

Boccob

God:	Magical Curiosity and Freedom
Pantheon:	Arcana
Symbol:	Two Fishes Joined into an Eye
Aspects:	Magic, Time, Freedom, Truth

What happens when the wind churns the waves? In the case of Osprem and Melora, an ethereal, three-eyed, fish-like deity. Despite his primeval appearance, Boccob was created early in the Third Age during one of the wild affairs between these two deities.

Initially misunderstood, this god was considered nothing more than a mere monster born of Melora's fickleness and Pikutik's savagery. His silent wanderings only increased suspicions that he was nothing more than a mindless animal. That couldn't be further from the truth. Blessed with a combination of natural talent for magic and an inexhaustible curiosity and intellect, this god astonished many when he intervened in one of the conflicts between Mistra and Nuitari in the Third Age and calmed them exclusively through diplomacy. It turns out that this highly intelligent god simply prefers to spend his time freely wandering in whatever direction offers something interesting to learn. Uninterested in the dramas of the gods or creation itself, Boccob can boast the role of a truly neutral god whose advice is increasingly valued over time.

In appearance, he resembles a fish-like creature with a third eye on its forehead, and its body is covered in rows of silver scales that protect it from spells. It has six elongated fins that closely resemble the wings of a copper dragon. Although, like his mother, he prefers the sea, he can move through absolutely any obstacle. Specifically, he swims through walls and mountains with the same ease as he does through water or air.

Boccob can be traced through scribbles and records of sightings of huge, winged serpents throughout Obliviscitur. Although very rare and often dismissed as madness, these recorded sightings rarely realize that they concern a real god. In fact, most mentions of him as a god describe him as a terrible sea monster born from the unholy union of two wild gods.

The subjects of this god are few, but sometimes very powerful. Boccob does not really understand (or does not want to understand) creations, and this results in him often forgetting about the existence of his own cult. When he does decide to answer a prayer, he often wishes to share archaic knowledge either excessively or turns out to be very stingy, creating large oscillations in the power of his subjects. He has an agreement with Pikutik for the souls of his subjects, apparently because there is not much difference between his followers and ordinary beasts—a confusion which Pikutik never corrected him on, probably for the sake of humor.

The cult of this god, as is now well known, has no formal rituals. Determined to promote freedom for all and sundry, Boccob demands that his subjects worship him in their own individual way when he arrives. This lack of unity is considered the primary reason for his oblivion toward his subjects and the slow growth of their numbers.

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