

Daerzhan Religion

Primary Religions

Morcani

Name: **Morcani** (*adj. Morcanist*)

Percentage of population: **32%**

Type: **Monotheistic**

Clergy Title: **Priest** or **Paladin**

Primary Culture: **Callyopi**

Core belief: Morcanin believe there is one god and that god will judge everyone on their merits upon death. They believe that salvation lays in trying to live civil and just, but one must admit this is the one true religion.

Known Miracles: It's believed that truly divine priests can heal any malady and destroy evil creatures.

Holy Days:

- ❖ **Celebration of Light:** Jan 1 – To celebrate the creation of the world.
- ❖ **Celebration of Faith** Apr 1 – To celebrate god's love and acceptance.
- ❖ **Celebration of Unity:** July 1 - To celebrate your fellow Morcanists and their devotion to god.
- ❖ **Celebration of Death:** Oct 1 – To celebrate the entrance of the dead into god's realm.

Social Construction:

Morcanin like to pray. There are always various shrines and temples about in a Morcanist settlement. It is not uncommon to have elaborate shrines in one's homes as well.

Morcanin settlements rely more on a theocracy than secular laws and leadership. It is common to have a leader of a settlement that controls the day to day functions but most Morcanin will turn towards the church leader for answers, punishments, and control.

Morcanin attribute most good things that occur to god whereas the bad they tend to assume it is because of the heathens that don't follow god. They believe that if everyone else died or converted that this world would become a paradise in which no one would want or have evil befall them.

Clergy Vows:

Priest:

- ❖ I will never turn a person of the faith, in good standing with the church, away when they are in need.
- ❖ I will always try to bring people not of the faith to the true path.
- ❖ I will use my gifts given to me by my god for their glory and to further their radiance
All money earned by me is for the greater good of my church and god and shall be spent on that only.
- ❖ I will uphold the rulings of the church and will of my god with each and every action I take.
- ❖ I will never lose faith knowing that even as I cannot see god's plan, that he has one and it is right.
- ❖ I will remove myself from the faithless as to protect myself from their corrupting influence.
- ❖ I will seek penance immediately for any indiscretion or blasphemy against the church or god.
- ❖ I will protect the church as the voice of my god on this physical plane.

Paladin:

- ❖ I shall hunt and destroy evil in all of its forms.
- ❖ I shall destroy all wicked abominations.
- ❖ I shall use my sword and skills to further my god's will.
- ❖ I shall never harm an innocent or person who cannot defend themselves.
- ❖ I shall seek out ways to help those less fortunate than me and offer assistance whenever I can.
- ❖ I shall know my god stands with me and therefore I am never alone.

Pobaric

Name: **Pobaric** (*adj.* pobarist)

Percentage of population: **27%**

Type: **Polytheistic**

Clergy Title: **Cleric**

Primary Culture: **Tourgin**

Core belief: Pobarin believe there are several gods united under an unbiased judge who allows each to petition for world changing events. They believe that salvation lays in appeasing the gods with gifts and adoration.

Pantheon:

Hussar – The unbiased judge who weighs the pleas of the other gods and makes the decisions for this world.

Kolai – The god of the sun, warmth, and fire. Patron of the mortals.

Chalasa – The goddess of hard work and craftsmanship.

Kassira - The goddess of sensuality, love, and bindings.

Lorick – The god of justice and fair play. He is responsible for laws and punishment.

Mari - The goddess of fertility. She is responsible for babies, mothers, and seedlings.

Jashari - The goddess of bounty and harvest. She is responsible for livestock, grain, and produce.

Zaras – The god of reckoning. He sends plagues and disasters to the mortal world to punish mortals for their arrogance and lack of devotion.

Known Miracles: It's believed that truly divine clerics can raise others from the dead and grant bountiful harvests.

Holy Days:

- ❖ **The Trial:** Jan 1 – A festival to Hussar. Marks the time when the gods decide if humanity is worthy of surviving another year.
- ❖ **The Salvation:** February 1 – A festival to Kolai. If the suns have been shining more in the sky, the mortals have pleased the gods and will be given the fruits of the world for another year.
- ❖ **The Sowing:** April 1 – A festival to Chalasa as we begin to plant the crops.
- ❖ **The Joining:** May 1 – A festival to Kassira to promote fertility of the land and people.
- ❖ **The Bargain** July 1 – A festival to Lorick wherein followers make offerings to appease the gods for the Trial.
- ❖ **The Reaping** August 1 – A festival to Mari and marks the beginning of harvesting season.
- ❖ **The Feast:** October 1 – A festival to Jashari to thank the gods for this year's bounty.
- ❖ **The Price:** November 1 – A festival to Zaras to honor the dead and atone for the transgressions of the year.

Social Construction:

Most Pobaric see the gods as distant parents rather than all powerful, all knowing entities. They feel they can get away with some transgression as long as they admit their wrong doing and show deference through guilt and sacrifice to the gods.

Pobaric worship is fairly individualized with some choosing a patron god and others worshipping the entirety of the pantheon.

Most Pobaric will give the appropriate god thanks and offerings to get assistance in that god's realm of power.

The Pobaric are not arrogant enough to believe that they could create a temple greater than the world so their shrines to their gods are simpler and are not designed to inspire awe but rather give the people a place where they can truly feel the god's presence.

Clergy Vows:

- ❖ I will make sacrifices of kind to the gods that watch over me and the believers.
- ❖ I will never be a party to any who mock or defile any of the gods and will right wrongs against them as their follower on Daerzhan.
- ❖ I will be thankful for all of the gods and their individual gifts that they bestow upon us.
- ❖ Each day I will do one thing to show for each of the gods to show my devotion.
- ❖ I will search out ways to appease the gods if angered.

Eaptharin

Name: **Eaptharin** (*adj.* eapthar)

Percentage of population: **18%**

Type: **Holistic**

Clergy Title: **Ranger**

Primary Culture: **Shay-Fir**

Core belief: Eaptharins believe the world is sentient and is a neutral observer to humanity, not here to judge but to witness the natural evolution of all living things. They believe that salvation does not exist.

Known Miracles: It's believed that truly divine rangers can become one with the forest and communicate with nature.

Holy Days:

- ❖ Eaptharin do not have specific holy days but celebrate the first rain, snow, full sun day and harvest. They do this will elaborate parties where most dress up and they feast and drink, sometimes for days.

Social Construction:

Eaptharin believe this world has not yet actually been explored. They believe that the world holds vast secrets and hidden sights of beauty. They believe that only through learning a humans place in this world and respecting the creatures, vegetation, and other aspects of nature, can they find the truth about their existence as purpose.

Eaptharin do not have shrines or temples and consider nature their temple.

Eaptharin strongly disdain those that do not respect nature and attempt to live in symbiosis with it.

Clergy Vows:

- ❖ I am the defender of the wilderness and the creatures that dwell within.
- ❖ I will never kill an animal out of malice and I will honor their sacrifice and leave nothing for waste.
- ❖ I will seek out enemies of nature and stop them from doing harm.
- ❖ I will never forget the earth is my mother. I come from her womb and to it, I shall return.
- ❖ I will seek ways to ensure nature is balanced and preserved to continue it's bounty and health.

Thesaf

Name: **Thesaf** (*adj.* Thesafarin)

Percentage of population: **12%**

Type: **Intrinsic**

Clergy Title: **Monk**

Primary Culture: **Jourijarai**

Core belief: Thesaffy believe that they were created to be the physical body of the creator. They strive for physical and mental perfection and believe salvation comes from becoming the perfect self.

Known Miracles: It's believed that truly divine monks can overcome the ravages against one's own body and live to highly extended ages.

Holy Days:

- ❖ There are no religious holidays in Thesafarin faith.

Social Construction:

Thesaf believe that only through themselves may they attain enlightenment, however, instead of being a society of self-absorbed people, they believe that helping others furthers their own enlightenment and do so often.

Clergy Vows:

- ❖ My body is my temple. I will make it as strong and capable as I can.
- ❖ My hands are my tools. I will make them strong and use them for creation.
- ❖ My mind is my focus. I will hone it to be as keen and understanding as possible.
- ❖ My heart is my guide. I will allow it to be open and accepting.
- ❖ My dedication is difficult. I will help those who do not have my resolve.

Other Religions:

Atheism

Atheism describes a state of having no theistic beliefs; that is, no beliefs in gods or supernatural beings.

Kapachi

Core ideals and values shared by most Kapachi would include respect for elders; reverence for teachers; regard for guests and tolerance of all races and religions.

Anista

A forbidden religion followed by a small handful of Savagari in which, they claim the god Ani gave them this planet to live and thrive on and travelers from the stars came and subjugated them. This religion is seen as very violent as it preaches that for the Savagari to reclaim their divinity, they must rise up and destroy their masters.

