

## Deities of Ærchus

Below are listed the primary powers worshipped on the world of Ærchus. While these powers are named, such names are generic as the exact identities of deities will vary among cultures. As a result, deities of different names in distinct societies may actually represent similar (if not identical) interests. Precise variations will be cited in cultural descriptions; the information below is simply a roster of the Elder Powers--what individual GMs do to customise them is a matter for individual campaigns.

DEITY	SPHERE OF INFLUENCE
Ærchi a	Earth and Fertility
Archanus	Magic
Auros	Air and Sky; Weather
Balidae	Nature
Bhalaki	Secrets; Knowledge
Chronos	Time and the Procession of Events
Coskk	War and Conflict
Delgorion	Darkness and Decay; Cold
Fortuna	Luck and Fortune
Hydrae	Water and Healing
Mephestus	Fear and Hatred; Malice
Polyborus	Lycanthropy
Promethel on	Fire; Industry; Heat
Satyrius	Emotion and Self-expression; Beauty
Templar	Law and Order; Justice
Urtul	Death; The Underworld

As mentioned, the deities above are Elder Powers, which means that their influence is spread across the whole multiverse. However, their names will be different in various cultures. As a result, Balidae, the Elder Power of Nature, is known as the goddess Mish in what is known as the Cold Pantheon, Delphia in the Cyndian Pantheon, and Bethimae in the Ardic (Elven) Pantheon, just to name a few.

Some deities overlap others. For example, the Elder Power Bhalaki (of secrets and knowledge) is worshipped (unknowingly) by the dwarves as both the goddess Lilt (of deceit and malice), the god Khronus (of death and darkness), and the god Dengar (of engineering and metal craft, which is considered a sphere of knowledge special to the dwarves).

I'd appreciate if Dave kept the citations above clear and basically to the spirit of my writings (remember, Ærchus has existed for over 10 years), but if he has some new twists or turns, I'd be glad to see his offerings.

As a final note, please recall that none of my material is written in stone. If other ideas prevail, and consistent backgrounds are cited, I'd be more than willing to see them. My only ideas were that:

- 1) A central body of deities ruled over the multiverse.
- 2) These deities were worshipped as different gods and goddesses in various cultures. Essentially, each deity would wear many hats, depending on how his worshippers saw him.

Let me know how this develops--I'd be very pleased to see a good treatment of divine powers (because it's been hell to emulate on my own. . .). BTW, if Dave wants a copy of my own notes on the subject, he's more than welcome to them.