

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.