

Tharizdun

Domain:	Shadow and Abyss
Pantheon:	Chaos and Darkness
Symbol:	A sun covered by three moons

The Lord of Chaos began his existence as a lesser god of Darkness, but through the calamities he concealed within the shroud of night, he quickly seized his position within Chaos itself. Over the ages his power grew, and the turmoil that occurred in the shadows spared neither mortals nor other deities. During one of his rampages, he interfered and thus altered the outcome of Svantevid’s war. For this reason, Svantevid sent informants to pose as Tharizdun’s followers and report which cities were next on his menu, so that he could warn them. This rivalry continues to this day.

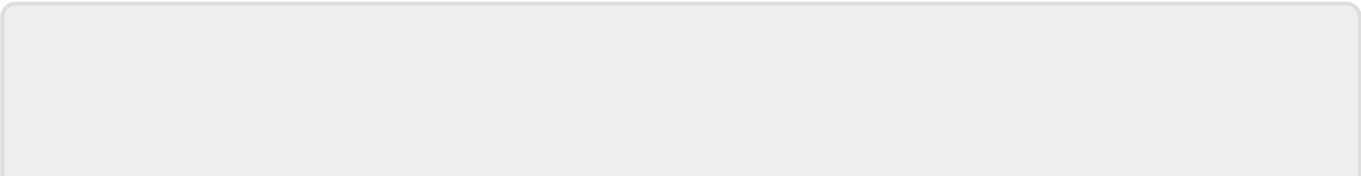
When changing his primary pantheon, he decided to secure his presence within Darkness by separating a smaller part of himself and leaving it to command his realm of shadow. Thus, the god Shar was born. However, to call Shar his son—or Tharizdun himself—would be incorrect; their relationship is closer to that of an engineer and his creation than that of a father and son.

A giant of epic proportions, with four arms and four legs. His body is so dark that its textures are barely visible. At the very center of his body lies a gigantic black hole, which would not be visible due to its own darkness were it not for the blazing ring surrounding it. Around that flaming ring flows black sludge with purple, brown, and blue hues. The lower two arms bear semicircular burn marks, and in one of them he wields a double-headed axe. The upper set of arms is positioned closer to his back and at first glance appears merely as shadows of the lower arms, but upon closer observation it becomes apparent that they move independently and change shape. Where a head would be expected, there is absolutely nothing—only the left and right shoulders fused together.

Beside him lies a coiled, gigantic purple worm. When enraged, its open maw reveals only rows of teeth and the bones of the unfortunate slain by Tharizdun’s demons. The worm, known as Abyss, was a gift from Veles as a token of gratitude for not completely eradicating him from his pantheon after their conflict, which arose from one of Veles’s ill-considered tricks.

In folklore, there are many tales of people being swallowed by darkness and of how all bad things happen after midnight. It is believed that during a triple solar eclipse, the god himself descends upon Obliviscetur and erases entire cities. It is said that Solitude once found itself on his menu, yet the city appears undamaged, leaving no evidence for these myths. Some regions believe that the abyss within his chest is the link between this life and the one after death.

Countless demons and malicious shadows submit to the commands of this god in exchange for an escape from death. His followers are granted numerous powers, ranging from creating darkness so dense that even the sharpest-eyed elves cannot see through it, to the ability to shape darkness itself into weapons that leave no mark upon their victims. His sustenance is turmoil, fear, and the panic that follows executions.



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