

Mistra

Godess of:	Pure Arcana and etheralness
Pantheon:	Arcana
Symbol:	A radiant light-blue cross intersected by a circle
Domains:	Magic, Change, Passion, Travel

Mistra embodies the pure, untamed essence of arcane magic, a force both ethereal and unpredictable. Her presence is felt rather than seen, a delicate balance of power that resonates with those deeply attuned to the arcane.

In an ancient, forgotten era, Mistril, the goddess of light and nature, emerged in a primal world. Her form was not bound by flesh but by a luminous, intangible glow that danced across the cosmos. Though delicate, her radiant light captivated all who beheld it, weaving enchantments that enthralled even other deities. Mesmerized, many gods gifted her fragments of their own power, yearning for her light to shine brighter or linger longer in its mesmerizing dance.

Yet, Mistril's wandering spirit eventually tethered itself to Sarenrae, the goddess of eternal light, whom she revered as the true source of her radiance. This bond, however, was not her destiny. Ceasing her travels, Mistril's light began to fade, overwhelmed by Sarenrae's blazing rays. Her faint glimmers were extinguished, and her death sent ripples of sorrow through the cosmos. The chaotic magical phenomena sparked by Mistril's demise prompted the gods to act. United in purpose, Sarenrae, the goddess of light, and Veles, the god of nature, wove their powers to resurrect her. Svantevid, a deity of wisdom, bestowed upon the reborn goddess the memories and knowledge of her predecessor. Yet, the revived Mistril was not the same. She declared herself Mistra, the sovereign goddess of the Arcana, distinct from her former self.

Struggling to reconcile her new identity with the imposed memories of Mistril, Mistra grew restless. In a desperate bid to embrace her true essence, she surrendered entirely to the currents of magic, casting aside her former self. This reckless act disrupted the delicate balance of her power, plunging her into chaos. Unable to maintain equilibrium, Mistra succumbed to her inner turmoil and ended her own existence. Unlike her first death, the gods did not intervene this time. They didn't need to. Magic itself, eternal and unbound, carried Mistra's essence forward. From its currents, a new Mistra was born, each incarnation unique yet wholly devoted to the arcane.

Invisible, intangible, and silent, Mistra exists beyond mortal senses, perceivable only to those so entwined with magic that they feel its fragile balance as part of their own being. Those who have glimpsed her describe her as akin to the winds of magic: ever-shifting, elusive, and powerful.

Mistra's followers are united by their fascination with magic. Some revere her in pursuit of arcane mastery, seeking her guidance to unlock the mysteries of the Arcana. Others offer tributes of wealth, hoping her magic will deliver them from impossible predicaments. Even skeptics of divinity quietly offer thanks after breakthroughs in arcane studies, acknowledging her subtle influence. Mistra's gifts are not as overt as those of other gods, but magic itself is her divine offering—a force that shapes destinies and defies comprehension.

Mistra is not merely a benevolent muse of magic. Fiercely protective of its balance, she reacts with divine wrath to its abuse. Those who wield magic recklessly risk her ire, which can drive her into a

frenzy so intense it consumes both the offender and herself. Yet, Mistra's cyclical nature ensures her return, each new incarnation born serene and renewed, ready to guide the flow of magic once more.

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