

Mazrath

Deity

Domain: War

Pantheon: Court of Shadows

Alignment: CN

Symbol: A broken crown

Worshippers

Madness, battle-fury, violent insanity

Mazrath is the Mad God, and his theology is not a theology -- it is a condition. He has no priests who preach, no temples where congregants gather, no doctrine that can be written down and handed to a convert. His followers are those in whom the battle-fury has become something permanent, something that does not end when the fighting does. They are not worshipping him so much as becoming him, in small increments.

The tradition that Mazrath was once a mortal berserker -- a warrior of the Eastern Plains who pursued battle-madness so completely that he achieved apotheosis through it -- is repeated in Eastern Tribesman oral history as a cautionary tale. The lesson is not that war is bad. The lesson is that the war-fury is a tool, and tools that use their wielder have a way of consuming everything else. His symbol is a broken crown. No one is certain what the crown represents. Mazrath, if he retains enough coherence to know, has not said.