

# GODS OF HYBORIA

## ERLIK

Erlík is best known as the “Flame Lord.” He is the flame of the raging battle. God of War, Fire, and Berserks.

### Cult in the World

Erlík is god and stands on his own. He has a working relationship with Mitra, as he is also opposed to Chaos and Sorcery (though not specifically that of Set’s followers. He is not a member of any particular pantheon, yet those in Hyrkonia, may or may not see him as such. He is the Patron Deity of Pathania, in Northern Hyrkonia. Erlík was introduced as a deity by the Prophet, Tarim. His worship spread throughout the land of Pathania, and it was the inspiration for the Turanian Empire.

Erlík is a demanding and rigorous deity who expects nothing but loyalty and dedication from his followers. His strictures are numerous, and he forbids indulging in things that effect the mind and body (fornication, drinking, drugs, etc.).

The cult is a war cult. Even laymembers are taught in the use of arms and shields.

The cult observes the MidSummer as High Holy Day. When the season is at its hottest. They also revere the hot days of summer, and pay homage at large fires. Temples and shrines always retain a lit fire. Allowing the flames to extinguish is a mortal sin.

The symbol of Erlík is the flaming blade.

Though there is no set dress for the cult, many wear colors such as blue, red, and yellow to symbolize the color of fire. During Holy Day Ceremonies, no clothing is worn, and battle scars are bragged about. Those on the face and hands are considered blessing from Erlík.

**Skills:** Dodge, Ride, 1 Handed Sword Attack and Parry, Shied Parry, Bow Attack.

**Skills Taught:** As Above: Craft (Armor and Weapon) Drive (Chariot), Intimidate, Blind Fighting, First Aid, Lore Military, Martial Arts, Seige Weapons, Arrow Cutting, Horse Archery, and Sneak, Bow Attack.

**Initiate Membership:** Standard. Initiates must pass all the required skill checks. They must also take part in single hand-to-hand combat bout (no magic) with one selected by the Priest. If they should lose, they are free, but marked with a scar on their left arm, to symbolize “Not being worthy of Erlík.” This can, at a later time, lead to confrontations with the cult, as well as some others.

**Spirit Magic:** Bladesharp, Detect Enemy, Ignite, Fire Arrow, Multimissile, Speeddart.

**Priest Membership:** Standard. Priests of Erlík must have a minimum score of at least 60% in the skills that

are tested by the cult, also 40% in at least 3 that are taught by the cult.

**Common Divine Magic:** Armoring Enchantment, Call Followers, Heal Wound, Spirit Block, and Worship (Erlík).

**Special Divine Magic:** Berserk, Berserkgang, Bless Forge, Counter Chaos, Face Chaos, Fire Shield, Fire Spear, Regrow Limb, Retrieve Weapon, Strike, True Sword, Strong Blade, War-Fetter, Turn Blow.

**Rune Lord Membership:** Standard. Rune Lords of Erlík must have a minimum of 75% in all weapon skills. They may use “one” Special Divine Magic Spells as Reusable, but they must chose one spell and one spell only from the list of spells.

This same spell is the same spell granted each time.

### Associated Gods:

**Mitra:** Provides: Cure Chaos Wound

## MITRA

Mitra, Lord of Light.

Mitra does not tolerate or accept living sacrifices. Large tithes in both money and services make up for this.

### Cult in the World

Mitrians are required to live a life of virtue. This includes truthfulness, honor, and trustworthiness. Priest (all of which are male) must remain celibate and avoid those things that distract them from Mitra, such as alcohol and drugs. Due to Mitra’s insatiable hatred for Set, Chaos, and sorcery, the cult forbids the use of Sorcery.

The High Holy Day of Mitra are every 1<sup>st</sup> of Snow Ape, the celebration of the Summer Solstice. It is celebrated in all areas that openly worship Mitra. There are many festivals, parades, and a mock battle between Mitra and Set. Lesser Holy Days are the first day of Summer, the beginning of each year, and Solar Eclipses. Weekly services are held on the third day of the week.

The symbol of Mitra varies per locale. In general a solar disk is the chosen symbol. Others include the sun, a glowing face, and a glowing foot crushing a serpent.

Priests adorn themselves in yellow flowing robes, Acolytes in White. All are bearded. Initiates and Rune Lords have no set dress.

**Skills:** Ceremony, Orate, Lore Chaos, 1 Handed Weapon Attack and Parry, Shield Parry.

**Skills Taught:** As Above, Sense Chaos, Sense Assassin, Treat Poison, Treat Disease, Lore History, Lore Religion (Mitra & Set).

**Initiate Membership:** Standard. **NOTE:** Rather than pay the standard tithe, Initiates of Mitra must pay 50% of their annual income to the cult. They are also, at any time, required to participate in all cult Holy Days.

**Spirit Magic:** Blade Sharp, Countermagic, Detect Enemy, Detect Magic, Dispel Magic, Heal, Light, Lightwall.

**Acolyte Membership:** As per Priest. **NOTE:** They must pay 3000 pennies for each test of Holiness. They may perform all Priest functions in the absence of a Priest.

**Priest Membership:** Standard. Also, they must never turn away (unless it is a no-win situation) from the forces Chaos or the Cult of Set.

**Common Divine Magic:** All except Summon [Species]

**Special Divine Magic:** Bless Worshippers, Clear Sight, Counter Chaos, Cure Chaos Wound, Detect Truth, Inspire Worshippers, Produce Light, Require Truth, Resurrection, Sun Bright, Sun Spear, Turn Undead.

**Rune Lord Membership:** Standard. Rune Lords in Mitra's Cult are highly respected and well taken care in areas where he is worshipped. They must have a minimum score of 60% in Sense Assassin.

**Associated Gods:**

**Erlík:** Provides War-Fetter.

## Shemetish Pantheon

### Adonis

Adonis is the Shemetish God of the Sky. He represents Sky, Wind, and Weather, Air.

**Cult in the World.**

Although of the Shemetish Pantheon, the worship of Adonis is practiced worldwide. Adonis is the Lord of the Air, and he is revered by those who see him as powerful force of energy. In his Sky and Weather aspect, he is worshipped by Nomads and some Barbarians.

Though in no way organized, the cult is one that allows those from all walks of life. The cult asks its laypersons for little if any monetary tithes, but it does accept and expect burnt animal offerings on its holy days.

In evil areas, the followers are fewer, remaining in private sanctums and homes for worship.

Adonis cares little for the strife between cults, as a result he offers assistance where it is needed. The Cult of Mitra is on good terms with that of Adonis.

The High Holy Days of the Cult are on the first day of each season. Lesser days are when the New Moon enters the sky.

The symbol for the cult is a white cloud on a blue background.

Priests and Shamans dress in light grey garb, priests with puffed sleeves and shoulders. They often embroider the holy symbol on the edged of leggings, necks, and cuffs.

## Stygian Pantheon

### SET

Set represents Serpents, Darkness, Destruction, Evil, Chaos, and Poison.

**Cult in the World**

Set is the Patron God of Stygia, and only the Pantheon of Set is condoned there. However, some still worship other gods in secret conclaves.

The cult's dogma is shrouded in mystery and rarely revealed to outsiders.

Set's main adversary is Mitra, Lord of Light. Due to conflicts in their hold on humanity, these two gods see each other as nothing more than the most dire of enemies.

The High Holy Days of Set are the first Nights of the Full Moons. On these days, human sacrifices are made. Lesser Holy Days are the beginning of each month.

The symbol of Set is a staff with a serpent twisted around it, with an open-fanged mouth. The symbol is often tattooed on devoted followers, and Priests and Initiates bear this symbol openly. Rune Lords need not bear the symbol but always carry it on their person.

Set's Priests dress in white, tight fitted linen skirts from the waist to the knees. Sandals are laced to the knees, and a headdress with a serpents head is worn on the head.

Other church ranking members wear simple white and black garments.

**Skills:** Intimidate, Chaos Lore, Magic Lore, Poison Lore, Sneak.

**Skills Taught:** As Above, plus Bribery, Breed [Snakes], Demon Lore, Religion [Set & Mitra], Disguise, Assassinate, 1 handed Attack and Parry..

**Initiate Membership:** Standard. **NOTE:** Initiates must also (in front of a Priest or Rune Lord – while hidden) kill or convert two Initiates of Mitra, in single combat.

They must inform the opponent of their allegiance to Set, and offer them the chance to convert. Initiates must have a minimum score of 40% in at least three sorcery spells.

**Spirit Magic:** Control [Snakes], Countermagic, Darkwall, Demoralize, Detect Enemy, Heal, Mindspeech, Summon [Serpents].

**Priest Membership:** Standard. **NOTE:** They must have a 60% or better in at least 5 Sorcery Spells.

**Common Divine Magic:** All

**Special Divine Magic:** Betray Loyalty, Black Breath, Blood Offering, Cancel Light, Chaos Feature, Conceal Identity, Divine Fear, Forget, Shield of Darkness, Speak with [Serpent].

**[SORCERY NOTES]** Set condones the use of Sorcery with his cult Priests and Initiates, but not with Rune Lords. The cult is not officially tied to the Black Ring of Stygia, though members of the cult do often receive training from them.

**Rune Lord Membership:** Standard. Rune Lords must have a score of at least 60% in Assassination.

**Associated Gods:**

**Derketa:** Provides: Cloak of Illusion

**Harakht:** Provides: Clairvoyance

## Derketa

Derketa is the Goddess of Lust, Seduction, and the Desire for Life.

### Cult in the World

Derketa, though a servant of Set, is a prominent deity in the Stygian lands. She is also one of the few deities of this pantheon that is worshipped openly in other lands.

While Set offers to maintain immortality in the afterlife, Derketa offers that same promise in the current life, through fulfillment of the pleasures of both the body and life, as a whole. Unlike the others in this pantheon, and the world's various pantheons, Derketa is widely worshipped by the poor, outcast, the peasantry of the world.

Who faith holds that the life is short to let any moment slip by, or to let any pleasure go unfulfilled. Her priests and initiates teach through example, that pleasures, whether physical or mental are meant to be enacted and explored. Her temples are often brothels, offering every pleasure that one could want, and therefore, are often the more luxurious temples in the world.

Her High Holy Days are the beginning of each season, and the beginning of the harvest. These holy

days are marked by huge festivals, where there is dancing, singing, carnivals, and parades. In Stygia, these are often less outlandish than in other areas, but they are held, as the Goddess in an esteemed member of the Stygian Pantheon.

The symbol for the cult is a silver or golden laurel wreath worn at Holy Days. Smaller ones of tin or brass are worn on apparel.

Her Priests and Initiates have no set dress, but each are required to wear both the most revealing clothes possible (weather permitting), as well as the most expensive. Because of the wealth of their temples, the clothing is normally manufactured by the cult, and often sold, for the desire for silk and other fine materials are often in demand.

The cult is one of the few cults who have open trade and dealings with the lands of the East, especially with that of Khitai. In exchange for the materials, the cult exchanges slaves and young children (future prostitutes).

**Skills:** Dance, Courtesan, Seduction, Craft (Sewing), Play Instrument, and Sleight.

**Skills Taught:** As Above, also Ceremony, Fast Talk, Orate, Sing, Religion Lore (Derketa, Stygia Pantheon), Speak Language (Local), Poetry, Read/Write, Treat Disease.

**Initiate Membership:** Standard. Initiates must have a minimum APP of 15 to join this cult. They must also tithe 40% of their yearly income to the cult.

**Spirit Magic:** Befuddle, Control [Human], Enhance [APP], Glamour, Heal, Improve [Any Cult Skill], Spirit Shield.

**Priest Membership:** Standard. Priests must have a minimum APP of 16 to join this cult. In addition, they must have successfully seduced a prominent member of another cult into a sexual act. They must have a minimum score of 80% in Seduction and Courtesan.

**Common Divine Magic:** Divination, Dismiss Magic, Extension, Mindlink, Spell Teaching, and Worship (Derketa).

**Special Divine Magic:** Attract Attention, Barren, Bounty, Charisma, Cloak of Illusion, Coerce, Fertility, Regrow Limb, Turn Blow.

**[SORCERY NOTES]** Although not required, Derketa does condone the use of Sorcery.

**Associated Gods:**

**Set:** Provides: Shield of Darkness.

**Harakht:** Provides: Mind Read

## Harakht

Harakht is the Stygian Hawk God. He depicts Avians, Informants, and Spies.

### Cult in the World:

Harakht is the Hawk God of the Stygian Pantheon. He is Set's most devoted minion, and serves him by flying over the lands of Hyborea and notifying Set of the days events and plots.

Unlike Set and the others of the Stygian Pantheon, Harakht is not widely worshipped in lands other than Stygia. Due to his service with Set, he is not widely known, and his followers are few.

Harakht's cultists believe their god is the embellishment of subterfuge, and they strive to seek out those things that are not meant to be known. They are masters of disguise, lies, and spying. The cult is not large, and it has no large temples, though they do share space in the temples of Set. Those of Set accept the Priests and Initiates of this cult, yet they are looked upon as servants, rather than equals.

Harakht shares the Holy Days of Set. His cult views the first day of Spring as its own high Holy Day, with lesser days on the last day of every other month. There are few celebrations, but knowledge is shared.

The symbol of Harakht is a feathered staff. This is carried with the Priests at all times, though they have others for Holy Days and worship Services.

Humakht's Priests wear white robes, garnished at the neck and sleeves with white feathers. During ceremonies, they wear a hawk mask.

**Skills:** Ride, Search, Track, and Disguise, Bow Attack or Javelin Attack.

**Skills Taught:** As Above, Also Balance, Fast Talk, Lore Animal (Avians), Feign Death, Lip Read.

**Initiate Membership:** Standard. Initiates must have at least 50% in any three of the cult skills.

**Spirit Magic:** Farsee, Speeddart, Mobility, Multimissile, Protection.

**Priest /Shaman Membership:** Standard. Priests must have a 75% or higher skill rating in 4 cult skills.

**Common Divine Magic:** Spell Teaching, Summon [Avian], Worship [Humakht]

**Special Divine Magic:** Arrow Trance, Attain Perversion of Wings (Feathered), Clairvoyance, Flight, Predict Weather, Sky Watch, Sky Words, Speak with [Avian], Transform Limbs [To Claws].

**[SORECERY NOTES]** Humakht condones the use of Sorcery.

### Associated Gods:

**Set:** Provides: Cancel Light

**Derketa:** Provides: Coerce