

# **Gods, Astrals and Eidolons**

The world of Aeon Gaia holds all Greater Gods, Old Gods and New Gods of the FFD20 system but also adds a few into the mix along with other naming conventions given by residents.

Divine beings come in 3 variations, Greater, Old and New.

Greater gods have been around for almost all of creation, with only Kefka being the newest addition to the fold due to his power. Minerva counts as a greater god due to her creation by the greater ones, along with the power instilled within her, though her station is much lower than that of the other greater gods.

Old gods are deities that have moved between different planets along with the greater gods to aid in their creation and management of such. They are some of the more well known gods due to being around for so long, with larger religions surrounding them than newer gods.

New gods are deities that have been recently created within the current planet, or planets. They take over very specific fields, with tasks assigned to them based on their expertise. New gods tend to have help from other gods as well as Astrals. New gods are also attached to the calendar of the planet, often giving this knowledge to the sentient beings that live there.

Old and New gods share a similarity in the fact they they are all of lesser power, answering to the greater gods as well as asking them for help when the lesser beings cannot handle issues.

All Greater gods grant access to five domains, with the exception of Althena and Bahamut, while Old gods and Astrals grant access to four domains, and new gods only granting access to three domains

## Gods

Gods are the divine beings that bring life, reason and purpose to all of creation. They come together to build new planets and systems, but are vastly dissimilar from one another. While they may have opposing thoughts, they know they are all needed to make a working pantheon. Gods are referred to as both Gods and Deities as the term is interchangeable for most sentient beings.

### Greater Gods

#### Althena

Neutral Good goddess of song, serenity, and protection.

As the main counterpart to Bahamut, Althena helps in the creation of new life as well as the oversight of anything within her or Bahamut's domain. Along with life, Althena gifted onto all sentient beings the innate ability to use magic, along with magic being passed onto animals. She aims to have everyone use magic to better their life and to heal the sick, though due to the influence of other deities this is a fruitless endeavor. With a power on par with Bahamut, Althena doesn't believe in war or fighting, instead leading any waylaid subjects from conflict to prosperity.

She is depicted as a woman with flowing blue hair, sometimes wavy in shape, while wearing a white, red and purple dress. She is often shown in a non-intimidating pose, normally giving aid to the wounded.

Althena's churches mostly follow her teachings of healing and correct control of magical powers, generally trying to tame the crazier Black Mages within the world who use their magic for destruction rather than helping others.



**Titles:** Goddess of Love and Beauty, Goddess of Creation, Goddess of Light, Luna Noa, Lucia Collins

**Home Plane:** Astral

**Power Level:** Greater

**Alignment:** Neutral Good

**Portfolio:** Beauty, Creation, Healing, Light, Love, Magic, Wisdom.

**Domains:** Community, Good, Healing, Knowledge, Magic, Protection.

**Favored Weapon:** Longsword

**Relic:** Althena's Sword

## Bahamut

*Lawful Good god of justice, protection, nobility, and honor.*

The most well known dragon in all of existence, as well as the most prominent of deities, Bahamut is known by all either in fear or admiration. Many dragons worship Bahamut as the first dragon, or as their creator, while most Astrals, Eidolons and Avatars refer to him as their Father and/or King. Royalty who are within the religion of Bahamut are normally crowned in his name, with Kings and Queens holding his name within theirs. Bahamut's power is so great that his visage is even within planes that are not under his domain, alongside alternate universes, taking on variations of his name and design.



In the form of a massive Platinum Dragon, Bahamut is the fiercest and strongest Dragon. Besides his normal Dragon form, he has been known to take on the forms of Red, Black and Blue Dragons as well as smaller variations. Less commonly seen is his humanoid form, in that of a massive metallic being of intimidating physical might, formed in Knights Armour and Sword.

Bahamut has several religions under his name, with differing Clerical duties. The main form of worshipers are Lawful Good Knights who spread the good word of Bahamut and protect the weaker beings on any planet within Bahamut's domain.

**Titles:** The Dragon King, Leader of the Astrals, The Hallowed Father, The First Sire, The Draconian

**Home Plane:** Astral

**Power Level:** Greater

**Alignment:** Lawful Good

**Portfolio:** Creation, Destruction, Dragons, Kings, Planets, Power, Space.

**Domains:** Destruction, Good, Knowledge, Law, Nobility, Scalykind.

**Favored Weapon:** Knight Sword

## Hydaelyn

*Neutral Good goddess of life, light, and dreams.*

In an age forgotten by time, there was once a perfect world. This world was a utopia of knowledge and magic. One day, a great scourge came. It ravaged through this perfect world, manifesting the nightmares of the creatures that lived there into reality. A dark god was born of desperate pleas for survival, Zodiark. However, some of the inhabitants would not trust this new, hungry god. They decided to bring into life a new god to counterbalance him. The light to match his darkness: Hydaelyn. When she was birthed into existence, the devout followers of the dark god would not permit her continued existence. A great war erupted, the light standing victorious in the end. To keep Zodiark weakened, the Goddess Hydaelyn, split his essence into 13 planets and realities. Exhausted, she now watches her mortal children from within their world. She too, recycles life and births new ones into being. However, the dark god's followers, monikered as the Ascians, seek to bring back their god through great calamities. Hydaelyn has now chosen her Champions, the Warrior(s) of Light and a few chosen mortal blessed with the Echo, to combat this threat.



Hydaelyn, despite her weakened state, was a powerful goddess of Life, Light, Magic, and Dreams. The greater Gods would have added her to their number if not for her need to rest after her great battle. From her chosen, she often appears as an echoing voice residing in a great, radiant crystal.

**Titles:** The Mother Crystal, The Life of All, Steward of the Lifestream

**Home Plane:** Unknown - Currently drifting in the Astral Sea.

**Power Level:** Greater

**Alignment:** Neutral Good

**Portfolio:** Light, Destruction, Life, Creation, Balance.

**Domains:** Magic, Good, Healing, Repose, Sun.

**Favored Weapon:** Power Rod

## Kefka

*Chaotic Evil god of magic, destruction and madness.*

A relatively new Greater God among the pantheon, with his first creation happening within the previous planet of Terra, where he had gained so much power from the Astrals of that world that Kefka himself gained godhood. He was finally killed by Warriors of Light, but he had completed his goal of ascending. With the amount of power he had accumulated, his death meant he transcended his mortal coil and survived the eventual destruction of his world. Entering into the pantheon, Kefka's overwhelming power gave him a seat among the greater gods, who gave him the position of the Chaotic side for humanity. Seeking to one day overthrow the gods, he accepted the role, gaining new power as time went on, influencing the new planet of Aeon Gaia to be even more chaotic than the last.



Kefka's form is that of a huge Jester, whose form can shift between comedic and angelic. Wearing garish color combinations of red, blue and yellow, Kefka can transform himself into a huge angel-like creation, almost depicting the old paintings of god and his creation.

While his followers are mostly insane, Kefka holds plenty of religions under him, or individuals he influences with powerful knowledge.

**Titles:** The Jester, The Mad God, Magitek Knight Lord, Warrior of Chaos

**Home Plane:** Astral

**Power Level:** Greater

**Alignment:** Chaotic Evil

**Portfolio:** Chaos, Destruction, Insanity, Knights, Magic, Magitek.

**Domains:** Chaos, Destruction, Evil, Magic, Trickery.

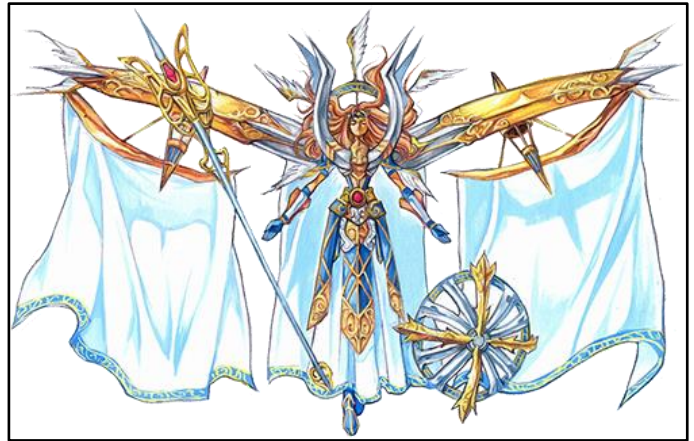
**Favored Weapon:** Power Rod



## Minerva

*True Neutral goddess of life, rebirth and mana.*

Minerva is what some may refer to as a lesser god, being created by all the other gods to look after and essentially represent a planet. This Goddess was created in 1,000,000 BC and planted within the core of Aeon Gaia. She has within her all the life force of the planet's beings, both plant and animal, which she moves around the planet to give birth to new life, take life from those that are dead and reincarnate the life force into new beings. Minerva keeps the balance of life force and beings on the planet, making sure no Mana leaves the surface.



In the form of a colossal woman, Minerva is crafted after all the other gods, hence she takes some design from each of them. She is a woman with golden hair, blue eyes and coated within golden and silver armor. She is typically depicted holding a chalice or container with flowing blue liquid. She is both guardian of the planet and recycler of life.

Minerva is mostly an unknown God, as she is the one closest to the material plane, but one that is wholly detached due to her rest within the core. She does not communicate with beings. It is rare for someone to worship Minerva, but those who do are generally not questioned or looked down upon.

**Titles:** The Mother, Aeon's Guardian, Mana Goddess

**Home Plane:** Material (Core of the planet)

**Power Level:** Greater

**Alignment:** True Neutral

**Portfolio:** Death, Healing, Life, Mana, Rebirth

**Domains:** Animal, Earth, Healing, Magic, Repose.

**Favored Weapon:** Power Staff

## Zodiark

*True Neutral god of darkness, death, and creation*

In an age forgotten by time, there was once a perfect world. This world was a utopia of knowledge and magic. One day a great scourge came. It ravaged through this perfect world, manifesting the nightmares of the creatures that lived there into reality. In a desperate bid to survive, the inhabitants sacrificed much of their number to bring into existence a being that could stabilize their world. From the darkness of that age came Zodiark, the manifestation of the will of the Star. When he came into existence, his very presence enthralled his summoners. He performed his purpose in stabilizing their reality, ridding it of the manifested nightmares. His followers, enthralled by his power and majesty, believed that, through him, they could bring back the lives lost with further sacrifice.



A rogue faction among Zodiark's followers thought that further sacrifices was a step too far: bringing back old lives lost that would eradicate or stifle the new life taking place on their scarred world. To match this Zodiark, the rogue faction birthed into existence another god to counterbalance him and his dark following: A goddess made from the light within, Hydaelyn. A Great battle came about from the two gods. Hydaelyn defeated Zodiark and to keep him weakened, split his essence among 13 planets and 13 realities. His devout followers, known as the Ascians aspire to bring back their dark god.

Although Zodiark's physical presence was brief in the universe, it made an impression. His power over darkness, death, and creation rivaled the Greater Gods. Although his essence is split, his darkness can be felt in every inch of creation.

**Titles:** Keeper of Precepts, Scion of Darkness, The Dark One, The One True God.

**Home Plane:** Unknown - Currently split amongst 13 realities.

**Power Level:** Greater

**Alignment:** True Neutral

**Portfolio:** Chaos, Destruction, Darkness, Magic, Creation.

**Domains:** Darkness, Chaos, Destruction, Death, Void.

**Favored Weapon:** Power Staff

## Zomala

*Lawful Neutral god of time, space, and dimensions.*

Zomala is the one who controls Time, determines how long a creation will last, be it sentient or planet. Zomala is hardly ever apart of 1 timeline, shifting between all dimensions and times to monitor them all. If there is a discrepancy or error within the timeline he works to correct it, or to annihilate those who are creating the disturbance. He answers to no other deities, and sometimes even works against them to settle the balance of time. Zomala is the being who Time Mages must deal with if they time travel irresponsibly, or fail to kill their other self.

In the form of a huge man, Zomala wears a black robe that swirls around his body, with his upper half often on full show, showing arcane time symbols grafted into his body. He is always barefoot, has red glowing eyes and flowing blonde hair, some depictions even show him with angelic wings. He is often depicted with several clocks around him, chains flying from his robe, 2 bronze gloves and a deadly scythe.



**Titles:** God of Time, Bane of Time Mages

**Home Plane:** Layered - Time (Shifting between all material planes)

**Power Level:** Greater

**Alignment:** Lawful Neutral

**Portfolio:** Balance, Planes, Teleportation, Time.

**Domains:** Death, Destruction, Law, Time, Void.

**Favored Weapon:** Scythe



## Lesser Gods - Old Gods

### Alexander

*Lawful Good god of healing and law.*

Setting solid rules and protection over creation, Alexander is the least living looking god of all, mostly seen as a construct or weapon by most sentient beings. Alexander enters into the material plane more often than the other gods due to his position, often finding it upon himself to protect and uphold the laws of the world. He has often implanted himself within the worlds he has a hand in creating, forming his body into that of castles or entire cities for his subjects to live around and for him to ultimately protect from evil.



Alexander takes on the visage of a giant machine for most of his appearances, with 2 large limb-like structures in the front he uses to tilt himself to aim his weapons at enemies. Using both magic and machine to destroy any who would threaten whomever summons him, or any beings he feels deserve his protection.

Those who follow Alexander often worship him for protection, and to uphold the laws of whatever kingdom they reside within. Often knocking out any wrongdoers to have them undergo proper trial procedure.

**Titles:** The Iron Colossus, Divine Judge, Kingdom Protector

**Home Plane:** Astral

**Power Level:** Lesser

**Alignment:** Lawful Good

**Portfolio:** Cities, Divinity, Judgment, Law, Protection, Trials.

**Domains:** Artifice, Good, Law, Protection.

**Favored Weapon:** Knight Sword

## Eden

*Neutral old god of paradise and pleasure.*

One of the oldest gods in existence, Eden is somewhat a mystery for both sentient being and deity alike. Countless legends surround this garden, both from its gender due to the feminine lower body to what the god actually is. The most common story surrounding this god is that it is the place where all beings will find paradise and bountiful resources. However, if any beings have found their way onto the surface of Eden none know of it, as no one has ever returned from that place, nor do many survive the journey towards it.



Eden is a colossal structure, in a similar design to the Gardens of SeeD, with wings adorning its sides that allow it flight across both skies and space. Towards the bottom of the structure, aside from the feminine design, some can make out that a woman resides within the purple oval.

Monks, traders and haven-seekers all worship Eden, though their ideas differ largely from one another. While they never receive much in the way of divination or commandments from the deity, there are those who feel some form of pull towards the ever-moving sanctuary and thus gain higher power in their pursuit.

**Titles:** Garden of Eden

**Home Plane:** Astral

**Power Level:** Lesser

**Alignment:** Neutral

**Portfolio:** Bounty, Evil, Gardens, Good, Knowledge, Men, Paradise, Pleasure, Women.

**Domains:** Community, Knowledge, Protection, Trickery.

**Favored Weapon:** Gunblade (Standard)

## **Etro**

*Chaotic Good goddess of death, time, and chaos.*

Born of a now-dead universe, Etro is one of three surviving deities who withstood the ordeal of the death of their home dimension and the birth of the current one. She, alongside her elder brother Pulse and younger sister Lindzei, has wandered the- relatively speaking, of course- infantile cosmos in search of a new place to call home; though they were all truly mighty divinities before, they have found that this latest universe does not suit their powers well, and so have been found wanting when attempting to create a new world from scratch. Thusly, they look for another world unto which they will offer their blessings in return for sanctuary and solace, and currently find themselves drawn to the world of Aeon Gaia. Etro's role between the three of them is to regulate the cycle of birth, death, and rebirth that all mortals follow, stem the flow of the primordial chaos as it attempts to seep into the current world, and repair the damage that the chaos inflicts upon the fabric of space-time.



Like her siblings, Etro's form is largely humanoid, but otherwise quite alien, appearing to be some kind of massive god-machine in the general shape of a woman. Though she is hardly ever seen in person, it is said that her clergy, the Seeresses, all bear some resemblance to her. Her highest-ranking cleric is the Oracle of Etro, Paddra Nsu-Yeul, who supposedly looks exactly like the death goddess, were she to be born of mortal flesh.

Etro loves all mortals, whether they worship her, scorn her, or are largely ignorant of her, and does her best to care for them. Her own following is somewhat small, but incredibly devoted: an entire holy city that follows the guidance of Seeress Yeul, who leads the people through visions granted to her by what of Etro's power courses in her veins.

**Titles:** Mistress of Chaos, Lady of Death, Queen of Nothing (said only by those who see her position as a death goddess in a negative light)

**Home Plane:** Astral (currently)

**Power Level:** Lesser

**Alignment:** Chaotic Good

**Portfolio:** Balance, Birth, Death, Primordial Chaos, Rebirth, Time.

**Domains:** Chaos, Good, Repose, Time.

**Favored Weapon:** Greatbows

## Hades

*Neutral Evil god of death and sickness.*

While plenty of the pantheon are suited to healing and protecting their creations, Hades' aim is much different in the fact that he spread sickness, decay and death to any plane he has control over. With a direct domain over the underworld, or where souls go to when they are particularly evil without proper entrance into their preferred planes on death, Hades can both kill a creature and continue to torment it within hell. This sickness and death helps to turn the cycle of life on any planet, and is sometimes seen as a necessary evil by the other gods.



Hades is often seen as a huge skeletal man, wearing black robes and mixing several ingredients within a large cauldron. He takes on several colors, of either a sickly-yellow skeleton, or cloaked entirely in darkness. In rare occurrences he may hide his visage under his cloak to go onto the material plane to push his influence on to intelligent beings, to spread disease to places he could not normally reach.

Being a god of death and sickness, worshiping Hades is often thought as taboo or illegal, with those who do follow him spreading disease wherever they go.

**Titles:** The Pantheon's Disease, Lord of Hell, Satan.

**Home Plane:** Outer - Underworld

**Power Level:** Lesser

**Alignment:** Neutral Evil

**Portfolio:** Corrupt Souls, Death, Decay, Disease, Illness, Sickness.

**Domains:** Artifice, Death, Evil, Repose.

**Favored Weapon:** Scythe

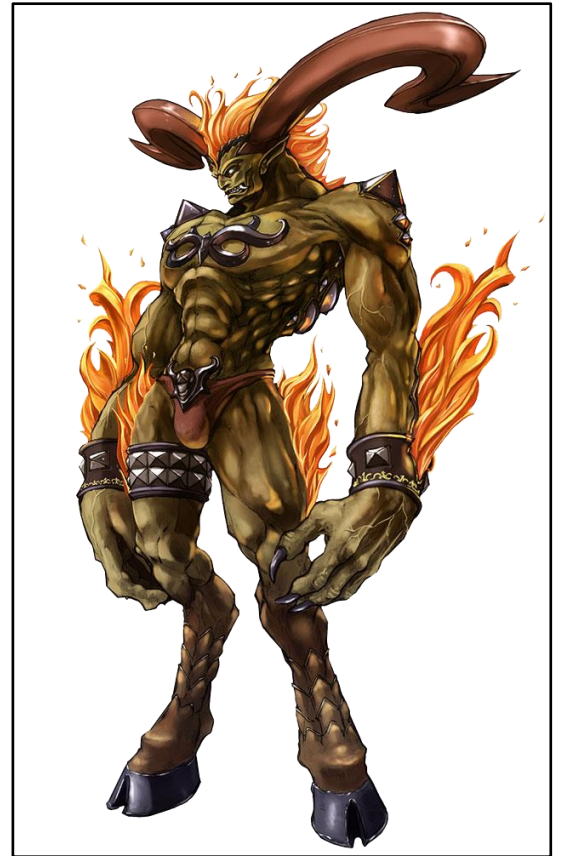


## Ifrit

*Neutral god of fire and war.*

The infernal being of fire and war is often seen as an evil god due to his aesthetic and disposition to war, though Ifrit holds a mostly neutral stance within his duties. Controlling the creation and use of fire, Ifrit is the god who creates as well as activates volcanoes within worlds in his domain, alongside fire he also oversee war, even inciting war when worlds have grown too peaceful to allow for proper evolution or progress. He has a distinct dislike for Shiva, often fighting her whenever he is close or even destroying her works.

Shown as a huge hulking humanoid, Ifrit takes on many forms that show him to be similar to that of a Demon, with large horns, elongated arms and fangs. Able to change his form like many other gods, Ifrit has been both man and beast in his visits to sentient kind, often showing an intimidating display of power and ferocity.



Followers of Ifrit generally follow him in hopes that he does not punish them for a lack of faith, or to utilize his mastery of fire to aid in their life.

**Titles:** Efreet, The Infernal, Lord of Flames, Fire Djinn, The Infernian, God of Fire

**Home Plane:** Fire

**Power Level:** Lesser

**Alignment:** True Neutral

**Portfolio:** Fire, Heat, War, Volcanoes

**Domains:** Destruction, Fire, Strength, War.

**Favored Weapon:** Scimitar

**Relic:** Ifrit's Blade

## Leviathan

*Neutral god of water and serpents.*

Seen as the guardian of the sea and destroyer of those who would defile his plane, Leviathan has a shaky stance within his neutral disposition. When planets are being created, Leviathan will fly across the surface, carving out paths for seas, oceans, rivers and lakes to form until he finally fills them with the water necessary to create such bodies. If beings get close to over-fishing, or pollute his waters enough Leviathan will start a fit of rage, making it nigh impossible to travel the open sea. Leviathan will sometimes also work alongside the Astral Siren, with her waylaying, helping to keep his waters clear of belligerent sailors.



A colossal serpent, Leviathan can cover huge distances of water with his incredible swimming speed that is almost as if he is flying through the waters. Leviathan is depicted as a long blue serpent, with no limbs but several fins, wings and tails that aid him in both swimming and flight. Leviathan will also very rarely take on the visage of an elderly man in a blue robe to speak with the most devout worshipers, or chosen warriors of light.

Travelers on the sea follow Leviathan in the hopes the god does not overturn their ships, or work to clean up his creations of pollution.

**Titles:** The World Serpent, The Sea King, Lord of All Waters, Hydraean, God of the Sea

**Home Plane:** Water

**Power Level:** Lesser

**Alignment:** True Neutral

**Portfolio:** Environment, Oceans, Sea-Life, Water.

**Domains:** Glory, Protection, Water, Weather.

**Favored Weapon:** Trident

## Phoenix

*Neutral Good god of fire and rebirth.*

As guardian over rebirth, Phoenix is the one who instilled knowledge of revival magic into all beings, giving them the ability to bring back those most dear. Besides gifting the ability of magic, Phoenix will also rarely bring back those who have passed if their quest was just enough and the world under his domain needed their help. Due to the harvesting of Phoenix Downs and Pinions on previous worlds, the deity does not travel to the material plane often, instead allowing the races to craft these items through magical means rather than from his own self or that of his kin. Phoenix also caters to the power of the sun and the fire it has within the sky, sharing duties with Azeyma to keep the star healthy and proper.



Depicted as a giant fiery bird, Phoenix has several pinions and feathers covering his body, which contain the power of flame and revival. Early conceptions of the bird were also that it was made entirely of fire.

Worshippers of Phoenix are devout casters of revival magic, bringing back the recently dead if their souls are deemed to be pure. Cleansing fire is also sought after when following this deity.

**Titles:** Phenix, Rebirthing Flame

**Home Plane:** Ethereal

**Power Level:** Lesser

**Alignment:** Neutral Good

**Portfolio:** Birds, Fire, Rebirth, Sky, Sun.

**Domains:** Fire, Good, Healing, Sun.

**Favored Weapon:** Katana.

**Relic:** Tenzen's Great Katana.

## Ramuh

*Chaotic Good god of lightning and knowledge.*

One of the most in tune with sentient beings is Ramuh, the god of lightning and bestower of arcane knowledge. Gifting several magics to the world, Ramuh is seen as the top of the chain for magical teaching from divine beings. Ramuh often feels a tight connection with his creation, so much so that he even breaks divine law to aid sentient beings in times of need, or destroying potentially dangerous creations. Alongside Shiva, Ramuh makes trips to his followers to give them divine guidance, as well as finding troublesome beings to deal with them personally.



Ramuh takes on forms from a medium sized creature, to a gargantuan one, almost always being seen as an elderly man with pointed features. His mustache and beard are severely long, even carrying the current of electricity within it. His long white robe and gnarled staff are very distinctive, along with his purple lightning. He is sometimes shown with a black or purple robe in replacement of his white attire.

Followers of Ramuh are often very magical inclined, with Dwarves and residents of Rikunla holding high faith within the bearded god.

**Titles:** God of Storms, Father of Magic, Indra, The Elder Justicar, The Fulgurian

**Home Plane:** Lightning

**Power Level:** Lesser

**Alignment:** Chaotic Good

**Portfolio:** Elderly, Knowledge, Lightning, Magic, Storms.

**Domains:** Chaos, Good, Knowledge, Lightning.

**Favored Weapon:** Power Staff.



## Shiva

*Neutral goddess of ice and beauty.*

Caretaker of sentient beings and created in their image, Shiva is the closest to a Hume that gods get, besides Althena, as Shiva's design is mostly of a blue-skinned woman. She often makes trips to her followers, giving them guidance and assistance, even aiding within needless wars against her worshipers. Alongside Ifrit and Ramuh, Shiva is one of the first to intervene when great threats approach their creations, holding a sort of truce among the deities to sort out the issues plaguing their lands. As a being of ice, she is directly opposed to Ifrit, if a bit more lenient than her fiery brother.

Showing herself within a medium to huge woman of blue skin, Shiva is mostly covered in, or created by, ice. She normally forms out of nearby ice, or freezes nearby bodies of water in which she emerges. She also has the ability to shapeshift into a hume form to converse with sentient beings in secret.



Followers of Shiva are normally residents of colder locales, like Shiva Hollow, she is also followed by creatures who wish to attain higher beauty.

**Titles:** The Empress of Ice, Ice Queen, Nix and Stiria, Child of Man and God, The Glacian, Goddess of Ice

**Home Plane:** Ice

**Power Level:** Lesser

**Alignment:** True Neutral

**Portfolio:** Beauty, Children, Cold, Compassion, Ice, Love, Protection.

**Domains:** Charm, Community, Ice, Protection.

**Favored Weapon:** Longsword

## Titan

*Lawful Neutral god of earth and magma.*

Being born of the earth, Titan rose from a planet that was created long ago as a by-product of the planets creation, unbeknownst to the higher deities. His savage power kept people from cutting into the natural earth, as he overturned landscapes to cover settlements and force all to not touch his planet. Seeing the destruction and halt to progress that Titan was creating, the deities called on him to talk. After a long discussion, Titan's rage was quelled, with a new station given to him, to look after the earth in times of dire need, but to allow for the natural progression of the inhabitants and planet. Several planets, and eons taught Titan quiet resolve and peace, taking to his role more and more, alongside Golem who had station over rock and minerals.



Titan is a hulking man in the guise of a Hume, standing at a large stature with muscles bigger than most creatures heads. He is slightly tribal and archaic in design, with a bone necklace and loincloth.

Followers of Titan are often close to the earth and natural forces, along with tribes following him in hopes he protects their kin.

**Titles:** Lord of the Land, The Archaean, God of Earth.

**Home Plane:** Earth

**Power Level:** Lesser

**Alignment:** Lawful Neutral

**Portfolio:** Earth, Natural Land, Strength

**Domains:** Destruction, Earth, Protection, Strength.

**Favored Weapon:** Earth Breaker

## Lesser Gods - New Gods

### Althyk the Keeper

*Neutral god of space and time.*

As the surveyor of change and space, Althyk commands the general element of Earth and is set at the end of the calendar as the twelfth month. He is the father of Zeyma and Menphina, as well as the older brother of Nymeia. As his role is over time, he has a smaller station than that of Zomala, working on a lesser amount of timelines with the same planet.



Althyk takes on the image of an austere emperor wielding a mythril greataxe, with his symbol being that of an hourglass.

Followers of Althyk are historians and diviners, as well as people who have a closer connection to earth magic.

**Titles:** The Keeper, Surveyor of change and space

**Home Plane:** Astral

**Power Level:** Lesser

**Alignment:** True Neutral

**Portfolio:** 12th Month, Earth, Future, History, Space, Surveying, Time.

**Domains:** Earth, Nobility, Time.

**Favored Weapon:** Greataxe

## Azeyma the Warden

*Neutral god of the sun and inquiry.*



As keeper of the sun and goddess of inquiry, Azeyma works closely with Phoenix, with command over the general element of Fire and is set as the 9th month on the calendar. She is the daughter of Althyk and the elder sister of Menphina.

Azeyma takes on the image of a noble lady holding a golden fan, with her symbol being that of a radiant sun. She is often regarded as the truth in beings, being cited when courts ask for the whole truth and to confess to crimes.

Judges and noble ladies often follow Azeyma due to her domain, along with those who feel close connection with the sun and fire magic.

**Titles:** The Warden, Keeper of the Sun

**Home Plane:** Astral

**Power Level:** Lesser

**Alignment:** True Neutral

**Portfolio:** 9th Month, Fire, Inquiry, Judges, Sun, Truth.

**Domains:** Fire, Nobility, Sun.

**Favored Weapon:** Shurikens



## Byregot the Builder

*Neutral Good god of architecture and the arts.*

As the purveyor of architecture and the arts Byregot has a somewhat distant relation with other deities and Astrals in that regard of his role. He commands the general element of Lightning, aiding in the work of Ramuh and the animalistic Astrals of lightning and is set as the 7th month on the calendar. He is the elder brother of Halone and pupil of Thaliak.



Byregot takes on the image of an ardent smith with a two-headed hammer, with his symbol being a hand.

Due to his closeness to building, worshipers are often craftsmen and builders themselves, those with close relation to lighting and lightning based magic also follow him.

**Titles:** The Builder, Purveyor of architecture and industry

**Home Plane:** Astral

**Power Level:** Lesser

**Alignment:** Neutral Good

**Portfolio:** 7th Month, Architecture, Arts, Industry, Lightning, Smiths, Study.

**Domains:** Air, Earth, Good.

**Favored Weapon:** Warhammer

## Halone the Fury

*Chaotic Neutral goddess of war and ice.*



As move of glaciers and goddess of war, Halone has close relation to both Shiva and Asura. She commands the general element of Ice and is set at the 1st month on the calendar. She is the daughter of Rhalgr and rival to Nophica.

Halone takes on the image of a relentless female warrior armed with a bronze greatshield with her symbol being that of three spears.

Followers of Halone are often warriors and those who wish to fight, along with anyone with an affinity for cold areas and ice magic.

**Titles:** The Fury, Mover of glaciers.

**Home Plane:** Astral

**Power Level:** Lesser

**Alignment:** Chaotic Neutral

**Portfolio:** 1st Month, Fury, Ice, War, Warriors

**Domains:** Chaos, Ice, War.

**Favored Weapon:** Greatsword

## Llymlaen the Navigator

*Neutral goddess of the seas and navigation.*

As watcher of the seas and goddess of navigation, Llymlaen has a close relation to Leviathan and Siren. She commands the general element of Wind and is set as the 5th month of the Calendar. She is the daughter of Thaliak and elder sister to Nophica.



Llymlaen takes on the image of a strong fisher-woman wielding a long-bladed harpoon with her symbol being that of a wave.

Sailors and fishermen often follow Llymlaen, as well as those with a relation to the wind and air magic.

**Titles:** The Navigator, Watcher of the Seas.

**Home Plane:** Astral

**Power Level:** Lesser

**Alignment:** True Neutral

**Portfolio:** 5th Month, Fishing, Navigation, Seas, Waves, Wind.

**Domains:** Air, Travel, Water.

**Favored Weapon:** Trident

## Menphina the Lover

*Chaotic Good goddess of love and the twin moons.*



As keeper of the twin moons and the goddess of love, Menphina doesn't work with many other deities in that regard. She commands the general element of Ice, aiding with Shiva's duties and is set as the 2nd month on the calendar. She is the sister of Azeyma and lover of Oschon.

Menphina takes on the image of a maid carrying a round skillet with her symbol being that of a full moon.

Housewives and romantics often follow Menphina, along with those with relation to cold areas and ice magic. Varg and were-kin also sometimes follow Menphina due to her relation to the moon.

**Titles:** The Lover, Keeper of the Twin Moons

**Home Plane:** Astral

**Power Level:** Lesser

**Alignment:** Chaotic Good

**Portfolio:** 2nd Month, Ice, Love, Romance, Moons, Night.

**Domains:** Chaos, Good, Ice.

**Favored Weapon:** Heavy Flail



## Nald'thal the Trader

*Neutral god of commerce and transactions.*

As overseer of transactions and the underworld, Nald'thal has a close relationship with Hades. He commands the general element of Fire and is set as the 10th month of the calendar. He is the single manifestation of the deific twins, Nald and Thai.



Nald'thal takes on the image of a discerning merchant holding a balance with his symbol being that of the cowry, an ancient shell currency.

With such a close relation to money and bartering, merchants often follow Nald'thal, along with beings close to hot climates and fire magic.

**Titles:** The Trader, Overseer of transactions and the underworld.

**Home Plane:** Astral

**Power Level:** Lesser

**Alignment:** True Neutral

**Portfolio:** 10th Month, Commerce, Fire, Merchants, Trade, Underworld.

**Domains:** Fire, Travel, Trickery.

**Favored Weapon:** Two-Bladed Sword

## Nophica the Matron

*Neutral Good goddess of abundance and harvests.*

As tender of soils and harvests, as well as the god of abundance, Nophica has only some minor work with Titan. She commands the general element of Earth and is set as the 11th month on the calendar. She is the daughter of Azeyma and the younger sister of Llymlaen.



Nophica takes on the image of a jubilant farmer holding a scythe made of steel, with her symbol being that of a spring leaf.

Followers of Nophica are typically farmers and landowners, with those close to the earth and earth magic also follow her.

**Titles:** The Matron, Tender of souls and harvests.

**Home Plane:** Astral

**Power Level:** Lesser

**Alignment:** Neutral Good

**Portfolio:** 11th Month, Earth, Farmers, Farming, Harvests.

**Domains:** Earth, Good, Plant.

**Favored Weapon:** Scythe

## Nymeia the Spinner

*Neutral goddess of fate and celestial bodies.*



As the watcher of celestial bodies and goddess of fate, Nymeia works closely with Althema and Zomala. She commands the general element of Water and is set as the 4th month on the Calendar. She is the younger sister of Althyk and master of Rhalgr.

Nymeia takes on the image of a weaver donning a white, silken veil, with her symbol being that of a spinning wheel.

Followers of Nymeia are often soothsayers, diviners and weavers, along with those who use gravity and space magic.

**Titles:** The Spinner, Watcher of celestial bodies.

**Home Plane:** Astral

**Power Level:** Lesser

**Alignment:** True Neutral

**Portfolio:** 4th Month, Divination, Fate, Planets, Space, Water.

**Domains:** Time, Void, Water.

**Favored Weapon:** Rapier

## Occuria

*Lawful neutral god of weaving and history*

The Occuria are counted among the most enigmatic powers of the world. These immortal, cryptic beings watch the affairs of mortals with a gimlet eye, seeking to subtly direct history under their enlightened tyranny. Despite their ambitions to control the fates of all beings, the Occuria themselves keep to the shadows, often acting through intermediaries and phantom images. The Occuria, when visible to the naked eye, appear to be floating specters with glowing yellow eyes and are shrouded in Mist. Though their numbers are unknown, each of their members has a unique appearance. Occurian activities on the material plane are usually limited, but they are capable of possessing mortals and granting them great strength. Still, they prefer to exercise control by enticing would-be rulers with arcane knowledge and by feeding one's ambition to unravel the secrets of magic--and then to turn that learning into fuel for the engine of empire. Those who seek power over nations may find themselves drawn to the Occurian agenda, and those who delve deep into magical mysteries may likewise find themselves caught up in their machinations.



**Titles:** Weavers of History, Patrons of the Dynast King

**Home Plane:** Astral

**Power Level:** Lesser

**Alignment:** Lawful Neutral

**Portfolio:** History, Humanity, Magic, War

**Domains:** Glory, Law, Nobility

**Favored Weapon:** Knight Sword

## Oschon the Wanderer

*Neutral god of vagrants and mountains.*

As ruler of the mountains and god of vagrants, Oschon has some dealings with Titan and Golem. He commands the general element of Wind and is set as the 6th month on the calendar. He is the brother of Nald'thal and close companion of Halone, with being the lover of Menphina. He has a common kinship with Odin, though their relation is of question.



Oschon takes on the image of a carefree ranger wielding a bow of yew, with his symbol being that of a walking stick.

Followers of Oschon are often wanderers of the world, as well as hunters and those closely connected to the winds and air magic.

**Titles:** The Wanderer, Ruler of the mountains

**Home Plane:** Astral

**Power Level:** Lesser

**Alignment:** True Neutral

**Portfolio:** 6th Month, Archery, Travelers, Vagrants, Wanderers, Wind.

**Domains:** Air, Earth, Travel.

**Favored Weapon:** Longbow



## Rhalgr the Destroyer

*Lawful Evil god of death and destruction.*

As breaker of worlds and god of destruction, Rhalgr has a close relation to Kefka in the joy of destruction. He commands the general element of Lightning and is set as the 8th month on the calendar. He is the father of Byregot and Halone and is an attendant to Nymeria. Ramuh is often at odds with Rhalgr over his use of lightning to destroy.



Rhalgr takes on the image of a magi carrying a staff of bronze, with his symbol being that of a streaking meteor.

Black mages and destructive mages often follow Rhalgr, along with other fierce fighters who flourish within destruction. Those close to lightning and similar magics also follow Rhalgr.

**Titles:** The Destroyer, Breaker of Worlds.

**Home Plane:** Astral

**Power Level:** Lesser

**Alignment:** Lawful Evil

**Portfolio:** 8th Month, Destruction, Lightning, Magic, War.

**Domains:** Evil, Law, Destruction.

**Favored Weapon:** Power Staff

## Thaliak the Scholar

*Lawful Neutral god of wisdom and knowledge.*



As ruler of rivers and wisdom, god of knowledge, Thaliak normally deals with Leviathan. He commands the general element of Water and is set as the 3rd month on the calendar. He is the father of Llymlaen and teacher of Byregot.

Thaliak takes on the image of a reserved scholar holding an ashen staff, with his symbol being that of a scroll.

Followers of Thaliak are often scholars, teachers of magic and those close to rivers and water magic.

**Titles:** The Scholar, Ruler of rivers and wisdom

**Home Plane:** Astral

**Power Level:** Lesser

**Alignment:** Lawful Neutral

**Portfolio:** 3rd Month, Libraries, Magic, Research, Rivers, Scholars, Teachers, Water, Wisdom.

**Domains:** Knowledge, Law, Water.

**Favored Weapon:** Power Rod

## Astrals

While Eidolons and Astrals are commonly mixed in conversation there is a distinct difference between the two. Astrals are the progenitor of the two, with Astrals being immortal beings. Created by the Gods, Astrals harness, control and create the natural energies of the planet, from elements of water or fire to disease and phenomena. While they are immortal, Astrals can be killed, once they are killed another Astral shall materialize to take the dead beings place. Astrals hold leagues more power than that of normal Eidolons, as well as wisdom due to their long existence. They are also sometimes referred to as Primals or Aeons, though those names are less common.

Astrals can be followed like any other deity, bestowing their power onto their devout followers.

The old Gods Alexander, Hades, Ifrit, Leviathan, Phoenix, Ramuh, Shiva, and Titan are both of godly power and Astral profession.

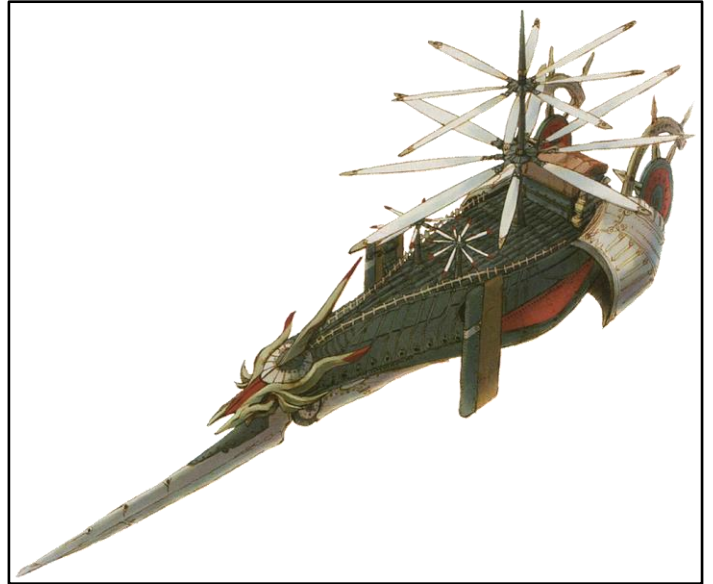
Bahamut the Greater God is also seen as an Astral by many sentient beings, normally as the King of all Astrals, Eidolons and Avatars.

Notable astrals outside of the normal Pantheon are:

## Ark

*Lawful Neutral astral of the skies and preservation.*

The first of all Airship kind, Ark instills the knowledge of air travel onto any creation he has a hand in. Be it through magic, combustion, or some other means, Airships will soar the skies in the name and design of Ark. Ark is also known to have allowed several planets to migrate to close ones in times of dire need, summoned by the inhabitants to ferry across breed-able participants of all races and species.



Ark takes on the visage of a colossal ship that can fly through the sky with ease. Often using magic to fly, Ark can remain airborne almost indefinitely. Many airships are designed after Ark, with worshipers inscribing his name and symbols onto any aircraft they build. When Ark wishes to attack, or defend, it can morph and rotate its body into that of a giant Mech, with appropriate weapons to fire at enemies.

Engineers, Sky pirates and anyone who dreams of reaching the clouds worship Ark in the hopes their dreams come true and without error.

**Titles:** Lord of Airships, Savior of Races, The Cruise Chaser

**Home Plane:** Astral

**Power Level:** Lesser

**Alignment:** Lawful Neutral

**Portfolio:** Air, Airships, Preservation, Transport.

**Domains:** Air, Artifice, Liberation, Travel.

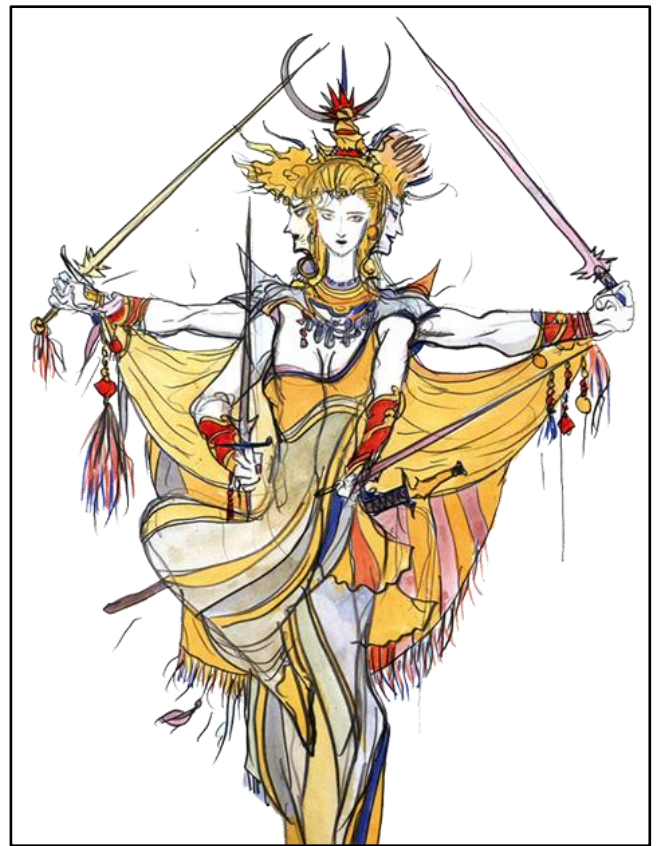
**Favored Weapon:** Halberd

## Asura

*Lawful Neutral astral of physical might.*

As Queen of the Astrals, Asura is consulted by many of her kind on matters of dispute, guiding them along the right path as dictated by their role. Bahamut and Asura were once married within the positions of power over divine beings, but with Bahamut's rise in power and influence they had a giant gap of power, though feelings are still felt on both sides. Bahamut is too busy to spend time with Asura, where Asura keeps herself busy aiding the lower deities. While her position is over physical might, Titan would challenge this role on several occasions, where an arm wrestle would solidly dictate Asura as the stronger of the two.

Asura looks like a very strong female dressed within a yellow robe with stylish blonde hair and golden crown, often depicted with up to 6 arms and 3 faces.



Queens often worship Asura due to her position, as well as martial warriors following her in hopes that their own physical skills could match hers.

**Titles:** Queen of Astrals, Eidolons and Avatars.

**Home Plane:** Astral

**Power Level:** Lesser

**Alignment:** Lawful Neutral

**Portfolio:** Astrals, Benevolence, Fists, Joy, Queen, Sire.

**Domains:** Glory, Law, Strength, War.

**Favored Weapon:** Katana

## Bismarck

*Neutral astral of fish and fishing.*

A whale of gargantuan size, Bismarck's fierce protection over aquatic life as well as the preservation of the waters themselves granted this being divine power. Swimming through the ocean or floating through the skies, Bismarck makes sure that no harm comes to this fish on worlds within his domain, though isn't opposed to the practice of fishing, even going so far to reward diligent and kind fishermen with better catches. Working alongside Leviathan, Bismarck protects sea-life whereas Leviathan carves out the waters they reside in. Where Leviathan can be quite conversational, Bismarck gives out very few words, some believing the being to be incapable of natural speech.



On the few times that Bismarck has been seen he is shown to be a gargantuan whale of differing colors, though he tends to be mostly blue or golden. The astral is also depicted as having wings in some cultures, due to his ability to float amongst the clouds.

Fish-like creatures, fishermen and the Vanu Vanu worship Bismarck, due to his connection to their areas of existence as well as he dedicated protection.

**Titles:** Bismark, God of Fishing, Ruler of the Clouds, The White

**Home Plane:** Material

**Power Level:** Lesser

**Alignment:** Neutral

**Portfolio:** Bounty, Devouring, Fish, Fishing, Vanu Vanu, Water, Wishes.

**Domains:** Air, Animals, Protection, Water.

**Favored Weapon:** Rifle

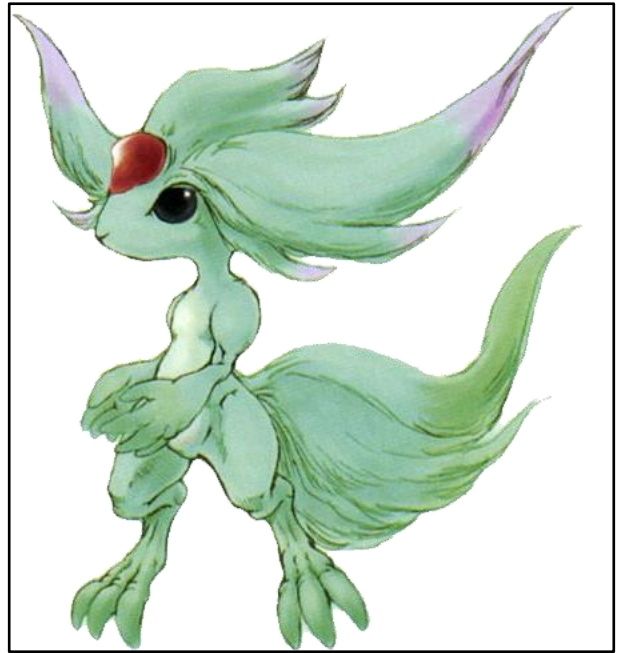


## Carbuncle

*Neutral Good astral of protection.*

The smallest of all divine beings, Carbuncle is one of the few that helps the sentient beings in such a direct manner, visiting them constantly to make sure they are safe and sound. Instilling magics of protection, Carbuncle wants only to protect those that he has helped create, as well as those he has no domain over. He offers even more aid to those who spend their lives helping others. His Eidolon and Avatar forms tend to set themselves up as pets in households of particularly good families to watch over them.

He is often seen as a medium to tiny creature of emerald fur, along with a gem encrusted on his forehead, which he concentrates his spells through. While he does not speak, he can communicate through magic, telepathy and technology in all languages.



Children and protectors follow Carbuncle, both due to his docile and friendly nature as well as the protection he brings. Moogles also sometimes find familiarity with the small creature, noting similarities between the two.

**Titles:** Protector of sentient kind.

**Home Plane:** Astral

**Power Level:** Lesser

**Alignment:** Neutral Good

**Portfolio:** Animals, Humanity, Protection. Shield.

**Domains:** Animal, Community, Good, Protection.

**Favored Weapon:** Shortsword

## Cerberus

*Lawful Evil astral of gatekeeping.*

Placed in front of the gate to the Underworld, Cerberus is the first bastion of defense from would be invaders into the dark realm. Created by Hades, Cerberus serves his master without questions, killing all who would oppose the god. Cerberus does not have many duties besides keeping the gates of hell safe, but is sometimes requested to guard other areas of importance.



Cerberus is a gargantuan 3-headed dog with a spiked collar and chain. It is often depicted with fire emanating from this three heads and shadow energy radiating from its black fur.

Not many people follow Cerberus, besides guards and those who feel a connection to animals guarding areas.

**Titles:** Hound of Hades.

**Home Plane:** Outer - Underworld

**Power Level:** Lesser

**Alignment:** Lawful Evil

**Portfolio:** Animals, Dogs, Flame, Gates, Hell.

**Domains:** Animal, Evil, Law, Protection.

**Favored Weapon:** Spiked Chain

## Choco and Fat Chocobo

*Neutral Good astral of chocobos.*

Holding an office together, the Choco and Fat Chocobo are the astrals of all chocobo kind. Due to the weight of the Fat Chocobo he is often stuck within the material world, either within a deep forest or a sanctuary to Chocobos in the sky. These two Astrals instill knowledge of Chocobos, proper treatment and care into sentient beings. While Choco cannot speak, the Fat Chocobo can speak a few languages, even aiding beings when they come to him with questions.

Choco takes on the visage of a normal Chocobo, whereas Fat Chocobo is a Huge and overweight Chocobo that sits at all times. Both are of the Yellow variety.

Chocobo's generally follow these 2 Astrals, with Chocobo Knights doing the same due to their close work with the animals.



**Titles:** Guide of Humanity, Carrier of Sentient Beings

**Home Plane:** Material

**Power Level:** Lesser

**Alignment:** Neutral Good

**Portfolio:** Chocobos, Gysahl Greens, Transportation

**Domains:** Animal, Community, Good, Travel.

**Favored Weapon:** Claw Blades

## Diablos

*Chaotic Evil astral of gravity and planar travel.*

As almost twin Astral to Hades, Diablos controls travel between the planes, insuring the walls are secure to stop any invasion as well as keep away power from those he doesn't have a liking towards. Diablos will often open up portals for Demons to invade other planes at his whimsy, or even attack material beings himself. He instills gravitational knowledge and gravity based magic onto sentient beings, along with planar travel spells. He was once trapped by a material being into a lamp, accusing Diablos of being an escaped Djinn. Diablos spent 100 years within the lamp until he was set free, as such he has a distaste for anyone who trades in containers.



Diablos looks like a black devil, with red underlining, with a forked tail and demonic wings, his thin body tricks onlookers into thinking he is weaker than he really is. Diablos is often depicted with smaller imps around him in a dark abyss.

Dark casters generally follow Diablos in the hopes they might be able to recreate his powerful magic, whereas tricksters hope that they can deal out evil deeds under his name.

**Titles:** Diabolos, Lord of Planes, The Devil, Plane Gatekeeper

**Home Plane:** Shadow

**Power Level:** Lesser

**Alignment:** Chaotic Evil

**Portfolio:** Demons, Devils, Gravity, Planes, Shadows, Void.

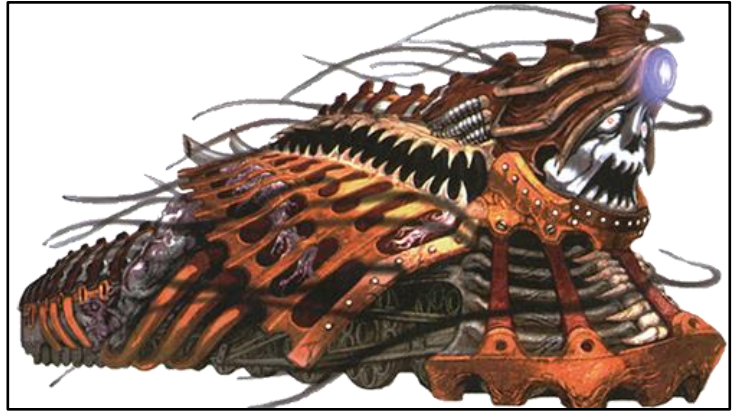
**Domains:** Chaos, Darkness, Evil, Travel.

**Favored Weapon:** Scythe

## Doomtrain

*Chaotic Neutral astral of trains and ferrier of the dead.*

Another Astral who takes on a form unlike any creature, Doomtrain is one who follows in Alexander's footsteps of being made of metal. Doomtrain ferries the recently deceased to their next location, be it their plane of faith or the underworld. He does not generally take bodies or possession, only souls, but unlucky passerbys may find themselves on the Ghost Train to the underworld with little to no hope of getting off. Doomtrain makes no stops, except when to pick up souls, so when you're on his cars you either have to jump and risk death, or allow him to take you to the great beyond. He is also the one to instill the knowledge of trains into sentient beings in his image. Doomtrain also has a huge dislike for monks due to being suplexed on a previous world.



Doomtrain is a gargantuan connection of train cars, going on for an uncountable amount of cars. His skull-like face is often demonic, with a devilish mouth and flesh, its eyes are often white with red pupils.

It is rare for someone to follow Doomtrain, as his worship does not help with much in the real world besides trains. Though there are people who appreciate his service in helping souls pass on.

**Titles:** The One Who Never Stops, The Ghost Train

**Home Plane:** Ethereal

**Power Level:** Lesser

**Alignment:** Chaotic Neutral

**Portfolio:** Ascendancy, Ghosts, Traversal, Undead.

**Domains:** Artifice, Chaos, Death, Travel.

**Favored Weapon:** Glaive.



## Fenrir

*Neutral astral of electricity and travel.*

Fenrir was once a normal wolf who howled at the moon, protecting his canine brethren. However, as its power and intelligence grew, so did its ability to transcend into a higher being, working it's way from a material being to an Astral. He is often an Ally of Titan, Ramuh and Bomb type creatures, as well as inhabiting a motorcycle in a previous life cycle, Fenrir bridges the gap between Astrals much more frequently than others. Fenrir gives the gift of electrical current and motorcycle technology onto his creations.

Looking like an esteemed wolf, Fenrir can be mistaken for a monster, or rarely a pet, by some material beings. His forms change between a silver wolf and a multitude of colors in other canine visages, sometimes with spikes or horns. His control over electrical current means his horns are often used as an anchor for his electric spells.



Engineers, canine lovers and fans of electricity often follow Fenrir. Motorcycle enthusiasts are also attuned with Fenrir due to most motorcycles resembling his previous form.

**Titles:** Lightning Steed.

**Home Plane:** Lightning

**Power Level:** Lesser

**Alignment:** True Neutral

**Portfolio:** Canines, Electrical Current, Motorcycles, Speed.

**Domains:** Animal, Artifice, Lightning, Travel.

**Favored Weapon:** Buster Sword



## Garuda

*Chaotic Evil astral of protective winds and the Ixal.*

Once a kind-hearted being, whose dedication to sentient beings brought about her transformation into an astral, Garuda suffered greatly for her devotion. Her good nature was tainted by millennia of battle and feasting on the energies of the fallen that were required to heal herself. While some remember her nicer state, most now know her for her destructive and unstable behavior which is often wrought onto unsuspecting prey.

Garuda takes on the visage of a green-tinted bird-like creature with claws, talons and wings. She has often taken on the form of other bird-type creatures like the Zu.



The Ixal follow Garuda closely due to her ties to their people, as her past actions have saved them countless times. Bird-like races, those who fly as well as those who wish to wreak their wrath onto others also follow Garuda.

**Titles:** Empress of Birds, Messenger of the Winds, Queen of Storms

**Home Plane:** Air

**Power Level:** Lesser

**Alignment:** Chaotic Evil

**Portfolio:** Air, Birds, Devotion, Ixal, Loyalty, Speed.

**Domains:** Air, Animal, Chaos, Evil.

**Favored Weapon:** Quarterstaff.

## Golem

*Lawful Neutral astral of minerals and rock.*

Similar to Fenrir, Golem was once a normal creature within the material plane as a Construct made of rock. Through diligent defense and evolution, Golem evolved to the point where he ascended to Astral status. Though due to its lower intellect and drive, Golem merely acts as a guardian for rock and minerals on the land, aside from Titan who protects the natural world and earth. Golem instills knowledge of constructs of both Rock and Metal onto sentient beings.



Golem looks like a medium to huge humanoid made of rock, though he can take on forms of sand and metal depending on the area and timeline. Generally he holds a precious gem within his frame that holds his true self, rather than that of the materials he is formed of.

Golem is worshiped by constructor and environmentalists due to his close connection with minerals. Construct creators also follow him for his wisdom in their creation.

**Titles:** Shifter of Rock, Father of Constructs

**Home Plane:** Earth

**Power Level:** Lesser

**Alignment:** Lawful Neutral

**Portfolio:** Minerals, Natural Formations, Rock, Stone.

**Domains:** Artifice, Earth, Law, Protection.

**Favored Weapon:** Warhammer

## Good King Moogle Mog XII

*Lawful Good astral of all moogles.*

Moogles were once loyal servants of divinity, but due to countless wars between the pantheon and from their creation, the Moogle race escaped and sought sanctuary among their planets. However, due to the distance between the divine plane and that of the material one was too far for the moogles to fly to, as such Moogles would hold onto a rope to allow them to climb into the material plane. Moogle Mog helped countless to the surface, but lost the strength to follow them. He was left behind, until his power returned, though it was too late as the planet the moogles had escaped to had been destroyed.

Moogle Mog continues to reincarnate his race of moogles on every planet he has a hand in creation, as well as leading them to a brighter future. However, due to the taint of divinity and war, Moogle Mog can no longer travel to the Material plane, lest he goes on a berserking rampage to soak up all the Mana, whereas some claim he would turn all life into Moogles.



Moogle Mog XII, the only of his name, is a large Mooglet with a royal crown and scepter, with the uncommon trait of a mustache.

Followers of Moogle are majorly Moogles who wish to follow in the divinity of the Moogle God who gave his life for theirs.

**Titles:** The Benevolent Mooglet, King Mog, The Twelfth Miracle

**Home Plane:** Astral

**Power Level:** Lesser

**Alignment:** Lawful Good

**Portfolio:** Courage, Knights, Moogles, Peace, Royalty

**Domains:** Good, Law, Liberation, Nobility.

**Favored Weapon:** Flail

## Ixion

*Neutral astral of lightning and horse kind.*

While not transcending like Fenrir or Golem, Ixion earned his place amongst Astrals when Ramuh required aid in his work. Ramuh found the dominant and eager Unicorn, granting him power over lightning and storms, akin to Ramuh's own powers. Ixion accepted the power and role with gratitude, going to work almost immediately. When Ramuh requires aid in combat, Ixion will transform himself into a colossal staff that flies towards Ramuh's hand, increasing his power in battle. Not forgetting his race, Ixion often protects horse and unicorn alike.



Ixion is a large horse with gray skin, a white mane and a curved horn on his head. There are a few depictions where his hooves have claws and his mane is more purple in hue.

If people do not follow Ramuh, they often follow Ixion in his stead. Praises and dances are done in offering to Ixion to ask for storms or clearer weather.

**Titles:** Stormcaller, Lightning Unicorn, Ramuh's Staff

**Home Plane:** Astral

**Power Level:** Lesser

**Alignment:** True Neutral

**Portfolio:** Horses, Lightning, Storms.

**Domains:** Animal, Community, Lightning, Weather.

**Favored Weapon:** Lance

**Relic:** Spirit Lance

## Lakshmi

*Neutral Good astral of light and fortune.*

This goddess of luck has had a somewhat unlucky existence, due to being imprisoned several times within paintings during her lifetime. When not being trapped by demons, Lakshmi hands out good fortunes to her worshipers, healing to those under her domains as well as embracing those who are on death's door. She directly opposes Chadarnook and aids any who would fight against demons or tricksters.

Lakshmi appears in the form of a beautiful woman, draped in a single blue cloth that covers little of her body, though sometimes adorns a more modest blue dress. Aside from her normal form he often changes her dress to varying colors, though is mostly seen in a reclined position. There have been rare occasions where she is seen with several arms.



Gamblers, travelers and small villages often follow Lakshmi, that she would bless them with an easy life devoid of strife.

**Titles:** Goddess of Fortune, Starlet, The Lady of Bliss

**Home Plane:** Astral

**Power Level:** Lesser

**Alignment:** Neutral Good

**Portfolio:** Ananta, Beauty, Courage, Embrace, Fertility, Fortune, Light, Luck, Mercy, Shelter, Wealth, Wisdom.

**Domains:** Good, Healing, Luck, Sun.

**Favored Weapon:** Mace

## **Odin**

*Lawful Evil astral of glory and challenges.*

Finding glory in battle, Odin was once a man, though none remember that time. He transcended the material plane into his new position as an Astral, taking his weapon and faithful horse with him. Odin has known defeat but twice, once to a lightning strike hitting his blade, another to a SeeD who was empowered by a mighty sorceress. Odin lends his power to those he finds worthy, often from their deeds or through a duel. His purpose among the deities is to instill glory in sentient kind and have them challenge one another to grow. Odin has but one equal he acknowledges, aside from the deities above him, Gilgamesh, who struck down the SeeD who defeated him eons ago.



Odin is a demonic-looking knight with curved horns, often depicted with a masterwork Scythe, Knight Sword or Scimitar which he uses to cleave his enemies in two. He also wears a dark cape. While he will appear on foot, Odin is generally found astride his faithful horse Sleipnir, a 6-legged horse with a red mane and white skin.

Duelists, Samurai and beings who wish to challenge others to prove their strength follow Odin, in the hopes they may duel and possibly match the Astral.

**Titles:** Zantetsuken Lord, Rider of Sleipnir, The Reaver

**Home Plane:** Astral

**Power Level:** Lesser

**Alignment:** Lawful Evil

**Portfolio:** Darkness, Duels, Horses, Scythes, Swords

**Domains:** Evil, Law, War.

**Favored Weapon:** Scythe, Knight Sword, or Scimitar

**Relic:** Gungnir



## Pandemona

*Chaotic Neutral astral of tornadoes.*

A somewhat boisterous and anarchic astral who brings order by bringing down blasts of wind and rules. Pandemona was once employed by the sentient races to enforce laws onto others but has been shaped in such a way by his caretakers that the astral uses somewhat chaotic means to bring laws into place. It now has a warped sense of justice, formed by both real laws and its own interpretations of them.

Pandemona takes on the form of a large humanoid with claws and weird hoof-like feet. He is often seen with an attached sack and vacuum on his shoulder, which he uses to inhale air as well as exhale it at extreme speeds.



Storm chasers often follow Pandemona as he has direct control over tornadoes and disasters of wind.

**Titles:** Eolo, Pandemon, Pandemonium, Zephyr

**Home Plane:** Air

**Power Level:** Lesser

**Alignment:** Chaotic Neutral

**Portfolio:** Air, Gas, Speed, Tornadoes, Vacuums.

**Domains:** Air, Chaos, Destruction, Madness.

**Favored Weapon:** Chakram

## Quetzalcoatl

*Lawful Neutral astral of static and pulse.*

As the gods moved from world to world, creating new life, they came across another creature whose aptitude for becoming an Astral was high enough to add them into the fold. A soaring bird who flew so fast, creating static among the clouds within its own coat, Quetzalcoatl had a natural connection to static electricity. Upon being gifted the power of an Astral, Quetzalcoatl continued his experimentation into static and pulse energies. With his knowledge, he bestowed static and pulse onto his creations, allow for explosive devices and those that could counter mechanical beings. He share duties with Ixion and Ramuh, while having a much more focused field, similar to Fenrir.

Quetzalcoatl is a gargantuan yellow bird with blue swirling designs across his smooth coat of fur. His head is smooth and sloped up to his beak, where he channels the static electricity through his body to shoot it at enemies.



Followers of Quetzalcoatl often follow him for his insight into explosive devices and static electricity, where Robots often fear his power.

**Titles:** Lightning Incarnate.

**Home Plane:** Lightning

**Power Level:** Lesser

**Alignment:** Lawful Neutral

**Portfolio:** Birds, Explosions, Pulse, Squalls, Static Electricity.

**Domains:** Air, Destruction, Law, Lightning.

**Favored Weapon:** Grenade Launcher

## Siren

*Chaotic Neutral astral of song and deception.*

Starting off as a normal woman, Siren was once a lover of a sailor turned pirate, traveling with him on his ship across the world. Through their travels, Siren saw the deceptiveness of man, but was blinded to it for too long as a lover of a pirate. When her lover died, the blind was pulled from her eyes and she saw the men for what they really were. Using her music and allure she shipwrecked the men, continuing to do so for any passing pirate. Seeing the work the woman had done without any request for payment, Leviathan saw a use for Siren who kept pirates from polluting his ocean. Leviathan bestowed power onto Siren, who continued to shipwreck would-be defilers, but now under Leviathan's name.



Siren is a fish-like Hume woman, with scales and fins. She can change between a legged female and that of a mermaid depending on the situation. She has flowing blonde hair, often with blue fins intertwined with her hair. She is often depicted using a harp, with Leviathan in the background. Some people also romanticize Siren and Leviathan, though there is no concrete evidence they share any feelings.

Sailors follow Siren in the hopes that she blesses their craft, Wives follow her to give safe passage to their husbands on the ocean, along with bards who wish to be as captivating as her.

**Titles:** Waylayer of Sailors, Leviathan's Songstress.

**Home Plane:** Water

**Power Level:** Lesser

**Alignment:** Chaotic Neutral

**Portfolio:** Drowning, Rain, Sailors, Sea, Sleep.

**Domains:** Chaos, Charm, Trickery, Water.

**Favored Weapon:** Shortbow.

## Valefor

*Lawful Neutral astral of the wind and flight.*

As a companion to Ark, Valefor took to the skies to aid in their creation and management, filling them with clouds, natural drafts and flight paths, which allow Ark easier flight along with other flying creatures. Seeing the creatures down below without a means to reach the skies, Valefor bestowed the gift of natural flight to a select few races, giving them wings or strengthening their bodies to allow flight. Besides the knowledge she bestows, Valefor continues to dictate wind speeds and flying conditions for the planets she helps create. Due to her similarity, she is often close with the Astral Quetzalcoatl.



Valefor is a very unique bird, with some aspects of harpy and parrot within her design. She has two large wings which are also her two arms, along with red plumes of fur over her chest that barely gives her modesty.

Due to the gift of flight, Valefor is often followed by winged races in the hopes that their flight might compare to the Astral, or as thanks for the ability to fly.

**Titles:** Sky Soarer.

**Home Plane:** Air

**Power Level:** Lesser

**Alignment:** Lawful Neutral

**Portfolio:** Flying, Freedom, Wind.

**Domains:** Air, Animal, Glory, Liberation.

**Favored Weapon:** Whip

## Yojimbo

*Lawful Neutral astral of mercenaries and duty.*

A somewhat mysterious being, Yojimbo travels far and wide for those who offer to pay for his highly-priced services. He mostly deals in the protection of his employers or assassination attempts on his client's adversaries. While not following strictly to the law he does keep close to his own personal opinion of his worth, only working until he has fulfilled his job up to the amount he has been paid, often requiring hundreds of thousands of gil to kill a single target. If a job takes too long, or the opponents are stronger than his client had told him he would only do work until he felt he had done enough to warrant his pay, if underpaid he will sometimes not even attempt a job or just let his dog attack instead.



Yojimbo is almost always seen as a uniquely dressed samurai, with yellow and orange clothing, straw hat with his dog by his side. There have been times where he is seen in a completely different garb of a lesser samurai, in a mere kimono but almost always has his Zanmato on him.

Not many people worship Yojimbo, as he is mostly a hired hand to do the bidding of sentient beings. Mercenaries and Samurai will sometimes follow the astral in hopes he will guide them to higher power and proficiency within their fields of work.

**Titles:** Bodyguard, Blade of Vengeance, Retainer

**Home Plane:** Astral

**Power Level:** Lesser

**Alignment:** Lawful Neutral

**Portfolio:** Bargaining, Dogs, Fire, Gil, Mercenaries.

**Domains:** Law, Strength, Travel, Trickery.

**Favored Weapon:** Katana

## **Eidolons & Avatars**

The lesser versions of Astrals, Eidolons take on the visage of the almighty beings, copying their aesthetic, personality and powers. Eidolons traverse the material plane more freely and even attach themselves to certain objects or people or note. While there is only 1 Astral of each type, Eidolons have a sort of racial structure. For the 1 Astral Ifrit, there could be 100 Eidolons in his image who call themselves Ifrit. Eidolons do carry a smaller duty to their elements, but often aid in lesser beings who wish to control said elements.

An offshoot of the Eidolons are Avatars who are more closely tied to Summoners on Aeon Gaia. Yet again, Avatars take on the look, personality and powers of the Astral they choose but to a much weaker extent. Avatars grow alongside their summoner, with a possibility of even growing to the power of an Eidolon.