

Pantheon of the Magic Kingdom

Gods, Goddesses, and Lesser Immortals of the Realm

Introduction: Once a perfect realm ruled over by benevolent creators, The Magic Kingdom has descended into darkness as the once righteous Fallen Princesses seized control of the heavens. Now, cut off from their true gods, citizens of The Magic Kingdom are subject to the cruel whims of their new pantheon.

by CLAYTON WHITTLE | GOBLIN INK PRESS



DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, the dragon ampersand, *Player's Handbook*, *Monster Manual*, *Dungeon Master's Guide*, D&D Adventurers League, all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries. All characters and their distinctive likenesses are property of Wizards of the Coast. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast.

©2016 Wizards of the Coast LLC, PO Box 707, Renton, WA 98057-0707, USA. Manufactured by Hasbro SA, Rue Emile-Boéchat 31, 2800 Delémont, CH. Represented by Hasbro Europe, 4 The Square, Stockley Park, Uxbridge, Middlesex, UB11 1ET, UK.

THE PANTHEON OF THE MAGIC KINGDOM

THE ELDER GODS

The Elder Gods, also called the Great Circle or The Three Aspects are the first gods of the realm. These gods are the true force of creation, the font of energy from which all other power springs into the universe. The Elder Gods no longer involve themselves in the affairs of mortal or deity, leading many to believe they have faded, been usurped, or for some other reason lost interest in their creation. People of the Magic Kingdom no longer pay homage to the Elder Gods. Imagery of these three can be found in many homes and adorning many temples, but the practice is largely one of tradition or respect rather than worship.

THE MOUSE

- **Alignment:** Neutral Good
- **Description:** The Mouse is also known as the All-Father or The First. The Mouse is widely accepted to be the first of the gods and the creator of the Magic Kingdom. The Mouse was an unrivaled power in the pantheon until the rise of The Fallen Princesses. Many believe the infighting and depravity of these cruel sisters lead The Mouse to abandon The Magic Kingdom altogether.
- **Appears As:** The Mouse appears as a gnome-sized mouse with a robust figure and large ears. He is sometimes known to appear as The Young Mouse, a youthful and joyous figure with vibrant colors and a high pitched laugh. Other times he appears as The Old Mouse, a figure totally devoid of color and unwilling to speak.

THE DUCK

- **Alignment:** Chaotic Good
- **Description:** The Duck is also known as The God of Struggle and represents the natural balance of the forces of chaos and order. The Duck's short temper and refusal to compromise often lead him into conflict with the other elders, but his good nature and positivity prevented any lasting split between The Elder Gods. The Duck is a patron of rebels, revolutions, change, and conflict. He is the counterbalance to The Lion.
- **Appears As:** The Duck is depicted opposite The Lion in artistic representations of The Elder Gods. When The Duck appears to mortals it is almost always in a state of exacerbated rage. It throws animated fits and speaks in a tongue unintelligible by any mortal ears. Its presence is widely associated with encouraging conflict.

THE LION

- **Alignment:** Lawful Good
- **Description:** The Lion is the youngest of The Elder Gods and is often called King of Kings. The Lion's realm is that of the rule of the natural order and his image is often closely associated with the circle of birth, life, and death. The Mouse created The Lion shortly after creating the mortals of The Magic Kingdom. Religious texts indicate that The Mouse saw that those of the material plane should not live eternally as the gods did, and therefore created The Lion to preside over the circle of life.
- **Appears As:** The Lion appears as a noble lion with a mane of fire. In art he is depicted as ruling over large kingdoms from a heavenly perch.

THE FALLEN PRINCESSES

The Fallen Princesses, once noble human women, were elevated into godhood for their many virtues. As pillars of kindness, generosity, humility, patience, bravery, and many other virtues, The Fourteen once stood as role models for all humanity. Corrupted by power and bitter infighting, The Pantheon of the Fallen Princesses is a cruel reflection of this once benevolent pantheon. These sisters rule over creation, and the power and influence of even the weakest sister rivals that of the strongest Redeemed or Fallen Princes.

GREATER DEITIES

CINDER

- **Alignment:** True Neutral
- **Sphere:** Cinder presides over Fate and Destiny. Once subject to its whims, Cinder now considers herself the master of the winds of fate.
- **Appears As:** Cinder appears most often as a beautiful woman in an elegant dress wearing glass slippers. She might also appear as a poor handmaiden. She is often flanked by her two servants, Jacques and Octavius, fearsome were-rats.
- **Followers:** Followers of Cinder know her symbol to be the a perfectly circular pumpkin. They believe in their true destinies and accept the will of the universe without effort to bend it.

SNOW BLACK

- **Alignment:** Lawful Evil
- **Sphere:** Snow Black is the goddess of Beauty and Jealousy. Scorned for her own beauty, Snow Black now holds power over the beauty all creation, doling out inspiration to artists and poets as she sees fit while punishing those who create or possess beauty which threatens her.
- **Appears As:** Snow Black often appears as a haggard old woman or farmer. She rarely visits the material plane, instead sending her one of her seven Dwarven Acolytes.
- **Followers:** Followers of Snow Black know her symbol to be a silver lined mirror. They collect and destroy objects (and creatures) of immense beauty as guided by their fickle goddess.

AURORA

- **Alignment:** Neutral Evil
- **Sphere:** Aurora is the goddess of Love & Fey. Her actions in life, guided by the Fey, lead her into spiraling towards true love without control. As a goddess she feeds off of the love of her followers, demanding that she and she alone is loved.
- **Appears As:** Aurora rarely appears outside of her palace. When she does, she most often appears as a beautiful farm girl in an attempt to steal the love of men or women who have pledged themselves to another.
- **Followers:** Followers of Aurora know her symbol to be the spinning wheel. Their ceremonies and temples are dedications of their love for Aurora. They are known to kidnap and force others into their religion in order to feed Aurora's insatiable need for love.

ESLA

- **Alignment:** Chaotic Neutral
- **Sphere:** Esla is the goddess of Storms. In life Esla was a powerful sorceress with command over the winds, weather, and ice. As a goddess Esla is a tempest of emotion and destruction, allowing her ever changing moods to unleash utter destruction on the material plane through unpredictable and devastating storms.
- **Appears As:** Esla appears as a giantess made entirely of ice. In her wake all things are turned to winter.
- **Followers:** Followers of Esla know her symbol to be a tower of ice. Those who worship her revel in the unpredictability of the natural world. Her followers tend to live alone, often as druids or rangers.

ALICE

- **Alignment:** None
- **Sphere:** Alice is the goddess of imagiNati on. Her power is fueled by the imagiNati ons and creativity of all living mortals and in turn fuels them. Alice is commonly believed to be the inheritor of The Mouse' true power, creation. Existing in a state of endless sleep, Alice dreams deeply, and as she does so her dreams are willed into existence on the material planes and beyond. Many associate Alice with chaos, due to the disruptive nature of her many dreams and creations. However, most scholars agree that Alice's nature, as a goddess of eternal slumber, is that of true and complete balance, both devoid of and encompassing all alignment.
- **Appears As:** Alice is said to appear in dreams and visions as a young girl in a modest blue dress, often followed by a parade of extraordinary imaginary creatures. This vision, often called "Creation's Parade", is seen as a sign of favor to the dreamer and cited as inspiration for many great inventions and works of art.
- **Followers:** Those who hold to the literal avatars of the goddesses believe that through Alice's slumber, the planes of existence are maintained and that, were she to ever wake, the planes would collapse. Clerics of Alice sing endlessly a song known as "The Dreamer's Chant" to keep her dreams both endless and peaceful. Many maintain that, if the chant were to be stopped, even for a moment, Alice would wake. This has led to the rise of no small number of doomsday cults attempting to kill off or otherwise stop the clerics of Alice from singing. Alice's symbol is a flat black hole known as "The Rabbit's Hole" and is an allusion to the infinite depth of her imagiNati on.

INTERMEDIATE DEITIES

MOANONO

- **Alignment:** Chaotic Good
- **Sphere:** Moanono is the goddess of Travel and Discovery. One of the few goddesses to not fall from good, Moanono is undistracted by the infighting of her sisters, instead focusing on the unending discovery of new planes of existence. Many theorize that her travels through the planes are what actually creates these planes.
- **Appears As:** Moanono appears as a small girl with dark skin and soft features. She is often accompanied by her friend and protector, the demi-god Maui. Together they represent the combiNati on of strength and curiosity that makes the explorer.
- **Followers:** Followers of Moanono know her symbol to be the compass. She is the patron goddess of traders, explorers, rangers, scouts, sailors, and any others that brave the unknown.

MULU

- **Alignment:** Neutral Evil
- **Sphere:** Mulu is the goddess of Battle, but delights especially in one-sided slaughters. In life Mulu was a powerful warrior and skilled diplomat that dedicated her life to repelling enemies from within and without her kingdom. Though she initially fought the slow fall of her sisters, the war-weary goddess eventually gave in to the temptations of easy victories over the weak instead of the long, painful defeat of the righteous.
- **Appears As:** Mulu appears as a 12-foot tall man wearing plated armor. She is most often seen at a distance, presiding over one-sided battles as a spectator.
- **Followers:** Followers of Mulu know her symbol to be a spear piercing a heart. Warlords, generals, and tyrants often pay tribute to Mulu by dedicating their conquests to her name.

NATI

- **Alignment:** Lawful Neutral
- **Sphere:** Nati is the goddess of Modernization and Technologies. She presides over the many changes of the realm, providing inspiration to inventors and guiding the "march of progress" through the ages.
- **Appears As:** Nati appears as a dark haired woman dressed in strange clothing of an unknown material. She is often accompanied by her lover, the demi-god John Smith.
- **Followers:** Nati has few followers. Those who do know her symbol to be the gear. They dedicate their lives to the research and development of new and strange technologies, considering every success and failure to be a tribute to her name.

JAZZ

- **Alignment:** Lawful Evil
- **Sphere:** Jazz is the goddess of Magic. In life Jazz was subjected to the debasement of being sold off as a wife to a powerful wizard. When she rose to the heavens she learned the wizard's source of power was the titan, Genie. When the sisters fell, Jazz seized Genie's conduit, his lamp, and enslaved him for all eternity, trapping all magic within her grasp.
- **Appears As:** Jazz appears as a beautiful queen seated upon a flying carpet. She is often accompanied by her slave, Genie.
- **Followers:** Followers of Jazz know her symbol to be an oil lamp with a chain around it. Their temples are dedicated to the practice and teaching of magic as they believe every spell cast empowers the lamp further, and therefore increases the font of magic within the planes.

BELLEZA

- **Alignment:** Lawful Neutral
- **Sphere:** Belleza is the goddess of Judgment. In life she was captured by a monstrous beast and forced to endure its wooing of her. She correctly judged the beast as truly evil and, after her escape, lead her town to destroy it and its haunted castle. As a goddess Belle presides over judgments of good and evil, guilt and innocence, or right and wrong.
- **Appears As:** Belleza appears as a blind woman balancing a book in either hand. She is often accompanied by her pet, The Beast.
- **Followers:** Belleza is the patron of the law and judgment. Her followers often include judges, police officials, and paladins. They know her symbol to be a large tome, symbolizing the accumulated evil and good any person has done in their life.

REL

- **Alignment:** Chaotic Evil
- **Sphere:** Rel is the goddess of Temptation. Betrayed by her love in life and cast aside for a beautiful temptress, Rel was one of the first sisters to fall. Rel delights in creating temptation of all kinds for mortals, but especially enjoys the dishonoring of vows.
- **Appears As:** Rel appears as a mermaid, often singing songs to sailors to tempt them into the water where her sharks devour them.
- **Followers:** Rel has no true followers, though all know her symbol to be the broken ring.

LESSER DEITIES

TIRA

- **Alignment:** Chaotic Neutral
- **Sphere:** Tira is the goddess of Deception and Lies. In life Tira was a powerful shape shifter. She used her ability to test the kindness of strangers, appearing as a frog or swan in need of help. She punished and rewarded those who encountered her depending on their actions. As a goddess she now finds joy in deception without reason or guidance. She sews chaos through misinformation and delights in the reactions of those she has misled.
- **Appears As:** Tira appears usually as a frog or swan, often injured.

- **Followers:** Followers of Tira know her symbol to be a swan with a broken wing. She is the patron of spies and politicians.

RAPU

- **Alignment:** Neutral Good
- **Sphere:** One of the few sisters not to fall, Rapu is the goddess of Youth and Healing. Her magical hair is a symbol of unending growth and health as well as the source for healing magic throughout the realm.
- **Appears As:** Rapu appears as a woman with shimmering blonde hair. The hair sheathes her completely and endlessly trails behind her.
- **Followers:** Followers of Rapu know her symbol to be the glowing lantern. Clerics of life, healers, doctors, and others dedicated to the preservation of life follow Rapu.

MURDERIDIA

- **Alignment:** Neutral Evil
- **Sphere:** Murderidia is the goddess of Assassins and The Hunt. Once a capable and independent huntress, Murderidia found herself ever hungry for more formidable prey. When her sisters became distracted by infighting, Murderidia's lust of the hunt resulted in the deaths of thousands of mortals and dozens of demi-gods and titans, each falling to her enchanted bow.
- **Appears As:** Murderidia appears as a leather clad woman with her hair ablaze. She carries with her always her enchanted bow.
- **Followers:** Followers of Murderidia know her symbol to be an arrow dripping blood. She is worshiped by many hunters and rangers who dedicate their kills to her. Her temples are located most often in assassins' guilds, where the blood of those killed is poured into a chalice in an attempt to satiate her thirst for the kill.

ANNICE

- **Alignment:** Lawful Evil
- **Sphere:** Known also as The Scorned Lover, Annice is the goddess of Vengeance. Once a true princess, Annice was betrayed by her lover, who plotted to murder both her and her sister in a coup. Annice's righteous vengeance was so celebrated by the heavens that she was elevated to godhood. When the sisters fell, Annice became the executioner of The Pantheon of Fallen Princesses, putting to death all of those deities and semi-deities that threatened her sisters.
- **Appears As:** Annice appears in a hooded black robe carrying an executioner's axe. She often accompanies her sister Belle, goddess of Judgment, and acts as the enforcer of Belle's proclamations.
- **Followers:** Followers of Annice know her symbol to be a chopping block. Though Annice does not have temples, those who are scorned or wish to see their revenge come to fruition make offerings of blood to Annice in their own homes.

THE REDEEMED / THE ASPECTS

Also called The Aspects, The Redeemed are formal mortals, punished and consequently forgiven for their unimaginable sins by the Elder Gods before the rise of The Fallen Princesses. Each of The Redeemed gained notice of the gods for some terrible transgression. Prone to fits of outrage, The Duck transformed each into a hideous monster and imprisoned them on a lower plane, condemning them to suffer and atone for all time. The Lion, ever just, took pity on these creatures and, seeing that each had come to recognize their fault, released them. Though not true gods, The Redeemed are worshipped in folklore and have grown in power as belief in their righteousness as a counterbalance to The Fallen Princesses gains popularity within The Magic Kingdom.

ONGAST, THE SHAMED HUNTSMAN

Ongast is the Aspect of Humility. Once a magnificent specimen of the potential of humans, Ongast was cast down for his hubris and vanity. Ongast was allowed to retain his human form, but is eternally weak and sickly and covered in unsightly sores.

URSU, BREAKER OF VOWS

Ursu is the Aspect of Honesty. A politician and practitioner of dark magic, Ursu's will extended far in The Magic Kingdom. Ursu rose to and maintained power through cleverly worded contracts and promises. Though she maintained that she never told a lie, a deal with Ursu was rarely one that was honored. Ursu's confidence in her ability to manipulate the truth lead her to think she could swindle The Elder gods through the same methods. Too wise to be misled, The Duck was enraged at the attempt and turned Ursu into a half-octopus, tying each of her tentacles to a chain in a chain at the bottom of the ocean.

MALFESE, THE BROKEN DRAGON

Malfeese is the Aspect of Service. In life Malfeese was a powerful and terrible dragon. Unlike most dragons, content to slumber upon riches, Malfeese ruled over a massive kingdom that spanned centuries of cruelty. Enslaved by the dragon, all mortals that she laid eyes on were subject to her whims. At the height of her power Malfeese sought to wage war on The Elder Gods, thinking herself capable of rising to godhood. Instead, she was utterly defeated and her kingdom freed. As punishment Malfeese was forced into a human form and sent to labor eternally in a dungeon. There she was set to task of making clothes for all of the descendants of every mortal she enslaved. She toils endlessly on a spinning wheel with a spool of yarn that cannot be exhausted.

JA-AFFA, FONT OF MAGIC

Ja-Affa is the Aspect of Celibacy. Ja-Affa, once a powerful sorcerer, lived a life of great lust. He lusted after power, women, food, and any other decadence imaginable. He attained many of these through his considerable magical prowess. Ja-Affa used his power to purchase the hand of the princess, Jazz. When Jazz rose into godhood, she condemned Ja-Affa for his cruelty and insatiable thirsts. Ja-Affa was imprisoned on a plane of absence, where he suffered from unending hunger, thirst, and deprivation of all senses. He appears now as an extremely frail elderly man who is blind, deaf, and mute.

SCAR, THE HYENA KING

Scar is the Aspect of Loyalty. Brother to a noble king, Scar betrayed both his brother and nephew, the rightful heir, by usurping the throne. Scar's reign over the small, insignificant kingdom was defined by depravity and starvation and lasted only so long as his army of mercenaries could enforce. Scar was eventually killed by his nephew to return the royal lineage, but the damage wrought by his rule lasted for generations, eventually leading to the death of both the kingdom and the royal bloodline. For his selfishness Scar was transformed into a hyena, a cruel reflection of the noble house's symbol, the lion, and condemned to wander the lands of his brother's former kingdom, forced to pick the bones of this now barren wasteland in order to survive.

OOGIE, THE RAG DOLL

Oogie is the Aspect of Courage. Oogie, or Oogie Boogie, was born a pauper and rose to minor power as a gang leader. Oogie's hold on his home town was solidified by notorious fear tactics, with staples such as physical torture being merely the opening act. Oogie delighted in the joy of causing others fear, so much so that he abandoned his small town and took to the road. Once at large, Oogie stalked farming towns and cities alike, a ghoul-like figure in a straw mask, kidnapping and torturing hundreds of innocents and putting their broken bodies on display. Oogie was eventually caught, tried, and executed for nearly one thousand murders. At his trial he famously danced and laughed as he recalled the gruesome details of several of his victims' deaths, solidifying his eternal nickname, The Boogie Man. The Duck, enraged at Oogie's lack of remorse, turned Oogie's skin to straw and filled his insides with rotted insects, so that he would forever "be dancing on the inside."

THE QUEEN OF HEARTS

The Queen of Hearts is the Aspect of Justice. The reasons for The Queen of Hearts' madness is unknown. Historians argue that she was poisoned, but others say it was a curse from the gods. Regardless, The Queen of Hearts was, in life, utterly insane. Filled with an unrivaled paranoia, The Queen of Hearts suspected betrayal from every angle within her kingdom. Quietly at first, and then more openly, she had every friend, family member, and advisor executed in a series of increasingly public and increasingly gruesome ordeals. The Queen's reign of terror lasted for nearly a decade, during which varying reports describe her ordering or carrying out the execution of nearly four hundred citizens, including every member of the royal family and clergy. As punishment, The Queen of Hearts was magically beheaded and her head was sealed in a box and hidden where no one could ever find it. Her body, blind and deaf, was doomed to roam the land in search of the head for all eternity.

DEMIGODS AND OTHER POWERFUL BEINGS

THE PRINCE

The Prince is an eternal mortal figure, a single soul bound to live the same story again and again through multiple lives. Said to be a direct creation of The Fallen Princesses, The Prince is doomed to be the focus of their attention in every iteration of his existence. Without fail, The Prince's mortal life follows this pattern: he is born, he grows handsome and strong in maturity, he gains the attention or favor of one of The Fallen Princesses, jealously the princesses fight over him, and finally he is brutally killed by one of the princesses. Scholars argue over The Prince's true nature. Many believe he is a manifestation of the pain of The Fallen Princesses. However, a few hold out that The Prince is actually a new person every time he is reborn and that, if only the sisters could once allow him to live in peace, their curse would be lifted and their cruelty washed away as each a new Prince was born for each of the sisters.

THE DARK FATHER

Also known as The Black Wizard, The Dark Father is a manifestation of black magic. Clad in pitch armor and wielding a sword of glowing red, The Dark Father's appearance means almost certain death. His command of magic, prowess in combat, and mercilessness mean that few who see him live. Those who do report a brutal and unblinking killing machine whose lust for slaughter is its only motivation.

BOBA-HALFDRAGON

Often inaccurately called God of the Hunt, Boba is a demi-god of significant power. Once a mortal bounty hunter, Boba was raised to immortality to serve as an enforcer for the will of The Fallen Princesses. Cinder, at the dawn of her power, was jealous of the loyalty inspired by The Elder Gods. Taking the form of a human noble, she enlisted Boba to hunt down and kill the last followers of The Elder Gods. His success was so complete and Cinder so impressed by it that she offered him a single wish. Wanting to become the ultimate predator, Boba asked for the powers of a dragon: flight, breath of fire, impenetrable skin, and a presence so fearful as to freeze his enemies in their tracks.

THE CHESHIRE CAT

The Cheshire Cat is one of two guiding spirits of The Magic Kingdom. The Cat appears as a shorthaired tabby cat with piercing gaze and wide grin. The Cheshire Cat is known to be a guide for intangible pursuits such as philosophy or religion. The Cheshire Cat appears to seekers of wisdom or ancient knowledge and speaks most often in riddles, challenging the seeker to define their own path through the answering of the riddle. The Cheshire Cat is a common symbol for questions with many answers.

THE WHITE RABBIT

The White Rabbit is the second of the two guiding spirits of The Magic Kingdom. Associated with worldly gain, organization, busy-work, and the overburdened life of the common man, The White Rabbit appears to those seeking to elevate their social or economic status. Following The White Rabbit is both a literal and figurative goal that inspires much discussion and argument. When The White Rabbit appears, many believe that following it will lead one to riches and success. However, detractors argue that following The White Rabbit more often than not leads to an endless cycle of more and more work without any payoff.

THE PUMPKIN KING

Often called Jack Skellton, Old Jack, or Mr. Unlucky. The Pumpkin King was a powerful wizard turned lich who now presides over the realm of undeath. Once a kind figure seeking to bring joy to children through complex transmutational magics, Jack Skellton fell to darkness when his own small kingdom turned on him. In a rage, Jack Skellton used black magic to decimate his small village and bring them back to life to serve as his undead slaves in his increasingly insane attempts at kindness towards children. The Pumpkin King's power is the source of all undead within The Magic Kingdom. Seeing The Pumpkin King is considered an extremely ill omen, especially for children. Having entire families or villages leave an area after a reported sighting is not unheard of.

SPECIAL THANKS

GOBLIN INK PRESS

Goblin Ink Press is a small D&D publication group with several adventures available online. DM's Guild:

<https://www.dmsguild.com/browse.php?author=Goblin%20Ink%20Press>

Facebook:

<https://www.facebook.com/goblininkpress/> Twitter:

<https://twitter.com/goblininkpress?lang=en>