

## *Temple of the Heart*

The gateway between Eschillion and Chrystal City, Heaven and the material plane.

Atop the altar of the Temple rests Chrystal Heart, 5,000 suns feeding 5,000 moons.

*Above the Golden City, the Ineffable White, and below, and expanding until Light is All, because Light is All!*

*The Light is bornless, the creative impulse, the divine fluid, the father of the father of the Gods-- Words cannot describe!*

*The IS IS!*

*The Self that reigns in the Golden City, Eschillion!*

AMEN.

*Stoner,*

the Golem God, guards the temple. His features are grim and grey, the composition of some mysterious rock harder than diamond. His wingspan is a vast expanse of light. He wears a pentagram necklace containing four guardians of his spirit readily summoned, the essences of the fire, wind, earth, and water golems. He is capable of moving in and out of the material plane, alternating between a body of light capable of light speed travel and a body of hardness. One foot is longer than the other.

The golem god has two weaknesses. Should some miracle cause the Golem God to move far from his guardianship of the Temple, his connection to its limitless power source begins to dwindle as do his abilities, becoming more limited the further away he travels. His second and only historically exploited weakness is the dance of the fool, for only by out-dancing the Golem God might yea assume his form and gain access to the Temple.

Atop the throne within sits Drin Eldwich,

*Dream Knight*, a mercurial being alternating between two forms, whose origin is the subject of many rumours. There is the rumour concerning his birth originating on the astral plane as a champion of Banishiba, by such a process as Aleister Crowley and his descendants used to attempt the creation of the Moon Children.

As a devotee of Banishiba, Drin Eldwich extends his guardianship to every devotee of Her, as such beings share in Her Aspect. he protects the handmaidens.

His physical form wavers between that of a milky-gray elf, thin and fragile in appearance, wearing a black silk cape over a long-sleeve black shirt and pants. And that of a muscular blond-haired, blue-eyed human armoured in brilliant, shifting colors, and sometimes the pure gold of the city itself.

His power comes from the Dreaming, wherein a trained Will and Imagination can accomplish all things. He is a master of the astral light, he was born to wield it.

Eschillion, the Golden City

## *Eschillion*

The island is surrounded by all water that ever was or is to be, an eternally expanding, unbroken ocean. The composition of liquid answers to the needs and desires of the creatures inhabiting it, so that all things capable of surviving in wetness, fresh or salty, hot or cold, can be found in this ocean. Within these magical seas, saltwater shark feast on fresh water bass.

Four giant turtles carry the island atop their backs. Eight turtles carry the four, and so on downward to infinity, limitless turtles in asana supporting the Heaven. The turtles channel and harmonize the energies of the cosmos.

There is a fifth turtle atop the pyramid, standing between the four turtles, a phantom. Hir is a shadow of the turtle carrying Chrystal City.

The majority of the Eschillion residents share in a tradition of free information trade sewn into the Golden Sheepskins.

## *Eschillion Guard*

is the city's first line of defense against any invasion from forces hostile towards or alien to the city's free will, and that of any territories connected to the city. Eschillion Guard consists of 11 immortal generals and the unique armies they command.

## *Wave*

is the guardian of all liquid. He is energized by the force of water, which he commands. He customarily appears shaped as a man, and is masculine enough in nature to be considered male, but has no sex organ as his body is composed of animated water.

Wave commands every creature in the endless ocean surrounding the island.

Wave was once a man granted a great gift. As a result of this gift, he learned mastery over the elemental forces of water, and earned a position of leadership over a crew of men and women granted similar gifts.

Wave had acquired his power in doses, like a drug. His motive for acquiring this power had always been spiritual enlightenment, and altruism. He understood to help others was the same as helping himself.

A friend and crew member, recently Gifted, died in battle. It was Kid. Wave gave the Kid an order that resulted in his death.

Wave was stricken with grief and turned to channeling to overcome that grief. When channeling, Wave felt only the ecstasy of the power coursing through his subtle body. Wave became so obsessed with channeling he became the embodiment of what he was channeling -- pure water!

Wave lost touch with the physical world, and with his crew on the Journey ship, and channeled such power he was flung about the astral plane for years. In struggling to once more ground himself in reality, after several years he was successful. It was then that Wave felt something pulling. That something was the presence of the Kid, alive and well in Eschillion.

### *Kid*

instructed Wave in the ways of Eschillion Guard.

At age twelve, he competed in the tournament for the Gift. Miraculously, he won! He defeated warriors from across the continent in hand-to-hand combat, guilt weighed less heavily on his soul than a feather on a scale.

"Kid" was his nickname for earning and consuming an elixir to halt aging at twelve.

The Gift was received by the Kid as raw cosmic energy. His body was greatly strengthened and his mind moved like an electric current.

The cosmic currents he channeled were of high destructive potential when sent away from the body as a controlled explosive force, and otherwise served to raise the speed, strength, and durability of his seemingly frail body to incredible proportions. This required sustained concentration.

Kid was a true warrior, none of the Journeymen questioned it. Still, it was a unanimous opinion that he should have waited another seven years, when the tournament was to be held again, to compete. Despite the ageless elixir, every member of the original Journey crew had died long ago, or otherwise disappeared without a trace. The position came with great power and greater risk. It had never before been taken by a mere boy.

Wave, the then-leader of the Journey crew, refused to go easy on the Kid. He spared Kid no risk, and Kid wouldn't have had things any other way. This is why Wave blamed himself for the tragic death of the Kid.

Kid died in Chrystal City fighting the gra warrior known as the Pit. Kid died destroying a terrible black-hearted torturer of humanity, a slave trader and a womanizer guilty of several counts of rape, an unparalleled serial killer. The only thing Pit lusted after more than woman was war. Kid went into battle, alone and inexperienced, against a foe underestimated by all. It was of little consideration that, afterwards, Pit died of his wounds.

On its ascent, Kid's soul was drawn like a magnet to Eschillion--the result of dying a noble death defending the shores of Chrystal City. Energy of the raw and potent purity carried by the Kid is naturally pulled to the radiant Golden City.

Arriving, Kid was content to be a Golden Sheepskin Trader. Kalith Alur, Captain of the Guard, noticing Kid's potency, recruited him. With Kalith's help, Kid learned magical control over cosmic currents, and was recruited into the Eschillion Guard.

As a former Golden Sheepskin Trader, Kid chose for his army the Golden Sheepskin Traders of Eschillion - messengers scrawling evolving runes into the insides of animal fur.

### *Pit's*

soul did not ascend to the golden paradise -- a heart heavy with darkness pulled him down , down , down. What he did not know was that his son Izakiel Sturge was looking for him, and his mother had been a priestess of Banishiba, Great and Merciful Goddess of the Golden City, before and after she was murdered.

When awake, Meriandril Sturge unceasingly prayed for her son's salvation. Banishiba used Meriandril's grandson as the means of achieving that salvation. A bargain was struck with the Lords of Hell, wherein Pit's son agreed to take his father's place until his father managed to wipe his soul clean of its blackness.

Pit was informed of the bargain upon finding himself resurrected in Chrystal City, the place of his destruction. An Individuate informed him. Pit was furious to the point of nearly killing the messenger, a cold voice whispered in his ear, "That will only increase your son's time in hell."

The Individuate informed Pit of several methods of purifying the soul. The first was to climb the eight steps of Individuation; Pit dismissed as too timely a method. The second was to master every region of the Astral Plane, which again Pit dismissed as far too time-consuming. The third and quickest method concerned a baptism by fire. The result would be instantaneous - all impurities clinging to his soul would be burnt away. The baptism was described as being "Pain, the pain unleashed by your every sin. Any hurt you have caused, emotional or physical, culpably, will come back to you. The pain drives most men stark raving mad, and a demented soul will not be accepted by the lords of hell as 'clean'."

Pit had suffered so much already, during his life and death, he could not fathom a torture intense enough to cause his mind to snap. He endured the baptism of fire - and went stark raving mad.

The Church of Individuation took pity on Pit, mostly out of a concern for his son, and nursed him back to mental stability within their temple walls. This took nearly three years, much of which was spent by Pit in silent meditation or oblivion. It was of very little comfort that the other two methods would have probably taken longer.

Pit consulted the lords of hell on behalf of his son, who was promptly released to live a full life. As Pit's soul was bargained for, and not his life, Banishiba welcomed the Pit into Eschillion.

Pit's heart was no longer burdened by guilt of any kind. With a clear conscience he requested of the gods, "--that I be given an afterlife of service to others and befitting a warrior, having wasted my former life of flesh and bone."

Pit was granted a place in the Eschillion Guard,  
and an army of wolves sprung overgrown from his forehead.

### *Jack Kale*

Long before the Pit,  
there was Jack Kale,  
Jackal, Jack All (if) all jack  
off,  
Jack Kali, Kalki  
and there was a relation between the two,  
and they realized it not.

Jack Kale was a wizard specializing in the elemental forces of ice. He lived well left to his own devices. There is no telling what path he would have taken were he not afflicted with the curse of his inheritance -- a curse to be carried by the eldest child of each new generation of the Kale bloodline at the death of the old carrier, a disease to persist until the death of the last of the bloodline.

Every time a murder was committed within two miles of Jack Kale's person, his skin would boil until his soul awoke in darkness -- and the fiery Demon of Vengeance was unleashed upon the earthly plane. This demon was an angel of death, as imprisoned by the curse as the lineage it haunted. The curse was arranged by the trickery of the devil in part because the devil feared destruction at the hands of his own demon, an heir to the throne.

Jack's story was one of two separate beings until his arrival in Eschillion.

Some would say, giving in to the oblivion, Jack committed suicide.

He never died.

In truth,

he found a place too pure for the demon to follow -  
to that paradise he ascended.

The curse was lifted - Jack would never die, the curse could not be passed on.

Kalith Alur recruited Jack Kale into the Eschillion Guard. That was before Kalith attained oneness with the Is, and left an avatar behind to carry the burdens of his name.

Jack Kale chose for his army a living legion of ice, and frost giants. This army  
works  
with the forces of Wave.

#### *Kalith Alur*

In his early years, he took to studying the jealous and power-hungry feminine currents of the buli Order, and found a proficiency by balancing the currents against his masculine will, leading to mastery over the feminine flow of the universe, so that he became a pillar of balance.

Kalith attained the highest recognized level of attainment amongst the buli Magi, and went on to do something then-undreamt --- he so tamed the jealousy of the buli energy as to learn to channel other forms of magick, and began progressing through the initiatory system of the Church of Individuation.

The Leper Naaman

rumoured to have discovered,

or perhaps

somehow created,

Chrystal City

published a series of works abroad that peaked Kalith's interest and accelerated his progress.

Kalith learned to Rise on the Planes,  
and more importantly to Build the Cities.

It is said that upon becoming an Individuate Master, Kalith began vibrating at such a rate that he disappeared from view.

In Eschillion Kalith came to lead the Guard.

It was he who fortified the Temple of the Heart with the Golem God to prevent wrongful intrusion, for his army he commands all golems.

There is still a Kalith Alur in Eschillion,  
in truth he is like a son inheriting the father's responsibilities,  
for the real Kalith has come to remember his godhood,  
after a fashion yet more exalted.

### *Izakiel Sturge*

One of the many sons of the Pit, he accepted the last name "Sturge" after researching his own bloodline through his father's works,  
and some of his brothers did the same,  
so that there would be a last name for their lineage.

He was born in a land far separated from the accelerated growth patterns and early old age of the gra, where his mother could not have been of the same race. Young,  
he was isolated from his mother and vigorously trained by his father to be a psychic warrior. He was abandoned with a few useful supplies to fend for himself in some strange wilderness. He did not remember his mother and had no idea what race she was, since, although nearly one foot shorter than his father at 7' 5" tall, his gra traits seemed to be dominant, and any others by and large recessive.

He was granted the keys to the Golden City in return for his selfless sacrifice in the name of the father. After that sacrifice was concluded, and his body removed from hell so that he could lead a material existence in Chrystal City, he found swift attainment.

Izakiel entered regular communion with the goddess Banishiba, the wisdom god Sarvetori, and a human female named Muse. Through this communion, Muse and Izakiel ascended to the higher planes together, until reaching Del Lexus in Eschillion. It was then that, for one brief moment (meaning Eternity), Muse and Izakiel harmonized into one being. That experience purified Muse and Izakiel for existence in the Golden City.

Izakiel and Muse eternally remain unshakably connected. When the one became involved with Eschillion Guard through the intervention of a recruiting Kalith Alur, the other did the same as a matter of course.

Izakiel has for his armies endless legions of glorious golden lions, the color of his long and thick hair, and the thousand suns emanating from his eyes.

### *Muse*

The beauty of which there was no explanation,  
for whom five thousand ships were launched.  
The Eyes before whose no crystal dared brag,  
where any other eye would be drawn.  
A pink tongue, flickering.

The nipples,  
the toes,  
the thighs,  
the twitching nose.

The grace to forgive limitless past sin,  
the mind control forehead ray to allure any lover.  
The glamor to be  
    forgiven,  
lips,  
the security to deny.

The Bride of Izakiel Sturge is she,  
theirs is the  
white fire of tantric enlightenment.

For her armies she chose the willing participation of several species of turtle.

There was naught,  
that could mar such beauty.

It was she that inspired this poet's pen.

The first love of the poet.

### *Banshee Priestess*

Daughter-priestess to the Mother Banshee,  
a deity of obscure relation to Merciful Banishiba.

Banshee Priestess is a darkly feminine power.  
Her costume is charm and mystery.  
She wears them both over a slik skin of powdery white.

She arrived on the shores of Eschillion on a handcrafted boat.

The Banshee Priestess harbored dark intentions. Her presence was to become the chink in the perfect armor of the Golden City. Her plan was to corrupt and to conquer, and to unleash the Mother Banshee's Death Song upon the City, purifying it for the Banshee's purposes.

None arrive upon the beaches of Eschillion without high attainment, purity of soul. The dark shadow clouding Priestess' true will was just that - a shadow. The mere presence of radiant Eschillion might have been enough to distinguish the shadow, were it not for the sincere religious passion upon which that shadow did feed.

Priestess was tricked into seducing Kalith Alur,  
experienced herself  
a state of ecstasy far exceeding her  
wildest, most uninhibited  
fantasy expectations.

There were techniques Priestess wanted to learn from Kalith,  
for power and sexual gratification.

This suited him fine,  
he comprehended.

Priestess was initiated into the mysteries of Individuation,  
discovered the true nature of the Banshee  
as her highest, most exalted Self,  
purified of harmful intention.

Now Banshee Priestess commands the Death Song Army against all foes of the City.

### *Simon Sade*

They had to smack the baby to make it cry, to make it breathe.

Lightning struck the ground many times that night.

The birth of Simon Sade was painful for Mother and Father. Simon was born under a dark shadow, and that shadow followed him to the grave.

Simon drew such incredible power from the creeping thing within. The Shadow fed on all that was pure and corrupted that pure, sucking Simon dry of the light.

Days before being struck the killing blow, Simon heard a pulsating heart sing a song, and the song was a death for Simon, and the song was a resurrection for Simon. The man who's heart sang that song was once called a saint.

Simon killed the man once-a-saint, and was murdered for his crimes. The baser elements of his soul clung to the city for a time, as did Simon's Self. Liberation came from a woman, and from an avatar of the city named Regular Joe - when Joe learned to ride the lightning.

Only Love could elevate Simon's heart to the Golden Paradise - it was love that tormented the life of Simon Sade. For this Simon was condemned to a hell more terrible than any pit, and could not be liberated save for the intervention of Regular Joe. And on that day inside the lightning the gods intervened on Simon's behalf, and the lightning acted as a stairway upon which they carried him, and the lightning became a part of him, and Simon arrived in Eschillion a Lord of Thunder. No storm hath greater fury, than the severity of the Lightning Lords.

For his army Simon commands the storm clouds of Eschillion.

Yet Simon was one of two Lords of Thunder.

### *Lucky Smiles*

He was an avatar of Chrystal City  
in another life.  
In his last life he read Abel's Gospel,  
from then on all was right with him.



Lucky Smiles found enlightenment in the desert, occult secrets on the shores of ancient riverbeds, talking birds whispered timeless wisdom into his ear. No discovery amounted to the philosopher's gold he found exploring the thighs of a beautiful model.

Lucky died for a woman, by her love was resurrected.  
Lucky surrendered all he had for her,  
she for him,  
their hearts became as one  
heart  
beating  
within the chest of the divine.

This woman was Muse,  
feminine wellspring,  
bride of Izakiel Sturge.

Love,  
and no other,  
will purify the soul for the journey to Eschillion.

Lucky Smiles is a Lord of Thunder,  
and a reflection of what Simon would have been,  
had he not denied himself the presence of the Goddess.

The thunder was in their loins before harnessed by their hands.

The sizzle serves both as the army and the charisma of Lucky Smiles.

*Samuel Johansin*

Less is known of him than any of the Eschillion Guard.

Samuel is a Lord of Strength. It is said that for a time the turtle was relieved of its burden, when the city was young and supported by only one. Samuel once was the pillar holding the city afloat.

Samuel is a Lord of Silence. He communicates by doing, never any other way.

He commands by intent an army of oxen, and when there is peace the oxen are beasts of burden pledged to the service of the city.

*Del Lexus*

A Banishiba Day

*The sun had risen in Her heart, wherein abided warmth enough to nurture the whole of the Golden City.*

*The warmth had filled first Her toes and heels, and as it ascended Her thighs there came to Her loins an explosion and the Ascension was forever obtained, and forever arrived as pure light.*

*Another, greater light came down from above and She was forever, and She was always, and She was the Great Goddess of Eschillion, Banishiba.*

A Banishiba Night

*And He approached, and on His approach She shed a tear composed of all wetness, such being Her infinite joy expressed by and for the mirror image that is He, the naked manifestation of Universe.*

*Banishiba comprehended at last what it means to be her lover's eyes, her lover's lips, and every sensuous breath passing from thence. Within this realization the Microcosm quaked and without, lustful God in Heaven cried -- for a star!*

In Eschillion, sexual energy is channeled to that part of the city known as Del Lexus. For this reason, the potency of the sexual ceremonies is beyond compare.

*Eschillion! Eschillion!*

*Let Del Lexus be thine heart!*

*Banishiba the Merciful, Banishiba Most Beautiful,*

*Dwell in Her Heart this night!*

*The gates are opened wide,*

*Flooded with the crimson tide*

*Legs of golden beckoning demand*

*A true wand of your will!*

*Ariel Kali, Mahakalisa, Lehanla*

*He is she and they are unity*

*And none!*

*Into the cup is dipped*

*The Staff of buli's Mastery!*

*Implode! Explode!*

*Eschillion, Eschillion*

*Del Lexus the Temple.*

The Temple is presided over by the three goddesses Ariel Kali, Mahakalisa, and Lehanla. They are as handmaidens unto Banishiba, the Great Mother whose glory evades definition. Banishiba participates in the sex rites of all sentient beings, indeed participates always, the Container.

Ariel Kali is an angel of love and light, a guide through dark places. She is the guardian of Chrystal City, the Dark City. She played the part of damsel in distress for a time, was liberated from the heights of isolation by a saint.

In Eschillion, Ariel Kali takes the form of a splendour all-embracing center of enlightening ecstasy. She keeps the demon locked within her heel.

Mahakalisa's eyes and skin glimmer a color reflective of passion exchanged between partners, colors symbolizing the energy state of all involved. She is strong and bold. Her voice is warm, hard. When crossed, she strikes quick and low, wearing the head of a seven-tongued, 1,000-toothed terror.

Lehanla is a blond-haired goddess, immortal youth, the fountain of eternal life.