that they could return to their home, the final human city of Cape Calamity. There, Jerhyz would choose to shed Their physical form, becoming the force of inspiration for the realm as a whole.

Meanwhile, this couple, faithful to Jerhyz until their final days, would eventually give birth to their daughter, Aumerilla Mantle, who would lead humans to their second chane, a land of new beginnings, Arhan-Zoul.

THE MISTRESS (SHE/HER)

KEY TENET

“Lust is the ultimate hunger and Power is the feast.”

ACTS OF WORSHIP

Sex, blood drawing, heightened emotion and fervor

Her most devout followers mutilate themselves to ensure their own appearance can never threaten The Mistress'.

DATE OF ASCENSION

Autumn 14th, 3832

DESCRIPTION

The most infamous entity in all of Rhyonis, The Mistress is the Goddess of Lust, as well as Mother of Undeath and Progenitor of Vampires. She is a being of pure desire, hedonism, and insatiable hunger.

Often depicted as an unequivocal beauty, with pockless platinum skin, pupilless golden eyes and long feathered eyelashes that flow like a swan's wings. She wears a blood red halo that continuously bleeds into Her pure golden which deepens into crimson, then pure shadow, merging with Her night black gown that writhes with trapped souls in wisps of palpable agony. Her nails extend and drift wildly, growing to reach the closest surface like deadly needles, only to retract to retrieve Her skewed prey. Her fangs are several inches long and poke through Her plump, blood red lips, and always seem to be dripping the blood of Her last meal.

Despite Her reputation and former grandeur, scholars of history know The Mistress to now be broken, malformed, twisted, and mutilated by the reality wrapping battle between Herself and Malirica. She was almost destroyed entirely by this conflict, but by sheer chance, Her body was thrown to Theurgius where She was rescued by Her son, Tyrianous, and taken back to their home, Lust's Landing, on the north western peninsula of the continent. To this day, Her wounds are locked in a timeless state, unable to be healed due to Malirica's efforts in redirecting the Ritual of Chronostasis against The Mistress.

In this weakened state, She still holds enough power Herself, with Tyrianous, and their unmatched forces, to be the greatest threat to the existence of Rhyonis as it is now. Many theories exist as to why The Mistress is so powerful, most ultimately arriving at the conclusion that Her manipulation of emotion goes deeper than what She was capable of on Her own. In fact, it is the circumstance of Her mortal birth as Alluriel Wolfsbane that holds the secret to Her ferocity and magical prowess.

The Wolfsbanes were a prominent Nephilier family during the War of Claiming. They were beautiful and powerful spellcasters, able to use their celestial blood to great efficiency against the forces of darkness with healing magics and coruscating bursts of

light. They would inevitably lead their people to settle one of the three great Nephilier cities- Celestys- in Theurgius during the height of the War of Claiming, but it was all due to a secret they had uncovered shortly after the Gift of Sentience was imparted upon them.

Fully uncertain of what he was looking at, Zrakonys Wolfsbane took a crystalline shard of swirling red and pink smoke from the soil. It seemed to hum a soothing lullaby to him and he lost himself in the swirls and alluring calls from the shard. Without thought or remorse, against his own volition, he embedded the shard in the chest of his commanding officer, his wife Rieyla Wolfsbane. The pair was immediately taken over by primal urges which pulsed from the shard within Rieyla's ribcage as this shard was actually the Remnant of Desire, a fragment of the realm of Power that had become part of the new realm of Rhonis.

At the end of Rieyla's pregnancy, she gave birth to a silent baby girl that looked upon the world with a self-possession, confidence, and awareness of all around Her and all that She was. This girl, Alluriel, bent those around Her to her whim. She forced Her father to devour the corpse of Rieyla and grew into a monstrous, tyrannical princess over the castle in which She lived. She watched from Her tower windows as the War of Claiming waged beyond the walls of safety of Her home and She longed to see everything. Compelling Her father and servants to do as She pleased until She was a grown adult, Alluriel grew bored of all She had at Her fingertips- which was everything- and She made plans to take more.

Sprouting golden wings of light, Her body covered in the blood of the father She never loved, Alluriel flew to meet the God of War in the harshness of Theurgius' landscape. From there, She seduced Him, bound Him, and sapped His power through their son, Tyrianous. Now, The Mistress has shed Her mortal name and rules the Dark Continent as a tyrannical, gluttonous husk beneath Lust's Landing.

RELAQUENCE (SHE/HER)

KEY TENET

"Peace and Patience in Perpetuity"

ACTS OF WORSHIP

Prayer, meditation, martial arts combat, traveling,.

DATE OF ASCENSION

Autumn 33rd, 1333

DESCRIPTION

Goddess of Tranquility, Meditation, and Martial Arts, Relaquence is worshiped far and wide as a symbol of inner peace and wisdom, but Her most prominent faithful are separated into monasteries across the archipelago of Taerys. While these practices are concentrated on Isles of Taerys, Relaquence Herself first traveled the entire realm as a nomadic monk to learn and master them.

As a kind hearted, quiet elven maiden, She met with people of every walk of life and learned their ways with great aptitude and speed. Distinct within all the ancient records of those She met on Her travels- those that have survived history's trials- depict Relaquence as deep skinned with crystal blue eyes and hair as pale pink as cherry blossoms. Also in those records, it is said that She never spoke a word, but was uncommonly gentle and helpful, quick to aid anyone with any task that presented itself. This kindness afforded Her a great deal of trust and She was shown secret traditions wherever She went so that these skills could aid Her in future endeavors.

After centuries of wandering, Relaquence resigned Herself to a homecoming, to look upon the land She first walked with fresh eyes, awakened by Angehlah's Gift of Sentience within the Life Glade. There, She was assailed by a massive horde of Whisper Fiends and the original formation of the Remnant of Madness that would one day form again as the Kollywumpus in Qarte. Utilizing all the abilities She had possessed over the years, Relaquence entered a meditative battle state to fight back the Remnant. In this fray, She entered a communion with St. Nihaan, where She took on a divine quest to settle a land and impart Her wisdom upon those that would hear Her words, so that the realm may have a chance at peace.

When this century long communion ended, Relaquence found She had bested the Remnant of Madness and afforded Rhyonis more time to grow and prosper with Angehlah's Gift of Sentience. All around Her, broken wisps of the Remnant dispersed to the shadows. Eventually, It retreated to the far off isle of Corrvohn off the coast of Qarte, only to be reformed by the gnomes' own fear and paranoia and bested by a gnomish warrior of light named Joorah.

Taking St. Nihaan's words to heart, Relaquence began Her trek from Ish-Gahn across the Continental Sea, walking across its waters to find the remote archipelago of Taerys. These islands were a safe haven for mystical creatures- even the land rife with Life Essence and unspoiled by humanoids hands- created by St. Nihaan and Siesmet during Rhyonis' creation. They had intended it to be a refuge and a bastion of light and peace if their creation were ever come to face the emergent Remnants of Power. In light of

Relaquence's defeat of the Remnant of Madness, He believed it was time for Taerys to fulfill its purpose.

Now, Relaquence calls to the world for warriors of the mind with a desire to maintain order and balance. Following the call through Ki- a natural source of energy within all things akin to Life and Death Essence- these warriors find their way to Taerys and train under Grandmasters who themselves have been taught by Relaquence. With their training, they master their skills, watch the signs, and heed Relaquence's wisdom in the fight against budding Remnants and threats to Rhyonis' existence.

RUN-DARIAN (HE/HIM)

KEY TENET

“Dreams are the seeds that bloom into reality.”

ACTS OF WORSHIP

Prayer, charity, following one's ambitions, sleeping, dreaming, weaving.

DATE OF ASCENSION

Winter 100th, 3310

DESCRIPTION

Often called the Dreamweaver, Run-Darian, The God of Dreams, is a kind hearted and peaceful entity. He believes that through hard work and altruistic ambition, anything one desires can be made a possibility. His domain and realm of influence is heavily tied to the Realm of Dreams that itself is split into two sectors, presided and ruled over by Run-Darian and His counterpart, Ammoralite, Goddess of Nightmares.

Referred to as The Dreamweaver, Run-Darian is portrayed as a pale blue furred Boquivier with black eyes having golden threads weaved through the irises like a dreamcatcher. He is viewed as a peaceful entity that loves dreamers and grants those who follow their altruistic ambitions with visions of their goals as reality. Before His ascension, He was a nomadic druid that lived in peace among the wilds of the Bordering Wood. This unstable region separating Ish-Gahn from Qarte is believed, by some within the Bordering Wood, to “be the seam that seals Rhyonis”, as there are countless phenomena that occur only here in the realm.

Run-Darian's travels through the Bordering Wood would see Him cross paths with wild surges of magic, planar rifts, energy waves mutating wild life, rampant elemental forces, and, of course, other entities looking to survive, or utilize, them all. Most notable

among His meetings would be the fateful encounter of a wandering cave elf maiden; Ammoralite. She was beautiful, but seemed in danger, angry, and more volatile than Run-Darian had seen anyone. He immediately did everything He could to help Her, but She proved to be unneeding of Him in the slightest.

Her magic easily bested anything the pair came across and, before long, they had gathered a following of hopefules to join their cause to stabilize the area. Run-Darian acted as a mediator and planner and counselor, hearing all of the aspirations of those who wished to call this area home. Meanwhile, Ammoralite led the charge against the various forces ravaging the area, particularly the unstable magic.

She began to lose Herself- as far as She had come to share Run-Darian's positive aspirations- and obsessively fixated on the idea of '*the seam of Rhyonis*'. He watched as She became just as unstable as the magic She studied, but He never gave up on Her. Not even when She vanished.

Without a word to Run-Darian, Ammoralite fled the Bordering Wood to enact revenge on Her former home. An act Run-Darian had advised against countless times and thought had been forgotten. As She had been the leading defense force against any attacks with Her superior magical prowess, Run-Darian and those who had began to follow them were left to fend for themselves.

To save their collective dreams, Run-Darian released the full extent of His amassed druidic power against a rampant host of aberrations from deep within the Wood. He thread together countless weaves of Life Essence and the hopes of all those around Him to cast a massive dreamcatcher over the horde, binding the entirety of their psionic energy into a singular mass. Cheers and applause lifted Him from His weakened state and, as the tears of His flock fell, Run-Darian ascended as a savior and the God of Dreams.

Shortly thereafter, while Ammoralite was undergoing Her own ascension, the psychic amalgamation- with the added pressure of Run-Darian's touch in His now ascended form- would fold in on itself, drawing Run-Darian into a newly forming realm; the Realm of Dreams.

Before Her could take in His surroundings, Run-Darian was immediately shackled to a massive petrified willow tree embedded on a floating island amidst a sea of purple and pink clouds. Ammoralite had orchestrated the events, and it was creatures of Her creation that assailed the Bordering Wood. She needed them both to ascend and both of their power to create this new realm that would be divided into two sectors as the focal points of their influence.

To this day, Run-Darian remains chained to the petrified Whisperwillow in Darianthyst, only able to interact with those whose dreams are powerful enough to reach Him. It is through these connections that He works against Ammoralite who has run rampant across the Realm of Dreams and Rhyonis at large, untethered as He is.

THE BESTOWED GODS

Bestowed Gods are not risen or born, but granted their power by another god for one reason or another. The only Bestowed God of Rhyonis to date is Alaxes, Deity of Reincarnation, who has lived a great number of mortal lives and reincarnated into new ones with the guidance of Alaxendaria. Alaxes now lives in the souls of others who have reincarnated and They help guide those souls through their various lives.

God	Alignment	Domain	Followers	Symbol	Favored Weapon	Divine Province Abbey
Alaxes	LN	Reincarnation	Certain monks and scholars, travelers that aren't content with just one lifetime	A figure walking as several races	Longbow	Alaxendaria

ALAXES (SHE/HER/THEY/ THEM)

KEY TENET

“Why live only once, when you can live countless lives?”

ACTS OF WORSHIP

Prayer, remembrance, researching history/past lives

DESCRIPTION

There's always been both good and evil, that's the point of reincarnation, to teach you all sides of morality. Darkness will always exist as there will be no way to completely snuff out the evil in mortals. So long as there are different minds, there will always be unrest and conflict. However, so long as there is life, there will be will to fight for the light that exists beyond the dark. Alaxes, coming into the realm as a snow elf woman and dying as the first cave elf, is the only god to have been granted their power by a god directly. Across a hundred lives, Alaxes proved the strength of Their soul and was bestowed godly power, and the ability to exist within all Souls who have undergone Reincarnation to act as their guide. The Deity of Reincarnation and Rebirth, Alaxes guides those who have done great things and will continue to do good for the world if given life once more. It is by Alaxes judgment souls are now offered Soul Stones to be allowed lives beyond their first. The mortal soul eligible for Reincarnation will arrive at the Grey Lit Path with a Soul Stone, if

Alaxes feels they are worthy. Through their many lifetimes, Alaxes has learned that though it may be twisted and warped through its various incarnations, at its core, a soul remains consistent. Those chosen to be Their champions, who undergo Reincarnation, are granted boons from their past lives. These beings are known as Soul Touched and are often in contact with Alaxes through the new life.

THE EMERGED GODS

The Emerged Gods were simply born into Rhyonis with Their power as naturally a part of their being. They vary in power but are arguably some of the most capable beings of the realm and are pertinent to the society of modern day Rhyonis. Some Emerged Gods are wrought by other mortal beings, some come from other realms, and some are the manifestation of Remnants of Power, the realm that existed before Rhyonis.

God	Alignment	Domain	Followers	Symbol	Favored Weapon	Divine Province Abbey
Alternia	LN	The Realms Adjacent Planar Travel	Far travelers, horizon walkers, portal users	Longstaff through the colored planes	Staff	Malirica
Gierloh	CE	Warfare and Rituals	Orcs and warriors	Bleeding Firey Chain	Spiked Chain	None
Omniscience	LN	Knowledge and Magic	Scholars	Open Tome	Scepter	Malirica
Pikoruhn	NE	Darkness and Deception	Schemers, snakes, spiders	Shadow With Eight Flailing Tentacles	Fangs and Poison	None
Shoule	CN	Camrean and Shoulefolk	Her natives and sailors	Vortex	Claws and Waves	Siesmet
Zardonis	N	Zardonarys	Travelers and wish makers	Several Overlain Stars	Gravity	St. Nihaan

ALTERNIA (THEY/ THEM)

KEY TENET

“Travel through every open door and knock on every closed one, but always mind the threshold you cross and what might follow.”

ACTS OF WORSHIP

Direct prayer and planar travel, collecting attuned items to various realms.

DESCRIPTION

Deity of the Realms Adjacent and Planar Travel, guide of plane walkers and travelers, They set the laws that govern these expeditions. Alternia was once a being of Power as well, but They managed to escape the horrific turbulence of its nature, traveling to Their own pocket dimension where They observed the destruction of Power and subsequent creation of Rhyonis.

Seen rarely outside of Their own dimension- connected to all others through Their personal pathways- Alternia is an intriguing entity who is believed to be older than the Creation Gods themselves. As They bore witness to the instability of Power, They are rather picky about who they allow to cross the Realms Adjacent and it is said that: *those who are seeking Them, will never find Them, but those who stumble upon Them are blessed for their lives.*

Alternia is depicted as a purple skinned, bald figure with runes inscribed across Their body. Wearing grey shapeless clothes and carrying a quarterstaff segmented by thin translucent discs- each one an independent color and a direct gateway to the various Realms Adjacent. These Realms- Rhyonis, The Domain Realms of the Creation Gods, The Elemental Realms, The Realm of Dreams, The Realm of Giants, and The Trinity Realm- and the countless pathways connecting them, and the pocket dimensions between them, are all Alternia's Domain.

GIERLOH (HE/HIM)

KEY TENET

“Bloodlust is a personal war.”

ACTS OF WORSHIP

Violence, rituals, chant/war cry

DESCRIPTION

Known as the Blood Father, Gierloh is a vicious barbaric god that has an insatiable bloodlust. He is the patron of Warfare and Rituals and, as such, warriors and cultists who worship Him form dark threats to civility if left unchecked. Often portrayed as covered in blood, so much so His skin has been tinted a crimson red, He wields a massive, spiked chain, digging deep ruts into the earth as He walks. His mere presence alters the composition of those who are near Him, transforming them into avatars of rage. When He first tore His way through Rhyonis' roots, those in His proximity would become the progenitors of the Orcish lineage. To this day, many orcs walk Rhyonis, but few remain as canal and destructive as their ancient ancestors wrought by Gierloh.

Apart from His Orcish descendants, Gierloh also sired another bloodthirsty threat to Rhyonis in the form of Tyrianous, the only true son of the God of War of Goddess of Lust, The Mistress. By sealing Gierloh and sapping His power through countless runes and curses, The Mistress, Tyrianous, and all of their vampire kin, revel in an unnatural eternal life. But, for their immortality, Gierloh remains bound, unable to act of His own accord.

OMNISCIENCE (THEY/ THEM)

KEY TENET

“Understanding is Power.”

ACTS OF WORSHIP

Prayer, Casting Magic, Study

DESCRIPTION

Some say knowledge is a Deity itself; the spark of Sentience imparted by Angehlah given divine form. This entity, Omniscience- born into Rhyonis from the imagination of the First People and the Gift of Sentience- has no physical form, but is omnipresent wherever thoughts exist. Omniscience guides Rhyonis and protects the collective knowledge of the realm as it is learned and taught. Described as lounging, constantly with a book in each of their eight arms- representing the amount of knowledge and magic in Rhyonis- They are completely wrapped in bandages, and it is said that only those who are very Lucky see their true face that grants them limited foresight.

While this is the basic understanding of Omniscience- as lesser beings are able to comprehend- They are something more ancient and pure than other Deities or even the Realm of Power. They exist alongside, within, and suffused throughout all of conscious reality. It is said that, for Omniscience to exist, so too must something else to have lit the Spark and grant the Gift of Sentience. For all that has persisted through the Realms Adjacent- those that were, are, and yet to be- Omniscience is all that has remained. The eternal question that They Themselves ponder is “Who was it that first lit the spark?”

PIKORUHN (THEY/ THEM)

KEY TENET

“Feast on the Fallen. Obscure, Erase.”

ACTS OF WORSHIP

Prayers, secrecy, lying, erasing information, poison craft

DESCRIPTION

Pikoruhn is a disturbed and chaotic creature that thrives on the erasure of knowledge. They are in fact another Remnant of Power- a fragment of the realm that existed before Rhyonis- lodged within the borders of reality. In Their previous form, they were a Deity that reveled in disorder, chaos, and destruction, drawing greater power for Themself

with all that was lost. They were so powerful, in fact, that when the Creation Gods banded together to stand against Power, Pikoruhn was able to slip through the implosion into this new realm's foundation. Since then, They've become unstable, mad, and insatiable as They lash out to feast on all They can, bound and fractured as They are. Now They exist in countless guises as arachnids, spiders, and wisps of shadow on the periphery of every conversation, vying for a taste of every last word, breath, and thought.

Many subterranean creatures believe Pikoruhn as the sole creator and ruler of the realm. They're seen as a solid mass of living darkness with an imperceptible number of eyes and teeth, believed to be made of darkness Themself and present in all shadows through the creatures that serve Them. Almost all traces of Them have been lost- or erased- and They are thought to have died out with Their following on the surface. However, from the shadows, Serpentyan, subterranean, and even some cave elf civilizations still worship Them, as well as secretive orders that thrive on destroying information and knowledge.

The true form of Pikoruhn is a massive spider abdomen with the neck and head of a cobra and a massive scorpion stinger, but no one can ever recall the memory of seeing Them. It is said that the feeling of being watched means you have drawn the 'Eye of Pikoruhn', an ill-omen to say the least. The truth behind Pikoruhn is that They existed before the realm. They once resided in a pocket dimension within Power but when it imploded and the Creation Gods created Rhyonis, Pikoruhn was sealed between realms, steadily seeping into Rhyonis in the form of snakes and arachnids and shadow until Their physical form could inhabit the realm. While only a fraction of Their essence exists in the realm, They can still influence it, immensely. They are trying to grow in physical strength to force Themself free, but They are patient and know that a sudden emergence would destroy the realm. They are slowly working to erase all of Rhyonis so that They alone exist.

SHOULE (SHE/HER)

KEY TENET

"Defend my children."

ACTS OF WORSHIP

prayer, tending to her shell, simply life for her inhabitants.

DESCRIPTION

A curiosity among the Pantheon of Rhyonis within the Emerged Gods, Shoule is the only Deity of any level to exist solely on the physical plane of Rhyonis and is native to the Realm of Giants. She initially came to Rhyonis before the settling of Arhan-Zoul in the year 4997, bringing with Her the first of the Shoulefolk and Camreans to Rhyonis. While she

does not have much following on the landmasses of Rhyonis, aquatic creatures, sailors, and pirates all have a reverence for the Turtle Goddess.

Originating from the Realm of Giants beyond a portal within the Continental Sea, Shoule is an abnormally large, continental sized horned sea turtle with immense magical ability. She swims the Continental Sea with Camreans and Shoulefolk societies- Her children and worshipers- upon Her back, delivering them to the various shores they wish to explore. Shoule is often sighted on the horizon and ships steer clear of Her when She is on the surface. She will often submerge Herself for prolonged periods, using Her magic to protect Her children who, in turn, sustain them below the surface. She is frequently targeted by Serpentyans from the Serpentys Isles of the Scaled Bay. These snake-like humanoids serve the diabolical means of Pikoruhn and seek to feast on Shoule's children in their heinous cannibalistic offerings to the Deity of Secrecy.

ZARDONIS (THEY/THEM)

KEY TENET

“A Light for Every Night”

ACTS OF WORSHIP

Prayer, wishing, star gazing

DESCRIPTION

Zardonis was created by St. Nihaan initially as the first star to illuminate the night, but They would spread and grow far beyond the scope of The Light Father's original design. Zardonis was cast so far from Rhyonis due to Their sheer size dwarfing that of the realm itself. Zardonis is so monumental in comparison to the realm that They threatened to overtake it if They came too close. Their perpetual movement away from the land of Rhyonis has caused Them to leave pieces of Themself behind in Their wake. Their domain is constantly expanding as They move further from the realm, but the Zardons They leave behind still shine over the realm, guiding those who call it home through their most troubling times. Zardonis is depicted as an infinitely massive entity, some saying that each of the stars in the sky are Their eyes that constantly observe the realm. They have dominion over all of the space above Rhyonis' atmosphere within Zardonarys and They are often regarded as the equal and antithesis of Rhyonis, the Tree of Life, granting life to all life forms beyond the physical realm of Rhyonis.

While the worship of Zardonarys in Rhyonis is rare outside of esoteric circles and astrologers, the primary forces that power Them with their faith are those who live on the various planets of Zardonarys and, of course, the humanoids who once hailed from

Rhyonis but now call Zardonarys home; the Zardoniclasts. These gravitational mages and explorers followed the stars since they were granted the Gift of Sentience and have since pursued them beyond Rhyonis into Zardonarys, drawing power from Them and using them to navigate and make contact with other beings, utterly alien to the rest of Rhyonis.

THE COURT OF THE FEY LORDS

Almost on par with the power of the Pantheon of Rhyonis, certain fey creatures have garnered enough power for themselves to reach new heights and abilities. They've achieved this by embodying a natural force of Power in a way different than gods do; by pure emotion and whim as opposed to faith and belief. These Fey Lords have scattered across the realm, seeing to their personal desires without the burden of appeasing masses of faithful. Operating with self-serving tendencies, they have written their own fables and drawn in fanatical idolatry. While they don't have true followings like the Pantheon's deities, they do occasionally make pacts with mortal beings to undercut their competitors.

The Fey Lords are fonts of power themselves and do not rely on their faithful to empower them. This has led to a division in their ideals based on how they frequently interact with their underlings, and two factions have come to exist; the Bright and Shrouded. Fey Lords also have no set alignment as they are all chaotic to a degree and slide across the spectrum of mortality. For the most part though, the Bright Fey lean towards Good and the Shrouded Fey lean towards Evil.

THE BRIGHT FEY

The Bright Fey are wide-eyed, cheerful and luminous beings that thrive on instilling their lives with as much light and joy as possible. They are most commonly associated with the brighter side of life and the natural elements of the world. The Bright are often more likely to interact with mortals out of curiosity and to further relations with them as opposed to using or manipulating them as their darker counterparts.

WONDER AND WHIMSY

These Fey Lords have been blessed by their personal nature and positive attitude, finding great boons of power. While all fey are drawn to wonder and debauchery, the Bright are far more whimsical than other fey, especially when compared to the Shrouded. Most of the Bright have some innate magical ability which has only been expanded upon, and increased exponentially, with their rise in station.

Despite all the power they have, the Bright rarely use it for anything other than playing light-hearted pranks on those they find most entertaining. They spend a great deal of their time watching the world unfold but will intercede to disrupt the plans of the proud when they need to be brought down a peg, or the downtrodden when they need a leg up.

Fey Lord	Domain	Followers	Weapons of Choice	Location
Holista Lightheart	Light and Whimsey	Performers and the Good Hearted	Light Magic	Areezah
Kiulu Kyal	Fire and Evocation	Fire Dancers and Pyromancers	Magmatic Claws	The Fire Worn Spires
Pemon Pi'qona	Air and Illusion	Yozians and Airship Captains	Wind-Blade Sickles	Storumund

Requotnysif	Earth and Transmutation	Gardeners and Nomads	Rake and Shield	All of Rhyonis' Soil
Sonicance Vitalisin	Life and Regrowth	Healers	Staff	The Life Glade
Vyu the Wave	Water and Abjuration	Aquatic Beings and Sailors	Trident	The Abyssal Trench

HOLISTA LIGHTHEART (SHE/HER/THEY/ THEM)

DOMAIN

Light and Whimsey

KEY PHILOSOPHY

"There is nothing more fun than dancing in the light!"

"When all our colors unite as one, we shine brighter than the sun!"

PRIMARY INTERESTS

Singing and dancing, throwing parties

DESCRIPTION

Holista is a cheerful, fun-loving being that thrives on spreading joy and hope and light wherever she treads. She grew up in the Fey Forest of Arhan-Zoul but came to call the capital city of Areezah home after being told by her parents that the Forest wasn't safe for her any longer. Upon leaving the Fey Forest, she departed with a hatchling dragon named Razz who has become more companion than pet. As a changeling, she is able to change her appearance and physical form to anything she wishes, but most frequently identifies as female and her favorite form is that of a small, diminutive pixie-like being. Now living alongside her beloved friend, Raspberry Rose, she is unaware of her true power and blissfully lives her life in ignorance of the ability she has at her beck and call.

KIOLU KYAL (THEY/ THEM)

DOMAIN

Fire and Evocation

KEY PHILOSOPHY

"Flames are the purest form of beauty."

PRIMARY INTERESTS

Fire gazing

DESCRIPTION

Kiolu is a being made of pure, unhindered fire. They have no true form, constantly shifting and dancing as the flames they control, but tend to take a vaguely humanoid form whenever they wish to interact with mortals or the world around them. Kiolu, unintentionally, burns everything they touch to a crisp so very rarely will they tread beyond lands of ash, fire, and magma. Their favorite of their homes, and where they are most commonly known to be found, is the deadly caldera of the Fire-Worn Spires where they move through the rift to Ignasias, Elemental Realm of Fire. Other places they have been known to be seen are the ashen wastes of Qarte's Hillscape alongside the Soot Print Halflings and the ashen sands of Arahn-Ikar where they dance through the remains of Frey-Uum's cleansing breath.

PEMON PI'QONA (HE/HIM)

DOMAIN

Air and Illusion

KEY PHILOSOPHY

"The only limits we know are the heights we take ourselves to."

PRIMARY INTERESTS

Flying and exploration

DESCRIPTION

Pemona is a free-spirited Fey that once worshipped Kyah before rising to the level of Fey Lord himself. Since Kyah's been imprisoned in the Abyssal Trench, His power has slowly waned and Pemon has been commonly associated with the power of the Sky and has been nicknamed the Wind Rider's Usurper. His faith in Kyah has long since faded and it is unknown who truly would be a more accurate representation of all that the Sky is capable of. He rarely takes a form that is recognizable as anything other than a wistfully soaring cloud or a strong breeze but those tapped in enough to the natural flow of the elemental world can easily spot Pemon Pi'qona when he makes his presence known. He is responsible for ravenous tornados, typhoons, hurricanes, and gale force winds that are known to uproot ancient trees and even slice the peaks of mountains into thin slivers of their former grandeur. As of now, like the other Bright Fey that are associated with the four elements, Pemon lives within a portal to an elemental plane, specifically the portal to Skieran, the Elemental Realm of Air on the peaks of Yoz in Storumund.

REQUOTNYSIF (THEY/ THEM)

DOMAIN

Earth and Transmutation

KEY PHILOSOPHY

"A step taken is a journey begun."

PRIMARY INTERESTS

Traveling and building

DESCRIPTION

The most helpful of Bright Fey, Requotnysif is believed to have come directly from the earth of Rhyonis. They are known to appear to mortals in a great myriad of forms- anything from small pebbles to grains of sand, to rolling hills, to massive mountains. Requotnysif is able to fuse with the ground and move as a tremor to appear and change their shape to exist as part of the landscape. They love to explore and help establish settlements alongside mortals, tilling earth and clearing fields to enable those they look upon with favor to build a life for themselves. Contrary to this, they can also just as easily turn their back on mortals and make establishing any sort of settlement utterly impossible. Sometimes, they'll exist as a mountain for centuries only to one day vanish from the horizon. They can also create massive earthquakes to devastate the land and completely destroy structures. Having this ability doesn't mean they are quick to use it. Even beings they don't entirely look upon with favor they will typically ignore, allowing them to struggle and earn their creations through hard labor, but if anyone works to dismantle the natural cycle, Requotnysif will wreak havoc upon all their designs. They live scattered across all the soil of Rhyonis by are known to frequent the Farming Fieldlands of Qarte which is said to be a direct gateway to Terrantian, the Elemental Realm of Earth.

SONICANCE VITALISIN (HE/HIM)

DOMAIN

Life and Regrowth

KEY PHILOSOPHY

"To foster life in others is to live yourself."

PRIMARY INTERESTS

Gardening and caring for animals

DESCRIPTION

The kindest and most peaceful of all the Fey, Sonicance Vitalisin is a being made of pure vine and Life Essence, the twin, and antithesis, of Willow Moss. He lives in the Life Glade of Ish-Gahn, assisting the other denizens of the Glade in spreading the Life Essence of Rhyonis across the entire world. He is completely uninhibited and roams the entire realm, capable of moving through living things and emerging directly from their Life Essence to appear wherever he is needed. Often viewed as the most altruistic of the Fey, Sonicance finds no greater joy in the world than ensuring life is protected and given a chance to thrive. While he is typically viewed as a humanoid figure comprised of tightly woven vines, Sonicance appears to all he looks upon with favor as anything from massive trees to beautiful flowers, to even small blades of grass. He is exceptionally kindhearted and loves life and all the many colors it blesses the world in. His ultimate goal is to ensure the realm lives and thrives as long as possible by tending to the Trees of Life across Rhyonis and weeding out the Death Essence that would seek to corrupt the world at large.

✓YU THE WAVE (SHE/HER)

DOMAIN

Water and Abjuration

KEY PHILOSOPHY

"The waters of Rhyonis shape all of existence."

PRIMARY INTERESTS

Surfing and swimming

DESCRIPTION

Dwelling within the Abyssal Trench, exists a rift to Torrentian, Elemental Realm of Water. Here, Vyu the Wave calls home and acts as one of the primary guardians of Kyah, ensuring He remains sealed away. She is a fluid and chaotic creature that lives and breathes the waves that create the Continental Sea. While the other Fey Lords live lives of wonton pleasure, Vyu adamantly sees to a self-imposed duty, rigidly keeping herself to a scheduled regimen. She often speaks to the mortal beings of Tritaria Major, conferring with the leadership of the Crowning Keep as a respected ambassador. She has the power to completely devastate the coastlines and reshape the surface world, but her personal ambitions are to ensure those events never come to pass. While she often parlays with the nobility of Tritaria, she is rarely seen by mortals anywhere else in the world. Those that do see her wouldn't be able to tell her apart from a wave washing around them as she rarely

takes the shape of anything other than a watery current. Vyu is dutiful and devoted to keeping the world safe, but keeping Kyah entrapped in the Abyssal Trench is a full-time job that she never gives herself a break from long enough to enjoy the world beyond responsibility.

THE SHROUDED FEY

The Shrouded Fey Lords of Rhyonis revel in the darker side of whimsy. They tend to enjoy causing misery and pain, delight in trickery and deception, expect sacrifices and ritualistic offerings, and believe, above all else, that suffering is the most delectable of chaos. Life is an ever-turning cycle and the Shrouded do everything they can to prolong the pressure and pain when mortals find themselves at the bottom. There is rarely a time when the Shrouded do anything that doesn't cause hardship for another, even if it doesn't directly benefit the Fey Lord.

The Shrouded, like their Bright counterparts, have a great deal of magical ability which has been amplified by their extended lives and reservoirs of power in the form of energy or servants. Most, if not all, of the acts performed by these Fey Lords result in the misery of those that have the misfortune of falling under their eye.

SWORN TO SUFFER

The Shrouded have come to their power through their nefarious doings in their lives. As a result of this, they are chained to misery and often find themselves perpetuating this suffering. Whether it be in their nature to cause strife, a personal sadistic satisfaction, or the desire to not be alone in their pain, the Shrouded seem to constantly scheme to dismantle any strides towards progress.

Even apart from mortals and the Bright, the Shrouded are known to undermine the objectives of each other and find ruinous ends for any plans other than their own. Most who have come into the service of a Shrouded Lord know them to be creatures of deep sorrow or torment. These beings would also say that, due to the Lord's actions, they are more likely than not deserving of their sorrow for as much of it as they inflict.

Fey Lord	Domain	Followers	Weapons of Choice	Location
Jaeana the Phantom	Deception and Enchantment	The Revilers	Hand Crossbow	Areezah
Morose	Death, Darkness, and Necromancy	The Erlys Elves	Shadows	The Dark Isle
Urlian the Crimson	Blood	Sadists and Torturers	Blood Magic	Theurgius
Willow Moss	Blight and Conjuration	Blighters	Death Essence	The Death Henge

JAEANA THE PHANTOM (SHE/HER/THEY/ THEM)

DOMAIN

Deception and Enchantment

KEY PHILOSOPHY

"Live so boldly that those who ashamed to themselves would hide you away."

PRIMARY INTERESTS

Storytelling and deceit

DESCRIPTION

Jaeana is a changeling, never known to show the same visage to someone more than once. She prefers to take on feminine forms and is the most sociable of the Shrouded, frequently engaging with mortals who wish to follow less than reputable pursuits. She is the leader of an organization known as The Revilers that stands in direct opposition of the Shaded Coalition, believing that everyone should be able to live their life however they want to without restriction. With her power, she shrouds those that fall under her protection so that divination magic prevents them from being found, unless she wishes them to be discovered. While Jaeana is the most sociable of the Shrouded, she is also the most mysterious and unpredictable of all Fey Lords in the Court. It is never known exactly what her motives are, where she will pop up, who she will target, or what her next move will be. She seems to be the most motivated of the Fey, constantly working towards a goal of some sort, either her own or that of another, but these machinations are so deeply shrouded in secrecy, only she knows their true design or what the next move will be. Every plot she weaves, every persona she takes on, seems to be simultaneously weaving a web of their own design, crossing over one another in an impossible labyrinth of misdirection.

MOROSE (HE/HIM)

DOMAIN

Death, Darkness, and Necromancy

KEY PHILOSOPHY

"Death is the sweetest part of life."

PRIMARY INTERESTS

Dissection and the study of anatomy

DESCRIPTION

A long and spindly, gaunt individual, Morose is a shadow of the elf he was before rising in station. He's known to lurk in the shadows and haunt dark corners like a specter, waiting to siphon the last remaining pieces of Life Essence from a being as they wither and cross to the Grey-Lit Path. Many boogeyman-like stories surround the lore of Morose, and he is said to be constantly searching for more beings he deems worthy to be his servants. Most notable among these servants are elven-folk caught in an in-between state of life and death with Death Essence tethered to themselves, sustaining them in this darkened state. Morose is known to live on the Dark Isle where his story as a Fey Lord began and his power amassed its most volatile state. He is believed, by some bold enough to question him, to be a puppet, even as he makes his own of his followers. Of all the Fey Lords, Morose is more tied to divinity than any other of their ilk. He is responsible for the construction of the Grey-Lit Path as he worked under the instruction of Alaxendaria, the Grey Lady. It is due to this bond that many believe Morose to be a pawn, but his power alone makes him on par to many of the other deities within the Rhyonian Pantheon.

URLIAN THE CRIMSON (THEY/ THEM)

DOMAIN

Blood

KEY PHILOSOPHY

"All that bleed, shall."

PRIMARY INTERESTS

Violence and Bloodshed

DESCRIPTION

Urlian the Crimson is the only Fey Lord of the Court that is also undead. They were once an elven individual and were actually the first elf to be turned as a Vampire after the ascension of The Mistress and birth of Tyrianous. They are considered to be the most brutal, savage, and unquestionably evil of the Shrouded, killing and corrupting out of sheer entertainment. Urlian is known to mutilate their prey before feeding or finishing them off and have had more victims than either The Mistress or Tyrianous as they kill without reason, even killing other vampires for sport. It is unknown why Urlian is so unhinged and almost everything avoids them at all costs. They are easily recognizable by the blood-soaked clothing they are always wearing and the trail of blood that moves in their wake. Although, it is said any who see the trail only live long enough to watch their blood flow to

join the crimson train, rolling like a tide with every step Urlian takes. Urlian is also able to create scabby spears that jut from the trail to assail any who come within fifty feet of them and they are also able to feed from these spears as they drain the Life Essence of all they pierce, adding it to the endless count of bodies to fall at their hand.

WILLOW MOSS (SHE/HER)

DOMAIN

Blight and Conjunction

KEY PHILOSOPHY

"Nothing withers quite like a child's dreams."

PRIMARY INTERESTS

Corrupting nature and feeding on children

DESCRIPTION

Willow Moss is a beautiful, yet terrifying elf-adjacent creature that has amassed power for herself by creating a henge of carved black stones around a frozen willow tree. Once located on a remote island of profuse corruption, the Blight Willow sustained the land in the face of consuming lava from the Fire Worn Spires which consumed the surrounding Lost Lands. This land, The Death Henge, is both Willow's home and her power source which is said to draw in her favorite food to feast upon; children. With dazzling songs and promises of dreams come true, Willow seeks out the wildest minds in children throughout the world and transports them through the roots of her Blight Willow within the Death Henge. She corrupts the natural world with her mere presence and is able to transport herself and those she wishes through any spot fouled by corruption.

She is recognizable by the songs she sings on the winds of winter and her icy blue skin, blighted bramble root hair, and deep purple veins visible across her skin. While most of the Fey are self-serving individuals, Willow has always carried a secret flame for Morose and will occasionally act in his service to further his means. This is partially because their desires and domains tend to fall in step with one another, but she also wishes to do whatever she can to curry favor with the morbidly curious elf. In recent years, her power has waned as that of the Druidic Henges has grown, wildly spreading Life Essence across Arhan-Zoul and stiffening the withering power she exudes. As such, a portion of her power has been captured and sealed and is currently safeguarded within the Druidic Henges, bound by the Life Essence of Rhyona's roots.