

## THE UNDERGROUND SANCTUARY

From the huddled masses of the scavenger land's cities rise the Illuminated of the Underground Sanctuary. These heroes are brought up with the people, witnessing firsthand the horrors that the current rulers of creation have wrought upon its inhabitants. Confronted with the harsh realities of creation's lowest these street messiahs and social deviants grow intoxicated with the heady spice of revolution.

Joseph one shoe teaches the Sanctuary's solars that they are hunted beings, sent to creation to overturn the corrupt governments of the dragonblooded, establishing a new order of mortal leadership where in every member of the community has equal say. How this is to happen is unclear, as only the illuminated can come up with such a system. Democracy, community, anarchy, all these ideas are floated as equally possible, but one thing is certain, if the realm does not fall none will have a chance at success.

Deep in the underbelly of Nexus, beneath a labyrinth of sewers and beyond a sea of garbage and vagrants, lays the Underground Sanctuary. Accessable only through a door in the ancient servers, one must use magic to enter the spirit sanctum of the Sewer Lord to find the Underground Sanctuary. Resembling a Hacienda the Sanctuary is the home of the Sewer Lord and his wife, The goddess of strays, and their many children. Here Joseph one shoe humbles and teaches his solar students that they are no greater than the lowest of the people they are to serve.

## THE SCHOOL OF REVOLUTION

Like Maduka Shin and Venerable silk Joseph one shoe required a place to train his solar students, however unlike his sidereal compatriots he did not seek out a place grandiose or strategic, instead he sought out a place to force solars to humble themselves before even coming to its gates. One must crawl through literal shit to even begin the journey, how much the solar must lower themselves depends on weather she will submit to the whims of creations lowest and follow them deeper into the labyrinth.

A combination of sorcery and astrological traps make the labyrinth nearly impossible to navigate naturally, but the homeless around the sanctuary can almost always find their way to through the labyrinth along the safest route to their destination. They know of many safe tunnels and places where food, supplies, and medicine can be found. It is these people who bring the humbled illuminated to the sanctuary, and who will eventually loin the recruit as loyal followers and conspirators.

The Tunnels run the entirety of the city and nearly a mile deep. Far below the surface can be found the havens of the cult, great open spaces that have

been converted into large neighborhoods, farms, processing plants, manufacturing facilities, barracks, and training yards. Mortals are trained into urban guerrillas capable of toppling governments, as well as into the support network capable of raising new generations of cultists and maintaining the cult under any duress.

## THE ROLE OF THE UNDERGROUND SANCTUARY

The underground sanctuary was created to teach solars how to destabilize an area, lead riots, and to train the people to take up arms and defend themselves against aggressive tyrants. The Dragon blooded fascists and all they stand for must be eradicated, and the people must rise together to replace them.

## GEOGRAPHY

The sewers of Nexus fall into six large individual networks linked by a select number of doors that converge in a magical center, the sanctum of the Sewer Lord, the god of Nexus' vast sewer system. Long ago Nexus had a Subway, a series of streetcar terminals found underground allowed for magical transport between the various neighborhoods at record speeds. When it was built it birthed a little god who was bound to the rails and meant to help people pass along its paths. After the userpation the Little god had his servants connect the ancient rail lines into the sewer system so he could claim the sewers as his heavenly domain. Joseph One Shoe was sent to audit the little god, and found his claim to be legitimate and brought the paperwork to heaven to prove it. The ancient rail lines were part of a domain connected to the sewers (once as a means of emptying out the subway in the case of a Flood), and nexus had no sewer god, instead Amon City Smitter claimed the sewers as a place of ruin. They were not, however, as a disgusting form of life had taken hold there. Amoth had no claim to the territory and so heaven granted it to the Sewer God.

When the solars returned Joseph one Shoe called in his favor with the Sewer Lord, taking the domain to use as a training facility for the newly emerging solar exalted.

The Domain of the sewer lord is a vast labyrinth of ancient tracks and tunnels that connect in a series

of magical train terminals. These terminals allow one to hail a trolley from one terminal to another. The thing is, the trolley will always take you to your destination in the pipe by traveling for a short 5 minute ride, and arriving at a terminal that looks similar to the previous one. In an emergency the labrynth can spawn and hold a nearly a nearly infinite amount of trolleys to collect and move people or supplies.

Nexus has largely forgotten about the ancient rails, and the emissary has agreed to allow the Sewer Lord to retain control of the network.

The Terminals remain in the sewers with few pathways leading back to the surface. From each terminal Pipes branch off into networks that travel under each district in the city.

Today only the Nexus Terminal, The Cinnabar Hill Terminal, and the Sentinel's Hill Terminal remain. Each is used by one of the three callings of the cult as a base of operations.

## TRAINING REGIMEN

### THE FIRST YEAR

The first year of training begins with the initiate being awoken early in the morning before any other to make the first meal of the day. Often this is done by forcing the solar to scavenge for scraps in the garbage, bartering a cleaning service to one of the vendors associated with the cult, or stealing from the storehouses of the realm. Once this meal is gathered the solar must then make sure to feed each mortal following them before they themselves can eat.

The solar is then brought out for prayer where they are placed at the back of the room. They are forced to sit, quietly, and listen to all prayers and remain until the last mortal leaves.

The training day then begins with the initiates being taken to various parts of the sewer to learn how to survive and overcome obstacles, all without revealing their true nature to the world. They are forced to perform labors worthy of any saga, from cleaning a sewer pipe with a tooth brush, to purifying water from raw sewage using only dirty cloth and a small boiling pot. Use of charms during this time is strictly prohibited, as the solar must learn to rely on their own skills before attempting to master their essences.

During these intense training sessions solars are confronted with arguments that are designed try to enguage the solar as a distraction and to identify the triggers of the solar's limit. Many times the solars are instructed to ignore these arguments, but as the solar grows more comfortable ignoring the crys of the ignorant they are challenged anew to enguage with the argument and to correct the person using the fewest words possible. After a few weeks solars are expected to be able to ignore jeers and threats while also being able to respond to questions of faith and shoot down talk of heresy with equal ease. After a few months of training the solar is brought before a gathering of mortals who have assisted the solar thus far. The solar is told a secret by each mortal, who then pledges to serve the solar for as long as the secret is kept. This first bond forms an intimacy from the solar to these mortals, and is magically bolstered with sidereal magic.

Over the next few months the solar's dedication to the bond is tested, with gossip and innuendo being used to temp the solar into breaking the bond. This is actually quite rare, and the training serves to both temper the solar's mind, but also to build a lasting trust between the solar and its charges. During this time the solar is also taught how to manage a group of people and to help the group navigate the complexity of life. Seemingly innocuous events are orchastrated by the sidereal of the manse to allow the solar to test its ability to lead a group and navigate it through tumultuous times without losing members to dissatisfaction or infighting. Spies are placed within this group to act as agent provocateurs, trying to destroy the groups cohesion from the inside. The solars are taught how to weed out these plants and how to deal with them. Most are dealt with easily, talks and education often are the remedies for these deviants. Few require a more "hands on" approach, and these lessions are taught in a way that both highlights the solar's wisdom and mercy. By the end of the first year the solar is a patient and understanding force capable of dealing with hardships with ease and they know how to lead and uplift the people they are meant to protect.

### THE SECOND YEAR

the second year begins with the solars being

invited to train with a calling. The members of each calling watch and debate over the merits of the initiate and make the invitations when the initiates instructors deem them ready.

**Oyabun** The leaders of the underground Sanctuary who live on the streets among creations lowest, witnessing firsthand the struggles of creations denizens and working to help the people who need it most. They are trained to be social engineers, capable of helping creation to a better tomorrow, where everybody is equal.

**Kyodai** The street Messiahs of the sanctuary who feed the homeless and run a series of soup kitchens to feed and assist the most vulnerable of creation. They give vocational training to people and help them to organize. Their training focuses on self sustainability and the creation of localized renewable systems from farms to power grids.

**Shatei** The Warriors of the sanctuary, effectively protest organizers and organized resistance recruiters, they have the ability to take an unorganized mob and turn them into guerrillas capable of bringing down governments from within. These revolutionaries speak of a better tomorrow, and how creation will be better for it, but to make that tomorrow a reality they must be willing to fight for their ideals and stand against the tyrants who would take advantage of the people!

Along with training among the callings of the sanctuary the solars are sent to explore areas of the tunnels with their charges, often finding communities of wyld mutants and other undesirables who are either converted to the cause or eradicated. These small “outings” are used to teach the solar to be able to better utilize their servants and to highlight the fact that they, as mighty as they might be, will still need the support of their followers to function well. Sidereal meddling allows each of these skirmishes to highlight the particular needs of each solar, some need to rely on spies and informants to find their charges, some must be ready to defend the weakest of their charges, and some need to be reminded that even the lowest can bring down one of the

exalted.

## THE FINAL YEAR

The final year of training is coupled with the first round of missions set down by the masters of the sanctuary. These missions usually send the solar to track down a rogue demon, an immaculate monk, or some other being that threatens the people. In each encounter the solar usually finds some kind of personal test, forcing them to sacrifice something important to them in order to save a follower.

The tests often mimic the five stages of initiation for sorcery.

After the final test is completed the initiate is welcomed into their circle by their new circlemates.