
1.2 A Player's Guide to Twylos

c. 1000: Origins of the Church of Ixus. Possible inhabitation of Voon.
822: Caradoc appears in Unsbrecht, announcing himself as the Antiarch of Aguierre.
820-800: Purge of the Antiarch.
800: Death of Caradoc in the Zhellve. Caradoc's Lieutenants scatter; swords of the Antiarch lost.
776: The Arcanum closes.
700: St. Agatha and the Thainists of Murdyne become the first Handmaidens of Zhol.
698: Maids' Misery at Vesbridge.
504: Anduran Maxillian and followers break from the Church of Ixus to found the Order of Ixian.

Second Era

0: Beginnings of Sathar recorded history. Exile of Great House Tharach from Irendor.
0-200: The Fall of Irendor. Colonization of Tarach.
50-217: The "Spice Days" of Piedmont.
101-102: Nilsovehn between Zouthan and Khallass.
213: Death of the last Emperor, Illyrian Valstach VIII.
231: The Vehrlands War begins when the dragon-kings of Saethos are slain.
237: Founding of The Aagsreicht. Ascension of the Iron Throne in Irendor/Armech.
300: Handmaidens turn Piedmont into a leper colony.
333: Beginnings of The Traveling Circus of Piedmont.
476: Founding of Luksharrow in Turth.
508: Rhaxen forms. Rogan DuLaine enters the desert.
517: Rogan DuLaine returns to Sun Keep and is destroyed by the Gatesmen.
601: Foundation of Arosquey.
668: Sebastian Mordechs discovers the Morningtide Tombs.
670: Mordechs discovers Tharkenge.
680: Mordechs discovers Gothmenes at Tharkenge.
700: Tarach becomes a nation. Valstedt Slave road forged by the Slavers.
718: Avenaigh constructed.
800-1100: Height of Vasqueray's power under the Sea King legacy.
1200: End of Vasqueray's Sea King dynasty.
1279: Birth of Vladmir Ozmandian. End of Second Era.

Third Era

0: Vehrlend Covenant signed at Llesendor, ending the Vehrlands War.
1: Slavers Guild chooses their Guild symbol, officially becoming the first of the Guilds.
20: Birth of Pavis Vrayne.
23: Lord Ixondr retires to Thorneskeep.
45: Navigators Guild founded.
48: Vladmir Ozmandian publishes [The Histories](#).
50: Vladmir Ozmandian publishes [The Theologies](#).
53: Vladmir Ozmandian dies in Praxis.
77: Pavis Vrayne reorganizes the Museum Scholars.
98: Death of Pavis Vrayne.
103: First and Second Keys of Typhon revealed to Geryon Krassus.
120: Surveyors Guild founded.
133: Ulgan Sceptre takes control of Ullyade.
151: Death of John Ulgan.
160: Kierven Strauze kills the Baron Zostig and re-opens Xociene.
166: Alchemists Guild founded.
170: Kierven Strauze gives Napres to Gauston Vausse. Foundation of the Vausse Academy.
174: The Vausse Academy disappears.
182: The Symestra Gold-Rush.
184: Arosquey closes as storm clouds cover Rheyas.

185: Bienstock Massacre at Tzalvas.
190: Silence of Zostig.
192: Writ of Coins of the Great Guilds.
197: Aramach Vox Thrauxes moves to Napres.
200: Incident at Rhaxen.
203: Asantha Morgaine murdered by loethane the Red-Handed. Fayde Ehling revolts.
205: Founding of The Arcanum in Gyre.
209: Black Rose Rebellion in Tarach; usurpation and coronation of Maraxam Belvaunt.
211: The dragon Strabo destroys Symestra and Lockmere.
213: Present day.

Gods of Twylos

There are several major religions of Twylos:

- the Thainists, revering Kithain and Zhol, the gods of life, fate, and death
- the Duurans, an ancient druidic society worshipping Vorn and Rhiannon/Breyana
- the Ixians, who believe in the self, Ix, as a source of power
- the Knights of Aguierre, paladins in service to the old Empire of Irendor
- the Typhonaes, a new church celebrating the apocalypse
- the Suvan Azure, honoring the old dragon-kings of Saethos

In addition, there are smaller sects and cults that worship several other gods, including Xeres, Timmorn, and the lesser deities of the main theological traditions. Most people in Twylos believe and respect all the gods, regardless of their primary faith, and it is not uncommon to actively participate in the rituals and rites of multiple religions (the Thainists and the Duurans being the most common).

Beginning Faith magic-using characters will usually start as Thainists by default. The Thainists are a relatively benign, innocuous group found everywhere across Twylos. This then allows characters and players new to Twylos to explore the different philosophies and religions of the world, possibly changing faiths (even multiple times) as the character learns more and grows spiritually. There is no game system mechanism for changing a character's faith or religion. This must be handled in-game, usually requiring that the character talk with members of the religion, take new vows, and possibly carry out some task, like performing a ritual, acting in service of the church, or offering a donation.

Kithain

The Thainists: Symbols are the loom, the circle, or a mirror. The Thainists believe that Lady Kithain dictates, or just is, causality; she is a neutral, generally benevolent force in the universe, or nature itself. The Thainists are doubtless Twylos' largest, friendliest, and most popular sect. They are also the most widespread, found almost everywhere in Twylos. Thainists are generally respected and admired, and Thainist churches are havens for the downtrodden, sick, and deranged.

For player characters, beginning Faith and Ritual Magic practitioners (priests and druids) generally begin as Thainists. Dedicated Thainists get a +1 health point modifier to all healing magic. Primary Domain (all Circles available): Benefaction. Secondary Domain (1st-6th Circle available): Revelation. Tertiary Domain (1st-3rd Circle available): Tellurgy.

The Handmaidens: Symbols are the sword of Zhol, a teardrop, a hand, or a circle. Different from the Thainists, the Handmaidens claim to be the brides of Zhol. A small sub-sect, relatively secretive, they are devoted to ending wars and conflicts by violent methods, usually

attempting to massacre both sides until the war has ended. They are fatalistic and somewhat amoral, and believe strongly that those who wield weapons deserve to be slain by them. Female and eunuch clergy only, believing themselves the spiritual children of Kithain and the brides of Zhol. They have in the past strived to destroy the cults of Ixus, Ixian, Mordred, Aguierre, and the Vox Duur. The Handmaidens started officially when in 700 F.E., in the wake of the Antiarch, the clergies of Mordred and Aguierre were warring in the town of Murdyne, and a small group of women (the widows of six slain innocents) rose up to cast out all religious factions, killing a handful of both Orders in the process. They then proceeded to sweep across the Vehrlands, culminating in a bloody event called Maids' Misery, which ended the first series of battles in the Vehrlands War. Handmaidens usually take vows of poverty, giving everything they own save their implements of battle, to their church or to the Thainists.

Handmaidens live and die with their weapons. Damage spells with a range of Touch (e.g., Pain Touch) may be inflicted with a melee weapon used by the Handmaiden. Primary Domains (all Circles available): Benefaction and Damnation.

Zhol

The Order of Zhol: Symbol is the sword of Zhol. Zhol is death to Kithain's life. The Order believes that Kithain and Zhol rule the universe; Kithain weaves the patterns of life while Zhol decides where to cut the threads. While the Order doesn't enjoy the popularity of the Thainists, they are still as widespread and accepted (which is just as much the work of the Thainists as the Order of Zhol). There are believed to be three other deities under Zhol: Nergal, Mordred, and Gayla. Nergal is considered to be Zhol's brother, Mordred (or Morday in Irendi) his son/nephew, and Gayla his daughter/sister/wife.

Priests of Zhol gain a +2 modifier to Mental Resistance checks. Primary Domains (all Circles available): Benefaction and Damnation.

The Church of Nergal: No official symbols, as the Church tends to avoid such trappings. Every bone, grave, and cadaver in Twylos is a symbol of Nergal's presence. Nergal is Zhol's 'brother', appointed by Zhol to govern the underworld. The clergy of Nergal believe it is their job to help sort out and take care of the dead, to properly bury or dispose of them, and in some cases, help the living along. Many members of the Order of Zhol are proper clerics of Nergal, and vice-versa. The same goes for Thainists as well- there are Thainists who can and will recite Nergal/Zhol death rites at funerals, for example. The faiths of Kithain and Zhol are fundamentally connected.

Priests of Nergal gain a +2 modifier to Physical Resistance checks. Primary Domain (all Circles available): Benefaction. Secondary Domain (1st-6th Circle available): Damnation. Tertiary Domain (1st-3rd Circle available): Revelation.

Vorn

The Vox Duur: Symbol is a gnarled elm tree, or a stone square or circle. Usually called 'the Duurans'. The Vox Duur are an ancient earth-cult, the druids of Twylos, and as such the Vox Duur are believed to be the oldest sect on Twylos. However, their faith has evolved considerably since its beginnings. The Vox Duur (a Duuran/Irendi term meaning 'the Voice of the Land') originally paid homage to Vorn, Rhiannon, and Breyana equally, but a split within the cult led some followers to found the Church of Spring, while the others became today's Vox Duur. The Vox Duur, while generally benevolent, are quite closed to outsiders. The original Vox Duur were a blood-cult, and date from at least 2300 F.E. Vorn is the Black Man, Twylos itself, Male to Rhiannon/Breyana's Female. The Vox Duur's status in Twylos is similar

to that of Zhol's- while not appreciated by everyone, almost everyone respects or fears Vorn. The Duurans are found across the planet.

The Vox Duur believe in a doctrine of eternal recurrence, which they call the Voran Cycle. Everything, including Kithain, Zhol, Breyana, and Twylos, are just parts of the same system, which is Vorn. History plays itself out on Twylos in similar patterns time and time again- it is Vorn, unceasingly trying to resolve itself. If there are problems in the cycle, events transpire on Twylos or within Vorn to ultimately take care of the problem. The Duurans are much less deterministic, and thus less passive, than the Thainists. They behave proactively to fulfill Vorn's will. The Duurans suffered a major schism around 200 T.E. Many different factions split off, some joining with the Cult of Winter (which also suffered from the same splintering), some dedicated their lives to the eradication of the Cult. Others set themselves against the Church of Typhon, against specific mage schools, or mages in general. Still others ventured into the cities, or headed off into the deep wilderness to band with the goblins and gnoles. Now, Duurans will war against other Duurans, depending on specific philosophy. Duurans from some of the older sects, upon obtaining 5th Circle, sometimes undergo an elaborate ritual to become Duuran Bloodlords or Bloodmaids. Rarely occurring today, these leaders were usually appointed in times of crisis, to help defend a group of Duurans or exact revenge for heresy.

Duurans gain one extra Ritual Magic spell point per day for each Circle of Ritual Magic they possess. Primary Domain (all Circles available): Tellurgy. Secondary Domain (1st-6th Circle available): Revelation. Tertiary Domain (1st-3rd Circle available): Benefaction.



Rhiannon/Breyana

The Church of Spring: Symbols include flowers, young children and beautiful people everywhere. The Church of Spring and the Vox Duur have as intimate a relationship as the Thainists do with the Church of Zhol. Rhiannon is the ubiquitous goddess of fertility, youth, innocence,

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and rebirth. Thus, Rhiannon maintains a strong following throughout Twylos. The Church of Spring honor Rhiannon as a mother figure, as do the Vox Duur and most of Twylos. They still respect all the other deities, but Rhiannon's gifts to Twylos are the ones that have made life worth living- laughter, youth, love, and joy. The Church of Spring and the Thainists often work and worship together.

Clergy of Rhiannon gain one extra Benefaction spell of 1st Circle per day. Primary Domains (all Circles available): Benefaction and Tellurgy.

The Church of Winter: Symbol is a snowflake or six-branched candelabra. The popular view of the Church of Winter is that it is a demon-worshipping bloodcult (often referred to as the 'Cult' of Winter). Breyana is age and corruption to Rhiannon's innocence; she is vindictiveness and jealousy. In general, the Church is matriarchal; females are priests and males are usually drones or mages. According to the Vox Duur, the Church of Winter pays homage to six demonic kings as well, named Rexor, Moloch, Asmoday, Kala, Bael, and Liira. The relationship between Rhiannon and Breyana is not straightforward. The two deities are thought of as twins, or even two sides of the same divine entity. The Vox Duur respect the power of Breyana, and in their own way, they pay homage to her. Not to glorify her, but to appease her, placate her, and make sure she stays as far away from Twylos as she can. They believe she is the destructive force, counter to Rhiannon's live-giving force. Therefore, many Duurans hate the Church, and hunt members of it down. However, during the Fall of Irendor, other members of the Vox Duur reunited with the Church of Winter; these are generally thought to be the Northern and some of the far Western druids.

Priests of Breyana regularly traffic with demons and other infernal creatures, seeking hidden knowledge from these entities. At any time, a priest may expend a spell of any Circle to gain a bonus equal to 1/2 that Circle to a skill check of any of the following skills: Arcane Knowledge, Dweomercraft, Extra-planar Knowledge, Magic Acuity, or Religious Knowledge. For example, a priestess of Breyana could sacrifice a 5th Circle spell to gain a +3 modifier to an Arcane Knowledge check. Alternatively, a druid may expend two Ritual spell points to confer a +1 modifier to such skill checks, to a maximum of +4 (at the expense of 8 spell points). Primary Domain (all Circles available): Tellurgy. Secondary Domain (1st-6th Circle available): Revelation. Tertiary Domain (1st-3rd Circle available): Damnation.

Ix/Ixus/Ixian

The Church of Ixus: Symbol is a golden, broad-leafed spear, a triangle within a double circle, or flames. Priests of Ixus and Ixian are both called 'Ixians', which occasionally leads to some confusion. Members of the Church believe that there exists some primal divine force, Ix, central to each person. Mortals cannot achieve or know Ix; rather, the best anyone can do is Ixus- a blemished, mortal, and imperfect image of the purity of Ix. The Clergy say that most people deny Ixus, causing it to become a deep rage. It is conscience, fear or courage, intellect, and awe. Clergy members say that it is the responsibility of every man to know Ixus- not by succumbing, but by becoming- the passion at the root of the individual. Sun Keep, the golden citadel of Nycene, is the focal point of Church organization. The historian Ozmandian puts them at about 1000 F.E., beginning with their exile from Irendor to the farthest corner of Twylos, and the Museum Scholars believe that it was this official dating that led the Church to mark him for death. There are lots of old stories and anecdotal reports that have instilled a sense of fear or hatred of the Clergy in commoners. There are reports of psychotic Ixian attacks, and many members are regarded as being extremely humorless, especially about their nomenclature: Ix is unspoken, as it is the unknowable, while Ixus and Ixian are different aspects of the mortal Ix, and Ixian in general loosely refers to members of either organization. Tensions

remain high between members of the Church of Ixus and most other religions, as members of the Church, while accepting of the other deities, tend towards agnosticism or apathy on their behalf. 'Hands' of Ixus are not uncommon- five members of the Church that act as a Church police force. One of these members is called the 'Mouth' (sometimes the 'Thumb' by detractors), and handles negotiations. There is speculation that a third internal group exists within the Church, the 'Eye'. The Church of Ixus regularly comes into conflict with the Church of Typhon, and is prone to infiltration by priests of Xeres.

The Church of Ixus believes that spiritual fulfillment (the "road to Ix") is along paths called 'amanas'. Example are: ax-amana (warriors; literally, the Way of Death), ehrm-amana (scholars, different from the Order of Ixian), gul-amana (business trade), oolm-amana (Way of Xeres), ki-amana (families) and met-amana (art).

Priests of Ixus get a +2 modifier on resistance checks against Hermetic magic and Faith magic of non-Ixian nature. Acquiring Hermetic or Hedge magic nullifies this modifier. Primary Domain (all Circles available): Damnation. Secondary Domain (1st-6th Circle available): Tellurgy. Tertiary Domain (1st-3rd Circle available): Benefaction. Ixians tend to use fire magic. Spells cast by priests of Ixus that directly cause damage may, at the priest's option, inflict fire damage.

The Order of Ixian: No real symbols- although the triangle and an open book are both standard iconography. The Order of Ixian is more esoteric, elitist, and well-mannered than the Church. The Order believes that Ixian is the true wellspring of power and will within individuals. They have said that Ixus, as the Church calls it, is a base lust, ultimately destructive. True good can come only from introspection and the peaceful search for knowledge. Thusly, the Order is smaller and quieter than the Church, but has gained more respect for itself. Founded formally in the year 504 F.E. as expatriates from Nycene when the Church of Ixus first claimed it. They have since been welcomed back. Their leader was Lord Anduran Maxillian, a powerful man responsible for the founding of the old city of Rauthos (upon which the newer city is built) and who was credited with bringing a high quality of education to the Empire of Irendor.

Members of the Order apply a +1 modifier to all Knowledge proficiency checks. Primary Domain (all Circles available): Revelation. Secondary Domain (1st-6th Circle available): Tellurgy. Tertiary Domain (1st-3rd Circle available): Benefaction. Ixians tend to use fire magic. Spells cast by Ixian priests that directly cause damage may, at the priest's option, inflict fire damage.

Aguierre

The High Order of Aguirre: (ag-WHY-er) Symbols are a shining sun, an upraised blade, and a bolt of lightning. Also called by different people at different times, the Children of Dawn and the Protectorate, but generally referred to now as the Paladins or the Knights. Aguirre is also known as the Stormlord or the Paladinson. There are generally two sorts of clergy- priests and knights, who individually often take 'Paladin' as their title. Proud, warlike, and almost as zealous as members of the Church of Ixus, but much more orderly and civilized. The Order, now much smaller than at the peak of the Irendor Empire, sees itself as the champions of Aguirre's Word, the True Law. The Order believes in an absolute truth, absolute justice, that men hope and struggle to aspire to. They therefore tend a bit fanatical, acting more like crusading martyrs than a local police force. Their main temples are found in Armech and Khaedor, and their mother church is at the heart of Unsbrecht Keep, called The Unsgaard. It is here where the Librum Rexus was kept, the holy book of Aguirre that chronicles the events of the Order, specifically the Purge of the Antiarch.

The Purge of the Antiarch was a central historical event in Twylos, occurring between 820-800 F.E. In 825 F.E., a slave by the name of Caradoc escaped from Xendor Hall, and traveled the length of the Curve down to Unsbrecht. Two years later, he was captured by a group of Imperial guards who recognized the brands of slavery upon his back. Accordingly, he was stoned to death in a canyon just outside of town. He then appeared, resurrected, a year later in 822 F.E. to a small band of martyrs, and claimed to be the Antiarch, the savior-avatar of Aguierre.

Originally, about 1300 F.E., the Order of Aguierre was quite popular, when the Empire of Irendor was coming into its own. At the time, the Imperial Church (the Ironguard) revered Aguierre as being the father of the first emperor. However, during the conquest of Irendor and the making of House Valstach, the war with Khaedor, and the taking of Tarach, the Church of Mordred grew increasingly powerful and eclipsed the Order of Aguierre, not only in popular following, but in Imperial favor. The Antiarch claimed to have journeyed through the Underworld, where he was dragged before Nergal, who intended to just cast him into a Realm of Perjury. However, in the Darklands, Caradoc proved himself by taking the place of a young girl who had been wrongly cast into the Realm of Grave Penitence. (As an aside, although the Church of Zhol usually does not discuss the nature of the Underworld, the Order of Aguierre divides it up into separate Realms. Furthermore, these writings imply that Nergal made a mistake in deciding which of The Host, the term that the Order uses for the collective dead within the Underworld, should be cast into what Realm; a mistake that was then rectified by Aguierre.) Aguierre then chose Caradoc to ascend back from the Underworld, and take up his standard, and lead the so-called "Purge" of the Antiarch. For the next five years or so, Caradoc and his army (numbering 413, including Caradoc himself) set about destroying the Church of Mordred. When Caradoc was finally slain, in the Gray Hills on the final day of 800 F.E., only one temple of Mordred stood (a small chapel in Blüdszech) in all of Twylos. The Order of Aguierre then set about rebuilding itself.

A popular Order legend has it that his closest lieutenants wielded weapons of great power, the Seven Swords of the Antiarch: the Dravan Tzoul (the Widomaker), Gallenstein, Anvullier (the Dayblade), Vyrghanos Pyraday (the Flametongue), Axan Morn (Mageslayer), Balron Deathblade, and Genes Krystochs (the Wyrmtongue). There are reports that several of these swords have recently been recovered; sadly, none by the Order of Aguierre itself. The Knights fell from grace when the Empire of Irendor collapsed, and it is believed that this is something that some of their own clergy brought about. Some of the Order more recently have joined with the Ixians in the South.

The Paladins are highly trained in martial combat. Members of the Knights of Aguierre gain a +1 adjustment to their Armor Use grade (if none taken, treat as Armor Use I). Primary Domain (all Circles available): Benefaction. Secondary Domain (1st-6th Circle available): Damnation. Tertiary Domain (1st-3rd Circle available): Revelation.

Tamara

The Church of Silence: A dead religion. Tamara was the Irendi version of the name; the more common version was Timmorn. Also called the Queen of Tears or the Queen of Mists. Used to be a strange, quiet sect. Most priests were believed to operate independently. Members used to congregate at Timmorn's Well in the Zhellve, which was thought to be oracular. Church activity died down at the end of the last Vehrlands War. The only remaining aspect of this faith is a rather grim children's story, "Tamara and the Apple Tree", about a blind boy upon whom Tamara grants the gift of sight. Believed to be a metaphor for the Church's belief that when mortals were first created by the gods, they were stupid and happy. Tamara took pity on them,

and gave them the gift of intelligence, but with this gift came pain and suffering.

There are no longer any priests of Tamara. When they existed, priests of the Church of Silence gained an extra Revelation Domain spell per Circle each day. Primary Domain (all Circles available): Revelation. Secondary Domain (1st-6th Circle available): Tellurgy. Tertiary Domain (1st-3rd Circle available): Benefaction.

Xeres

The Mouth of Xeres: (ZAIR-ees) Symbols vary widely, but are usually somewhat bizarre; mouths are about as common as any other depiction. "The Mouth of Xeres" is nothing but a very informal group of clerics who have been 'touched' by Xeres. As such, everything from catatonic hermits to an infamous high priest of Ixus (Rogan DuLaine) qualify. Xeres is the god of insanity, madness, humor, disease, hopelessness, and so on- chaos with an absurdist bent. The Church of Ixus is extremely humorless about priests of Xeres and consider them to be among Twylos' worst cancers. Priests range from jovial pranksters to psychotic madmen.

Mouths of Xeres act as priests of any religion. Sometimes they are in disguise, sometimes they truly believe themselves as such (or previously were priests of other sects). Thus they may take on any benefit and Faith spell domains of any one other religion.

Typhon

The Church of Typhon: (TIE-fon) The infamous new church of Twylos' Third Era. Symbol is an eight-spoked wheel, the Table of Typhon. While all other religions of Twylos stretch back into the First Era, the Church of Typhon was founded at the start of the Third Era. The Church believes that Typhon is The End- the destructive force that is destined to devour the universe. A popular image is Typhon sitting down at his table with the other gods of Twylos and dining upon them, before eating the world. Church icons seem to be appropriated from the Duurans, ranging from beautiful depictions of children and spring scenes, to grotesque gargoyles and demons. For this reason, there is much confusion as to the relation between the Duurans, the Cult of Winter, and the Typhonae. The Church holds decadent "Feasts of Typhon", celebrations symbolic of Typhon's own feast; they are hedonistic and sometimes orgiastic, and usually have quite a turnout. Through these feasts, the Typhonae recruit followers and benefactors. According to the Church, Typhon has five faces, or 'keys'- stages he will take before his feast. Church history says that the first key was revealed to Geryon Krassus, a little-known poet who hung out with the Oberton Table, a misfit artist colony popular in Oberton. Opinions vary on the second keys and higher.

The Church of Typhon is based in Gyre and has other churches all throughout Twylos. Clergy often try to aid Thainists as well as members of all other religions take care of the sick and needy. Other religions are skeptical (Thainist, Church of Zhol, Church of Spring) or downright hostile (Ixians, Church of Winter, Duurans), of the Typhonae's intent. For being the most hated religion, however, they do very well for themselves, thanks to wealthy patrons and the fighting between all the other religions.

Priests of Typhon, the 'Typhonae', are skilled at summoning demons and other beasts, preferring to stay out of combat themselves. All summoning spells (of the Summoning School, or with the word 'Summoning' in the title) are treated as one Circle lower than normal, for every form of magic. Primary Domain (all Circles available): Revelation. Secondary Domain (1st-6th Circle available): Tellurgy. Tertiary Domain (1st-3rd Circle available): Benefaction.

The Sathar Gods

The reptilians of Saethos have extensive dealings with the humans of Gossar and Vussar, and Sathar traders can be seen, although infrequently, throughout western and southern Twylos. Aside from their mercantile activity (mostly trading metals, stones, spices, and animal skins from the desert), though, the Sathar seem highly xenophobic and keep to themselves. While they acknowledge Kithain and the other churches of Twylos, they have two religious sects of their own. One appears to be overwhelmingly popular, the Suvan Azule dragon cult, while the other only has a few followers, and seems reviled even among the Sathar.

The Suvan Azule: (soo-VAAN az-ZOOL) The main religion of the Sathar, also called (in Vussan) the Cult of the Serpent. Honors three great wyrms that supposedly live in the deep Saethan desert. Foremost among them, at Syeth, is Ayrrhannos Izain, the Dragon-King. There were two other great dragon kings, but as legend has it, they were slain by humans, precipitating the Second Vehrlands War and ending in the fall of the Sathar Empire, from which the reptilians never really recovered.

The Suvan Azule are tested with a series of ancient rites. Those priests who survive these ordeals, named for holy sites of Saethos (the Test of Vhog, of Vyuss, and of Stalos), become part of the Inner Circle of Sathar clerics. These priests gain a +2 modifier to Physical Resistance checks, and one extra health point upon acquiring each new Circle of spellcasting ability. For example, a 4th Circle Suvan priest has 4 additional health points. Primary Domain (all Circles available): Tellurgy. Secondary Domain (1st-6th Circle available): Damnation. Tertiary Domain (1st-3rd Circle available): Benefaction.

The Teavvites: (TOE-vites) Members of this apocalyptic, insect-god worshipping cult are also called the Spawn of K'Teauva. Their symbol is the Old Saethan character for change, which is an egg-shaped rune with two horizontal lines trisecting it. At Vhog is an enormous underground reservoir, which is the breeding grounds for huge insects, arachnids, and bugs of all kinds. Deep within the catacombs is a giant cocoon, 100 feet in length, that has been there since Sathar recorded history. Inside, claim the Teavvites, is K'Teuva, the Sleeping Goddess, soon to awaken and devour the world in her ravenous hunger. Not too popular; the cult has at most one thousand followers, generally found only in the deep desert and dark city cellars of Saethos.

The Spawn of K'Teauva have learned to conceal themselves, gaining a +3 modifier to Stealth checks. Primary Domains (all Circles available): Damnation and Tellurgy.

Guilds of Twylos

While there are many organizations across Twylos that call themselves guilds, there are really just four groups that are considered 'true' Guilds. Each of these four Guilds, described below, is an international group designed around some capitalistic venture, and each has a similar internal structure: there are Novices, Apprentices, Journeymen, and Masters. Guilds are centered around Guildhouses in particular cities- each Guildhouse has one Guildmaster, and each Guild has one home city, whose Guildmaster is the head of the entire Guild. Guildmasters generally stay at the Guildhouse, except in case of emergency or for semi-regular international conferences. Novices are the initiates into these groups, generally young men and women who also stay within the Guildhouse, where they perform clerical and menial tasks while they are instructed in Guild business in addition to acquiring a somewhat liberal education in history, politics, and a bit of science and art.

The Apprentices and Journeymen (title used regardless of male or female sex) do most of the legwork of the Guilds. Usually, groups of Apprentices are managed by one Journeyman. Novices graduate to Apprentices after a term of one to five years. Apprenticeship usually lasts a similar period, but in some instances is life-long. Successful and industrious Apprentices can become Journeymen. The rare Journeyman qualifies to become a Master; this is usually by appointment upon retirement of the previous Master of a particular Guildhouse. The largest cities may have more than one Guildhouse, but this is uncommon. The Guilds' success as international trading groups and bankers was initially built on a variety of older institutions dating from the Irendi Empire and its ties to Western, Eastern, and Southern colonies. The Guilds came into world dominance, however, with their united efforts to map the globe. It was the combined funds of the first three Guilds (the Navigators, Slavers, and Surveyors) that originally funded Marachs Von Ehling's World-Scope magicks, which helped found the Vausse Academy, but led to production of the first accurate (magically-created) map of the entirety of Twylos. The Guilds possessed this as a deep secret for many years, but gradually, their maps were leaked, and for a while it was common for the wealthier and more-educated of Twylos to display a map in the home or office.

In 192 T.E., the "Writ of Coins" was signed into place in Gyre. Essentially, this unified all the Guilds, allowing them (in theory, at least) to share Guildhalls, supplies, money, and most importantly, shipping and manpower. Although the Ulgan Sceptre has been openly hostile to the Guilds in the past, they have seen the value in a unified currency, which was also agreed upon the Writ's signing. While the Sceptre no longer attacks ships in Drohkan waters, they have stiff tariffs on Guild shipping in and out of Selhark, and unofficial piracy on both sides is still not uncommon.

Player characters wanting to join a Guild will find it difficult, time-consuming, and expensive. This is basically the same as going back to school. Admission fees to Guilds vary, but are usually between 50 and 5000 silver royals, for room, board, and education of the new Novice. Also, Novices are usually kept at the Guildhouse they have joined for a period of several years, which precludes adventuring.

The Guilds are best used as a source of- and resource for- NPCs. However, a campaign could begin with the characters already as Apprentices, under the guidance of an NPC Journeyman who would serve as their guide and friend to the new adventures. Also, while it happens rarely, the Guilds award honorary status to certain individuals (usually with the title of 'Associate' or 'Honorary', which grants the same status as an Apprentice). These people often have been frequent and important contributors to the efforts of the different Guilds, as the Guilds many times make use of non-Guildsmen for some of their unusual needs or emergencies.

The Alchemists



Symbol is a simple beaker. Newest of the Guilds, the Alchemists are essentially well-organized Hedge Mages. Due to their efforts and the valuable services they provide, they are the second-most powerful, wealthy, and connected of the Guilds, just behind the Slavers. The Alchemists have a rather complex hierarchy and educational system, centered around three internal symbols: the Organon (epistemology and scientific philosophy, or the general system for scientific discovery and knowledge acquisition, represented as an eye), the Pharmacopoeia (the scientific literature or set of collected knowledge, represented as a book), and the Alembic (the technologies, physical devices, procedures, and methods, represented as a distiller). The Alchemists are based out of Gyre. They often pay well for rare herbs and components, will readily buy magical items,