

Clewg

Clewg, frequently referred to as **His Holiness**, is a primary deity within the [Druidic Pantheon of Affaraon](#), though his worship is most intensely concentrated on the [Continent of Osnines](#) within the region of [Affaraon](#). He is the god of **Improvement**, **Spiritual Perfection**, and **Placement**, presiding over the belief that every living soul has a specific, predestined place in the universe where they will find completion. Characterised by a profound secrecy and an affinity for the chestnut tree, Clewg represents the pursuit of mastery over an illusory reality.

Metadata	Details
Gender	Male
Pantheon	Druidic Pantheon of Affaraon
Affinity	Improvement, Spiritual Perfection, and Placement
Rune/Word	The Word "Clewg" / The Chestnut Tree
Colour	White and Chestnut-brown

Domain

Clewg's domain is defined by the interpolation of spiritual labour and the rejection of external reality. He is the patron of those seeking to find their "right place" in an infinite universe, a task his followers believe is impossible without divine guidance.

The Garment of Illusion

A central tenet of Clewg's domain is the philosophical stance that "life is but a garment of illusion" and that the tangible world is the construction of an insane prime mover. Consequently, understanding the true nature of reality is viewed as virtually impossible. Clewg provides the mechanism to look past these illusions through a rigorous process of self-improvement and communal criticism.

Alchemy and Metallurgy

Historically, Clewg is associated with the **Pheryllt**, a branch of [Druids](#) who operated as expert alchemists and metallurgists. This association links the deity to the industrial labour of mining and the transformation of raw ores into items of exquisite craft. The crafts produced in his name are considered some of the finest in the known world, driven by a constant quest for improvement.

The Healing Arts

Clewg governs the healing arts, particularly those involving the natural thermal features of the earth. His elders practice these mysteries in the hot springs of eastern [Affaraon](#), purifying and packaging medicinals for those who cannot make the pilgrimage to his sacred groves.

Followers

The followers of Clewg are diverse, ranging from the high nobility to the military classes, all bound by a desire for discipline and perfection.

- **The Affaraon Nobility:** The ruling class of Affaraon has found a particular niche within the faith, utilising the god's teachings to legitimise their social standing as their “correct place” in the universe.
- **Military Strategists:** Many followers are drawn from military backgrounds, attracted to the deity's emphasis on discipline, strategic study, and the martial arts.
- **Cartographers and Scholars:** Individuals whose work involves the mapping of the world, such as the legendary [Mukul](#), revere Clewg as the source of geographic and cosmic order.
- **The Sick and Infirm:** Pilgrims travel from far-off lands to his temples, seeking the closely guarded healing mysteries of the elders.

Celebrations and Observances

Ordinary folk who follow Clewg participate in communal rituals designed to foster improvement through external scrutiny.

Fortnightly Meetings

The primary observance for the common faithful is a fortnightly gathering, often held in large wooden buildings known as **Lodges**. During these meetings, individuals review their spiritual progress, which is then subjected to intense communal scrutiny and often painful criticism. This critical process is believed to be the key to attaining mastery of the self.

The Finding of Signs

Ordinary people invoke Clewg when searching for direction or seeking a sign of their “place.” The appearance of birds in a sacred grove or the specific harmonics of bird-song are often interpreted as Clewg’s voice welcoming an initiate or delivering a message of placement.

Placement Sacrifices

Rituals of placement involve making sacrifices, often of items held dear, to ensure that one is not moved from a position of prosperity or to facilitate a transition to a more “perfect” life.

Adepts of Clewg

The **Adepts of Clewg** (also known as the **Brotherhood**) is the mystery cult of the deity, shrouded in layers of secrecy and hierarchical progression.

Levels of Initiation

Initiation into the mysteries is a process involving many years of study and service.

- **Seekers:** The initial level where followers travel the world to learn of its nature before returning to the deep forests of [Affaraon](#).
- **Adept Ranks:** Higher-grade Adepts must renounce the world entirely, living a celibate and contemplative life dedicated to the “secret masters.”
- **Secret Masters:** An alleged unbroken chain of masters stretching back to pre-history who hold the ultimate secrets of the god’s name and symbols.

The Two Sects

The mystery cult is teleologically split between two interpretations:

- **The Estreham Sect:** Predominantly military in nature, focusing on the intense study of strategy and the martial arts. They are responsible for the lethal anti-male curse that protects the [Temple of Clewg at Estreham](#).
- **The Yendorian Sect:** A more peaceful branch that emphasises working in harmony with nature. They meet in Lodges named after holy trees (e.g., the Willow Lodge) and claim descent from a mythical “Chestnut Lodge.”

Relationships

People

- [Mukul](#): A Clewgist philosopher and cartographic legend whose maps are utilized globally.
- [Alfarinn](#): The demi-god matriarch who utilizes the sanctuary of his temples for protection.
- [Wall](#): A speaker to others in the grove at Estreham.
- [Quirinities](#): Ancient enemies who attempted to suppress the faith, leading to the creation of the Estreham curse.

Places

- [Estreham](#): The site of the white domed temple and the primary location for the martial sect.
- [Affaraon](#): The geographical heart of the faith, dominated by the **Old Forest**.
- [Yendor](#): The fabled “City of Higher Powers,” rumoured to be hidden deep within the Affaraon interior.
- [Dinas Emris](#): A major city on the edge of the forest inhabited by his followers.
- [Cell y Dewiniaid](#): Known as the “Grove of the Magicians,” a site of high ritual significance.
- [Chestnut Lodge](#): The original and mythical seat of the faith, often sought by his most devoted adepts.

Skyss - Story Background	Characters	Skyss - Places	Pantheon of Skyss	Other Background
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