

CULT OF SOBEK

INTRODUCTION

Welcome to the Mystery Cults series for the Amazons Vs Valkyries adventure setting. The religious cults presented here are just a few of the hundreds that exist in this setting. Some are dedicated to chthonic gods that are almost forgotten, while others worship new deities, such as Alexander the Great. These cults are most common in Greece and the Greek colonies, but also exist in Egypt, Persia, Rome, and Carthage. Even in less civilized lands druids, witch doctors, and other religious leaders join together, keep secrets, pursue common goals, and organize themselves in a hierarchy.



MYSTERY CULTS

Mystery cults are secret societies that exist within religious institutions. Like other secret societies, their existence is well known, but their rituals, lore, and objectives are concealed. Only the initiated are allowed access to these secrets.

Levels of Initiation. Cult membership is divided into a hierarchy of at least twenty degrees or ranks. Some cults have more than sixty ranks. Only the high priestess (or priest) is privy to all the cult's secrets.

Exclusivity. None of these cults require their members to disavow or deny other deities and cults. In fact, many people are simultaneously members of multiple cults.

Cult Secrets. Only the initiated know the true name of the cult's deity, and they are forbidden to speak it to anyone outside the cult. At each level of initiation, a different true name is revealed to the member with only the high priestess knowing the actual true name of the deity. Mystery cults also harbor many other secrets and esoteric lore. Some examples are listed on the table below.

D20	Secret Lore
1	Facts about mythical events
2	Location of an entrance to the Underworld
3	Location of a gate to another dimension
4	Location of a prison holding a demon or deity
5	Formula for creating magical items
6	Rare spells
7	Facts about other planes in the multiverse
8	Facts about a mythical beast
9	Facts about distant lands
10	The true ambitions of a major political figure
11	Archaic or extinct language(s)
12	Secret of navigating the tunnels of Europa
13	Lore of a lost or forgotten civilization
14	Location of a legendary magic item
15	Clues or answer to a puzzle or riddle
16	Location of a sacred site
17	Lore about a humanoid or monstrous race
18	Lore of a lost, magic-like technology
19	Location of a magical island
20	Lore about the Amazons Vs Valkyries conflict

Initiation Fees. Although membership in most cults is open to everyone, initiation rites have fees. These fees offset the cost of the ritual and help support the temple and its ambitions. The amount of the fee increases with each degree and depends on many factors, including how much the applicant can afford and how much the cult leaders desire the new member.



Initiation Times. Most cults conduct initiations once per year. Common dates include the first full Moon after the Winter Solstice, the Spring Equinox, and the Summer Solstice. The initiation process usually involves preliminary ritual purification, eating sacred foods, and confessing of wrong doing. This takes at least three days and sometimes up to two weeks. The actual ceremony begins at sundown and continues until sunrise. During the ritual, the initiates consume psychoactive substances and venture into a deep cavern where they have unnerving encounters with deities and demons.

Membership Advantage. Besides access to secret lore and powerful associates, being a cult member has other perks. Membership can mean that your business wins a lucrative contract from a trade guild or local magistrate. It could mean that your child is educated by an expensive Greek tutor, or your competitor suffers a tragic setback.

Leadership and Members. Cult hierarchies are separate from temple priesthoods. While most leadership positions within the cults are occupied by priestesses (or priests), not all temple priestesses are members of the mystery cult. Likewise, most cult members are not priestesses or employed by the temple; they are private citizens, lawyers, merchants, stage actors, lords, scribes, and princesses.



THE CULT OF SOBEK

Domains: Fertility, Home, Hunt, Nature, Sea, Tempest, War

Location: Egypt, Kush

Cult Secrets: Martial training, Fecundity, Crocodile breeding, and Sobek's ambition

Sobek is a crocodile god associated with the Nile River, in Egypt. Son of Set and Neith, his ferocity is so intense he has long been a patron of the Egyptian Military. His protective nature also made him the Pharaoh's defender. Sobek is also a fertility god due to his association with the Nile. He is known for his strong will. Sobek takes what he desires and brings them to a place that he fancies.

A deity of many titles and concepts, perhaps the most important is "Lord of Waters," for he rose from the primeval waters called the Nun, and from it, the Nile was born. Some even said it was from the eggs laid by Sobek around the Nun that gave life to the world.

Don't mistake his martial prowess and creation myth for discipline or nurture, Sobek's personality is one of ferocity, animalistic aggression, and territoriality. It is the nature of the Crocodile to protect its river and to take what it wants when it wants. It just happens that 'the river' for Sobek is closely associated with Egyptian fecundity and leadership. Some Epiteths that better capture Sobek's true nature is "he who eats while he also mates" and "Pointed Teeth."

Naturally, his cult is focused on the crocodile concept itself. Breeding, sacrificing, and mummifying the animals are constant chores. Sobek's darker ambitions are hinted at in the epithet "He who takes what he wants when he fancies it." Some followers give in to Sobek's malevolent plans, sacrificing everything to make their god's will a reality. Others respect Sobek's more nurturing traits and see his gluttony and greed as the whims of an animal, not to be truly emulated. This dichotomy in devotional fervor has created a schism between factions of Sobek's cult.

THE TEMPLES

Every town along the Nile has a temple to Sobek. His cult is concentrated in the Faiyum Oasis, a marshy district of middle Egypt. He is the patron deity of that district's capital city, Crocodilopolis.

Here, mummified crocodiles are displayed in ceremonies that tie the earthly creatures to the divinity of Sobek. Crocodiles are bred and raised in these temples and the new hatchlings can be seen being carried on the backs of their parent, a natural symbol of fecundity that surrounds the priests at their ceremonies.

Terror in the Faiyum. Sobek's cult has turned the Faiyum into a totalitarian theocracy that terrorizes its citizens. They constantly arrest people and sacrifice them to Sobek, increasing his power and enabling his ambitions.

Hawara Labyrinth. An ancient mortuary and temple complex stands near the Black Pyramid at the entrance of the Faiyum. This massive, windowless building has two floors, one above ground and one below. Countless embalming chambers, sanctuaries, memorial halls, and galleries decorated with grotesque and nightmarish sculptures fill the top level. The subterranean level is a vast network of crypts, catacombs, and tombs containing tens of thousands of human and crocodile mummies.

CROCODILE HELMETS

A barren woman who wishes to conceive a child can visit a temple of Sobek on a night of the full moon. If she does, a man wearing a crocodile helmet will provide her with a seed so powerful, she will produce twins. One is a crocodile hatchling, the other a person. The only thing asked in return is for that woman to bow to Sobek's ambition and the path 'which he fancies'.

Some crocodile helmets are magical and are known among the faithful as [Sobek's Helmets](#), since they are believed to be true images of the deity.

INITIATION

Initiations are held at the "Appearance of Sobek" rituals and the temple is quite strict about this rule. They will educate and train possible candidates all year, but it is only at the ceremony of mummification that new members are fully acknowledged into the faith.

FESTIVALS

The Appearance of Sobek. At the beginning of the Egyptian Month of Thoth, (August 1, Julian Calendar) a mummification ritual of the dying Crocodiles of the temple is open for the public to offer them prayers and tribute. The blessing of Sobek provides fecundity for those who attend. The adult crocodiles parade with their hatchlings proudly displayed on their backs.

Procession Towards Neith. Held every September, a procession from Sobek temples pilgrimage to nearby Neith temples, with the famous Crocodile Helmet priests leading the procession. Once they arrive, a ceremony is held to mark Sobek's tribute to his mother, Neith.

Feast of Sobek. In early November, a great fest is held honoring Sobek. It is expected that guests bring tributes to the crocodiles that live in the temples where this feast is held.

Full Moon Feast of Sobek. Held around June, this feast is very similar to the Feast of Sobek, however, it is only held at the first Full Moon of the month. Attending priests with Crocodile Helmets tell tales of fecundity and invite anyone seeking the blessings of fertility to visit the temple at night.



OATH OF TAKING

Under each Crocodile Helmet lies a warrior that is devoted not just to a god, but an entire way of existing. They too must embody 'He who takes what he wants, when he fancies it. They do not ask for Sobek's blessing, they take it. And to do so, they must venture deep into the temple on a night of full moon and demand the favor. If a crocodile emerges from the shadows, the initiate must kill it, taking from Sobek's image and adding to their own. And they best embody that image, lest they face the wrath of a god who has no patience for the meek. The art of 'taking' is one passed down, emulated by watching closely the elder crocodile lords, learning from their actions the Way of Taking. A priest will often recite feats of the crocodile lords of the past to inspire the initiates to challenge the crocodiles when they feel the time is right.

TENETS OF SOBEK

Ambitious champions dare to take the Oath themselves when they think they have learned it through observing elder champions. They mimic the elder's animalistic mannerisms, muttering secret phrases and prayers under their breath. If they are right, they join the ranks of Sobek's elite champions after bringing the leather of a crocodile they defeated in single combat. From it, their helmet will be fashioned by one of the temple's priests. If they mutter it wrong, yet still prove their might, they might be invited to go on expeditions with their seniors, learn about it in the act of doing. Otherwise, they are seen as an imposter, barred from the temple grounds forevermore.

The Way of Taking has the following dogmas:

Take What You Want. Those who hesitate are not true champions of Sobek, for they must indulge their whims with no respect to the claims of others.

Nurture the World. Everything is yours for the taking, so make sure everything is been taken care of properly.

Fight Like a Crocodile. Be territorial, fierce, intense, and above all – violent.



Destroy Those Who Oppose You. If someone gets in your way to what you wish to take, they must die.

Seek Self-indulgence. The Nile may provide for all, alas you see yourself as the number one cause.

CHANNEL DIVINITY

When you mutter this oath under your breath at 3rd level, you gain the following two Channel Divinity options:

Imposing Will. As an action, you can imbue one weapon that you are holding with pure selfishness and malice, using your Channel Divinity. For 1 minute, you add your Charisma modifier to damage rolls made with that weapon. The weapon also sprouts crocodile teeth around its span. If the weapon is not already magical, it becomes magical for the duration.

You can end this effect on your turn as part of any other action. If you are no longer holding or carrying this weapon, or if you fall unconscious, this effect ends.

Cut-and-Take. As an action, you may declare your wish to take the life of a target and then execute an attack with a weapon against said target. If they reach 0 hit points or if they die due to this attack, you reach into your foe and take a piece of their flesh, healing a number of your hit points equal to your Charisma modifier (with a minimum of +1).

OATH SPELLS

You gain oath spells at the paladin levels listed.

Paladin Level	Spells
3 rd	Hunter's mark , day's catch
5 th	Animal messenger *, barkskin
9 th	Fear , conjure animals *
13 th	Polymorph ***, control water
17 th	Conjure elemental ***, awaken *

- *Reptilians only
- **Crocodiles only
- ***Only water elementals

AURA OF THE NILE

Beginning at the 7th level you may spend an Action to begin radiating a ghostly aura that takes the form of the rapids from a mighty river, not unlike the Nile. This Aura extends 10 feet from you in every direction, but not through the total cover. It continues until you end it with a bonus action or you are incapacitated. Any unwilling creature caught in the Aura at the end of their turn must make a Strength saving throw or be swept up with ghostly water. They are dragged towards you, ending 5 feet away from you in a position you designate.

At 18th level, the range of this aura extends to 30 feet.

ANIMALISTIC RALLY

At 15th level, you may spend a bonus action to gain temporary hit points equal to your Constitution + Charisma modifier. You can repeat this bonus action a number of times equal to your Charisma modifier. You regain the uses for Animalistic Rally after a short rest.

AVATAR OF THE CROCODILE

At 20th level you can become the Avatar of Sobek, imbued with horrible ambition and with superhuman prowess. Using an Action, your body twists and becomes a crocodile-humanoid hybrid. You gain the following benefits for 1 minute:

Worrying Bite. If you have a creature grappled in your bite, you can use your bonus action to gnaw and tear at the creature, inflicting another 1d8 + your Strength modifier in piercing damage.

From the River. You have a swimming speed equal to your walking speed.

Natural Weapons. You gain claws and fangs which you can use as simple melee weapons.

Bite. Your bite inflicts 1d8 + your Strength modifier in piercing damage, and the target is grappled. Until this grapple ends, the target is restrained and you cannot bite another target.

Natural Armor. Your skin becomes thick and scaly. Your base Armor Class is 12.

Extra Attack. When you take the Attack action, you can attack three times, one bite and two weapon attacks.

Once you use this feature, you can't use it again until you finish a long rest



DAY'S CATCH

1st-level conjuration

Casting Time: 1 action

Range: Touch

Components: V, S, M (a fishhook and some fishing line)

Duration: Instantaneous

Up to five small fish appear hanging from the fishing line in your hand and are infused with magic for the duration. A creature can use its action to eat one fish. Eating a fish restores 1d4 hit points, and the fish provides enough nourishment to sustain a creature for one day.

The fish lose their potency if they have not been consumed within 24 hours of the casting of this spell.

SOBEK'S HELMET

Wondrous Item, Very Rare, Requires Attunement by a Paladin

Very few of these helmets that are an actual image of Sobek's head still exist, and they are often found deep into the vaults of Sobek's temples. While wearing the helmet, you gain the following benefits:

- You have resistance to cold damage.
- You can hold your breath for 30 minutes.
- You can use an action to cast the [water walk](#) spell. The spell can imbue its powers to up to 20 creatures. Once used, this property of the helmet can't be used again until the next dawn.
- You can use an action to cast the [dominate beast](#) spell (DC 13). The spell can only target crocodiles, and lasts 8 hours. Once used, this property of the Helmet can't be used again until the next dawn.



GIANT CROCODILE MUMMY

Huge undead, unaligned

Armor Class 15 (natural armor)

Hit Points 119 (14d8 +56)

Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	9 (-1)	19 (+4)	2 (-4)	10 (+0)	7 (-2)

Skills [Stealth](#) +5

Damage Vulnerabilities fire

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities necrotic, poison
Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages –

Challenge 7 (2,900 XP)

ACTIONS

Multiattack: The crocodile mummy makes two attacks: one with its rotting bite and one with its rotting tail. It can also use one of its attacks to use its Dreadful Glare.

Dreadful Glare: The crocodile mummy targets one creature it can see within 60 feet of it. If the target can see the mummy, it must succeed on a DC 11 Wisdom saving throw against this magic or become frightened until the end of the mummy's next turn. If the target fails the saving throw by 5 or more, it is also paralyzed for the same duration. A target that succeeds on the saving throw is immune to the Dreadful Glare of all crocodile mummies (but not crocodile mummy lords) for the next 24 hours.

Rotting Bite: Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 22 (3d10 + 6) piercing damage plus 10 (3d6) necrotic damage, and the target is [grappled](#) (escape DC 16). Until this grapple ends, the target is [restrained](#), and the crocodile mummy can't bite another target. If the target is a creature, it must succeed on a DC 15 [Constitution](#) saving throw or be cursed with mummy rot. The cursed target can't regain hit points, and its hit point maximum decreases by 10 (3d6) for every 24 hours that elapse. If the curse reduces the target's hit point maximum to 0, the target dies, and its body turns to dust. The curse lasts until removed by the *remove curse* spell or other magic.

Rotting Tail: Melee Weapon Attack: +9 to hit, reach 10 ft., one target not [grappled](#) by the crocodile mummy. Hit: 15 (2d8 + 6) bludgeoning damage plus 10 (3d6) necrotic damage. If the target is a creature, it must succeed on a DC 17 [Strength](#) saving throw or be knocked prone. If the target is a creature, it must succeed on a DC 15 [Constitution](#) saving throw or be cursed with mummy rot. The cursed target can't regain hit points, and its hit point maximum decreases by 10 (3d6) for every 24 hours that elapse. If the curse reduces the target's hit point maximum to 0, the target dies, and its body turns to dust. The curse lasts until removed by the *remove curse* spell or other magic.

ABOUT

Wandering mummified crocodiles roam the lower reaches of the [Labyrinth's](#) catacombs. The largest of these creatures remain in the deepest recesses of the crypts, possibly protecting something.

CREDITS

Writing. Arthur Seixas De Martino

Editing. L.J. Ogre

Art. Bradley K McDevitt, Matt Morrow, Brett Neufeld, Dean Spencer

Some Graphic Elements. Lord Zsezse Works

For news and updates visit: Bloodstone-Press.com

Join our Patreon and get this and tons of other content for **free!**

This document is a work of fiction. Any similarities to any actual persons, living or dead, is purely coincidental.

COPYRIGHTS AND TRADEMARKS

"Bloodstone Press," and the Bloodstone Press logo are trademarks owned by Bloodstone Press. This material is protected under the copyright laws of the United States of America (copyright 2021). Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Bloodstone Press.

The watermarked page background is owned by Lord Zsezse Works and used in accordance with their license.

DESIGNATION OF PRODUCT IDENTITY

The following items are hereby designated as Product Identity in accordance with Section 1(e) of the Open Game License, version 1.0a: All Bloodstone Press logos and identifying marks and trade dress, such as all Bloodstone Press product and product line names including but not limited to 1948, Amazons Vs Valkyries, Beyond the Veil, The Shadelands, Primal Legends, M.E.T.A. Force, Telestic Engine, Ashes of Lemuria, and The Thaumaturgic Codex; any specific characters, monsters, creatures, and places; capitalized names of characters and places, objects, characters, creatures, geographic locations, and organizations; any and all stories, storylines, histories, plots, thematic elements, and dialogue; and all artwork, symbols, designs, depictions, illustrations, maps, and cartography, likenesses, logos, or graphic designs, except such elements that already appear in final or draft versions of the System Reference Document or as Open Game Content below and are already open by virtue of appearing there. The above Product Identity is not Open Game Content.

DESIGNATION OF OPEN GAME CONTENT

Subject to the Product Identity designation above, the following portions of Mystery Cults: Sobek are designated as Open Game Content: the game mechanics of the Oath, the Helmet and anything else contained herein which is already Open Game Content by virtue of appearing in the System Reference Document or some other Open Game Content source.

OPEN GAME LICENSE VERSION 1.0A

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document. Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Mystery Cults: Sobek, Copyright 2021, Bloodstone Press