

Peranic Mythology

The Gods of Seala

by
David Johnson

*An overview of the gods, myths and creeds
of the Peranic people.*

Version 0.1



The goddess Laein

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The religion of the Peran people is derived from ancient Altan myths with heavy influence from the old Marsaeric pantheon. Seala is their traditional abode.

The Gods of Seala are worshiped throughout Altan and parts of Marran. The people of southern Nosarac have a similar mythos.

The Religion

Peranic religion is largely an informal institution. The typical village will have a priest with a shrine or two. Temples are rare and seen only in cities.

People will not limit themselves to the worship of a single diety, though their livelihood and situation may cause them to favor one god over others. Likewise, priests serve all the gods and are not limited to one.

Sacrifices of money, animals or food are small and are sufficient to support the shrines, temples and priesthood.

The religion is primarily defined by an oral tradition of poems, so that skalds are held in very high regard. The few written religious texts that exist are transcriptions of the oral myths.

These myths are held to be historical and truthful, but not necessarily literal. There is no rigid orthodoxy of belief.

The Worldview

The essence of the Peran worldview is the belief that everything, from the gods to individual grains of sand, have a specific role within the world. When everything is in its proper place and doing what it should, there is harmony.

Attitudes

Duty

If the gods each have their fixed place in the scheme of things, then so do we. If the gods are not omniscient, then we can never hope to decipher the world around

us. Perform your duties unquestioningly.

Nostalgia

The world was once a better place than it is now. People were stronger, wiser and longer lived. Things can never be better than they are now. Everything is aging. It is a struggle to hold back the tide of time.

Submission

Left to his own devices, man will never rise above the beasts of the field. But if he is ordered then he can accomplish great things. Those who are wisest and strongest have the duty to rule.

Enjoyment

Enjoy the world, for it is pleasant. Partake of the fruits of your labor. Delight in your children. Do not make your duty a drudgery, but perform it well so that it gives you joy.

Catechism

This catechism uses the metaphor of a tapestry for creation. Few believe in an actual literal tapestry, but it is a useful teaching tool.

What is the purpose of it all?

The world is a great tapestry being woven by the gods. When the tapestry is complete all strife shall cease. But even as it is being woven, it unravels, so that there is a constant reweaving.

What is good and evil?

It is good when the tapestry is whole and beautiful. It is evil when the tapestry is disrupted and marred. Whatever protects or mends the tapestry is good, while whatever tears or stains the tapestry is evil. There are lesser and greater goods and evils.

How must I act?

Know your place in the tapestry. You have duties and obligations to those above, below and to either side of you. When you shirk those duties you commit evil. When

you fulfill them you do good. Aid others in their duties and hinder those that evade them.

What is truth?

The unblemished tapestry is truth, and no one can see it all. The simpleton looks to the wise for truth, and the wise look to the gods. But even the gods cannot see all.

How can I be happy?

Happiness comes from fulfilling your part in the tapestry. A farmer is happy to plant seed, and happiest when he plants them well. A mother is happy to raise children, and happiest when she raises them well.

What happens when I die?

When you die you will journey to the land of Colraen to await the completion of the tapestry. If you have been faithful, the gods can help guide you there. It is a land of darkness and shadow, where there is no strife.

Cosmology

At the center of the universe are the worlds of Ultana, Acane and Nonne. Acane is the Sun, and is made of fire. Nonne is the moon and made of ice. Ultana is the earth.

Surrounding the worlds, and separating them from the nothingness beyond, is Colraen, the curtain of night. It is the traditional land of the dead, whose spirits can be seen as the stars. It is torn by a great black rift, known as the the Void.

Seala is the great house of the gods. Though Seala is not a physical place, the myths seldom distinguish between the mystical and actual. For example, the home of Laein is within the Great Deep west of Altan, but also at Seala.

There are several explanations for the planets. In some traditions they are the abodes of the gods. In others they are the spirits of the gods as they travel between Acane and Colraen.

The Gods

The Gods of Seala are not omnipotent or omniscient. They are fallible and frequently capricious. It has been said that the Peran people have gods much like themselves.

Brioch

Brioch is the god of burning flames and passions. He is associated with smithing, lust, gluttony, and wine. His flames symbolize both creative transformation and cleansing destruction. His passions, like fire, are necessary for life but destructive if not checked.

He is the most capricious of the gods. He will frequently curse mortals with infatuation for minor slights. When seeking the service of Brioch, one must be alert to his fickleness, and not too reliant upon his aid.

Despite his lustful nature, he is completely faithful to his wife, Laein, who conquered his flame.

Brioch is symbolized by a flaming blade or spear. He accepts wine, mead and resinous incense as sacrifice.

Daede

Daede is the goddess of agriculture and fertility. She is associated with crops, domestic animals, gardens, motherhood, and children. She is not associated with sexuality except as an avenue for procreation. She is most revered in rural villages, but even sophisticated urban dwellers pay her homage.

She is a patient and understanding goddess, but her wrath can be easily kindled by mistreatment of livestock and children. She blesses mortals with twins and curses them with miscarriage or impotence.

Her husband is Ran, who gives her little attention and no children. She thus pays special notice of mothers with unfaithful husbands. She does have children, however, just not by her husband. No one but Daede knows who their real fathers are.

Daede is symbolized by a sheaf of grain or a doe. She accepts sacrifices of fruits, grain, wool and cheese.

Klea

Klea is known as the goddess of thieves, prostitutes and orphans, but she is much more complex than that. She is known for her craftiness, trickery and versatility. She invented ale, watches over secret trysts, aids the foolish endeavor, and is called upon to turn aside one's fate.

Her good intentions frequently causes troubles for others, especially when she tries to counter their dooms. When the other gods are forestalled by their honor, her trickery and deception will often win the day. She can be both shrewd and naïve.

She was once very beautiful, but she was cursed by Brioch with ugliness. Her husband is Ngalos.

Klea is symbolized by a raven. She accepts sacrifices of copper coins.

Though she is ostensibly the Peranic incarnation of the Marsaeric goddess Tiiris, she has attributes of even earlier dieties. It is interesting to note that it is she that opposes the war with the elder gods.

Laein

Laein is the goddess of seas and storms. She is associated with ships, coasts, coastal towns, storms, thunder and secrets. As the Mistress of Hidden Mysteries, she is a patron to many seers and mages.

She appears to mortals as a beautiful and winsome maiden, but her mercurial temper is to be feared. Like the sea, her unpredictable moods range from placid stillness to violent ragings. Many see her as a goddess to be appeased or avoided, but veteran sailors claim her as a valued ally to be sought.

Her capricious nature is rivaled by none but her husband Brioch.

Laein is symbolized by a dolphin or trumpet. She accepts sacrifices of shellfish and quail.

Malor

Malor is the god of the sky, stars and heavens. He is associated with auguries, astrology, the night sky, law and justice. His divinations can frequently forestall the dooms of his brother Ngalos, though not always avert them. He is the ostensible chief of the gods, though this role is sometimes challenged by Laein and Ran.

He is a stern god, but just in his dealings. Some may say too just. He rarely gets angry and of all the gods keeps his temper the best. Those who would seek his favor must earn it. He has never been known to utter a curse, but the unmasking of a lie or deception through circumstance is sometimes called the "Curse of Malor".

His wife is Thessina, and he sometimes bows to her merciful nature when dealing justice.

Malor is symbolized by a wyvern or a seven pointed star. He accepts gold coin as sacrifice, and one seventh of all weregild is given to Malor.

Ngalos

Ngalos is the god of fate and omens. He is associated with prophecy, doom, the future and misfortune. Some also associate him with death, but this is not universal. He has no control over fate, but merely foretells it.

He is an uncaring and unsympathetic god. Despite his portrayal as the harbinger of doom and gloom, he is not an evil god. He councils rigid discipline as a counter against the bleak future.

He is the husband of Klea.

Ngalos is symbolized by a black serpent or an eye. He accepts bitter herbs and incense as sacrifice.

Ran

Ran is the god of war and the hunt. He is associated with battle, hunting, travel, forests, horses and hounds. He is revered by warriors and outdoorsmen.

He is frequently abroad across the land hunting

beasts or seeking the bed of mortal maidens. He cannot be turned aside from a hunt, dissuaded from joining battle, or abandoning any quest. Ran respects courage and fearlessness.

His wife is Daede, whose bed he ignores in favor of mortal mistresses. Many heroes of legend were attributed to be the sons of Ran.

Ran is symbolized by a hunter's horn. He accepts sacrifices of boar and deer. During battle warriors will shout for his aid, hoping to be heard over the shouts of their foes.

Thessina

Thessina is the goddess of craft, wisdom and sorrow. She is associated with the hearth, pottery, weaving, healing and remembrance. She remembers the hurts of all, and keeps them close to her heart. It is said that she weaves a shroud of sorrow for all those who have been slain. She is revered by healers, housewives and those who have been wronged.

She is the caretaker of Seala, and some say its true mistress. She rarely speaks, and hears a great many things. Her wisdom comes from understanding the hurts of others, seeing past their words. She is patient and merciful.

Her husband is Malor.

Thessina is symbolized by a white flower or shroud. She accepts sacrifices of bread and healing herbs.

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