

## **Jiao**

Luck is a terribly fickle thing, withdrawing its favor just as quickly as it is granted. The capricious nature of fortune has led to numerous and varied depictions of luck personified; some insist that luck is a whimsical woman, or a child-like trickster. The most widespread and recognizable image, however, is that of Jiao.

A human man dressed in garb stylish enough to make the most fashion-forward nobles jealous, Jiao's likeness is among the most easily-recognized of the gods. Gamblers and daredevils to this day commonly invoke his name when the stakes are high, with some swearing – and betting – their entire livelihood that they've seen him in the crowd, raising a glass in their direction. Some especially faithful or superstitious chance-chasing thrill-seekers even carry tokens with carved reliefs of his symbol: a hand with a coin in its palm.

## **Meha**

The crux of any settlement or city is its harvest. A bountiful harvest season allows for sated stomachs when the ground turns cold and snows fall, and supports growth when the weather turns warm and trees blossom. To those who make growth and harvest their business, there is no prayer more important than the one offered up to Meha, the Sun Chaser.

This Forest Elf appears in garb that seems to shift color with the light, creating a dazzling display some have compared to a dragonfly's wing. In all artwork, she is accompanied by numerous butterflies and, occasionally, honeybees of remarkable size. Because of this, faithful (or especially hopeful) farmers will often place dishes of sweetened water ringed by fresh flowers in their fields alongside their scarecrows, hoping that Meha's messengers will pass through and bring blessings on their fields during planting season.

Meha's symbol is a butterfly with wings as dazzling as her dress.

## **Amaran**

To the true warrior, honor, glory, and valor go hand-in-hand. Those who shy from combat can only wallow in their fear as the truly dedicated face down impossible odds, standing tall with weapon in hand and raging fire in their hearts. When glorious battle calls upon the warrior and he rises to fulfill his purpose, Amaran the Titansbane watches over him and guides his blade.

This mountain of an Orc is depicted as wearing battle-scarred, piecemeal armor, with a halberd in one hand and a massive greatsword slung over his back. Legends tell of his triumph over the titans of the ancient world, his blade felling scores of the giants as he led the charge against them.

He is commonly prayed to on the eve of large-scale battles, or by gladiators as they enter arena combat. His name is also still invoked in honor duels. His symbol is a sundered mountain.

## **Tatsuya**

Love is a powerful, binding emotion capable of driving people to immeasurable lengths. It can keep a soldier on his feet when all else abandons him; it can give someone the strength to hold on for a moment longer. It unites people over great distances, and it has inspired nations to rise against one another in battle. When the heart swells and takes control, the one who nurtures that feeling of love is Tatsuya, the Songsworn.

Depicted as a Sobin dressed in the finest cerulean silk and possessed of extraordinary grace, Tatsuya's image is considered by many to be the epitome of Sobin beauty. She is often shown with her dark hair loose as she plays a traditional Sobin instrument, her smoky blue eyes always resting softly on the viewer. Many existing depictions of her show her playing string instruments. Because of her affinity for music, in ages past, she was worshiped by bards and court musicians, as well as the hopelessly-romantic.

Worship of Tatsuya has fallen considerably over the past century, though her image remains in the dedicated traditionalist centers of Sobin society.

## **Fuka**

The preservation of life is one of the highest priorities of mortals, and those who put the well-being of others before themselves are held in particularly high regard. One who throws themselves into the path of harm to shield others can surely count on the blessings of Fuka, the Conservator.

Worshiped by healers and protectors, this Sekahn appears as a battlefield hospitalier clad in white and blue, carrying a grand shield. It is said that she heals by taking on the pain of others, while her shield becomes stronger as she bears more and more suffering. Healers and clerics on the field of battle have been known to whisper her name in the hope that she will aid them as they struggle to protect and tend the wounds of others.

Fuka's symbol is a shield with a stylized relief of the sun.

## **Jutai**

Knowledge is power. Through knowledge, the blacksmith creates masterful armor, the warrior becomes master of the battlefield, and the farmer makes his fields flourish. When knowledge is used for the right purposes, amazing works are possible. The one who fosters that thirst for knowledge and its application is Jutai, the Truthseeker.

Few records of Jutai and his worship remain, but those that do show him as a Dwarven man with a meticulously-maintained beard, graying with age. Some art shows him wielding a hammer and chisel, carving into stone the knowledge he holds. This has led some to believe these tablets exist, and every so often, tales spread of someone dedicating everything to finding the Testament of Jutai, and never returning. Regardless of their fate, one undeniable truth is that Jutai's active worshipers are few and far between. Even in Dwarven centers, it seems he is only paid lip service.

There is some debate whether it is the hammer and chisel or the caliper and quill. It is generally assumed his symbol is the hammer and chisel he is seen carrying in these pieces.

## **Alvar**

Weather can be wildly unpredictable; one moment, the sun is shining unchallenged in the sky, and the next, clouds have covered it and fierce winds blow. Rainclouds can give way to the sun in the middle of a storm, and yet rain will continue to fall as the skies turn a tranquil blue. Asking for favorable weather is rarely if ever a productive endeavor, but when one must ask, Alvar the Windborne is the one to ask.

The Halfling god of weather has a great many names. Windborne is the most common name used, but he has also been known throughout the ages as Cloudstrider, Sojourner, Stormwalker, and "Old Cloudy." Dwarves in particular have had some choice names for him. Regardless of his name, his image is always the same: a Halfling dressed in baggy, wind-blown linens, with a clouded glass flask at his belt. Some legends used to say he kept the rains in that flask, which became his symbol.

Very few people worship Alvar in the present day. The decline in his worship began at least two centuries ago; now, records of his followers and worship exist mostly for history's sake.

## **Chiolus**

Societies flourish with order, and order cannot exist without law. Chiolus, the Whitemane, is the protector of that order, a stalwart champion of law. In his eyes, there is no chaos – there is only order and those that threaten the balance it brings.

Chiolus oversees all matters of a legal nature. It is extremely rare to find a courtroom or guard house without his image or symbol. His image – that of a lion Kaddri – is often offered prayers for swift resolution at the beginning of a hearing or trial. His symbol, the silver scale, is commonly used in matters involving a jury or other panel; verdicts are decided by members of the panel placing a gold coin on either side of the scale.

Chiolus's symbol has become the namesake of an order pledged to his service. The Order of the Silver Scale is an order recognized as judges and lawmen, upholding law where needed.

## **Jiti**

Mortality is the great equalizer; whether at the end of a blade or the end of one's years, death comes for us all. With it comes Jiti, the Grey Wanderer, who guides the souls of the departed to their final rest.

Appearing as a human man in a simple hooded robe, Jiti will approach the deceased and lift the soul from the body, beginning the soul's last journey through the land of the living. During this walk, the spirit can be seen and touched by all, just as if it were still alive. It is, however, bound to Jiti's side, and he must always continue the Walk.

It is forbidden for anyone, mortal or otherwise, to interfere with Jiti's duties. He will not accept bribes, exchanges, or make deals. His only interest is guiding souls of the dead to the spaces beyond.

His symbol is the setting sun. Some more symbolic artwork places it in a winter backdrop, but in all versions, the setting sun is present.