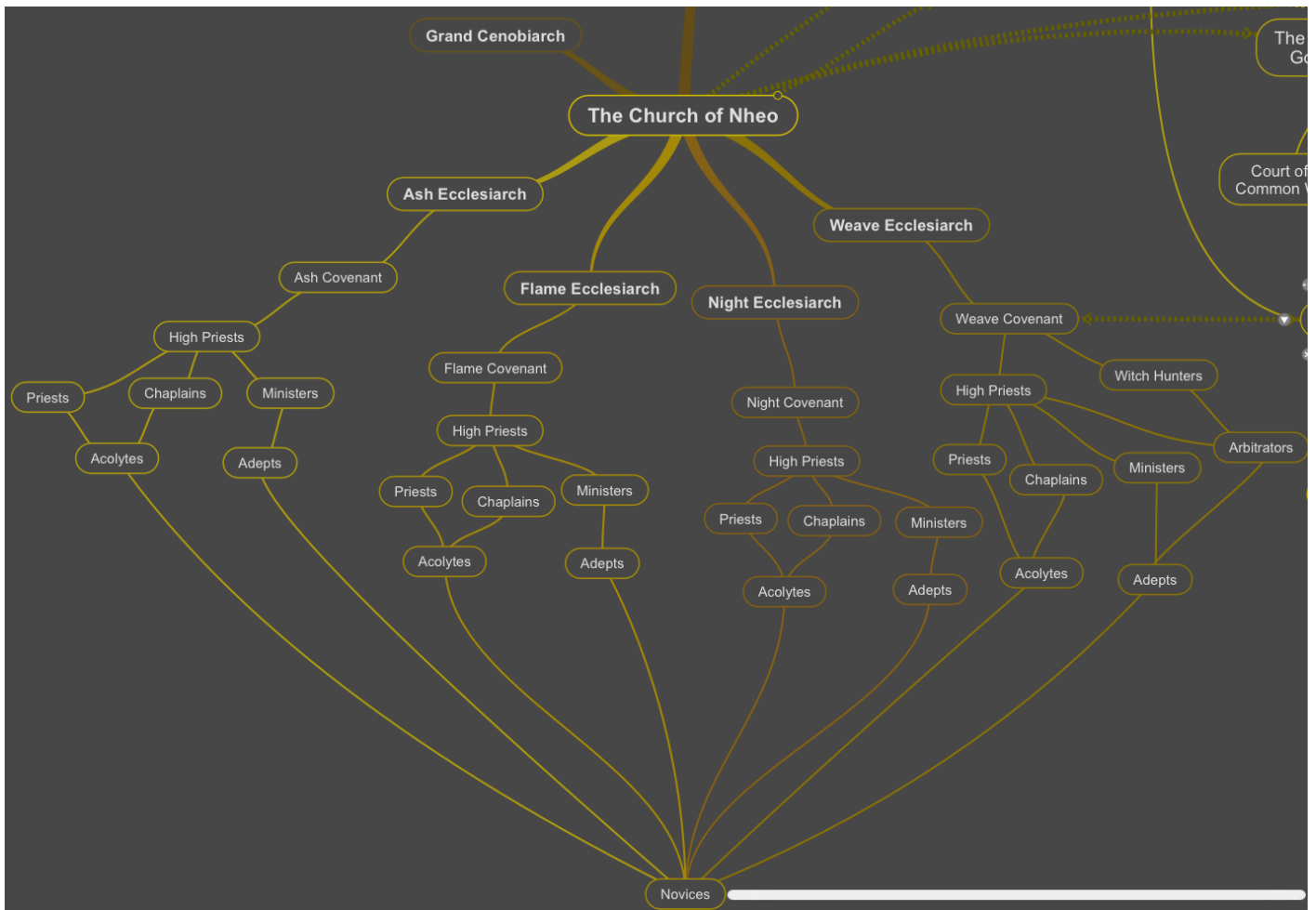


Lhakhik Ethnic Group

- [Haghethik Religion](#)
- [The Witch Hunters](#)
- [The Overseers](#)
- [The Seneschalite](#)
- [The Knights of Dimir](#)
- [The Ehlíath City Watch](#)

Haghethik Religion



(Note: not pictured is the Voice of Nheo, the religious advisor in the Royal Court)

Also Known As:

- The Haghethik Order/Church
- The Cult of [Nheo](#)
- The Church/Cult of the Dead God

Roles:

- The Ecclesiarchs sit at the head of their Covenants; decisions that require consensus within the Church are made by a council of all four Ecclesiarchs and the Grand Cenobiarch, who's domain is Tarengbeth.
- Head Priests (sometimes called Cenobiarchs) run a cluster of religious sites or larger congregations; some may serve as the religious authority for entire small towns.
- Priests may run a single church or act as part of a church's workforce, filling a number of miscellaneous results. Chaplains hold the same hierarchical rank, but focus on conducting rituals, celebrations, holidays, and other events of religious significance. Ministers, once again of roughly

equivalent rank, are instead focused on record keeping, literature, and administration; they also tend to be on the front lines of financial matters and recruitment.

- Acolytes act as assistance to Priests and Chaplains; Adepts fill the same role for Ministers.

- Novices constitute the lowest rung of the hierarchy, and fill the roles of laborers and menials during these early stages of their religious education. Novices pledge themselves to a specific Covenant upon graduating to Acolytes or Adepts.

- The Weave Covenant has a similar structure to the rest of the church, but are different enough in task to constitute alternate designations; Novices that enter the Weave Covenant become Adepts, and act as assistant workers to Arbitrators, who hold a similar position of power to Priests (though may be deferred to by these peers in moments of crisis).

- Arbitrators act as special security and policing forces for crimes against morality and the church. They may also act as liaisons to Witch Hunters.

- Witch Hunters are a special class of arbitrating priests that specialize in supernatural threats. Technically their position falls somewhere between priest and high priest, but their arrival on any scene typically results in them assuming command of the situation.

The Witch Hunters

The Overseers

The Seneschalite

The Knights of Dimir

The Ehlíath City Watch