

Cult of the Six-Armed God

The Six-Armed God

The Six-Armed God, also known as the Flayer, the Hexagon, and the Lord of Slaughter, is a dark god of destruction and pain. Its origins are shrouded in mystery but its cruel nature and hatred of life are legendary. Evil barbarians and other enemies of civilisation are its followers.

The Flayer is usually depicted as a six-armed barbarian wearing a loincloth and wielding flails. Its skin is blood-red and stained with the gore of past battles.

Priesthood, Temples & Hierarchy

Generic Organisation

There is no real church of the Flayer, who favours strong individuals. Usually, the god will send one of its not-so-trusted servants to aid a mortal with the right mindset in a situation of dire need and ask him to join its faith. Those who agree, will be rewarded and eventually become priests or blackguards, those that reject the offer are forced to become one of the *accursed* (see below).

Temples and Shrines

The Six-Armed God has little use for permanent structures and thus there are very few temples dedicated to him. Sometimes a powerful warlord will maintain a small shrine in his fortress and force his underlings to pay homage to the god.

Most shrines are portable though, ranging from elaborate nomad tents to anvil-shaped wooden chests that contain the ritual items and double as sacrificial

altars. Indeed, the god draws most of its strength from sacrifices rather than worship.

The mobile shrines all have in common several items needed for the rituals. First, there is the *hexagon*, a sharp metal disk with a handle used to quickly kill the sacrifice. The Flayer is not a god of torture and prefers those killed combat to weaklings dying on the altar. The second most important items are the six brass knives, given to the victim to give it at least a token chance to fight while tied to the altar with the six silver chains. Other items include a small statue of the god (which must never be cleaned and is thus heavily stained with blood) and a set of dirty robes.

The Cathedral of Battle

There is at least one exception to the rule that there are no temples dedicated to the Flayer - the Cathedral of Battle. This huge gothic temple was built by the Slavemaster Bandaz, who wished to thank his god for elevating him to demonhood. The cathedral is a literal obstacle course, filled with traps, reincarnating monsters and tons of magical treasure. Many adventurers flock there, not knowing that the souls of those killed inside the temple will be devoured by the Six-Armed God.

Warrior-Priests

Those chosen by the Flayer usually become wandering warrior-priests. Their styles vary widely, but usually they have a barbarian look to them and little use for personal hygiene. Often these beings (which can be any race) serve as tribal shamans but some wander alone, looking for powerful barbarian fighters to convert to the cult of the Hexagon.

Flayers

Some of those chosen by the Hexagon show little skill for divine magic and

rather become fighters in the name of the god of slaughter. Some will eventually become blackguards or even ascend to demonhood.

To honour their god, the flayers wear little or no armour and rub their wounds with dirt to cause massive scars. Also, they use morningstars, flails, and similar weapons which rely on brute force rather than skill.

The Accursed

Those chosen by the Hexagon who reject the gods offer of power and violent death become marked by the anger of the Six-Armed God. An ever-bleeding hexagonal wound appears on their forehead and a strange curse turns them into mass murderers. Because for every day that the Accursed do not kill a foe in battle, they gain a cumulative -1 unholy penalty to all attack rolls, skill checks, and saves. Only after a fresh kill will these penalties go away - for a while!

Feats

Followers of the Flayer usually take feats such as *power attack*, *cleave*, *sunder*, and others that emphasis raw power over skill.

Spells

Blessing of the Hexagon

Transmutation

Level: Cleric (Six-Armed God) 3

Components: V, S, DF

Casting Time: 1 standard action

Range: personal

Duration: 1 round / level (D)

Saving Throw: None

Spell Resistance: Yes

The caster sprouts 4 additional arms which attack the nearest target (chosed at random) independently with a strength

of 14 + 1 per two caster levels and the base attack bonus of the priest. The mighty rusty iron claws deal 1d4 damage. The claws do not gain attacks of opportunity. Also, the spell interferes with the casting of all spells with somatic components.

Outsiders

The Hexagon has many servants, usually demons forced to work for it, lest they be destroyed. This leads to a lot of infighting among the ranks of the Flayer, as well as intrigue against the god whenever the spiteful slaves think they can get away with it.

A few creatures, however, have been created by the god as special servants.

Fleshhounds

These vile beings look like dogs that have been skinned alive but have six legs. The hounds are usually let lose by the Hexagon to indiscriminately slay being on the prime material, until they are sent back to skull fortress of their master.

Hex Spiders

These foul demons look like humanoid spiders. They wield powerful flails in each of their six hands and are often sent to support warrior-priests in promising battles.