

Gods of Fether

The Old Gods

The Old Gods were here long before the Titans, and longer still before humanity or even the sylvari. They created this world and the creatures that inhabit it, but that does not mean that they are at all benevolent.

The Divine Light, Architect of Order

Domains: Light, Life, Forge, Order, Knowledge

Patron of: Inspiration, Machines, Inquisition, Faith

The god of humanity and progress, The Light is the most widely worshiped in Fether. Known for it's construction of The Apparatus and the creation of Dredge and Depth, The Divine One is seen as the one true god of Fether, both by it's followers and itself.

The Church of Divine Light

The Church is widely known and trusted in Greyland. If you need a spell cast, healing done, or even a soft drink delivered, you go to the church.

Despite being trusted, however, the church is also feared by many. Nonhumans, criminals, members of other religions, and even people who dare to acknowledge the existence of other deities are hunted down and lobotomized by the Church, turned into monstrous creatures known as Bound Heretics, faceless things dressed in white cloth, with no free will of their own.

The Lord's Workshop

Little to nothing is known about the domain of the Divine Light, other than it is where angels come from. Psychics who have seen it in visions describe it as blindingly bright and filled with golden machinery, made of the same metal used to make celestial creatures.

Crie, The Starving Dark

Domains: Death, Darkness, Arcana, Trickery

Patron of: Undead, Nightmares, Affliction, Shadows, Dark Magic, Evil Spirits, Darkness

The Starving Dark is the soul of the world, the dark shadow to rival the Divine Light. All souls come from Crie, and all souls belong to him. The Evil One despises humanity for their association with The Light, and he loathes the Light for it's subjugation of his spouse, The Sovereign.

The Dark Circle

A secret society of some of the most brilliant (if amoral) minds in existence, The Circle is widely feared for their use of black magic. While few of the Circle's members are true worshippers of Crie, they all respect the power he grants them to do his bidding.

Magicians and civilians alike fear the magic of the Dark Circle, as the secrets they have unlocked allow them to commune with evil spirits, invent horrifying undead, and create copies of anything imaginable out of nothing more than shadows and wax.

The Spirit World

Crie's domain is a plane of shadows and little else. A constantly shifting world of vague copies of the "real" world's objects and creatures awaits those who dare pass into the land of Nightmares. The dark substance that the Spirit World consists of is soft and malleable, warping normal matter to suit the world of Crie's dark imaginings.

Spirit Affliction

All arcane magic relies upon the use of Spirit Matter to manipulate the world around the caster or to summon objects from the Spirit World itself. The downside to this power, however, is that it releases spirit matter into the world, corrupting both the wielder and the world at large. The colorless sky, dark oceans, and unspeakable monsters rising from the dead are all symptoms of the growing affliction that taints Fether and everything in it. Not even Crie is deluded enough to think this is a good thing.

The Bound Sovereign

Domains: Nature, Tempest, Life, Strength

Patron of: Druids, Natural Disasters, Plagues, Disease, Nature, Corruption, Sylvari

The Sovereign is the body of the world. With iron for bones, earth for flesh, and water for blood, The Beast of the Land sleeps restlessly, as anesthetic is pumped from The Apparatus to keep them unconscious.

The Grand Coven

A strange and ancient religion, The Coven promotes isolationism, as they see non-members as inherently heretical. Other religions disgust them, despite the support they get from the Inquisitors and Dark Circle, as they believe that the other gods are what keep the Sovereign from ridding itself of the disease of humanity.

Fether Itself

Many people don't even believe that the sovereign exists, claiming that natural disasters and plagues "just happen" and that the massive jaws of The Apparatus are just "supposed to be there." But the colonists of Greyland know the truth: the earth is the body of the Slumbering God, and they see humanity as a parasite, gnawing through their skin and drinking the Old God's blood.

Their every movement is an earthquake that levels cities. Every sea is a massive, festering wound. Every beast is a cell in a massive, hateful body.

Corruption

What humanity at large may deem monstrous, sylvari and members of the Grand Coven see as a blessing. After all, who wouldn't want to become one with the sovereign?

Corruption is a strange and vile thing. It spreads like a virus, infecting and warping land, creatures, buildings, people, and anything else imaginable. Many view it as humanity's only hope to survive the end times, but most say that if it would take losing what makes you human, it would make it not worth surviving at all.

The Saints

Also known as "The New Gods," the Saints are fairly new in the world, and yet they wield tremendous power which even holds a candle to that of the Old Gods. While more limited, the Titans are still gods and should be treated as such. Two of the Saints, Strife and Dredge, were made by the Divine Light.

Dredge, The Father of Torment

Domains: Knowledge, Order, Death, Arcana, Grave

Patron of: Interrogation, Torture, Purification, Devils

Father of Torment, Dredge Velmort roams his dark domain, bathed in the red light of purgatory. He knows every name ever named and hears every thought ever thought. He takes no pride in his endless work, but according to his master, it must be done. So throughout the endless night of Purgatory, he endlessly judges the sufferers to the sounds of the Howling Maw and The Hell Titan's music.

The Inquisition

A hidden army of sadistic interrogators roams Fether, hunting for dark magicians who needlessly pollute the world with spirit affliction. They perform cleansing rituals and exorcisms for those who need them and distill opioids and drugs to cure affliction.

Purgatory

A concrete and steel platform hovers above the endlessly hungering Maw of Hell. It is a place where the sinners are punished and the damned are purged from the pool of souls and plunged into the abyss below them. A few desperate and unrelenting evils hang onto the chains beneath Purgatory, slowly becoming Yugoloths, all while avoiding the judgment of the devils that hunt above them.

The Panopticon

In the center of Purgatory sits the wretched, wire-choked spire known as the Panopticon. From its rust brown halls, Dredge sees everything that happens on earth and listens for the whispers of heroes and villains to be.

Strife, The Redeemer

Domains: Life, Peace, Arcana, Blood

Patron of: Medicine, Body Modification, Anesthetic

Working tirelessly to invent new anesthetics to keep the Sovereign asleep, Strife Whitevein rules over the Apparatus itself. A brilliant doctor in a past life, Strife tries to heal the world of ailments such as corruption, but he and his science are no match for the loathing of the mighty World Beast.

The Steel Doctrine

A semi-secret congregation of doctors, botanists, and tinkerers, the Doctrine cares for the sick and wounded, and is the only faction to have developed rituals to heal corruption. The Doctrine put their patients first. If their pathetic flesh would keep them from helping others, then it must go, and be replaced with beautiful surgical steel. They constantly pump medicines into their heavily modified bodies, making them sensitive but immune to pain. Many soldiers thank The Light that Strife's disciples swear neutrality and pacifism when they enter the Doctrine, for they are the most powerful of all of the religious organizations in Greyland, surpassing even the Church of Divine Light in approval and might.

The Apparatus

Invented by The Light, the Apparatus keeps the Sovereign from destroying humanity, but just barely. The long, golden teeth pierce deep into the earth, holding it still, but wounding the very planet.

Deep within the machine, Strife tries to ease the Sovereign's pain and keep them calm, desperate to keep humanity alive just one more day.

The Violinist, Hell Titan

Domains: Death, War, Trickery, Blood, Strength, Ambition

Patron of: Demons, Music, Hunger

Hate has a name, but it is known only to the light. The Hell Titan is known to none but the highest of theologians, and even all that is known is its music... and its ***hate***, its *hatred* of all things created by The Light. Some suggest that it was created by The Light as an entertainer, or that it is just a powerful demon, but one thing is certain: it has grown far beyond whatever it was originally, and not even the Maw can destroy it.

The Brotherhood of Teeth

Without even knowing it, there is one religious order, or, more accurately, cult, that serves the Violinist, at least indirectly. The Brotherhood of Teeth is a ruthless, hellish group that believes that the world is ending soon and that that justifies doing anything they want, regardless of the consequences. To them, hedonism is the name of the game, and violence is another word for fun.

The Howling Maw

They say that if you're in the wrong place at the wrong time, you can see death itself. Hear the music. The screaming.

The Maw is the void below the world. A thousand realities have disappeared into it, and a thousand more will. Anything left is torn asunder by howling winds and the rotting essence of the place. The few creatures that call it home are impossible masses of steel, stone, and flesh, eternally dying and rebuilding themselves.

Every couple hundred or so years, the Maw lets something out. Something that is nearly unkillable, and ruthless to a fault, devouring or corrupting everything around them.

The Lunar

Domains: Life, Twilight, Nature, Peace, Trickery, Light

Patron of: Love, Peace, Family, Lycanthropes

No one quite knows why The Lunar is here, except for the Family and The Light. One of the few things known about it is its Modus Operandi: love. Its power surpasses even that of The Light, but it rarely uses said power for anything other than empowering its "children."

The Family

The Family is possibly the only inspiring thing in the entirety of Fether. They accept every person, place, and thing as beautiful in its own right, even if no one recognizes it. They bring light, life, and joy everywhere that they go, much to the offense of the Church.

The Moon

The Lunar got its name from the fact that it seems to live in the moon, giving it a pinkish tint and a silvery shine, and causes it to beat faintly like a heart and always seems to be full.