

This is the ever-growing pantheon for the Mechark setting

Terminology

Inner gods: this refers to the gods whose domains hold sway on the inner spheres. The Inner gods do not need to use avatars to walk the material plane although they can. They can range from massive monsters to unassuming people.

Outer gods: These gods have sway over the less physical spheres. These gods reside in other realms and the transitive place between our world and others. Their true forms cannot set foot on the mortal world, but they can visit you in dreams or even send avatars to do their bidding for them.

Interlopers: these are beings who have been either shunted into this dimension or came here purposefully. They are not native to this universe and can often bring strange magics or ideals from their homelands.

Elders: these are beings who reside in the far reaches of the Ruin. They are the oldest beings this cosmic realm knows and many plot their return.

-Nodens guardian of the Abyss, father of demons

(Outer)(greater)

Domains: Water, creation, destruction

Description: Nodens is the oldest of the gods and always takes the form of an older man with long white hair. Often, he will disguise himself as a fisherman. Nodens is the god of deep oceans and is most notably known for creating the race of demons. The other gods were displeased by this and forced him to deal with his creations, so he crafted the Abyss to imprison them within the depths of the ocean.

Symbol: a rift surrounded by a seashell

Real life inspiration: Celtic

-Dreg the deceiver dragon, Lord of Hell

(Native interloper) (greater)

Domains: tyranny, fire, trickery

Description: the three headed dragon usurped hell's throne from Asmodeus long ago after being shunned by his twin and the rest of the gods. The Embaran people worship Dreg as their god.

Symbol: three red skulls, 4 horns in the center and three horns on the other two.

Real life inspiration: Slavic/Christian

-Bolla dragon goddess

(inner)(greater)

Domains: protection, zeal, ambition

Description: The twin of Dreq. Bolla appears as a gold dragon. The Bollar people worship her and despise their neighbors the Embarans. When she is seen on a battlefield it is often taken as a sign of swift victory.

Real life inspiration: Slavic/Norse

The dead god of Sar'kadon, crafter of many things

(Outer)(greater)

Domains: Magic, ambition, knowledge

Description: many gods die, however Sar'kadon's death has been one of the greatest mysteries of our time. Depicted as an eyeless human headed serpent wreathed in feathers, his followers all vanished along with him. Even stranger is the fact that instead of appearing on the astral plane, where most gods do, his corpse appeared as a continental sized body on the material plane.

Real life inspiration: Mayan

-Daervia Dwarven Goddess of the forge

(Inner)(greater)

Domains: Protection, Creation, Freedom

Description:

Once a mortal woman Daervia was a renown smith. She her worth during the Draco-giant war in which she never clearly picked a side, but crafted weapons with the express intent of putting an end to the war. She armed warriors to protect their homes and this influx of artifacts spawned an age of heroes. Eventually the gods would bless her with divinity. She now forges the finest equipment for the gods themselves.

The elves of Narth:

In ancient times the elven people of NARTH overthrew their goddess and cannibalized her power. This is the cause for the elven longevity. In addition, ever since Elves have retained a divine essence that flows within them.

Instead of worshiping traditional gods the elves worship the greatest of their fallen scholars, warriors, and leaders. The greatest of the elven leaders are expert necromancers who resurrect their dead and the greatest of these dead are demi-god level historical figures that are revered as deities.