

Alger - Divine Lore

Origin:

Despite the many theologians and historians who have dedicated their lives to unveiling the Mysteries of Creation, not much is known about the Creation Event of the universe. There are many hypotheses on the subject, some more crackpot than others, but the majority of mainstream followers of a pantheon of the Eldest, the group of Elder Gods who are said to rule over reality, follow some variation of the following Creation Myth:

It was Rezchtimok, the Father of All who created the universe and everything in it. He created the world and all of the surrounding planes to fill the universe he created with meaning beyond himself. Enamored with his creation, he desired someone to share it with, someone who could look upon his creation with a sense of untouched wonder. And thus, he created his son Lansor to whom he would give the universe. He asked his son what he would name the world he was to inherit. Vain and greedy, the Ruler of Infinity gave the world the only name he cared for, his own. The Allfather tried his best to groom his son into a benevolent ruler of his world but his son cared only for his own entertainment, using the world his father had gifted him as a demented playground. Displeased with his son, Rezchtimok tried to correct his progeny's mistreatment of his gift. In his vanity, however, Lansor lashed out at his father, trying to fell the one who questioned his rule over the universe. Standing no chance against the Elder God, Lansor was slain for his insolence, shattered into shards of divine energy which were scattered throughout the universe. Unable to gaze upon the reminder of his failure as a father and creator, The Old God took to the infinite cosmos, never to return.

After aeons of soaking up latent energy from the environment they were left to fester in, the divine remnants of Lansor began to take on shapes and wills of their own. From these Divine Shards the Elder Gods were born. These Elder Gods took it upon themselves to govern their aspect of reality as they saw fit. As the Elder Gods learned of one another, they came to distrust each other, awaiting the moment their territory was encroached upon by one of their fellow Gods to the point that some took to fighting. To prevent further bloodshed, the Gods banded together to create the Pact of the Eldest, assuring that none of the Elder Gods would be allowed to directly influence the world below. This effectively created a neutral space among the lower planes so that no worldshattering conflicts would arise between the forces that govern reality.

Amongst the apostles in churches and temples to Alger, the following is taught in regard to the origin of the Tempest himself:

Alger was born of a Greater Shard of Lansor which had landed in the Sea and absorbed the Torrential Force of the Ocean and the Storm. It was his proclamation that none would test his boundaries or harm his favored lest it was their desire to fall before his unmatched power. A mutual fear of Alger's Untempered Wrath was a major driving force in the creation of the Pact of the Eldest as even the other Gods knew his might was too great to be challenged.

Despite agreeing to the Pact of the Eldest, Alger continued to do as he pleased, coming and going from the lower planes on his own whim. It was not until he nearly destroyed the Material Plane in a conflict with his son that he was held responsible for his transgressions by his brother Maltos, the God of Truth, Honor, and Justice. Having amassed enough power through the worship of his devout over the ages, Maltos was formidable enough to challenge his

brother and thus, Alger refrained from starting a war with the Searing Truth, knowing it would bring with it an unprecedented amount of destruction to both their flocks. And thus the rift between Alger and Maltos, as well as their devoted, was created. Alger left Thalasias on the plane of Elysium, sailing the waters of Oceanus to their end and taking up residence in Aquallor, the second layer of Arborea, where he and his Flock reigned.

Mythos:

- During his travels along the River Oceanus, Alger met with Oceanus Dragons and granted them his blessings, impressed by their devotion to guarding the travelers of the River. For a time, Alger remained on the River and aided the Dragons in their duty to defeat the evils which threatened Oceanus. It was during this time that Alger became known as the Sailor's Herald. As Alger cut down eldritch abominations and warded off unyielding maelstroms he became known as one a defender of the perilous travelers of the Wake. Peoples from waters the world around offered up sacrifices in the name of the Almighty Alger in hopes that his blessings would reach their shores and sailboats.
- Prior to the Pact of the Eldest, Alger was challenged by his sister, Zerra. The Goddess of the Maelstrom had accused the wielder of the Tempest for entrenching upon her Divine Domain. The world shattering battle which ensued brought lightning and chaos storms raining down upon the Material Plane for centuries until the two nearly destroyed each other. In their final battle, the Daughter of Chaos, with hands wreathed in chaotic energy, tore Alger's right eye from its socket. In response Alger sent a bolt of Untempered Rage directly through his sister's chest, a blow which nearly killed her outright. As the Goddess lay smouldering, Alger reached through the hole in her chest and rended the very Maelstrom away from his rival, taking her power for his own and becoming the wielder of Tempest and Maelstrom. After having her very essence torn away from her, the Goddess Zerra was left a shell of her former self. No longer the Harbinger of Discord, Zerra became known as the Hollow One, a Goddess of Emptiness. The two Gods have been mortal enemies ever since, slighting each other whenever the chance arises, their followers each bearing a deep hatred for one another.
- In his adventures with his daughter Mahiana, Alger and his progeny met with the terrible titan Krassis, the Mythic Sea Serpent whose horrific might had been bolstered by the cult of worshippers he had amassed. With his mighty roar, Krassis called upon the waves to crash upon the two in an unceasing torrent. For the God of the Sea, however, there was no contest in who held control over the waves. Alger called upon a Tsunamic Wake which crashed against the Serpent, sending him to the ocean's floor. Alger gave chase and as he prepared to tear apart his enemy with the Vicious Undertow. Before he could rend the head off the Snake, Krassis plunged his Fell Stinger deep into the chest of the Father of Storms. Mahiana sprung to action, ripping the stinger from her father's chest and punching it directly through the Sea Serpent's eye. Blinded by strike of the Fleeting Wave, Krassis lashed out in a fury, ripping and tearing with his teeth only to be met by Mahiana's infallible Storm Bracers which sent jolts of lightning down the Serpent's throat. As the Sea Snake writhed in pain, Alger summoned a Raging Whirlpool, tearing the Serpent to shreds of scales and teeth. Using the remnants of the Sea Snake, Alger rewarded Mahiana for her valor by crafting his daughter a suit of impervious scale armor.
- It is fabled that long ago in a city lost to time, two champions passed each other in the street one a Scion of Storms and one a Redeemer of the Hollowed One. Their eyes locked as they spotted each other's emblems. The two cast aside their rain cloaks and in the middle of the cobblestone courtyard slick with runoff from the storm and drew their

weapons. The two traded no words, only the grunts of battle. The Paladin of Tempest swung his greatsword which crackled with sparks as it struck against the shield and armor of Zerra's Champion. The Hollow Apostle heedlessly swung their mace which crashed powerfully against the Storm Servant's plate. The two traded blows in the empty street until the oppression of their own exhaustion set in. With the last of his energy, the Thunder's Champion cast a bolt of lightning, sending his enemy careening towards the rushing aqueduct which would doubtlessly sweep her away. As the Vengeful's Apostle flew towards the swell of water she cast aside her mace and shield and in a last ditch effort to slay her enemy pulled her spear from her back and launched the ethereal weapon towards Alger's Chosen. Ignoring his Thundering Plate Armor, the spear pierced the Paladin straight through his chest, dropping him to his knees. The Hollow Disciple was swept away by the rush of the aqueduct and the Storm Paladin, going beyond the last of his limits rushed towards the runoff, flinging himself into the rapids of the aqueduct. The water streaked red behind him as he bled out but still he pursued his rival, seizing control of the water to propel him with greater speed. He crashed like the very waves against his adversary and grabbed hold of her head. She screamed in terror as the unrelenting paladin placed his thumb on her right eye and pushed until they both heard the pop of his digit breaking through the threshold of her eye socket. The paladin wailed in triumph as he thrust his bloody thumb into the air and between ragged breaths shouted praises to Alger. Then lightning struck. The next morning after the storm had cleared, only one body washed up in the wharf. Some say that Alger's Chosen did not wash up on that shore because his plate armor was too heavy for his body to float or because he floated down a different tributary but Alger's faithfuls know why his body never turned up.

- The first temple to Alger stood for ages immemorial, a beacon for the worshippers of the Tempest. On one fateful night, the denizens of the temple were awoken by tremors which shook the earth and sky. As they gazed out upon the horizon they witnessed a figure emerge from the sea in the far distance. At first thought to be the coming of the Father of Storms, the temple's devout elated only to be devastated when a bolt of lightning obliterated the entirety of the southern lighthouse. As the distant figure continued its approach the situation became clearer. A storm giant brandishing a lance crackling with electricity cocked back its arm to let loose another bolt. This time striking down the western spire. The defenders of the temple prepared to take down the behemoth but the giant cared not for the temple's defenders, only for smiting the blemish that was the temple. As he approached this became clear. The giant swore down the Father of Storms as a false god. The storm giant claimed his deity, Stronmaus, as the true Lord of Storms and declared Alger a puny and insignificant being. As he cursed the Sea God's name he rained purple lightning down upon the temple from his storm cloud, reducing the First Temple to ruins. When all seemed lost the giant stopped. The survivors peeked from behind the rubble to see if their ordeal was over. They saw as the giant gazed into his storm cloud with confusion on his face just before a tendril of bright blue lightning whipped forth from the cloud and wrapped itself around his arm. He yanked at his binding trying to break free, still cursing the Alger's name until another shackle of bright blue erupted from the cloud binding his other arm. For a brief moment the onlookers witnessed fear on the giant's face right as he was annihilated before their very eyes by a bolt so bright it blinded those who looked directly at it. The temple never stood again, but the giant's lance stayed, implanted in the earth as a reminder of what happens to those who challenge the Stormfather's might.

Tenets:

- Defend the Flock: A slight against one of your own is a slight against you. You will defend the honor of those near to you or you will die trying.
- Sail the Horizons: Adventure is the spice of life. A healthy sense of wanderlust will make you formidable and give your life direction.
- Spark the Storm: Never be afraid to unleash your might to achieve your goals. While some may depend on more cowardly methods you will not back down from using your own strength to carve your path.
- Shield the Sea: Uphold the virtue that is Alger's gift of the sea. Do not allow the exploitation of the Sea God's Legacy and do not take more than is needed. Alger is the leader of the flock and to disrespect what is his is to disrespect him.

Worship:

- Prayer, rituals, and ceremonies:
 - Preparing a bowl (or similar container) with salt water and placing some sort of prayer totem at the bottom is normal before offering any type of prayer
 - Salt water is considered a sort of conduit for speaking to Alger as it is known that he hears all sounds that echo across the sea
 - If natural salt water is unavailable (such as when one is landlocked and isn't carrying any) salting freshwater is a passable substitute
 - All temples to Alger have at least one communal prayer zone where there is a large container of saltwater or direct connection to the sea (for example the large hole in the floor which opens over the ocean in the Seafoam Citadel in the city of Terseria)
 - When praying to ask Alger for assistance of some kind it is customary to use more valuable items in one's ritual.
 - For example one may use a silver bowl instead of wood and burn expensive incense
 - When offering thanks it is customary to involve naturally occurring items that are somehow tied to Alger
 - Such items might include: sea shells gathered from the shore, a charred piece of wood struck by lightning in a recent storm, cups of rainwater, strands of kelp or seaweed, a fish head or bones left over from your last meal
 - Sometimes advanced priests will perform shows of force as offerings to Alger
 - Though it is not as common, sometimes a follower who has attained great power will shoot a bolt of lightning into the sky or launch a ship from port by summoning a powerful gale of wind
 - Worshippers of Alger can be somewhat split on this type of ritual as some see it as braggadocious and some see it as a tool to impress the masses and gain more faithfuls but the general population of followers doesn't have a particularly strong opinion either way

- It is customary for any follower of Alger (as well as for followers of members of Alger's Flock) to perform at least one ritual to Alger before departing on the sea. These rituals include but are not limited to:
 - Hanging seashells from the walls in every room on the ship
 - Performing a sacrifice by giving something valuable to the sea (this sacrifice can be as small as a copper coin but the more devout one is the larger their sacrifice generally is)
 - Taking sea water in a bowl (or similar container) and performing a ritual to bless the water before returning the blessed water to the ocean
 - Spending time in prayer before departing (for more devout worshippers doing this alone is generally not considered enough)
 - Performing a recital, play, or song detailing one of Alger's legends on the deck of the ship
- Some small ways to honor Alger in everyday activities are as follows:
 - Using sea salt to season your food over other kinds of salt
 - Giving thanks to Terseria before eating any food from the sea
 - During storms leave buckets out to gather Alger's gift of rainwater
 - During thunderstorms in particular it is customary to leave some small token of value (generally a coin or the like) out in your home for each time you hear thunder until the storm subsides
 - When seeing storm clouds on the horizon, pray for forgiveness from Alger's wrath
 - It is customary to reward those of your flock with praise and/or a gift when they demonstrate immense bravery in tense situations
- Some religious superstitions include:
 - Never turn your back to storm clouds for to do so is to disrespect the Father of the Storm
 - If you take saltwater in your mouth it is disrespectful to spit it out so you should swallow it instead
 - If you sail on a ship without someone having performed a ritual to Alger and/or one of his flock your journey is doomed (this is a widely accepted superstition in Alger's religious circles)
 - If you are struck by lightning and survive then you are one of Alger's Chosen must devote the rest of your life to the service of the Sea God
 - If you are struck by lightning and die then you must have partaken in some unforgivable slight against Alger
 - Acting in cowardice when your own flock has been slighted is a sin redeemable only by sailing through an ocean storm to be judged by the Tempest himself
- Some major holidays include:
 - The Ignition of the Spark: Among the followers of Alger it is believed that each new year does not truly begin until Alger decides to bless the mortals with the First Storm. On this day, many worshippers drink and sing joyous hymns to Alger while standing out in the rain with their fellow believers.
 - The Day of Betrayal: The last day of Spring marks the day that Silph betrayed Alger's trust and was cast from Alger's flock. It is customary to spend most of the day in solitude offering Alger solemn prayers. At night,

however, there is a celebration of Mahiana's triumph over her evil mother in which praises to the Daughter of Storms are sung and tournaments testing one's mettle are held.

- The Golden Mourning: On this holiday in the middle of summer, worshippers of Alger's Pantheon use this day to offer many prayers to Alger and his lost son Ciopaan to commemorate the tragedy of Kaikaar's betrayal.
- Seafoam Festival: A week at the beginning of Spring in which street festivals which offer seafood, plays and recitals, sea themed games, and tournaments all in the name of pleasing Alger's Pantheon.
- Saintess of the Sea Festival: Three days in the middle of winter in which worshippers are meant to partake in the kind acts of Terseria, treating fellow believers with warmth and giving gifts to those in your flock. The first day is the gift of life in which one customarily cooks some sort of seafood for their flock. Day two is for the gift of love in which one gives a handmade totem of the Goddess to the one closest to them (this is not inherently in a romantic capacity). On day three one gives the gift of light, granting someone in their flock a gift of their choosing which will brighten their close one's day. Most worshippers of Alger choose to partake in this festival but there are some who feel the festival is too touchy feely for Alger and more of a Terseria thing and only do one or two of the days, some even opting out entirely.
- Day of Foresight: Also known as Trench Day, this holiday near the end of winter is meant for retrospection and prediction in reverence to Yoreia, the Goddess of Foresight. On this holiday those who choose to participate spend some time in quiet retrospection before offering up their "predictions" in prayer. These predictions are more resolutions to better oneself than they are actual premonitions.

Depictions:

Alger is depicted as a humanoid with an unruly mane of black hair and a beard both of which flow in the Eternal Winds which blow beside him. He is often shown emerging from the ocean or a massive sea storm. He wears blue gray leather armor with silver inlaid trim. He wields a bolt of crackling lightning or his legendary pitchfork, sometimes both. Depictions of Alger can sometimes be dated by whether or not he possesses his right eye. Most depictions where his right eye is replaced with an eyepatch or a crackle of lightning energy are older than most where he is depicted with an eye. This ties into the story taught in the modern church of Alger's daughter Terseria who carved her father a new eye from her Divine Pearl.

Symbology:

Alger is represented by many symbols. Some of which include the following:

- Official symbology includes: A bolt of lightning or two crossing bolts, a cresting wave, Alger's pitchfork, waves with a bolt crossing over, a many pointed star with small bolts coming from it.
- Unofficial symbology used by uneducated followers: An anchor, a ship in a storm, an open sail with a bolt across it.

Alger's Flock:

Silph (Domain(s): Trickery, Death):

Kazagaan the Wrathful was a lesser deity who inhabited the Material Plane and ruled as God Pharaoh, uniting an entire continent under his tyrannical rule. His might unchallenged on the Prime Material, Kazagaan became delusional and in his madness challenged Maltos, the Elder God of Honor and Justice. Maltos paid no mind to Kazagaan's ultimatum, discounting the desperate cries of a lesser being that couldn't cope with his own inferiority. Kazagaan's anger towards the God of Truth burned hotter with each passing century, sending his kingdom into a time of deep despair characterized by Kazagaan's cruel and brutal reign. Followers of the Searing Truth were gathered up and slaughtered by the thousands and still Maltos did not give in to Kazagaan demands. And so, when Kazagaan exhausted his domestic supply of Maltonian Apostles he began importing them. His inquisitive order took to lands far and wide, bringing the disciples of Maltos back to Kazagaan so that he may bathe in their blood. When Dorric, God of Order, Righteousness, and Valor, and first born son of Maltos confronted his father as to why he did not take to the Material Plane and cast away this villainous heathen, Maltos spoke of the Pact of the Eldest, the treaty formed by the eldest of Lansor's gods swearing an oath to refrain from direct interference in the Material Plane. Dorric could not stand by and watch his father's children be slain at the hands of tyrannical insolence. Dorric took to the Material Plane and accepted Kazagaan's challenge in the stead of his father, risking his own godhood to protect the Maltonian Apostles and to defend his father's honor. Taught the nefarious ways of treachery by his favorite wife, Kazagaan sent his only daughter, the wicked temptress Solideah to offer herself to Dorric and when the opportunity arose to grievously wound him, leaving him vulnerable for Kazagaan to finish him off and take his godhood. However, the incorruptible God of Righteousness saw right through the guise of the seductress and imprisoned her in his Honor Bound Chains before casting her into the ocean's deepest abyss to spend the rest of eternity.

After centuries of lamenting at the bottom of the ocean, Solideah's body adjusted to the immense pressure, allowing her to wail a song of her woes across the sea floor. Enchanted by the sorrowful melody he could hear sailing across the ocean currents, Alger came to his abyss to find the most beautiful creature he had laid eyes on. He freed Solideah from her age-old bindings and asked how she had come to be imprisoned by Dorric's Divine Manacles in this ocean trench where things were lost and never found. Her lying tongue, undulled by the centuries, quickly produced an untruth accusing Dorric of unjustly shackling her just for being the daughter of Kazagaan. Alger could see clearly through her falsity, but not past her unmatched beauty. He offered to remove her chains and said she would be free to go if she could swim past the Vast Torrent, an ocean current of unmatched speed and power which flowed directly over this very ocean trench. Solideah knew she would never be able to best Alger's current and so she hatched a new plan of escape. Each day Alger would visit her in the secluded ocean trench and each day she would spin a web of charm around the Sea God. All according to her plan, Alger quickly fell in love with Solideah and it wasn't long before he asked for her hand in marriage. Graciously accepting Alger's proposal, she was finally free of her eternal prison.

Solideah returned to the surface to find that Dorric had slain Kazagaan and used his divinity to rain blessings upon the followers of Maltos. Outraged at the death of her father, Solideah made it her sole purpose to be the death of Dorric and Maltos, and Alger was the most

powerful tool at her disposal. By Alger's will, he allowed Solideah to ascend to godhood, becoming the Goddess Silph, so they could spend eternity together in the heavens and the sea. Playing along with Alger's fantasy, Silph performed the role of his wife and bore his three daughters, all the while planning and scheming in the shadows, pulling the strings that would lead to her ultimate revenge. Everything was going according to Silph's plan as she guided her mortal oracles to manipulate her following into committing dastardly deeds against worshippers of Dorric and Maltos. Once she had sufficiently undermined the mortals' faith in the two honorific gods, she would convince Alger to strike down his brother and nephew. Dorric and Maltos sent their most adept champions to discover the reason for their declining faith but uncovered nothing as Silph had proved too clever and cunning. Once everything had fallen into place, Silph called upon Alger to smite the two gods and avenge her lineage. Upon hearing his wife's call to action, Alger simply shook his head in irreverence, his heart broken by his love's foul treachery. Though he could no longer stand by her, he could not bring himself to do her any harm and so their daughter, Mahiana took it upon herself to slay her wicked mother. Using her father's lightning, Mahiana scarred Silph's perfect face, destroying her unrivaled beauty. Narrowly escaping with her life, Silph found a place where she could not be found and now hides there for eternity, once again imprisoned in the darkness for her corrupt, sinful deeds.

- ★ Also referred to as: Goddess of Deceit, The Temptress, The Seductress, Goddess of Serpents, The Deceiver.
- ★ Depictions and Iconography: Silph is depicted as a slender woman with pale skin and delicate features with glowing purple eyes. She is either depicted as a medusa with black snakes for hair or a human with jet black hair. Generally she is depicted wearing a revealing purple or black dress. She is represented by the Symbol of the Serpent's Eye.
- ★ Sidenotes: Worship of The Deceiver is blasphemy in any Church of Alger and is deserving of death. A punishment which is enacted in places where the law allows;
- ★ Pronunciation: Sill-ff

Terseria (Domain(s): Life, Light, Nature) & **Kaikaar** (Domain(s): Tempest, War) & **Ciopaan** (Domain(s): Light):

The middle-born of Alger's three daughters, Terseria was her mother's favorite. She and Silph spent endless amounts of time together as the mother taught her daughter of all the ways to be a benevolent, lifegiving god. Little did Terseria know that her mother spoke to her nothing but hollow lies. Terseria loved her mother more than anything and her heart was shattered when she learned of Silph's betrayal. Vowing to never follow in the footsteps of her evil mother, Terseria remembered the lies that Silph fed her and turned them into truth. She watched benevolently over her flock, gently guiding them and protecting them over the aeons. The good fortune of those who followed the Goddess of Safe Passage was well known and in some places the worship of Terseria became more prevalent than that of her father. Impressed by her dedication to the flock, Alger named Terseria the Daughter of the Sea, allowing her to rule his divine domain beside him.

With his mundane duties cast to his daughter, Alger was free to once again ride the Eternal Waves fulfilling his sense of wanderlust without worry of losing the faith of his flock. It was during this time that Alger met his second wife, the lesser deity N'wayani, a Divine Spirit of the Boundless Sands. Terseria got along well with her father's new partner and so she took the lesser deity under her wing, helping her ascend to true godhood. When N'wayani birthed her twin sons, Kaikaar and Ciopaan, she looked to Terseria to help her raise them. Alas, not even Terseria's coddling could save Kaikaar from his wanderlust, the same as his father. Feeling as though he was inferior to his brother Ciopaan, who earned great praise as he followed closely in

his half-sister's footsteps, he set out to carve a destiny apart from the two. He tried to join his father and other half-sister, Mahiana, on their endless adventures but was rebuffed by his father who saw too much of his own violent, wrathful tendencies in his boy and sent him back to learn from his loving daughter Terseria.

Instead of returning, Kaikaar, infuriated by his father's rejection, took off on his own. In his travels through the cosmos, Kaikaar became a formidable god, his affinity for the Tempest allied with his heedless journeys granted him vast power from realities beyond where he had shaped his own divinity. Becoming a God of the Cosmic Maelstrom, Kaikaar returned to Alger to boast of powers which now rivaled his father's own. When met with his father's disappointment at what he had become, Kaikaar fell into an unceasing rage, a madness which drove him to villany. He abducted his brother Ciopaaan and threatened to scatter his essence across the multiverse unless Alger submitted to him. Alger would not stand by as one of his own was threatened by the Mad God that his son had become. Accepting Kaikaar's challenge, Alger met his son to do battle falling right into Kaikaar's trap. In his travels, Kaikaar had become the ruler of his mother's relatives, the Divine Spirits of the Boundless Sands whose hatred for Alger had festered over the ages for taking their beloved Princess N'wayani from them and disparaging their kingdom. When Alger arrived to do battle, the Divine Spirits expended all their energy to momentarily bind the God of the Tempest at which point Kaikaar appeared and dealt his father a mortal blow. Feeling his death upon him, Alger let the Tempest consume him entirely, transforming into the Force of Wrath he had sworn never to become for he knew he would spend the rest of eternity as a consciousness fractured into a million pieces of unyielding Divine Maelstrom. Instantly evaporating the Divine Spirits and laying low his treacherous son, the Force of Divine Wrath which Alger had become moved aimlessly destroying everything in its path, ultimately absorbing the still bound Ciopaaan into the Tempest itself. Just when it seemed that the Tempest would consume all, Terseria appeared before the Wrathful Force and quelled the Apotheosis of Untempered Rage, returning Alger to his previous form. However, Alger's tantrum was not without consequence. As punishment for nearly shredding apart the Prime Material, Alger was disowned by his elder brother Maltos for breaching the Pact of the Eldest, creating a rift between followers of each respective god. Burdened by Kaikaar's betrayal and the death of his favored son Ciopaaan, Alger took the divine energy he had absorbed from them each and with N'wayani bore a new son, the God of Duality, Zontas.

- ★ (Terseria) Also referred to as: Daughter of the Sea, Goddess of Safe Passage, The Ocean's Cherished, Goddess of Love, The Light of the Tempest, Seafoam Saintess.
- ★ (Terseria) Depictions and Iconography: Appearing as an elf, half-elf, or human, Terseria is depicted as having fair skin and hair that is either pale blue or made from tendrils of light. She is shown to wear a long flowing dress the color of turquoise with silver and gold trim and is perpetually followed by a halo of golden light surround her entirely. In her left hand she holds a conch shell from which pours forth golden light. Terseria is represented by the following symbols to casual, less devout worshippers: A ship's wheel over the backdrop of a wave, a lighthouse, a breeze over gentle waves, or sometimes a shapely woman laying on her side (to more vulgar types such as sailors). To well educated clergymen, Terseria's symbol is her conch shell with a ring of light behind it.
- ★ (Terseria) Sidenotes: The majority of those who worship Alger also worship Terseria as she is his kinder, more benevolent counterpart whose wrath is not feared but whose grace and warmth is inspiring; Likewise, most who worship Terseria also worship Alger out of respect and/or fear of his awesome might and in hopes of gaining his protection.
- ★ (Terseria) Pronunciation: Ter-sair-ee-uh

- ★ (Kaikaar) Also referred to as: The Cosmic Maelstrom, Tempest's Betrayal, God of Wrath, Maelstrom's Ire.
- ★ (Kaikaar) Depictions and Iconography: Kaikaar is generally depicted as a humanoid made of the stars. His eyes were swirling supernovas which glared from behind the centurion helm of his Cosmotoc Plate Armor. He wielded a lance which he had crafted from a solar flare and is often depicted with celestial bodies orbiting him. Kaikaar is represented to those who follow Alger by the symbol of a cracked circle with bolts of lightning crossing over it. To those who worship Kaikaar himself, their god is represented by the symbol of a double spiral with a star in the middle.
- ★ (Kaikaar) Sidenotes: Worship of Kaikaar is considered blasphemy of the highest order by any temple to Alger and His Flock;
- ★ (Kaikaar) Pronunciation: Kye-kar
- ★ (Ciopaan) Also referred to as: The Favored Son, The Gilded One, The Kindhearted.
- ★ (Ciopaan) Depictions and Iconography: Ciopaan is depicted as a human with caramel brown skin, a youthful swath of golden brown hair, and crystal blue eyes. He is usually shown to be wearing glimmering golden robes as he rains rays of light down from the heavens. He is also followed by an aftertrail of golden light in most depictions.
- ★ (Ciopaan) Sidenotes: Most worshippers don't offer prayers to this dead God but once a year. On the religious holiday of the Golden Mourning, the devout offer prayers to Ciopaan and Alger many times throughout the day.
- ★ (Ciopaan) Pronunciation: See-oh-pawn

Mahiana (Domain(s): Tempest, War):

Though he loved each of his daughters in their own special ways, Mahiana was Alger's favorite. The eldest daughter of the Sea God shared her father's affinity for adventure and the Tempest, she was the only of his daughters with the ability to wield his lightning. Despite being given endless affection from her father, the thing Mahiana coveted the most was the love of her mother but no matter how hard she tried to please the goddess Silph, her mother only ever seemed to care for Terseria. What she did not know was the Silph kept her at an arm's length very intentionally. Her mother could see in her eldest daughter's eyes her own insidious intellect lying just beneath the surface reflecting back at her. She knew that without something else to fixate on, Mahiana would be the one to see through her scheming and plotting. And so Silph pitted her own daughters against each other in a competition for her affection, though it mattered not what either of them did for Terseria would be the one to win the prize without even trying. In this way, Silph kept Mahiana distracted from what she was really up to. While this ploy succeeded in keeping Alger's eldest daughter off the track of her conniving mother, it also bred in Mahiana a festering anger towards her mother and a deep rooted jealousy toward her sister. When Silph's betrayal was brought to light, the Tempestuous Warrior did not hesitate to strike at her mother with intent to kill. However, Silph had planned for nearly every contingency and had sabotaged the wartools of those closest to her. When Mahiana went to strike down the Goddess of Deceit, her fabled maul exploded, piercing her all over with poisonous barbs coated in a vile tincture of Silph's own design. As the poison coursed through her veins, Mahiana could feel herself slipping away into an Eternal Slumber and so in a final moment of defiance, she pulled her vile mother into a deep embrace and called down upon them both her father's lightning. The Crackling Blue struck the daughter of Alger as though she were a lightning rod, shooting through her veins and vaporizing Silph's poison. Had the Goddess of Serpents been less meticulous in the cultivation of her followers, she would have been slain outright but instead she was grievously wounded, allowing her a brief window in which she fled to realms unknown.

Unable to find her mother, Mahiana returned to adventuring alongside her father, occasionally leaving for long stretches to follow a lead on her mother's whereabouts, hoping to put an end to her evil deeds. Though the two are cordial with each other, Mahiana still holds resentment towards Terseria for being the sole subject of her mother's affection.

- ★ Also referred to as: Daughter of the Tempest, Crackling Blue, Goddess of Storms, Subduer of Silph, Fleeting Wave, Tempestuous Warrior.
- ★ Depictions and Iconography: Mahiana is generally depicted as a human with tanned skin and curly black hair. She is often shown wearing a suit of pristine leather armor or a suit of glittering scale armor. The Daughter of Storms is depicted wielding either her legendary Maul of Waves or her father's Lightning. Mahiana is represented by the symbol of the Maul of Waves and a bolt of lightning crossing each other in the shape of an X.
- ★ Sidenotes: A worshipper of Alger might pray to Mahiana to grant them strength before going into battle. They may also pray to her in addition to Alger himself whilst in the middle of a storm at sea;
- ★ Pronunciation: Mah-hee-yana

Yoreia (Domain(s): Grave, Knowledge):

Of all Alger's offspring, Yoreia was without contest the wisest. Yoreia did not get along well with the rest of her family except for her sister Terseria. None of her other relatives seemed to understand the importance of anything unless it was in relation to themselves. As the youngest of Alger's daughters, The Wisdom of the Depths was put into an observational role granting her certain insights into the nature of her relatives. Her father, and by extension her sister Mahiana, were too carefree and adventurous for the good of anyone but themselves. As for her mother, Yoreia could see right through her facade, to the vengeful, spiteful god that she really was. Annoyed by her father's frivolous spirit and disgusted by her mother's scheming, Yoreia separated herself from the two in pursuit of a higher purpose than family quarrels. It was Yoreia and her infallible foresight which preminised the second coming of demon-kind. Once she discovered that the Lords of the Abyss aimed to transport their hoards of fiends in secret through the deepest, darkest holes of the ocean floor, it was her that spent millenia in the darkness of the ocean's abyss as she thwarted the Demonic Uprising on the Prime Material while her family squabbled amongst themselves. It was her that granted her favored champions an aquatic affinity so that they could partake in the fight to save their world. It was her who wardened the souls of those lost in the black depths of the ocean's abyss and guided them through to the afterlife. Though she wishes no harm upon her family, Yoreia resents that none but Terseria seem to hold true to her father's decree of defending the flock. And so, The Maiden of the Abyss chooses to live in solitude apart from her family, guiding the souls lost at sea to their final resting place, lying in wait for the next cataclysm.

- ★ Also referred to as: Goddess of Foresight, The Wisdom of the Depths, The Shepherd of the Lost, Daughter of the Abyss, The Maiden of the Abyss, Mistress of the Trench, The Premonition.
- ★ Depictions and Iconography: Yoreia is depicted as an elf or human with blue tinted skin, deep dark blue or black hair, and piercing blue eyes. She is shown wearing an immaculate royal blue dress. She is represented by the symbol of a circle with waves surrounding an eye.
- ★ Sidenotes: Due to the divide between Yoreia and her father, worshippers of Alger view those devoted to Yoreia as somewhat extreme in their views but are not necessarily

frowned upon in most cases; A worshipper of Alger may pray to Yoreia to grant them insight in deeply uncertain times;

★ Pronunciation: Yo-ree-uh

N'wayani (Domain(s): Nature, Knowledge, Life):

N'wayani was originally a lesser deity, born from the union of two Divine Spirits. Spirits with an affinity for the land, the others of her kind were proud to welcome the first and only daughter of their king and queen into their pantheon as rulers of the Boundless Sands. N'wayani was a gentle and caring deity who helped guide her following with grace and poise so they could thrive in their harsh environment. It was N'wayani who taught her followers the way of self sufficiency during a time when the fellow members of her pantheon wanted their people to focus on devotion for the reward of necessities. Though many of the other Divine Spirits were disapproving of the Kind Spirit's new ways, her father the Old Spirit Agatawe was inspired by his daughter's kindness and as the king he declared that N'wayani's way would be the new way. Some of the Spirits were outraged, but those who did not comply were banished by the Old King. N'wayani despised conflict and when she saw the trouble her ways had caused amongst the spirits she became deeply troubled. In times of weakness the Gentle One would seclude herself on the shore and weep, gazing out at the infinite seas and wishing to be taken away from the strife she had caused. It was during one of these times when Alger first approached N'wayani, angered by the thought of some lesser divine constantly disturbing his waters. However, when he first gazed upon the beautiful N'wayani, Alger's rage subsided as he saw her pain. Alger asked her why she wept into his sea and she told him of the pain she had caused. From then on, whenever Alger heard N'wayani weep, he would visit her on the shore and tell her the tales of his adventures to cheer her up. The two fell in love and decided to be wed. But when the Gentle Spirit told her family of her engagement, the Old King was taken with rage. He had his daughter imprisoned to ensure she would not be stolen from her family. He could not stand to see his daughter taken from him after going to such great lengths to protect her from the other Spirits. N'wayani pleaded with her father to let her go but he would not listen. It didn't take long for Alger to find that his bride was missing and so he took to the land to find her. He met with Agatawe and asked where his bride was. When the Old King refused to answer the Father of Storms summoned a Great Monsoon over the Immortal Drylands, threatening to drown the Old King's very kingdom. Agatawe sent his most powerful Warrior Spirits at Alger who cast them away with a Blustering Gale. Using his legendary pitchfork, Alger pinned the Old King to the flooding sands and demanded to see N'wayani. Having no choice, Agatawe released his daughter and with a crack of thunder, Alger and his partner were gone, leaving the Old King with a broken kingdom and no heir to his throne. N'wayani and Alger were wed and bore three children: Kaikaar, Ciopaan, and later Zontas. In an effort to learn what it meant to be a true God, N'wayani stuck close to Terseria, the Daughter of the Sea. With the help of Terseria's grace, N'wayani became a true deity who helped rule from Alger's divine realm.

★ Also referred to as: The Gentle One, The Kind Spirit, The Storm's Betrothed, Teacher (Mainly used only by those for whom N'wayani is their main icon).

★ Depictions and Iconography: N'wayani is depicted as a beautiful human woman with dark brown skin and gentle features framed by long, braided black hair. She is often portrayed gazing kindly over her worshippers clad in her blue calico robes. Most often she is shown carrying a massive water jug from which she pours blessings on her devout.

- ★ Sidenotes: The reasons for praying to The Storm's Betrothed are very similar to the reasons one would pray to Terseria due to the fact that N'wayani was mentored by the Seafoam Saintess;
- ★ Pronunciation: Nuh-way-ohn-ee

Zontas (Domain(s): Knowledge, Arcana):

The youngest of Alger's Flock, Zontas is a God born of the divinity of his two brothers before him. Possessing attributes of both Kaikaar and Ciopaan, Zontas walks a line of neutrality in the universe. The conflict of his essence has led him to be known as the Stagnant One, a God which does not stand for much of anything. Due to this belief, Zontas does not draw huge followings of mortals and when he does amass followers, they are usually characterized by cult like tendencies due to the inability of mainstream religious practices to put a label on The God of Duality. Every so often groups claim to have received some grand Divine Insight from Zontas and begin worshiping him as the Wisest of all Gods. The mainstream church often disregards these claims as the paganistic fallacies of those who wish to siphon power from the divine without the sacrifices of real worship. Despite his ambiguous nature, one story of Zontas in particular is taught throughout the Church of the Sea God. It is told that as a young God, Zontas was unsure of his place with none to guide him and so he wandered the Horizons endlessly in deep thought. Also unsure about Zontas' place in the universe, the others of Alger's flock didn't know what to do to help him. They feared the outcome of their meddling would lead to a tragedy similar to what had transpired with his brothers before him. Noticing the way Zontas distanced himself from everyone especially troubled the Goddess Yoreia. She knew her reasons for isolation, but her brother didn't seem to understand his own reasons. She foresaw what would become of Zontas should he become a recluse. She foresaw what terrible fate would befall him, her family, the world. She also foresaw what fate too much interaction with others would cause, an equally warped reality. But being as wise as she was, Yoreia saw one solution which would keep her brother's potential for destruction in check. Yoreia visited her half-brother and spoke with him. Their conversation revealed to the elder sister just how profound were the troubles of this torn being. Not even she, the Wisdom of the Depths could make sense of Zontas. And so, as she premonised, The Maiden of the Abyss bestowed upon Zontas her powers of foresight so that he would now possess the ability to see through the present to the future and the past. It is said that Zontas now uses this power to converse with himself past present and future, locking himself in an eternal feedback loop. Great diviners who have tried to commune with the God of the Horizons have found themselves losing their sanity almost entirely if not properly treated. It is heavily recommended that one does not attempt to speak to Zontas for the sake of one's own mentality.

- ★ Also referred to as: The Hermit, Babbling One, God of Duality, God of the Horizons, Stagnant One, The Lost, The Recluse, The Isolation.
- ★ Depictions and Iconography: Zontas is often depicted as the enigmatic form of a humanoid which wanders the horizons. He is generally cast in a bluish light with twinkling lights all over his body. His head is usually shown as a splash of light shooting up into the heavens. Symbology related to Zontas includes: a star split in two, one side black one side white, three emotionless faces overlapping each other, and a shroud of mist covering the shape of a humanoid body.
- ★ Sidenotes: One would not generally pray to Zontas unless in the case one is wrought with choosing between two evils and even then one would more likely choose to pray to Yoreia in such an instance; Communing with Zontas is prohibited inside the church and extremely discouraged in general; Most worshippers of Zontas are looked down upon in

the Church of Alger and as such said worshippers are often outcasts and never hold church rank;

★ Pronunciation: Zahn-tuss