

Main Pantheon - Justice incarnate

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Oros, Justice

Oros is not wholly benevolent nor oppressive, it is a faith of order, law, and cosmic truth, often stern and unwavering. It can act as both ally and antagonist to the party, depending on how their actions align with its ideals.

Oros is not a single personality, it is represented by the many aspects of justice

Symbol: A blazing sun set within a circle of twelve stars – representing truth shining through the cycles of fate.

Seat of Power: The temple island in Eldoria

Tenets

- Truth is sacred. Lies and illusions are sins against the cosmic order
- Justice transcends kings. No ruler or state is above divine law
- Curiosities are dangerous. Artifacts of unclear or forbidden origin are to be secured, studied, or destroyed
- Light tempers shadow. Darkness cannot be eradicated, but it must be contained

Structure

- High Oracles seated in Eldoria interpret cosmic law, the "voices of Oros"
- Justicars (warrior-clerics, paladins, inquisitors and initiates) are the enforcement arm. They keep public order and hunt down abominations onto Oros
- Archivists work tirelessly in the temples and monestaries to record
- Clerics and priests spread across cities and towns in every nation

View on Artifacts (like the Mirror of Mor'Shaar)

The Oros faith sees such relics as corruptions of fate. They are dangerous temptations, prisons for souls, or echoes of powers that should not exist. Their preferred stance is sealing, containing, or destroying them—rarely preservation.

Veridia, Goddess of Balance

Veridia is the aspect of justice who represents the delicate balance between law and chaos. She is the embodiment of impartial judgment and seeks to maintain harmony in the world. Her followers are tasked with mediating disputes and resolving conflicts through negotiation and compromise. They are often diplomats, peacemakers and skilled negotiators who work alongside followers of the other aspects to ensure justice is served fairly. Their strict vows of non violence and impartiality makes them the ideal mediators trusted across the continent to mediate disputes to a peaceful resolution. They will handle every dispute, from tavern brawls to territorial disputes between nations.

Thalros, God of Retribution

Thalros is a formidable deity who personifies retribution and righteous vengeance. He is the avenger of the oppressed and the punisher of the wicked. Thalros' followers, called Avengers, act as the enforcers of divine justice, ensuring that those who have committed grave injustices face appropriate consequences. They are fierce warriors, driven by an unwavering sense of duty to bring wrongdoers to justice. Once you have been judged, the followers of Thalros will hunt you to the ends of the earth.

Seraphia, Goddess of Mercy

Seraphia is a compassionate deity who emphasizes forgiveness and second chances. She believes in redemption and seeks to offer mercy and understanding to those who have strayed from the path of righteousness. Her followers, known as the Merciful, offer guidance and rehabilitation to individuals seeking to reform their ways. They often clash with followers of Thalros.

Zephyr, God of Freedom

Zephyr is a liberating deity who embodies the essence of personal freedom and individual rights. Their devotees advocate for civil liberties and human rights, ensuring that the people of the realm are protected from tyranny and oppression. They work to dismantle unjust laws and oppressive systems to ensure everyone's rights are upheld. They are the only aspect that meddles in civil laws. A ruler dreads the arrival of their acolytes. For where Zephyr enters, regime change is sure to follow.

Lysandra, Goddess of Truth

Lysandra is a deity of absolute truth and honesty. Her followers are known for their unwavering dedication to the pursuit of truth and exposing deceit. They work closely with other temples using their abilities to detect lies and deception during court proceedings and investigations, ensuring justice is served based on the unadulterated truth. A cleric of Lusandra is able to make a permanent zone of truth within a sanctified building like shrines, temples and monestaries. Their scholars work diligently alongside all who wish to further the knowledge of the natural world. And keep an eye on those who stray into the super-natural.

Aegis, God of Protection

Aegis is a guardian deity who embodies protection and defense. His followers are skilled defenders and protectors, acting as the guardians of Oros' temples and important figures. They form an elite force that safeguards important artifacts, divine relics, and high-ranking members of the clergy. Their credo is "Protect what is precious". His paladins are implacable and their clerics have mastered the art of shielding their allies

Silvaris, God of Order

Silvaris is a deity who represents order and structure. His followers are dedicated to upholding the laws and maintaining the proper functioning of the society. They are the backbone of the Order of the Justicar, ensuring that laws are enforced and citizens adhere to the established codes and regulations. Their patrols within cities and between them ensure order is maintained and honest people are kept honest.