

The Religions of
Dynafol



Boudihillia

Goddess of Feminine Rage



Protector of the abandoned, abused, and disempowered. She watches over the people who the big battles aren't fought for. Goddess of the everyday folk who have lived honest lives only to be broken by the inter-personal systems they support.

The Sacred

Boudihillia is the voice of the subjugated, specifically pertaining to subjugation within domestic life and societal structures. She is one who hears the cries of the abandoned child, the abused wife, the downtrodden workers just trying to survive. When no one else will listen, Boudihillia listens, and screams of injustice by your side. Once the will to fight back against oppressors sparks, Boudihillia summons the fire in your veins to make your last stand and either change your circumstances, or die trying.

The Holy

Followers of Boudihillia call themselves the Eitivs which means "those who bring in". A common greeting heard among the followers of Boudihillia is "Eitiv amar amgalan." Which translates to "those who bring in peace." Eitivs seek peace through freedom, radical freedom. To them, being unshackled by the standards, and subjugation of others, is true freedom. Followers of Boudihillia look to those who came before and venerate them for their freedom. Chief among those forebears' is the tribe's founder Boudica. Who is venerated, praised, and great songs are sung of her life, deeds, accomplishments and founding of the tribe.

The Eitivs seek to cast out all fear from within as a way of seeking inner peace, literally 'sending their fears' into the fire. While not innately aggressive they are quick to 'dispatching terror' upon those who would break their peace, as the Eitivs have sworn they will never be oppressed again.

To the outside world followers of Boudihillia often seem as though they are a contradiction. On one hand they are radically individualist and on the other they are able to conform to the standards, rituals, and have a clear cultural identity as a group. This is by design as Eitivs see the wellbeing of the group as important as the freedom of the individual.



Boudihillia

Continued



The Profane

Followers of Boudihillia detest those who would use their personal power or freedom for immoral gain over others. They do not stand by and observe casual abuse of power against a person, from interactions between warriors to within the home. The rise and fall of kingdoms are not their main concern, instead the daily lives of the people and the health of the community are what matters most.

Sacred Time

Eitivs enjoy any chance for celebration, and their worship of Boudihillia and their ancestors is interwoven throughout any celebration. Instead of a time of day, the right weather or atmosphere is treated with reverence. Clear skies, Bright moonlit nights, anything that would translate to a perfect time to ride out with your family and sing under the sky.

Sacred Place

Eitivs find themselves most at home, and at peace, in wide open spaces such as their ancestral homelands that are gentle rolling hills and open sky. There are, however, many sacred places marked throughout the Eitivs homeland that have deep significance to those who pass by.

Sacred Object

The Eitivs carry with them personal objects that hold deep meaning. Traditionally these are items that were once carried by a forebearer, passed down from mother to daughter through the generations. Common items are things like arm guards, pendants, armor, and blades. As the Eitivs trace back their lineage to the original Boudica these items are often connected with stories of battles fought and won on the path to freedom.

Sacred People

Shamans of Boudihillia guide the way between our world and the spirit world and often help or advise the leaders/reigning Boudica by connecting to the ancestors. The most talented of these Shamans become known as Iduquan and often wear white robes that are covered in a tapestry of imagery, symbols, and often weave together to tell a tale of an ancestor or spirit who guided the Eitivs to freedom.



Boudihillia

Continued



Sacraments

- * Members releasing their fears verbally through chants, songs or saying them aloud.
 - * Traditionally done around a large fire
- * Bodily expression: dancing, coordinated movement, etc.
- * Meditation and stillness to connect to inner peace and listen to the ancestors.

Creation Myth

Boudihillia was a seer, the first mother that all Eitives trace their lineage back to. Boudihillia loved her powers and became a watcher of future people and communities through her visions. While learning and watching the future unfold through visions, she saw that while great battles and changes in history would sway from “bad” to “good” no one was looking out for the everyday folk. The child scorned by his father, wife belittled by her mother-in-law, servant abused by their Lord. The everyday casual abuse of power, and control over others. The longer she watched, despair and rage began to grow within. She couldn't continue to stand by and watch the injustice upon the people she loved. Boudihillia reached her breaking point when she foresaw the violation and abuse done to her own descendents, Boudica and Boudica's daughters, by the hands of the Romans. Boudihillia's rage burst out in a scream that channeled all of the past and future ancestors, and she ascended to become a goddess. That rage filled Boudica with the will to stand back up and launch her rebellion against the Romans, and make her final stand.



CAERNOS

The old sage of the woods



Symbol

An Oak Leaf

Followers

All followers of Caernos are called Verdants. There is a council of seven people who are called Roots, and a single additional member called the All Speaker.

The Sacred

Caernos is the great creator of nature, the patron of horizons, and the unchanging force of creation itself. They are the one who gave birth to trees and all kinds of life. They create life with their simple breath, but can also show a devastating anger in order to restore the natural cycle of things.

There are various aspects of Caernos that different followers choose to focus their worship on. They include:

- ◆ Caerna, the guide for all living things. Escorting new life into the world and bidding it farewell as it passes to death.
- ◆ The Green Man, the guardian of nature. Watches as mortals pass through his lands, ensuring safe passage.
- ◆ Ungi, the guide for all dead things. They are responsible for ensuring all that dies, decays, and is prepared for new life.
- ◆ The Gardener, protects and guides farmers and shepherds for a bountiful harvest and productive herds.
- ◆ Lir, the master of the seas. They encompass the wind and waves of the vast oceans and churning seas. They care little for mortals beyond the tribute they offer.

The Holy

Verdants are staunch protectors of nature and life in general. They aim to assert the natural order of things while not destabilizing the cycle of life.



CAERNOS

Continued



The Profane

Verdants detest anything that harms nature or distorts.

Undead, and other creatures unnaturally present in a planar sense (eldritch, dark magic, summoned creatures etc.)

Sacred Time

* Some sects believe that like the old sage they worship, followers of Caernos like to rise early in the morning to see the world come to love and for each day to be created.

* On the other hand, other sects believe that any time of day or night can be considered sacred. Notable events such as a sunrise, sunset, full moon, eclipse, high noon, solstices, equinoxes, and other solar or lunar events are considered to be the most holy.

* Seasons are all holy in their own ways.

* The end of the harvest season and the beginning of Winter, and therefore many of the followers of Caernos will be in full harvest swing, and many of their ceremonies and events will embody aspects of these seasons.

Sacred Place

As nature is sacred to the Verdants, followers of the old sage find peace and tranquility in nature. They do not have any temples, churches, or structures to worship in. Instead, they believe that nature is their home.

Sacred Object

Finding all of life and nature sacred, Verdants do not herald any particular object as sacred, though oak leaves and acorns are used as unifying symbols. Verdants wear a leather Oak Leaf. Members of the Roots or the All Speaker have different oak leaves, with painted edges. Acorns are offered to friends of the Verdants, and may allow them to join in ceremonies.

Sacred People

The leaders of Caernos are known simply as verdants or sages and do not carry any rank or hierarchy among their ranks.

❖ THE ROOTS: 7 members of the council representing the 5 elements and sun and moon, volunteered originally and then will be selected from the volunteers at random.

❖ THE ALL SPEAKER: the 8th seat of the council without a vote, but who acts as the lead speaker of the religion and represents the religion in the highest seat. Also picked out of the volunteers.



CAERNOS

Continued



Sacraments

- * Wicker Man Effigy: Participants go out and collect fallen twigs, leaves, etc, and they are then bound together with twine in the shape of a person. The effigy is then ritualistically burned in a fire pit.
- * Offerings of Food/Valuables: Participants offer up any amount of food or something valuable to them as a sacrifice to Cernunnos.
- * The Wild Hunt: A punishment called on those accused and found to have profaned against Caernos.
- * The Retuning to the Natural Order: Replanting/replenishing that which has been destroyed, the cleaning and fixing of the natural order when it has been intentionally destroyed.

Creation Myth

There are two origin myths for Caernos among the Verdants. The world was originally a dead rock and Caernos was the seed that fell from the sky and began all life. Alternatively, Caernos was there from the beginning of the world and was the origin of all life.

Regardless, Caernos was present since the beginning of known time. The sun, moon, and stars filled the skies as they do now. The day, night, tides, weather, and seasons existed then as they do now, though the moon was dark in those days. In those days, before mortals, their main aspects were Caerna, Lir, and Ungi.

Once mortals achieved sapience, they looked to the sun for guidance and truth. Through their faith, the sun became Helion. The failure of Helion's lauded justice, led to rage and the ascension of Boudihillia from the masses of lost and downtrodden. From mortals came Eluna, who through her skill and learnings, ascended to godhood and became the light of the moon. This gave the moon its phases, a gift that touched Caernos deeply.

The peoples' bands roamed the forests, deserts, plains, and mountains, watched and occasionally hunted by Lir. When Lir came to them, dressed in the face of a mortal, the people called them The Green Man. And so The Green Man facet came to be, seen as a protector and warden of the wilds around the mortals.



CAERNOS

Continued



Creation Myth Continued

Lir then became known only as the tempestuous force of the seas, open skies, and deep oceans. They receive offerings and prayers primarily from those who sail upon them and live along their coasts. Lir is still seen as wild and untamable, likely due to their limited contact with and reaping of their seas by mortals. Island-dwellers come the closest to understanding Lir, but even they cannot imagine what lies in their depths.

As mortals built settlements and developed agriculture, The Gardener facet came to be and worked with the people to keep them out of dangerous areas of the wild and made their fields prosperous (if only to keep mortals content within their boundaries).

All these interactions led Caernos to find stewards of the natural world and thus revealed themselves to the first sages.

Prayers and offerings to these facets of Caernos, are all given to Caernos himself regardless of name.

Destruction Myth

Most Verdants don't dwell on the "end of the world", commonly due to the belief that if ever Caernos' existence ends, mortals would have all gone extinct long before. Caernos' roots are deep and their seeds strong. If people wipe themselves out through whatever means their gods use, the world and nature will still be there. Caernos has always been..



Cliona

Life is a song



Symbol

A songbird, raven, and weaver surrounding an apple.

The Sacred

Cliona appears as a young, charismatic woman with shoulder-length hair, indistinguishable as either human or elf. Her clean, fine good looks are exceeded by her hauntingly beautiful voice. She is often depicted as being dressed in bright, elegantly patterned clothes of a troubadour accented with gold jewelry and other eye-catching decorations. She is also seen with a purple songbird, a blue raven, and an orange weaver.

The Holy

Cliona conveys peace and love and promotes the creation of beauty in the world. As a whole, Cliona's ideology represents the concept of finished thought, as well as the process that takes an idea from conception to its completion. Her ethos teaches to consider the world as a continued process, even comparing one's life to a song that begins at birth and finishes upon death. Cliona's personality can sway between whimsical and benevolent, to a consummate performer with a confident, constantly-inspired personality. Her changing temperament is often compared to an actor changing masks and characters on the fly. While Cliona is the goddess of beauty, her three feathered friends represent the ways in which beauty is created. The Songbird represents the performative arts; music, theater, dance, all things which are gifted as fleeting gifts to an audience. The Raven represents literature; stories, poetry, and any organization of words to give pleasure. Finally, the Weaver represents beauty given shape; sculpture, art and personal beauty capture the creation of thought and give it physical shape.

The Teachings

Cliona

Beauty is more than skin deep. It issues from the core of one's being and reveals one's true face to the world, fair or foul. Life is a song, beginning at birth and only silenced with the final chord. Strive always to make the whole song, not just the lyrics and music, more beautiful. Destroy no music or instrument, nor stop a singer before the tune is done. Listen to the world around as well as filling it with your own sound. One singer's music is another's noise, so still no bad music if its making be joyful. Perform an act of beauty and creation each day, and seek to awaken creation in others.



Cliona Continued



The Teachings

Songbird

Spread the teaching of song and musicianship always. Music is the most precious thing folk can create—so encourage its training, use, and preservation at all times and in all possible ways. Awaken a love of song in all folk you can, and offer its performance freely around campfire or on the trail. Cease not in your own seeking for new tunes, new techniques, and new instruments to master.

Raven

Words are thoughts given voice. To capture words to parchment is a feat of miracles akin to bottling lightning. The ability to arrange those words into a beautiful form is another miracle beyond. The organization of words can inspire man or send him into despair, they can route armies or build peace, they can strengthen kingdoms or destroy them. Collected knowledge is the mechanic that thrusts us forward as a people. We all stand on the shoulders of the same recorded past.

Weaver

To create beauty that shares space with the viewer delivers the unique opportunity to become one with the art. When one views a painting, are they not transported, deep within their mind to the space created. Even those so abstract and surreal that cannot exist imprint their constructed reality on the viewer. Shaped beauty is hospitality within art, as it either invites the audience within itself, or is invited within the audience's mind, either way to imprint an experience and emotions.

Sacred People

Worship of Cliona is very popular amongst people. Artists, nobles and people just looking to fall in love typically pay respects or send prayers to Cliona. The dogma of the church is easy for most people to understand and support.

Devout followers of Cliona however are typically career artists, authors, and musically-inclined individuals such as bards or poets. In addition to their affinity with art, stage and song, they tend to appreciate good food and wine, and the beauty found in both nature and civilized society. The church is comprised primarily of bards (particularly those of the Karnifal guild), but also includes clerics, mystics, and advisors.



Cliona Continued



Creation Myth

The only fact known is a deal was made between the founders and the goddess Cliona, a goddess of love and beauty, who is said to have three brightly colored birds who eat apples from an otherworldly tree, and whose sweet song heals the sick people.

Prayer of the Bard

The ecstasies above
With thy burning measures suit—

Thy grief, thy joy, thy hate, thy love,
With the fervour of thy lute— Well may the stars be mute!

Yes, Heaven is thine; but this
Is a world of sweets and sour; Our flowers are merely—flowers,

And the shadow of thy perfect bliss
Is the sunshine of ours. If I could dwell

Where Cliona
Hath dwelt, and she where I,

She might not sing so wildly well
A mortal melody,

While a bolder note than this might swell
From my lyre within the sky.



Children Of The Ash



The Thunderhawk and The Crow

The Sacred

The Thunderhawk and The Crow. Great deity birds that watch over the March and its people in the absence of the Elder Gods. The Thunderhawk and Crow represent destruction and creation, chaos and order. Neither is good, Neither is evil. They are forces of nature. Two halves of the same coin. The Thunderhawk teaches hard lessons that you need but may not want. While the crow pushes you to seek answers, possibly from a new vantage point.

The great spirits of the March which give us our virtues.

Loyalty (Fox) to one another, to the guild, and to the land that binds us together when we're all away from home. We know people have our backs. We know someone will stick up for us. We don't betray one another.

Freedom (Hare) is the beginning of all human flourishing. Our people value the freedom of each individual and the freedom our people and land have from outside forces.

Wisdom (Viper) is a mysterious thing we are always pursuing. We trust in the proverbs and prophecies of the giants. They have taught us how to act with virtue and cunning. We are pursuing all of the mysteries in the world, whether magic or mundane.

Cunning (Cougar) is an approach to battle that invokes thoughtfulness over mere savagery. We approach all battles with an eye for the most efficient and devastating victory possible.

Order (Spider) is our way of ruling ourselves. We believe in following our laws and traditions. Chaos is our enemy and we see it as a destructive force. Order is not the opposite of Freedom, rather it makes Freedom possible.

The saints of the March and their selfless Acts.

The Holy

The high priests of the Children of the Ash are known as emberkeepers and pass on the holy tenants.



Children Of The Ash

Continued



The basic tenets of the Children of the Ash

- ◆ Be kind to others as kindness is what was freely given in the Saints sacrifice for you.
- ◆ Help those in need of help when you can. If you cannot help, at least do them no harm.
- ◆ Protect the vulnerable.
- ◆ Be wise in who you offer your services to.
- ◆ Always pay your debts.

The Profane

The Outer Night and the unnamed Enemy that resides within. Those who take actions willfully harmful to others for nothing but spite and personal gain thinking nothing of those whom they are harming. Such actions involve slavery, subjugation, wanton slaughter, and torture.

Sacred Time

The holiest times for the Children of the Ash are that of dusk and Dawn. Dusk because it is the time of the sparking of the embers, the lighting of flames, the start of the watch. Dawn for this when we know that our duty is complete and All that remains of the fire is ashes.

Sacred Space

Any fire pit or flame that has been blessed with sacred ashes or sacred rights. Cuz these are places of worship and conduits for selfless Acts. None more sacred than the First Hearth where the March Wardens took their final stand in ancient times against the Outer Night.

Sacred Objects

The most sacred it is the Ashes of the First Hearth. Next is the tools of the saints of the Children of the ash

- ◆ The sacred stick of the emberkeeper.
- ◆ The sacred Hammer of the architect.
- ◆ The sacred pan and wooden spoon of the quartermaster.

Sacred Objects

We have our Three saints of the children of the ash.

- ◆ Saint Withers, saint of the Ash. selfless in duty, reborn with the spark of the thunderhawk.
- ◆ Saint Brynjar, saint of the Hammer. Compassion that knows no end. Bestowed with the strength of the old ones, the Giants.
- ◆ Saint Lamia, saint of the Hearth. Limitless kindness and warmth. The very embodiment of the heart of the great spirits.



Children Of The Ash

Continued



Sacraments

The sacred rite of initiation

All initiates gather round a blessed fire with an emberkeeper to lead them. Each initiate comes forward stating their name, and then they recite the sacred words "I choose to be a Child of the Ash. To generously and selflessly give unto others as the saints have given onto me". Once all initiates have stated the words Denver keeper will have them all rise from their seats and state "rise and receive the blessing of the sacred ashes and the mark of the Thunderhawk, you children of the ash."

There's also the sacrament of the emberkeeper: a member of the children of the ash will undertake The watch. And persevere through the night keeping a flame lit until the morning. Thus becoming an emberkeeper.

They're also numerous small rituals and blessings among the Children of the Ash. Some dust their heads with Ash before battle, others place the mark of the thunderhawk on their person, and some if they are fortunate enough are blessed by the sacred tools of the saints.

A common small blessing that you may receive if you are within the March is "may Ash, Hammer, and Hearth guide and protect you"

Creation Myth

"To tell the story of the Children of the Ash, you must first know the story of the March."

In the beginning, the elder gods, many who are lost in eternity passed, sent forth the great Thunderhawk and the great Crow to bring forth the world. The Crow brought forth a great egg which tumbled through eternity, gathering to it the components of the world. When the world had formed it cracked and brought forth the first people, the Giants. They were wise and learned much from the elder gods. They were of the Earth and its secrets.

Then arrived the second people, the mortals of the world. The mortals were interested in the ways of the sky and learned much from the Thunderhawk and Crow. The Crow made the mortals believe that the Crow was the one true god, by scheme or by accident there is much debate. Mortals did foolishly in the eyes of the Thunderhawk and its rage brought forth the Great Storm, and the cracks of the world were filled with the storm's rain.



Children Of The Ash

Continued



Creation Myth

The mortals now fear to anger the birds. Some mortals chose to follow the ways of the Giants, the Old Ones, the ones who taught us the wisdom of the Gods. The Giants bequeathed the March, a land of Sacred Foundation, and named the people "Marchwardens." These are our people.

And with this duty also came the knowledge of the enemy. A nameless darkness that threatens the March and the world. This nameless darkness resides within the Outer Night. It is the duty of the March to keep it at Bay.

On an unnaturally cold night of the year members of the Wardens crowded by the fire while on watch, huddled to keep warm against the Outer Night. Many were hesitant to leave to return to their tents at the thought of possibly catching their deaths from the cold.

They thought they could remain warm together, but where would they go once all went to sleep? How would they remain warm once the fire went down? How would they be ready to stand against the Outer Night?

One of their own, a young man by the name of Withers told them not to fret for he would be the keeper of the flame.

As the night went on the members gathered their blankets and as many skins as they could find in order to make a pallet on the ground in front of the fire pit.

All drifted off to sleep with the exception of Withers. Withers, being a man of strong will and kind heart, stayed up all night long to stoke the fires and kept the embers burning until the looming threat of the outer night faded and the light of the sun appeared. The first of the Wardens on the pallet awoke from their slumber.

As the Wardens awoke, many noticed the presence of ash and smudge upon their faces. They were confused until they looked toward the fire pit and saw the last of the fire finally dying out. Past the flames, they saw Withers still awake yet weary and stared in disbelief at the act of kindness given by the hands of Withers. Seeing that his job was done, Withers smiled and finally succumbed to slumber.

He was laid to rest within the Warden war tent with furs and blankets and arose hours later with not a hint of exhaustion to begin life anew. The child of the great Thunderhawk with Sparks anew, reborn like that of the Phoenix.

It is in the name of this sacrifice that we, the Children of the Ash, were born.



Eluna

*Goddess of Knowledge, Writing, Truth, Craft, Dreams,
Stories, Cheeses, the Moon, and the Night*



Symbol

A candle in front of the full moon, or a sequence of the phases of the moon.

The Sacred

Followers of Eluna believe that wisdom gained through the knowledge of the world brings them to a higher state of being and consciousness.

The Holy

Followers of Eluna seek for their minds to transcend into the awe of infinite knowledge. A discovery about reality, nature, art, personhood, or what lies beyond the veil of mortal understanding is their foremost goal. They believe that when a new piece of information is added to their ever-growing library of knowledge it is not only a blessing for the individual who discovers it, but also a blessing from Eluna to all who follow.

The Profane

Followers of Eluna abhor those who shun the truth, live in willful ignorance, or knowingly teach others falsehoods about the nature of the world.

Sacred Time

The moon shines brightest at night, and followers of Eluna feel a special affinity to her when they gaze up at her symbol shining in the darkness, guiding them towards the truth. Midnight, especially, is a sacred time of the night, and is when the most holy ceremonies are usually performed.

Whenever a comet or other form of shooting star is in the sky is also especially sacred; they are viewed as an omen of new knowledge soon to be acquired, just as Eluna found the fallen star known as Astaria's Gift and used its light to illuminate Lunaris.

Sacred Space

The most sacred place for followers of Eluna is the Grand Library. However, with the Cataclysm causing most books of magical origin to become blank or unreadable, many Selenari have changed their practices, looking for places with high concentrations of knowledge. Ceremonies are often conducted amidst displayed scrolls, open books, in nature, or a mixture of all three. Candles and other small light sources are valued in such settings, allowing the gathering to occur during the night under Lunaris' light without hindering their reading of texts.



Eluna Continued



Sacred Objects

The most sacred and holy object to the Selenari is The First Book. This book was written and handed to the elders of Menatu Vandor in the first days by Eluna herself. The last time the book was seen was when it was brought to Hynafol shortly before the Cataclysm. Not only was the Book lost during the Cataclysm, the loss of magic caused by the disappearance of the Mists erased all written forms of Celestial, the language it was written and copied in, leaving Eluna's followers with a sudden absence of a holy text.

In response to this, they crafted a collection of recounted sections of the First Book, written down in their native tongues by those who had read from it prior to its disappearance and collected together to form a patched-together reconstruction of the holy text. This is known collectively as the Second Tome of Eluna.

Each section of the Second Tome is referred to as an Apocrypha, as a reminder to her worshippers that its contents are simply the recollections of the true First Book, rather than the divine text itself.

Sacred People

Worshippers of Eluna are known as Selenar (plural Selenari). The priests of Eluna are known as Amandil. High priests, those in leadership roles amongst the clergy, are referred to as Amandilar. Anyone who is a devout follower of Eluna and seeks to help others in following her tenets can become an Amandil.

Sacraments

The primary religious sacrament was the reading of The First Book. However, since the loss of the First Book, Selenari have taken up new practices.

In modern times, the primary sacrament for gatherings of Eluna's faithful is either reading and discussing passages from the Second Tome, or reading a poem, song, story, or other piece of lore that reflects the lesson that the Amandil is attempting to convey with the sermon. This is usually biased towards the Face of Eluna who the Amandil is a follower of, but it isn't uncommon for Amandils to focus on aspects of Eluna's other Faces for sermons, depending on events and their mood.

The discussion afterwards is just as important as the recital itself, and almost always involves the worshippers who are present. Eluna is interested in her people learning things and finding and weighing new perspectives; if her followers simply listen to sermons and follow their teachings without thinking about them and debating them, she views that as brainwashing, not learning, and won't stand for it.



Eluna Continued



Creation Myth

Eluna was born a mortal in a bygone era, and trained as a loreweaver and storyteller for her people, creating tapestries illustrating their tales and legends. So gifted was she, that even kings, lesser gods, and great spirits visited her, asking to see their own stories captured on her loom. It was in these discussions, when she would collect the stories of those who stood above and beside the mortal realm, that she came upon a revelation: that the world is not real, but a story we are all telling each other, a Dream that we all dream together; that godhood is merely a trick of perspective, and that we are all tiny gods in our own small part of that great tale.



Helion

Blaze the Sun



The Sacred

Helion is the god of the sun: he is the one who brings light into the world, gives goodness through his blessings, and reveals what is hidden in the dark: evil.

Devine Figures

*Helion

Primary God & being worshipedworshipped

*Solis

Aspect of Helion, physical form of the sun

*Daughters of Helion:

Represent attributes of the sun & are venerated/prayed to for specific blessings

*Estia

Patroness of the Hearth, represents warmth and safety

*Siad

Patroness of the Sun's "Crown" (Rays). Represents Helion's interventions on Earth, reaching out to protect his creation

*Vespera

Patroness of TwilightTwighlight, represents Hope in the Face of darkness, often referenced/interceded to during funeral ceremonies

*Aurora

Patroness of Dawn, represents new life & creation, reemergence of life from darkness

*Olwen

Patroness of Light, represents fertility and summer

The Holy

Followers of Helion believe that by praising the sun all good blessings will flow. As light from the sun flows out into the world blessing all whom it's rays fall upon, so does the blessings of Helion. Likewise, Helionites are empowered to reveal evil wherever it may lie.

The Profane

Helionites have a strong sense of justice and therefore, abhor evil, wherever, and whenever they may deem to have found it.

*Darkness is often used in holy texts as a natural opposite to Helion's loving and just light.

*Many texts also refer to the "Achreios," or vile one, as the nebulous force of evil in the world, causing the beings of the world to behave in evil, unjust ways



Helion Continued



Sacred Time

When the sun is at its apex and it's radiant beams flow out at high noon.

Holidays

- *Solis Rex - Summer solstice
- *Estes - Harvest/Hearth festival
- *Siadwyl - Show the faithful who will follow Helion and his angels into the final battle; honor those who have passed on back into the eternal cycle.
- *Vesperia - Winter solstice, awaiting the return of summer
- *Aurora Aeternum - Return of life to the earth with helion's dawn
- *Olwenydd - Festival of light, fertility, summers arrival

Sacred Space

Helionites have built immense churches, adorned with panes of inlaid glass that reflect the sun's light inside to illuminate them while they worship.

Sacred Objects

The Sun Stone, which was carried off to Hynafol before The Cataclysm. Many attempts have been made to find another, but Helion denies it. The Codex Solaris, a collection of Helion's teachings handed down from the Saetii of old. Natural occurring glass is considered to be blessed by Helion for it reflects the sun's glow.

- *Sun Book - Codex Solaris
- *Saetas Lamps - Clay oil lamps used by the light keepers for worship rituals. They represent Helion's unquenchable flame and the light he gives to those lost in darkness.

Sacred People

The Lightkeepers guide the Helionites. They are adorned in long robes of red, gold, yellow and orange with the Sun Symbol upon their backs and chest.

- *Clergy of Helion are referred to as Light Keepers, or simply as "Keeper" when speaking to them directly.
- *In the Ancient tongue, the word for them is "Saetas Arweinydd" or "Saetas" for short
- *The Leader of the Saetii is typically a priestess, but clergy is not formally restricted to any gender identity



Helion Continued



Sacraments

Must include fire

*Fire Dance (Siadwyl)

- Dancing around bonfire
- Wearing golden masks and ritual robes in guild colors
- Drums and music present
- Intent to call Solis back to the Eastern Sky. In some traditions it is also to mark the faithful in the event that Solis does not return, and Helion sees fit to rain fire upon the earth, and begin the creation cycle again in the plains of Ash and Mud

*Procession of Glass

- A Holy vessel containing a stone of Desert Glass is paraded through the streets leading to the Church of Helion. There, a mass is said, which begins at high noon.

*Dawning

- Private prayers said to one's self to greet Solis upon his return to the Eastern Skies

*Funerary Rites

- Funeral Pyre: setting the soul free by committing the body to sacred fire. Scatter the ash to the ground so that the souls may rise again after the time of ash and mud

Creation Myth

Canïad y Helion

Listen you who were not there,

When darkness reigned and icy rains fell upon the mottled ash and mud that cloaked the earth. Listen you, the ones who never felt the grains of blackened soot upon your skin, oppressing darkness choking all that sought to live.

Hark and see the light amidst the darkened clouds. I, Helion, cast the shadow from its ashen bed. See the seeds beneath the earth rise to pay me homage. Feel the grass beneath thy feet and see the verdant canopy above thy head and know this growth is grown by my command.

Nourished is the Earth by radiant light, but still great danger comes by darkened night.

See the birds and beasts take to land and sky birthéd by the seas whose waters warm in my illuminating rays. See them feast upon the fruits that spring from hearty soil. Hear them sing the glories of the day star, echoing ecstatic across canyon, beach, and plain.



Helion Continued



Canïad y Helion

Nourished is the Earth by radiant light, but still great danger comes by darkened night.

Hark & see my children unto whom I have bequeathed my wisdom and my sight, that they may see beyond themselves into a greater realm, and bring unto it peace and Justice by my will. Let my children have dominion over all which I bring forth from ash and water. Charge them with the stewardship of all things given life by my almighty aura. By my direction let them till the Earth and multiply the sustenance I've given them. Prosper and rejoice in this, my children, in abundance and in peace. Raise your joyful voices so that all the earth may know what gifts you have been given by the Lord of Light!

Nourished is the Earth by radiant light, but still great danger comes by darkened night.

Praise the Dawn that brings the light, sing as do the birds amidst the early morning dew

Praise the height of day when bright the star of Helion shines upon the men & beasts he has created.

Praise the eventime, whence the laborers and lords do hang their duties o'er their hearth, to rest and pride themselves at that which by my mighty will they have accomplished

Nourished is the Earth by radiant light, but still great danger comes by darkened night.

Now twilight comes and darkness follows. The time at hand brings suffering upon the Earth. Obscurèd is the path by which the righteous travel through the day.

Lo, the malevolent beast stands before me on the precipice at twilight. The light cast upon him is scattered, his shadow stretched unendingly into the formless void. See you now his blight enthralling my beloved children. Look upon their evil deeds and know that they have been infected by his utterings foul.

Lo, does my wretched foe profane the prosp'rous earth which by my hand was made. In darkness does he trample o'er the fields and scatter salt to starve the land. By night does he sow fear among my children, the fear that kills the mind & turns a sage into a savage, that they might kill as do the demons, tenebrous and vile



Helion Continued



Caniad y Helion

Woe to you, corrupters of creation,
Woe to you who revel in the dark.
Woe to you, who scoff at your salvation,
Woe to you, oh dousters of the spark.

Behold, in the permeating darkness Helion is not forgotten. Let the bravest of my children stand before the demon horde. Look you to the East for thy salvation. Behold upon an Argent Stallion will the bearer of my sacred torch arrive. High above the army of my enemy will my champion hold my sacred flame, that the Eastern skies may once again reflect my radiance divine. So shall my noble champion lead my righteous legion into battle with my foe. Let the sword of darkness shatter on the shields of righteous men. Hold your shields before thy brothers, oh brave soldiers of the heavens! Stand fast in thy battle lines. Thy enemy seeks no quarter, so shall it be denied them. The innocent seek safety at your back, by your bravery shall they never be pursued. Behold, the Seraphim of War shall I send forth to bear the standard of my Legions. She shall put the enemy to flight with golden sword aflame. She shall lead the final charge across the fields of ash and mud. Let the brave and noble hearted follow her, let their hearts consumed by courage be.

Night will pass, and so shall morning follow. Thus shall Solis, my resplendent light, fill my children's joyous hearts, and they shall know the depth of my love for them. They shall know blessings beyond compare. They shall know eternal my protection and my peace. Fear you not, oh blessed children, when the darkness should return. My legions o'er the vast horizon keep their vigil. Listen well for the sounding of the western horn, when the Phoenix in its glory glides majestic cross the clouded skies. Know that in the time of darkness I shall bring my holy flames down upon the horde. Let only those who seek to have my light extinguished fear my fiery wrath, for I shall rain pillars of fire upon them. Again the Earth shall know a time of ash and mud, of icy rains and roaring winds to fell the mighty oak. But know that I am Helion. I am the light eternal and the flame unquenched. From ash and mud will life arise to sing my glory. So shall my light bring life eternal to the world! This is my Oath to you, oh faithful children. Join the song and you shall know my blessings. Bask in my radiance and you shall never know cold. Open your eyes to my eternal light and you shall never know darkness. This is the word of Helion. So shall it be, to the end of time.



Invictus

Sovereign of the Crimson Vale

God of Conflict, Strife, Violence, War, Strategy, and Diplomacy

Symbol

A helmet in front of a sword, shield, spear, mace, or two crossed daggers

Appearance

Invictus appears as an androgynous suit of armor, with no visible flesh, bearing at least one (and often many) weapon. Their eyes are burning crimson lights within their helm, and when they speak their voice is an echoing thing made up of a dozen different voices, male, female, and some monstrous or impossible to tell their nature or gender.

The Sacred

Invictus is the god of conflict and strife, whatever the manner of or reasons for it. They view any conflict, any test of wills or strength, whether violent or not, as a sacred thing, a way to test yourself and grow stronger. They see strategists, assassins, and even diplomats as having equal worth in this manner as warriors or soldiers, provided they always seek to become better at their craft for the next conflict.

The Holy

Invictus' followers believe that to strive against someone or something else is to elevate yourself, and that to survive such conflict is to emerge stronger, reforged by the fires of strife. Scars, injuries, and setbacks are the toll and the badge of such conflict — every battle has costs for failure, and it is up to those fighting it to bear those scars proudly and learn from those failures.

The Profane

Invictus will not tolerate these three things:

* Fear taken root

Never let fear dictate your actions. Retreat or surrender are acceptable, so long as fear is not what drives you to do so.

* Mercy without consequence

Never give mercy without considering whether it is warranted, and give no quarter to cowards or those who have broken their parole once already.

* Violence without control

Never lose control of yourself while in combat; rage must be a tool, not something that controls you.



Invictus Continued



Sacred Time

Fellward Festival - The day after the Spring Equinox marks the beginning of the season of war. This festival is marked by craftsfolk bringing their war-like wares to sell, and great send-off feasts for the soldiers about to depart, accompanied by tales of past glories and heroics. Good-luck charms are commonly given to new warriors/soldiers, and old ones spend much of the day with their families.

Hearthward Festival - The day before the Autumnal Equinox marks when warriors should begin heading home, to stay with their families and tend to their hearths. This festival is usually full of music and tales, alternating between mournful ones celebrating those lost in battle and celebratory ones about soldiers returning home.

The Breaking Hour - In the hours just before dawn, Invictus' followers stand guard against those who would take advantage of fatigue and the changing watch to strike from ambush.

The Highest Hour - Noon is a holy time, both for beginning a battle and for honoring soldiers who have been marching for half the day, and still have an entire afternoon before they reach their next camp.

Sacred Space

The Crimson Vale, the birthplace of Invictus, is the holiest place in the cult - however, it has recently fallen within the territory of Legionum, and so access to it is no longer guaranteed. Battlefields and the graves of warriors are always holy in Invictus' eyes, no matter how old or forgotten, as are training yards and gladiatorial arenas, military headquarters where strategies are made and implemented, and diplomatic halls that are the site of contentious negotiations.

Sacred Objects

Weapons, armor, and shields are obviously holy symbols of Invictus, but the truly sacred ones are those that have been passed down and used by multiple generations of warriors and soldiers. The greatest of such objects, those which have stood the test of time and been involved in achieving legendary deeds, are referred to as the Hands Of Invictus, and possessing one is both an incredible honor and a solemn duty to live up to the deeds of its past bearers.



Invictus Continued



Talismans

Shards of arms or armor from generations past, kept in an amulet or woven into jewelry.

Ornamental weapons that were once fully functional, but are now so old that they can't be used without being damaged.

Jewelry fashioned in the shape of weapons or helmets, preferably made of bronze, iron, or steel, and kept well-polished and corrosion-free.

“War-Torcs,” solid metal neck or wrist rings fashioned of bronze, are often given to new warriors or soldiers by their seniors after they survive their first “proper” battle, dubbed “earning your torc.” Torcs are traditionally notched once after each brush with death a warrior has, and are treasured keepsakes for someone's descendants once that person passes on. Demanding that a follower of Invictus give up their war-torc Is Just Not Done, though if a captured warrior breaks their parole and is recaptured their war-torc is forfeit and melted down as punishment.

Sacred People

Followers of Invictus are referred to as Adversii, or Adversus singular.

Priests of Invictus are known as Caestii, or Caestus singular.

Higher priests, leaders in the cult, are referred to as Manestii, or Manestus singular.

Creation Myth

Invictus was not born. They formed, drop by drop, from the blood soaking an ancient valley, the site of so many battles that no mortal could hope to recount them all in one lifetime. The dead and dying, their arms and armor, all were buried beneath the centuries, until the Crimson Vale became a holy place for warriors hoping to survive or find glory, and for kings and queens seeking victory or simply survival.

After generations of prayer, and centuries of bloodshed, eventually Invictus arose. The blood soaking the Vale, and the arms and armor of the fallen, coalesced into their body, and then – without fanfare or announcement – they began to answer the prayers of those who faced or sought out strife.



Invictus Continued



Sacraments

Pray before a battle, that you might find the strength of body and will to achieve victory.

Pray after a battle, to give thanks for surviving, to honor those who will not see another sunrise, and that you might grow stronger from the experience.

Pray before a non-violent conflict, for sharpness of wit and quickness of mind, so that you might emerge the victor.

Pray after such a conflict, that you might learn from your mistakes and the skills of your opponents.

Pray for those who are fighting, near or far; think of your friends and loved ones who go to War, and pray that they might find the strength to come home.

Pray during a funeral or memorial, to honor the fallen and their deeds.

Pray before and after training, that you might grow stronger and that the lessons you learn might aid you in the next conflict.

Sing or chant, to the rhythm of marching feet or clashing blades, to honor Invictus and hearten your allies.



Maskorino

*God of Fate, fortune, foresight, change,
Trade, money, death, and time*



Symbol

A silver Infinity Symbol or a golden Ouroboros

The Sacred

Followers of Maskorino believe that good fortune comes from helping others, whether through charity or through fair and mutually-beneficial business deals. They believe that even small actions can have great consequences, and so are always alert for opportunities to make the world a better place in subtle and unexpected ways. Maskorino is deeply tied into the Weave of Fate, able to see all possible futures, but they cannot use that knowledge to grant blessings or aid without their followers building up Karmic Debt by helping others.

The Holy

Maskerines hold to the ideals of Insight, Subtlety, and Charisma, believing that acting in accordance with those ideals allows them the best and most effective method of working their will upon the world. Use your insight to understand what is happening and will happen. Use subtlety to maximize the effects of your efforts without wasting energy or resources, as well as ensuring that those who oppose you won't be able to effectively counter you. Use your charisma to make friends instead of enemies, and to increase the reach of your actions through your social connections.

The Profane

Maskerines hold Stagnation, Cruelty, and Miserliness to be the worst of sins. Stagnation – whether in a person or a society – stops things from changing, which means that nothing has a chance to improve. Unnecessary cruelty never improves things, in their eyes, and if anything those with the resources and ability to stop pain and suffering have a duty to do so. Finally, they believe that to hoard wealth is to stop the flow of trade, defeating the purpose of it and going against the will of Maskorino; money and wealth are to be used, not kept in a vault or entirely for oneself. They also hold counterfeiters and necromancers to be abhorrent for defiling Maskorino's tasks of ensuring the flow of trade and the passage of souls to the afterlife.



Maskorino

Continued



Sacred People

The church or cult of Maskorino calls itself the Order of the Golden Wheel. Individual places of worship, and the mercantile, political, and philanthropic organizations that grow up around and within them, are known as Chapterhouses or just Chapters. The creed and collection of philosophies followed by worshippers of Maskorino is known as the Maskerine Path; it focuses on the virtues of Insight and Subtlety, and the importance of trade, commerce, and philanthropy to the world around you.

Followers of Maskorino are known as Maskerines in general, though there are formal labels for different kinds of clergy or followers. Clergy of Maskorino are known formally as Eigeros, or “those who encourage.” They view their role in society as that of shepherds, both for those who are lost and to encourage gradual societal change in a positive direction. Layfolk and members of the Order alike more commonly refer to them as “Aunt” or “Uncle,” depending on the cleric’s gender.

Sacred Time

The opening bell of a marketplace is a sacred time to members of the Order — whenever business starts is a time for a short prayer to Maskorino. The opening day of a new business is a time of celebration and wishing for good fortune by those involved. Similarly, when a business closes permanently, it calls for a day of mourning and prayers for renewal and better fortune in the future. The day after the Winter Solstice is a sacred day, as members of the Order prepare for the new year and new ventures. This day is usually marked by gift-giving to friends and family and donations to the poor, to build up Karmic Debt for the new year, as well as quiet celebrations of any good fortune that has occurred in the past year.

Sacred Space

Chapterhouses of the Order are built for the comfort and efficiency of their employees and worshippers, but they are also frequently decorated with subtle splendor. Maskorino prefers to have the Order focus on sturdy and elegant construction, using tasteful and expensive materials to show off any wealth rather than gilt and jewels — they believe it’s best to leave the shining churches to the Helionites. Better to show off the reach of trade routes with exotic woods and stone, and the influence of far-off cultures with art and sculpture, than to blind the eye with gleaming gold, silver, or crystal.



Maskorino

Continued



Sacred Objects

Members of the Order consider the True Coinage to be a sacred artifact of their god, and are highly aggressive about rooting out those who would deface or copy it. The First Masks are mementos of Maskorino's first days after they Ascended, carved from wood and stone and imbued with the god's freshly-created divine energy.

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Sactaments

Tithes — Large tithes to the Order are quite commonly made by members of the Order, as well as members of the upper classes who don't want to attract any negative attention from the Order for hoarding.

The Masked Pilgrimage — One of the core sacraments of the faith is the Masked Pilgrimage, a journey of self-discovery that is supposed to bring one closer to understanding their Fate.

Your Eldest Coin — The oldest, most well-worn coin in your pouch, the one that has traded hands the most times, is the one most valuable to Maskorino. If you flip it, Maskorino will listen to a prayer or nudge it to help you make a decision. If you bet it, they'll pay attention to whatever is going on, and perhaps nudge things in a direction of their choosing. If you trade it, they'll give you a bit of luck in your business dealings for the next few days. Never hold onto it after you use it this way, though — it loses its power when it is hoarded.



Maskorino

Continued



Creation Myth

Rin Maksoro was a dwarven mage who attempted to use time magic and the foresight it granted them to redeem the corrupt city they once called home. This failed, catastrophically, and the psychic and temporal backlash caused them to ascend to godhood, infusing their flesh with the Weave of Fate and making it impossible for a mortal to see their uncovered form without going mad. They covered their body in a cloak and wore a mask to interact with mortals, and changed their name in recognition of their folly. They took the lessons they had learned about meddling with Fate to heart, and resolved to use their newfound divinity to make the world a better place – this time via more subtle methods, ones that wouldn't snarl the Weave and harm those they were attempting to help. Since then, they have taken up the duty of shepherding dead souls to their afterlife, and aiding in the spread of trade by creating a single, unified currency, the One True Coinage. gleaming gold, silver, or crystal.



The Holy Shoe

Praise the Sang



The Sacred

Followers of The Holy Shoe, often known colloquially as “the Shoey”, believe that it is a holy object that bestows blessings upon all who quench their thirst from its upturned toe.

The Holy

Those who dedicate themselves to The Holy Shoe believe that life is about being abundantly fulfilled. Whether charging into battle, serving those around you, or drinking deeply from the depths of a wine filled shoe, life is to be experienced fully. Followers of The Holy Shoe show a certain irreverence towards many of the worldly things that more subdued or serious people consider weighty. They are often looked at as overzealous bacchanalians, which could not be further from the truth. Instead, it seems, the Holy Shoe bestows upon them an understanding that life is to be lived and is not a game where score is kept to see who won. What good is a hoard of gold to you when you die alone and unloved.

The Profane

Followers of the Shoey never let their circumstances dictate their affections. They consider it grievously offensive to allow one’s circumstance to dictate one’s feelings that lead to world-weariness.

Sacred Time

Anytime that allows for the partaking of the blessing of The Holy Shoe, or any time of fellowship in the name of the Shoey.

Sacred Space

Anywhere that allows for the partaking of the blessing of The Holy Shoe.

Sacred Objects

The Holy Shoe - a silver shoe. There is also a legend of a higher shoe, a more perfect shoe, a golden shoe, but this shoe has only been seen in visions and dreams. Many have quested for this higher golden shoe, but none have ever held it or even seen it in this realm save in a vision or a dream

Sacred People

Priests of the Sang. Often seen wearing long robes of increasingly elaborate design in a color that is somewhere between purple and red and donning tall, ornate hats. These priests bless others with the dispersion of the liquid present in the shoe which is most often a form of sweet red wine.



The Holy Shoe

Continued



Sacraments

he partaking of The Holy Shoe. There is a complex system of chants, gestures, and movements to each partaking of The Holy Shoe. The ceremony is passed from person to person when members of The Holy Shoe bring it out to dispense blessings on all whom would partake. The ceremony is always welcoming to newcomers regardless of their religious devotion, because, well it's a shoe that blesses you with drinking from it, not a god...

What is drunk from the Shoey does not need to be alcoholic; simple water will do. It is the sharing and fellowship that matters as it was when Merlin started on the first day of the Shoey.

Creation Myth

Widely disputed, however, the most often repeated myth of The Holy Shoe's origin is that it was once worn by Merlin at the wedding of Arthur. After the ceremony the court and all who gathered together for a party that lasted some days. Late one evening, in a garden far from the main hall, during the festivities Merlin was regaling some of the young courtiers with tales of magic, fancy, and much embellishment when he grew quite parched. Merlin then said, "Good friends, who has something to drink?" To which there came the reply, "We have barrels of sweet red wine for days, but nothing to drink it with!" To which Merlin replied, "That's not a problem!" He then proceeded to take off his shoe, mutter something under his breath, and the shoe instantly turned to silver. Merlin then filled his shoe with the sweet red wine and drank from it, passing it from courtier to courtier, while telling stories until the sun had risen.



The Old Ways

Favor of the Gods



The Sacred

* Odin (Óðinn) [Aesir]

Allfather, seer of all, father of the Aesir. The one-eyed god of wisdom, healing, death, royalty, the gallows, knowledge, war, battle, victory, sorcery, poetry, frenzy, and the runic alphabet. He is complex, wise, ambitious.

* Thor (Þórr) [Aesir]

Hammer-Weilding God of thunder, storms, strength, sacred groves, protection and fertility/harvest. He is stubborn, quick-witted, and short-tempered.

* Loki [Aesir]

Shapeshifting God of cunning, mischief, trickery. Mother to Sleipnir, father to Hel, Fenrir, and Jormungandr.

* Baldur (Baldr) [Aesir]

Shining god of light, goodness, forgiveness.

* Freyr [Vanir]

God of peace, prosperity/wealth, virility, and fair weather. Twin brother to Freja.

* Freja [Vanir]

Goddess of love, beauty, war, seiðr, fertility, and carnal knowledge. Twin sister to Freyr.

The Holy

Those who worship and have the favor of the gods. A god's favor can be sought and those who they find worthy may have their aid. However the gods are not infallible, they can be tricked, flattered, surprised, and enraged. They may favor those who do not deserve it. Those that do, may not receive what they deserve.

The Profane

Those who would insult the gods or their chosen people.

Sacred Time

The sacred times of the Old Way revolved around the moon cycles and harvests.



The Old Ways

Continued



Sacred Space

The Old Way is heavily based on nature and the gods providing though the environment so most of our sacred space, rituals and beliefs come from nature. Our sacred spaces included meadows, swamps, lakes, rocks, hillocks and much more, and we mainly use these sacred areas to perform sacrifices called "Blots." Blots usually consist of boiling animals like pigs and horses in large cooking pots, then extracting the blood and sprinkling it on the statues of Gods, while the meat was shared in a feast for the entire tribe and clan. We also honor the home and hearth as well as fields and places of harvest and bounty.

Sacred Objects

General: Runes, Crows and Ravens, Mead

Thor: Mjolnr, Goats, The Rune Thurisaz... One's axe/shield in Battle

Odin: Gungnir, Ash and Elm leaves/bark/trees, Yggdrasil... One's life in Battle

Freyr: The last sheaf of wheat, Boar Sacrifices, Beer

Freja: Cats, Jewellery, Celtic Knotwork, Amber

Loki: Alcohol, Snakes

Sacred People

The völva

Through ritual, the Seer enters a trance in order to gain wisdom from the gods usually via visions and understanding of dreams.

Sacraments

Worship of the gods through blot sacrifices. These are led by a goði or gyðja (fem) who serve as priests or secular/religious figures. They consists of prayer, sacrifices of animals or people, the sprinkling of blood on attendees, and a feast to follow. Further explained in "Sacred Times". This year at Hynafol, Streng Lofte will be holding one such Blot.

Worship of the gods through divination and reading of the runes. This is usually done by a seer or seeress.

Birth, Coming of Age via Combat, Death via funeral.



The Old Ways

Continued



Creation Myth

The first world to exist was Muspelheim, a place of light and heat whose flames are so hot that those who are not native to that land cannot endure it.

Beyond Muspelheim lay the great and yawning void named Ginnungagap, and beyond Ginnungagap lay the dark, cold realm of Niflheim.

Ice, frost, wind, rain and heavy cold emanated from Niflheim, meeting in Ginnungagap the soft air, heat, light, and soft air from Muspelheim.

Where heat and cold met appeared thawing drops, and this running fluid grew into a giant named Ymir.

Ymir slept, falling into a sweat. Under his left arm there grew a man and a woman. And one of his legs begot a son with the other. This was the beginning of the Jötnar.

Thawing frost then became a cow called Audhumla. Four rivers of milk ran from her teats, and she fed Ymir.

The cow licked salty ice blocks. After one day of licking, she freed a man's hair from the ice. After two days, his head appeared. On the third day the whole man was there. His name was Buri, and he was tall, strong, and handsome.

Buri begot a son named Bor, and Bor married Bestla, the daughter of a giant.

Bor and Bestla had three sons: Odin was the first, Vili the second, and Vé the third.

It is believed that Odin, in association with his brothers, is the ruler of heaven and earth. He is the greatest and most famous of all men.

Odin, Vili, and Vé killed the giant Ymir.

When Ymir fell, there issued from his wounds such a flood of blood, that all the frost giants were drowned, except for the giant Bergelmir who escaped with his wife by climbing onto a log. From them spring the families of frost ogres.

The sons of Bor then carried Ymir to the middle of Ginnungagap and made the world from him. From his blood they made the sea and the lakes; from his flesh the earth; from his hair the trees; and from his bones the mountains. They made rocks and pebbles from his teeth and jaws and those bones that were broken.

Maggots appeared in Ymir's flesh and came to life. By the decree of the gods they acquired human understanding and the appearance of men, although they lived in the earth and in rocks and were called Dwarfs.



The Old Ways

Continued



Creation Myth

From Ymir's skull the sons of Bor made the sky and set it over the earth with its four sides. Under each corner they put a dwarf, whose names are Austri, Vestri, Nordri, and Sudri. The sons of Bor flung Ymir's brains into the air, and they became the clouds.

Then they took the sparks and burning embers that were flying about after they had been blown out of Muspell, and placed them in the midst of Ginnungagap to give light to heaven above and earth beneath. To the stars they gave appointed places and paths.

The earth was surrounded by a deep sea. The sons of Bor gave lands near the sea to the families of giants for their settlements.

To protect themselves from the hostile giants, the sons of Bor built for themselves an inland stronghold, using Ymir's eyebrows. This stronghold they named Midgard.

While walking along the sea shore the sons of Bor found two trees, and from them they created a man and a woman.

Odin gave the man and the woman spirit and life. Vili gave them understanding and the power of movement. Vé gave them clothing and names. The man was named Ask (Ash) and the woman Embla (Elm). From Ask and Embla have sprung the races of men who lived in Midgard. Odin married Frigg, the daughter of Fjörgvin. From this family has come all the kindred that inhabited ancient Asgard and those kingdoms that belonged to it. Members of this family are called the Æsir, and they are all divinities. This must be the reason why Odin is called All-Father. He is the father of all the gods and men and of everything that he and his power created.

The earth was Odin's daughter and his wife as well. By her he had his first son, Thor. Might and strength were Thor's characteristics. By these he dominates every living creature.

The chief sanctuary of the gods is by the ash tree Yggdrasil. There they hold their daily court. Yggdrasil is the best and greatest of all trees. Its branches spread out over the whole world and reach up over heaven.



Velt Ester

Snake of the Shadows



Velt Ester is seen as a snake to outside forces. They can't describe the full shape, it only looks like a pitch black snake. If you attempt to look at the face of the snake something inside of you tells you to avert your eyes. Only those inside of Sellars Keep know what the Velt Ester looks like.

The Sacred

Velt Ester. The two snakes that serve our Deity. One is pitch black, the other is silver. Those outside the Guild can only see the black snake, and not even clearly. No one has ever seen the silver snake before. The black snake sends messages or omens. The silver snake guides your soul in death and enjoys watching Guild Members grow up and age.

The Holy

Cleaning the weapons for each Guild Member every night. Praying to our Deity via using their weapons or the Priest for prayer. Morning prayer for the Priest to bless their weapons for the battles of the day. Being baptized in the blood of their first kill.

The Profane

Spilling Secrets of the Guild. Sharing the religion outside of the Guild, besides Lesser Prayers.

Sacred Time

First Prayer to bless weapons. Last Prayer is just before bed. Full moon prayer. Solar Eclipse prayer. Solar Equinox Night prayer and Event. Winter Solstice Night prayer and Event.

Sacred Space

Anywhere can be a Sacred Space. The Priest can make any area a Sacred Space.

Sacred Objects

Each Guild member has their weapon. They worship their weapon to offer sacrifices to Velt Ester. The Priest Book that holds the prayers the Priest uses is only worshiped by the Priest. It contains holy scripture used to bless Guild Members and their weapons. The Priest may give general blessings to non-Guild Members if they are Sponsored by Guild Members, but it will be a Lesser Blessing. Scales left behind by the snake. Black flames Velt Ester left for us to guard and can be used to kill other Deities. Guild Members can also bathe their weapons in the Black Flame for another blessing. Guild Members can do the bathing on their own.



Velt Ester

Continued



Sacred People

The Priest Gives out blessings to everyone deemed “worthy” of getting one. They also are the one that sacrifices the Guild Master at the end of every season. It is their responsibility to ensure the sacrifice is done properly and respectfully.

Sacraments

Sacraments are given to the Deity and to the Guild Master. The Guild Master is considered a sacred person. The Guild Master is considered a sacred person. The Guild Master is considered a sacred person. The Guild Master is considered a sacred person.

Creation Myth

Our Deity despises the sun. The Darkness must reign Supreme over the lands. Corrupt people do not deserve to be in power, they do not deserve to rule over this world. Darkness isn't evil. It doesn't choose who lives or dies, it doesn't matter what it costs. The world must be reset.

