

The Gods of Teutonia

A study in brief by Brother Optima von Koblenz, Administrateur Central to the Teutonian Bureaucracy, in the Year 1106

The following is a summary of ancient stories, myths and first hand accounts detailing the different faiths and Gods within the lands of Teutonia.

In the beginning the people of Teutonia worshipped the two Gods Mortis and Syth. The God Syth took dominion over life and all connected to nature. He presided over the blessing of the harvest and the rites of fertility.

The God Mortis is the Lord of the Underworld, the god of death and the dead. He presides over funeral rites and defended the right of the dead to due burial.

For eons Syth received the worship of all those wanting a bountiful harvest, a fertile marriage or a long life. Whilst Mortis was secure in the knowledge that no matter how popular his brother became the mortals of Teutonia would eventual turn to him in prier for a safe and pain free passage into the Underworld.

During the reign of King Gottfreid the lands of Teutonia became ravaged by a famine, brought about through disease that had spread rampant throughout the country. The priesthood of Mortis, known as the Leichenhallen, approach King Gottfreid with a unique solution to the problem, to prevent the disease from spreading the population was ordered to remain static and the dead were woken to work the fields and provide for the remaining population. Once the disease died out the concept of the dead being used for menial tasks was maintained and the distinctions between those licensed and un-licensed was created.

The newly discovered powers of necromancy soon lead to a schism between Mortis and Syth. The Sythites believing the creation of the undead was a twisted attempt by Mortis to create life and thus weaken the dominion of his brother Syth. The only thing that prevented open warfare between the followers of Mortis and Syth was the iron rule of the Kings of Teutonia. This did not last long how ever, civil war erupted in the lands of Teutonia between the Vipers and the Cobras, and the Snake Wars was used as the justification of the settling of many old scores. The Snake Wars raged in

Teutonian for over a century but eventually the Vipers gained the upper hand over the Cobras and peace fell upon the lands of Teutonia.

During the Snake Wars the knights of Syth, known as the fangs, had proven invaluable to the Viper Kings. The Viper Kings of Teutonia and the Sythites have become inextricably linked, with Syth assuming the title of Kingmaker.

During the Snake Wars the followers of Syth were almost hunted to extinction by the Cobras, despite this the worship of Syth has remains strong within the lands of Teutonia and the church is slowly but surely rebuilding itself. The worship of Mortis seems to have declined and it has been many years since the Leichenhallen have actively made their presence known. However the continued presence of the undead within the lands of Teutonia serves as a reminder of the power of Mortis, and his position within the journey of life and death that all mortals must travel.

During the periods of turmoil which resulted in the Grand Renewal of Magic, in the year 1096, many different peoples settled in the lands of Teutonia, greatest of these were the followers of the Gods Khoreg, Khorne, Lorelli and Bane. Together with the children of Lloth they united under the banner of Mariata Humaktson and fought against the combined might of the factions as the final bloody act to seal Great Renewal of Magic.

Syth (The King Maker)

Today the church is a druidic faith. They revere life, nature and the land and have a hatred for the undead, which they see as an abomination. Master of the Faith has traditionally officiated at the coronation of the Kings of Teutonia.

The organisation of the church of Syth seems to be divided into three distinct pillars. The central arm of the church is the priests of Syth. Known as the Eyes of Syth they control the legislative and temporal aspects of the faiths, presiding over weddings, harvest festivals and maintain the history and libraries of the faith.

The military arm of the Syth is known as the Fangs and is responsible for the defence of the church.

The third arm of the church is made up of the chaplains. This author has little information about the role of these chaplains, but it is believed that they act as evangelists roaming the lands spreading the word of Syth.

The four heads the Eyes, the preceptor of the Knights and the High Chaplain together with the Grand Master of the Faith form the Council of Faith and govern the Church of Syth.

Mortis (Lord of the Dead)

The God Mortis is the Lord of the Underworld, the god of death, the dead and the undead. He presides over funeral rites and defended the right of the dead to due burial.

Since the end of the Snake Wars very little information has surfaced about the hierarchy of the priests of Mortis. Traditionally the ruling council of the church of Mortis was called the Leichenhallen. Membership of the Leichenhallen is believed to comprise of the high priest of Mortis and his apprentices. Mortis has long believed that only the strongest should represent him, so only the most powerful can apprentice to the high priest, whilst the weak are sent for judgement before Mortis.

Khoreg (War & Skill at Arms)

The followers of Khoreg came to prominence within the lands of Teutonia during the first Great Renewal of Magic, in the year 1096. The worship of Khoreg appears to have particularly flourished under the banner of the Ravens. The Hochmeister of the Ravens Hagen Hagenson underwent a religious ecstasy during the Renewal of Magic. General Hagenson wrote that he experienced a visitation from Khoreg, where he underwent a series of trials to prove his worth to Khoreg. Khoreg instructed General Hagenson to build and train an army under the banner of the Ravens and spread the word of Khoreg. So Bishop Hagenson returned to the city of Munich and converted the citizens to the worship of Khoreg and created the strong hold known as Khoregate.

Of old the followers of Khoreg asked Him to give them a set of rules so that they might live their lives in a manner that pleased Him: the rules of Khoreg were as follows:

If you give your word, keep it, but do not give it lightly.

Death is no excuse.

Life is no excuse either.

War and skill at arms are both the means and the end.

Treat farmers well, as long as they cultivate fruit or grain that can be fermented into alcohol.

Honour your brewer, vintner and distiller.

Fell no willow trees, punish those who do.

Pain is good for the soul.

There are only winners and corpses: only fight fair on your honour.

Spare no effort in slaying those who break their honour.

Make sure someone is watching your back.

Beware of Demons they can take many forms.

The ends justify the means; Demons are a weapon if they are in your army but a hellish abomination in your foes'.

Mix equal parts of the wines of Opporto and Jerez. This is Elixir.

Strive for glory, strive for truth.

KHOREGATE THE WORLD!

Bishop Hagenson attracted many followers and the Ravens prospered. Lord Hagenson and several of his loyal warriors dedicated their eternal souls to the service of Khoreg. This great devotion resulted in the creation of the Holy Warriors of Khoreg. The death of these holy warriors was not enough to stop their service to Khoreg. Lord Hagenson still serves Khoreg and the Kings of Teutonia today, many years after his originally fell in battle.

Khorne (The Blood God)

During the great Renewal of Magic in the year 1096, the tribe of Orcs known as the Evil Sunz, under the command of General Uglub, introduced the religion of the Blood God Khorne to Teutonia.

Khorne is the Blood God, the god of battle, the angry god whose bellows of insatiable rage echo throughout time and space. He sits upon a mighty throne of brass atop a vast mound of skulls. A sea of splintered bones extends infinitely in all directions from him, the remains of those slain by his conquering champions. Khorne is a god of warriors, and his gaze is drawn towards battles. He shows favour to those who fight for what they desire: to great warriors, and to mighty war leaders. Khorne respects strength, honour, and martial skill.

Lolth (Drow)

Soon after the tumultuous events of the great Renewal of Magic in 1096, the court of the Lord Protector Hariata Humaktson was joined by the drow house Alu'rethi, lead by the Ilharness Alu'rethi. House Alu'rethi quickly settled into the Teutonian society, forging strong links with the followers of the Syth. House Alu'rethi has its home in the

Drow City of Zatra-Dornei, which is situated in the north west of Teutonia beneath the Syth stronghold of Hanover.

Lolth is the goddess of the drow race and society. She is responsible for the nature, customs, laws and survival of most drow communities. The Spider Queen maintains her absolute rule over drow cities by means of her clergy, who tirelessly seek out and destroy all traces of dissent, disobedience, rival faith, or sacrilege and who ruthlessly enforce the Way of Lolth. The Spider Queen foments unending chaos in drow society and sets the drow eternally at war with each other both for her own amusement and to prevent complacency, runaway pride from asserting itself, or the rise of other faiths.

Bacchus (The Lawgiver)

Worship of the god Bacchus is not just restricted to Teutonia, it can be found amongst several different peoples of the land.

Bacchus the god of wine represents not only the intoxicating power of wine, but also its social and beneficial influences. He is viewed as the promoter of civilization, a lawgiver, and lover of peace as well as the patron deity of agriculture and the theatre. He was also known as the Liberator, freeing one from one's normal self, by madness, ecstasy, or wine.

Mistress of the Seas

During the year 1099 Captain R.J. Travis and his crew joined the court of King Hariata Humaktson.

The following is the retelling of their religious beliefs as told to me by one Horace Cope.

The theological belief system of the Viper navy is, quite literally in it's infancy with the divine nature of the Mistress of the Sea being only established some eight years ago, in the year 1099. As with all deities, existence is based on belief, so, when Admiral R.J. Travis took command of his first vessel, what with all the noise and bustle of preparation to make sail, coupled with the general excitement of the situation, the out going captain's advice of 'You must always maintain religious mistrust of the seas' was misheard as 'You must always maintain a religious Mistress of the Seas'. The Admiral thought this to be good advice, so a goddess was born. The existence of the Goddess was confirmed during the year 1106 at the eleventh Renewal of Magic outside the city of city of Noravik, when the Mistress of the Seas manifested her power during the ritual which confirmed Duke Kainom as Lord Protector of Teutonia

Stormrider (Rahmum)

During the year of 1104 the Stormriders joined the court of King Hariata Humaktson. The following is a telling of their beliefs as told to me by Logan Storm. Long ago, when the earth was new and monsters of great power roamed the land and the sea, Great Gods came to create and defend life. The human tribes who swam and sailed the deep raging oceans of the world had long been plagued by the great brother dragons of the air, Nimbus and Cumulous.

The brothers soared in the airs of the old world creating great storms with each of the brothers controlling a different element of the storms: Nimbus commanding the rain and winds and Cumulous the elemental dragon of Lightning. For centuries they flew together causing havoc on the world below flooding and fire, earthquakes and hurricanes.

It was at this dark hour that the Stormrider – Rahmum came out of a shaft of light and with an almighty clap of thunder. It is not known how he came to be, from the fears and prayers of the people or of the planet itself to undo the damage caused by such monstrosities. He came on a great silver chariot that soared through the skies and wielding a powerful sword that pierced through time and space itself he ripped into the Dragon brothers with blows that shook the very earth and split the skies with their power.

Mighty Rahmum took the brothers forms such as they were and fashioned them into a set of armour and took hid their essence in his sword.

With these weapons he roamed the earth battling monsters and saving the early beings of this world from the darkness.

Then came out of a realm of fire the Mother: Stratus, whose body blot out the sun and whose cries of anguish and rage at the deaths of her sons sliced through the air and into the ears of Rahmum.

The tale of their battles is told by priests of the order with great reverence and awe. It is a tale of strength and will and perseverance. It is a tale all warriors following the path of the storm remember before battle.

But in the end Stratus Proved too powerful and struck Rahmum to the ground and as she dived to devour his soul he drew up his blade with shaking hands and failing strength and locked the two in a grip so tight that if either moved, both would die. They stood still and silent for many long hours until at last Stratus looked down at her adversary

and as she stared into the eyes of the Stormrider she knew death heralded no fears for Rahmum. The Stormrider moved towards the beast his sword cutting into her flesh as her talons ripped through his body he leaned over and through the pain he whispered one word to the Beast before the energies of their making blasted apart their physical forms and scattered their flesh and bones to the four winds, embedding a shard of the sword of Rahmum into a mountaintop from which the early humanoids who witnessed the battle built a shrine.

For centuries the shrine was forgotten by most of civilisation but remained a myth, superstitions of fishing folk on the shores of the world and of sailors and wise men of tribes long forgotten by the rest of the world. Until the voice and countenance of Rahmum was heard by four individuals on four very separate missions but all gathered under one banner and came to the land of religious tolerance Teutonia to gather supporters and continue the work of their god and to unravel the mysteries of The Stormrider.

The Stormriders themselves hold a deep sense of honour and are viciously loyal people and welcome all to their tent as one would welcome a long lost relative and will risk their lives and souls for those they call friends. All are welcome as long as none disrespect our ways or our Lord the Stormrider.

Lorelli

Lorelli is a Goddess who reveres nature and was particularly worshipped by the creatures known as Kender.

Bane

Little is known to this author about the worship of Bane except that he is the Son of Khoreg

Khaine (Lord of Murder)

Little is known to this author about the worship of Khaine except that he is the Lord of Murder

Verminous

Nothing is known to this author about the worship of Verminous