

SILVANUS

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Introduction

The Elves count the forest lord as their patron. Unlike the gods adopted by various human cultures Silvanus is not worshipped but rather is revered as a scholar, and teacher. The clerics of Silvanus do not receive their spells through devotion or faith but rather through mediation and understanding of his teachings. Consequently, the clergy of Silvanus are taught how to manipulate magic the same as wizards in addition to the cleric spells they receive.

The reverence of Silvanus as a teacher has spread beyond the Elves into the surrounding cultures both human and demi-human. Silvanus' followers stress unity and that the Wilderlands is the common heritage of all the races. Silvanus' clergy organize themselves into circles in charge of a small region. Members of a circle are known as Trehaen (Tree-hey-an) and/or Rangers. A circle will invite the region's inhabitant to festivals held at each solstice and equinox. The highlight of the festival is the reenactment of the marriage of Silvanus to one of the four handmaidens of Dannu (each representing one season).

Deity/Philosophy

Nature & purpose

Silvanus is the Forest King and the Lord of Dreams. He was the second of the lords to have come into existence after Veritas. When Veritas called Silvanus out of the void, he motioned towards the newly created Wilderlands and said

Behold the Wilderlands, go forth and order the earth, the animals, and the plants for the coming of the children races is nigh.

Veritas placed Silvanus in charge of the creatures and plants of the natural world.

After Veritas awakened the children races, he and Silvanus guided the children races to their proper places. With the world ordered, Silvanus stepped aside while Veritas called the remaining lords from the void and set each of them to their tasks.

Of all the children races, Silvanus loved the elves the most. With Veritas's approval Silvanus taught the elves about the ways of the Wilderlands and the manner it needed to be cared for. Silvanus taught the Elves to attune to mana and use it to care for the world.

Of all the lords Silvanus felt the closest affinity for Dannu and her court. Silvanus visited her as often as he could and he was the delight of the maidens in Dannu's court. In particular four maidens fell madly in love with him, they were: Wenta, Sotillion, Ashura, and Lena. Soon the sounds of Dannu's court were filled with their bickering and Dannu despaired. She called Silvanus into her presence and said;

Silvanus, Silvanus, discordance is rife in my court. I fear that you have stolen the hearts of four of my ladies. Yet I know if you shall choose one the others will have the hearts broken in grief. I ask you Lord Silvanus, does thine wisdom offer any solutions to our quandary.

Silvanus thought and looked at each of maidens in turn. After many hours of thought Silvanus answered;

My Lady Dannu, I look upon these fair maiden faces and hearts and realize too I love each and every one of them. Upon realizing that I despaired for how even I could give each one of them the love they need. But by Veritas's grace I have divined a answer, as I love four maidens I will marry each one for but a season and give the maidens I marry my heart and life for that season. This I will pledge until the end of time.

The solution was found and thus ever since, at the turn of the season, Silvanus takes for himself a new bride.

Until the time of the Uttermost War Silvanus had his home in the first tree. The first tree was immense some say it took from sunup to sundown to walk around the trunk. The first tree was unique it's leaves were never found on any other kind

of tree in the Wilderlands. At the first tree, Silvanus had his school where he taught the elves the use of magic.

When the Uttermost War came the demons poisoned the first tree and caused it to wither and then die. Shocked Silvanus called the rage of nature on the demons but soon after had to flee or face destruction. The devastation of the Uttermost War hit Silvanus hard, when the demons came and ravaged the land Silvanus hid his face and shed tears of lights.

For many years, Silvanus hid in the wilderness of the Wilderlands, frightened and alone. Even the fall of Xanadu would not cause him to leave the wilderness. One day Mannan came to him and told him how the demons enslaved all the children races. Mannan told him of the tragedy of the Elves and how they delighted in performing all manner of torture on them. Angry as he was never before Silvanus summoned to him, Herne the Lord of the Trees, and Artemis the Mistress of the Hunt and told them.

Herne, I charge you with prepare a safe haven in the wilderness for the children that we free. Artemis, go among those who are still free and form a group of warriors to strike back at the Demons. Mannan, to you I give dominion over the waters of the Wilderlands; go forth and learn all you can learn about the demons.

Silvanus with the other lords gradually was able to push back the demons in battle after battle. Finally after the Final Victory at Tirnanog, Silvanus was one of the nine surviving lords. When the final judgment of the Demons was pronounced, it was Silvanus who placed the Crystal of the Emerald Flame as one of the nine crystals imprisoning the demons on Tirnanog.

Veritas, with the other nine lords made the Second Covenant freeing the children races and giving them their own destiny. With the lords being able to instruct them in restricted ways. Under the Second Covenant Silvanus was placed in charged of the ordering of the wilderness and repair the damage the demons had wrought to the animals and plants. After the Second Covenant Silvanus collected all his tears in a green

bowl and then placed them in the night sky as stars. Each star remembers a creature or being that was killed in the Uttermost War.

After placing the stars, Silvanus began to teach the elves how to heal the world and care for it once again. Silvanus began to reach out to others of the children races to bring them into the healing of the world. Many races were receptive of Silvanus teachings particularly those who shared the Elves affinity for magic.

Spheres of influence

Silvanus is called the Forest King but he not limited just to the woods but rather his domain is all of nature. He is known as the Dreamlord because after the Second Covenant, Silvanus favorite means of communicating with the children races is through their dreams.

Physical form/symbols

Silvanus's symbol is the Eye of Silvanus with a symbol of a tree for its pupil. The eye represents his aspect as the lord of dreams and the tree represents his dominion over nature.

Silvanus typically appears as a tall elf dressed in a simple brown robe, tied with rope, and carrying a staff and a lyre. Silvanus is also known to appear as a small brown man wearing a blue leather jacket, yellow pants, a green belt, and a tall red hat with a swan feather stuck into it.

Residence

Silvanus resides in the forest of Arvandor and makes his home near full-grown cutting of the first tree.

Allies & enemies

Silvanus is closely allied with Veritas and Dannu, the only god he truly opposes is Kalis. Silvanus takes no interest in any of the three war god's activities.

Divine servants

Silvanus has only Artemis, Herne, and Mannan under him.

Artemis, the Mistress of the Hunt

Artemis is the Mistress of the Wild Hunt, she is the sprit of nature's vengeance and the sword that strikes back at those who attempt to violate nature. She appears as a beautiful red-haired maiden dressed in deer-skins and carrying a bow. She has 21 dogs at her command, they are known as the Hounds of the Moon. It is said that no man may gaze upon her person and live.

She has been given special charge, by Silvanus, of the Rangers. She is their patron and guide. All those who are members of the Rangers honor Artemis.

Herne the Hunter, Lord of Trees

Herne is charged by Silvanus to protect those who make their living from the wilderness and protect those who enter the wilderness fleeing evil and cruelty. Many villages and peasants pay respect to Herne when they enter the forest to find the herbs they need or when they need protection from a cruel lord.

Herne often appears as a man wearing deerskin but having the head of a stag.

Legends tell of Herne's Son whose spirit will descend upon a worthy person. That person will be charged with the protection and aid of the people against whatever menace they face.

Mannan, Lord of the Waters

Silvanus charged Mannan with the dominion of the waters. He also causes many of the prophecies experienced by the worshippers of Silvanus. When a cleric of Silvanus wishes to commune with Silvanus about the future, he takes his green bowl to the nearest stream fills it and then uses the water in the ritual.

Mannan appears as a man dressed in furs, carrying a pitchfork, and his body covered with waterweeds.

Status/Relation to Culture

Social standing

In various cultures of the Wilderlands the peasants make offering to Silvanus when making use of the forest. Trehaen and the Rangers are present throughout the Wilderlands even in those lands dominated by Set, and Hamakhis.

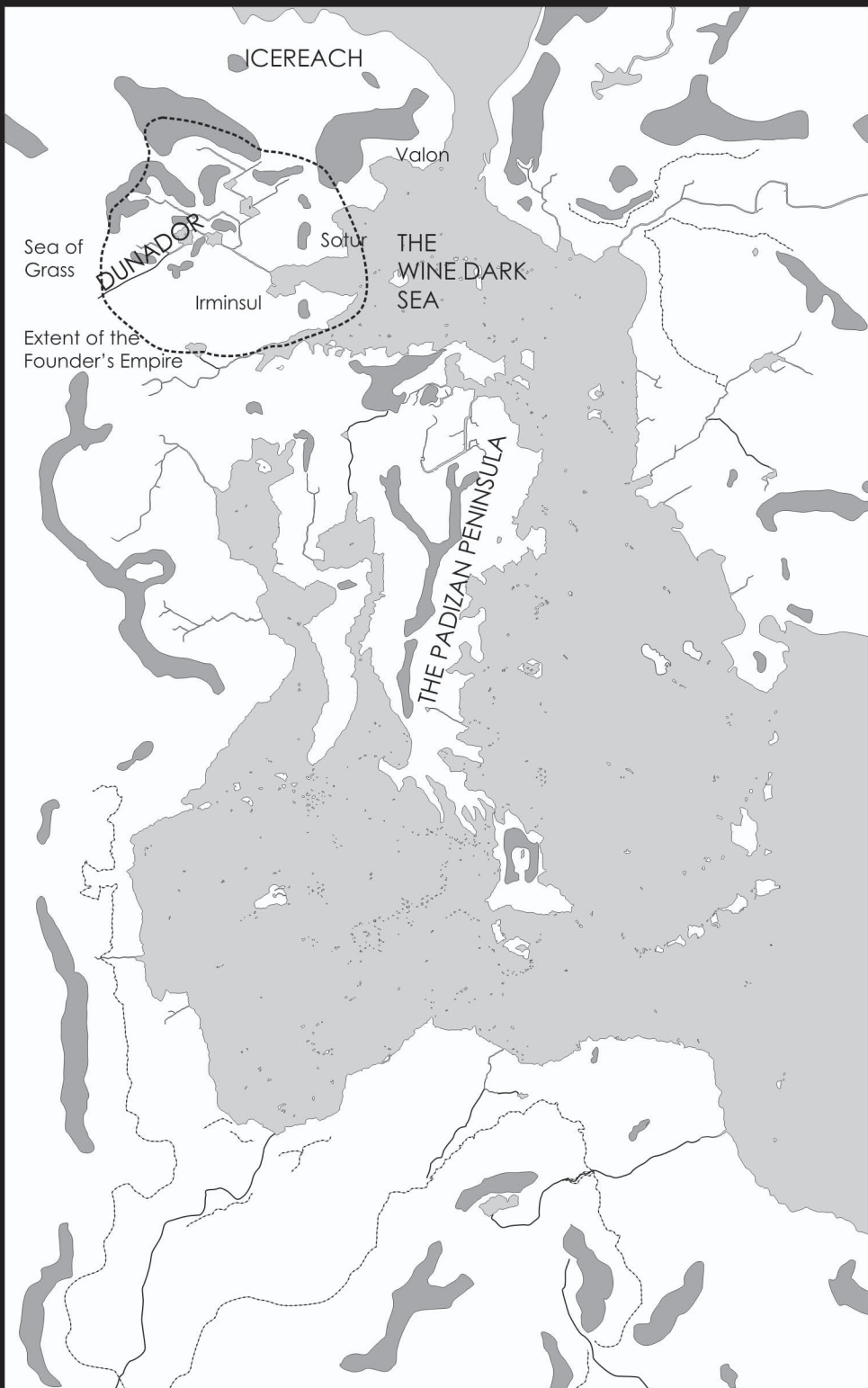
Silvanus and his Trehaen are particularly strong around the North, which includes Sotur. This is because the region is dominated by the culture of the Elves.

Relationship with state

The Trehaen of Silvanus almost never take any position of state or control territory. In areas where the worship of Silvanus is strong, often the Trehaen are called on to be arbiters and judges of the law. In addition the Trehaen in those regions are valued as advisors and councilors.

Relationships with other prominent religions

Except for the Followers of Kalis, every other religion tolerates Silvanus. In areas dominated by Mitra, Veritas, and/or Dannu, the Trehaen are often called upon for their advice. Areas dominated by Set and Hamakhis discourage the worship of Silvanus but do not go out of the way to hunt the Trehaen.



ICEREACH

Valon

Sea of
Grass

DUNADOR

Sotur

THE
WINE DARK
SEA

Irminsul

Extent of the
Founder's Empire

THE PADIZAN PENINSULA

History of Development

Origin of the religion

After the Uttermost Wars, the Wilderlands were devastated and destroyed. Those of the children races that were freed from slavery reverted to barbarism. Those who served in the armies of the Lords tried to stem the rising tide of barbarism, but they were soon deluged and lost their civilization and only retained the memories of their Lord or Lady. Only those of the children races that resided in the safe-holds established by Herne retained any of the pre-war civilization. Led by the Elves they founded the first civilization to raise after the Uttermost War, on the banks of the Greatflood River in the north. Known as the Founder's Empire they formed a society that was in peace for over two thousand years.

The Founders Empire respected all the Gods and gave special reverence to Veritas as the creator, but of all the Gods they loved Silvanus the most and held the greatest festivals in honor of him. Silvanus convinced Veritas of the good the Empire was doing and of the leadership the Elves were giving. Veritas granted to Silvanos the King of the Elves, First Lord of the Empire; guardianship of the Crystal of the Chromatic Flame. The Crystal of the Chromatic Flame was the master crystal controlled the other nine imprisoning the demons on Tirnanog.

The Crystal Wars

After two thousand years, the Orcs, expanding from their home on the Padizan Peninsula, started to raid the southern borders of the Empire. Mobilizing and using arms not touched for hundreds of years, the elves, halflings, gnomes, humans, and dwarves of the Empire fought the orcs valiantly.

But the orcs steadily increased their raid and migrated to the north and west of the Empire. The Empire was besieged on all sides save the east, which was the sea. Of all the races, the dwarves did the best against the orcs and had the most successes. The other races, except the elves, began to look to the dwarves for guidance in the Orc Wars. More and more the dwarves gave respect to those who practiced the craft of the war well, and the hammers turned from the making of tools and plowshares to the making of swords.

As the Orc War steadily moved on, friction arose between the Dwarves and Elves; the Dwarves felt the Elves did not do enough for the War, and the Elves fled the Dwarves have strayed to far from the teaching of Silvanus.

One day, Corlennas, First Lord of the Empire, was slain by a orc arrow while leading a raid against the Orcs. Corlennas' daughter, Arlena, became the Queen of the Elves. Arlena summoned the Founders Council to Alarniel, where the court of Corlennas was held.

At the Council Arlena said:

We are gathered here, to mourn the loss of my father, Corlennas. In his person he united us with one common bond, the bond of the Empire. Together we have forged a peace of two thousand years and now together we fend off the incursions of the Orcs to keep all of our lands in peace. I hope to serve you as the First Lord as well as my father did and continue the common bond that unites us.

With a rage, King Kollodorin of Dwarfdwarrow, shouted

Hold ELF! Who made you First Lord? Corlennas was a fine First Lord, I will be the first one to admit that. But do we need a Elf to lord again, in these trying times? Nay, I offer myself as First Lord, together this Empire can destroy the orcs once and for all!

With that, the council lapsed into bickering and arguing for hours. Neither Arlena or Kollodorin could come to an agreement and with the council evenly divided no decision could be made. After the tenth day of debate, Kollodorin left the Council chamber:

When the annals of this day are written. They will mark you as having caused the fall of your father's empire. I will give you a choice, either acknowledge me as First Lord and Keeper of the

*Crystal, or feel your father's city trod underfoot
by my dwarves iron shoes.*

Kollodorin went home and gathered his army and his allies and marched to Alarniel. Arlena and her allies gathered to defend Corlennas' city. The battle that followed was known forevermore as the Battle of Innumerable Tears; Alarniel was destroyed and Arlena was forced to retreat losing the crystal to Kollodorin.

The years of sorrow that follow were known as the Crystal Wars and all of the lands of the Empire were laid to waste. The borderlands became inhabited by orcs. Those who followed Silvanus labored to help those affected by the Wars and establish new homes that were safe and at peace.

Much of the present organization of the church of Silvanus arose during the Crystal wars. The Trehaen organization formed during this period and is centered on the groves as well as the Rangers. The spirit of Herne's son descended many times to aid those in their hour of greatest need.

Silvanus saw what was happening and despaired. He set out to heal the land once more, he found a human by the name of Geran Blackoak.

Geran Blackoak

Geran Blackoak was a human farmer during the waning days of the Crystal Wars. At that time the Black Lord, a human who seized the crystal and used it to forge an empire, held the Chromatic Crystal.

Geran never knew his parents and was raised by the creatures of the forest. The locals that have seen him called him the 'Wild Boy' and Geran became something of a local legend.

When Geran was about twelve, the Black Lord's men took control of the surrounding countryside. Forced to flee, Geran wandered far. One day, when he was walking through the woods he heard the sound of a beautiful voice singing. Peering through the Golden rushes he saw by a stream a beautiful young maiden singing and playing a harp. Geran

slowly sneaked up to her and stood behind her for a long time listening.

The elf maiden finally noticed Geran and with a shriek clubbed Geran in the head with the harp. Geran fell into the stream and was knocked out when he hit head on a rock. When Geran came too he was in the prison of the Elf king Sithel.

For many years Geran was a servant for the Elves, the girl turned out to be Alyssa the daughter of Queen Arlena. Alyssa took pity on Geran and taught him how to speak and then to read and write. She vainly tried to teach him proper elven manner but Geran always messed up.

One day, when Geran was eighteen years old, Alyssa and her servants were kidnapped by the Black Lord's men. Geran went berserk, and left the Elves, searching for Alyssa. After a initial failure Geran formed a band and was then able to rescue her. Geran returned Alyssa to her mother and then continued with his band against the Black Lord. The name Blackoak stems from the first location the band ever met, Geran bade them to meet him at the old black oak by the stream. Ever since then they called him the Blackoak

Geran grew older, and learned the terrible suffering the Black Lord brought to the land. Year by year he slowly put together an organization to aid those affected by the Black Lord. But he always failed to convince the Elves, Dwarves, and other races to re-unite and destroy the Black Lord. Despairing he went into the deepest part of the forest where even the elves do not go. When he reemerged Geran was a changed man. Geran reunited his old band and went into the stronghold of the Black Lord and successfully stole the Crystal of the Chromatic Flame.

With the Crystal, Geran re-united the races and overthrew the Black Lord. Realizing that the Empire could never be again, Geran negotiated the Sword Peace Scroll agreeing for the raids between the races to end and that all races will live their own lives. At signing of the Scroll Azadarum, Dwarven king of Ironholm said:

Before I sign, I want to know about the Crystal, who shall it abide with, Elf, Dwarf, Halfling, Gnome, or Man?

And Geran replied,

As you know Veritas gave it to Corlennas for the wisdom he has shown in joining the races into the Founders Empire. I do not put myself in Corlennas' league. The Lord Silvanus has decided that the crystal will be given to the earth for safekeeping until the time it is needed.

With that a great chasm opened before Geran and Geran tossed the crystal into the crack and the chasm closed.

Now good King Azadarum you may sign the Scroll.

Geran became a widely respected sage, and many sought his word on the teachings of Silvanus. Geran recruited many into the ranks of the Trehaen and the Rangers. The Trehaen and Rangers were used to heal the hurts left by the Orcs in the borderlands and the Black Lord in the heart of the old Empire.

Before he died Geran left the followers of Silvanus with these words

Before I go to the grove of my lord, I bid all do not stop what we have begun, and do not stop in this land. For as grace of Silvanus is upon this land there are many others that need his blessing just as much. Just as much.

With that Geran died and soul went to Silvanus

Since then the Trehaen and Rangers expanded their work until they are present thought the Wilderlands. But they are at their strongest in the North where the spires of Alarniel once rose and Silvanos lead all the races in peace.

Orders

The church of Silvanus is primarily divided into two orders:

The Trehaen

The Trehaen are the most visible members of the church of Silvanus. They lead Silvanus's followers during the four great and four lesser festivals each year. They also maintain groves where people may seek them out and ask for advice and aid. Also at these groves the Trehaen teach the village children keeping the spirit of Silvanus alive.

The Rangers

The Rangers are the word of Silvanus in action. They provide the Trehaen with their eyes, arms, and shields. Very secretive they are present throughout the Wilderlands even in areas where the Trehaen are not present or prosecuted.

The Rangers are divided into three main branches

The Warriors of the Moon

These Rangers are most common and honor Artemis the Mistress of the Hunt. They are the strike force of Silvanus. When a menace has to be taken out or a place protected the Warriors of the Moon are the ones to do it.

The Hunters of the Trees

The Hunters honor Herne the Hunter. While the Warriors of the Moon wander from place to place going as needed. The Hunters associate with a specific grove, aiding the Trehaen in serving his community.

The Runners of the Waters

These Rangers primarily honor Mannan. They train greatly in the arts of stealth and tracking. It is said that a Runner can track a man even in water. The Runners are mainly solitary in nature and specialize in scouting and finding information. It is also said the best Runners can even walk on water for days without his or her feet touching the earth.

It must be noted that the Rangers are not limited to just warriors but many mages, and Trehaen have served in their ranks.

Symbols

Appearance and dress

There is no standard clerical dress for the Trehaen of Silvanus. Green, brown, and blue are all favored colors of the Trehaen. However Trehaen distinguish themselves by wearing a sprig of mistletoe and the Eye of Silvanus attached to their belt.

The Rangers are given a wooden medallion with the Eye of Silvanus on one side and the symbol of their order on the other.

Churches and temples

The Trehaen of Silvanus do not maintain permanent temples, although there are a small number of informal hostels here and there.

The one permanent site the Trehaen maintain are the Holy Groves. These are forest clearings, which can be found throughout the Wilderlands. They tend to be clustered in the lands dominated by Elves. The Holy Groves are linked to Silvanus, and to nature in general. The groves are used as places of worship by the worshippers of Silvanus. The Guardians of the Trees maintain the Holy Groves.

The Rangers for the most part make no stronghold instead relying on the various groves of the Trehaen. However there are a few rumored strongholds of the Rangers built under the direction of the Great Trehaen and the highest members of the Rangers. Where they are located it is not generally known.

Sacred Items

The universal holy symbol of Silvanus is the mistletoe. The Trehaen carry mistletoe as a symbol of their office. Mistletoe is held in special reverence because of all the plant known to the early church it was the only one not needing the ground to live. When Geran established the Trehaen he picked mistletoe to be the Trehaen's symbol of office.

Dogma

Even though the Church of Silvanus is a loose association, there is a body of belief common to worshippers of Silvanus. Worshippers believe it is right to preserve and enhance life.

They will try to uphold the natural order and work within it in their daily lives.

Most worshippers of Silvanus study nature to understand secrets that extend back to the time before the Uttermost War. Those who master these secrets may join the Trehaen to protect the Wilderlands.

Common Rituals

The Circle

There is only one ritual common to worshippers of Silvanus; it is called the circle. It usually occurs on the night of the full moon. It preferably takes place at a Holy Grove where a simple cairn is constructed and a candle placed upon it. The participants gather around the cairn in a circle and hold hands while they pray and meditate. Families and close friends may worship together. Circles are usually augmented with songs and poetry. All rituals such as marriage, birth, death, and etc use the circle as the core.

Holy Times/Holy Places

Festivals

There are four great festivals of Silvanus in the year; Both solstices and the equinoxes. At each of these festivals the locals will throw a great feast in order of Silvanus's marriage to that season's bride. On sunup there is a great procession to the village square where the local Trehaen and the local priest of Dannu welcome the villagers. The priest of Dannu performs his rites and benedictions. Then about a hour before noon the villagers prepare for the marriage ceremony. Then the male villagers will line the west roadway or path and the female villagers will line the east roadway. Then little before noon a maiden chosen to be the bride, comes from the east and a young man chosen to be Silvanus will come from the west. They will met in front of the Trehaen and while holding hands turn and face the villager.

The man recites,

I, Silvanus, asks humbly of thee, to grant me your forgiveness for I am of four parts and cannot decide to choose among you and your sisters. Thus I pledge to thee, if you canst have me for a full measure of a year, canst thou have me for a portion, O lady of (Winter/Spring/Summer/Autumn).

The maiden then replies,

O Silvanus, art thou a noble fool, for I and myne sisters knowest that your love for all us is true. Although I long thee to accompany me for the rest of my days, I will consent to be yours and you to be mine for the portion you can give.

With that the Trehaen sprinkles petals of a flower over both of their heads, and the villagers give a great shout of *Praise be Silvanus and the Lady of (Wind/Spring/Summer/Autumn)*. For the rest of the festival, there is dancing, music, and games. At sundown the tables are brought out and another feast is laid out and the villagers feast until the wee hours of the night.

Shrines

The faithful really do not keep any shrines to venerate the honored of Silvanus. The Holy Groves are sacred places into themselves and are part of the natural world. The greatest of all of the Holy Groves is the Grove of Geran, it here that Geran started the training of the first circle of Trehaen. On Geran's death Silvanus granted to the grove a cutting of the First Tree where it still grows. The Holy Grove of Geran is now the home of the Grand Trehaen of Silvanus. It is rumored to be located somewhere in the Dragon Mountains west of Sotur.

Hierarchy/Organization of Clerics

Recruitment

All Trehaen and Rangers are recruited by their fellows, the local Trehaen or Ranger will see a promising young candidate and test them to see if they are called to the service of Silvanus. Then if the candidate is called then the Trehaen or Ranger will sponsor them and send them to be trained by the Circle

The Circle

The Circle is the fundamental unit of the Trehaen and the Rangers. A circle usually contains no more than eight members. The members of a circle have trained and worked together since first entering the service of Silvanus. Together they provide each other with aid, comfort, and shelter.

Trehaen

There are basically five ranks of Trehaen; Acolytes, Initiates, Trehaen, Great Trehaen, and Grand Trehaen

Acolyte

A acolyte is a newly accepted person into the ranks of the Trehaen. Typically they train with the members of his or her circle until he or she comprehends the mysteries of the Wilderlands.

Initiate

When a acolyte thinks he or she understands the mysteries, the acolyte then visits the circle's Holy Grove at night. There he sets out a wooden bowl. The acolyte meditates the full night. If Silvanus is satisfied with the acolytes understanding than Silvanus leaves a sprig of mistletoe in the wooden bowl making the acolyte as now being a Initiate of Silvanus.

The Initiate returns to his circle and celebrates. On the next morning the Initiate will leave the Circle and wander. The Initiate will go to different Circles throughout the Wilderlands giving them aid and service as needed, also the initiate tries to learn from as many teacher as he or she can.

Trehaen

During the Initiate's wanderings, he or she will make friends with other initiates along the way. One day the initiate will band with seven others forming a circle and all in the Circle will attain the rank of Trehaen. The hand of Silvanus is often present in gathering the circle together. Sometimes a old member of a established Circle will die and a new member invited in also becoming a Trehaen. Many of the Trehaen that serve communities attain their rank in this way.

Great Trehaen

The Great Trehaen is the leader of the Trehaen of a particular lands or region. When a Great Trehaen passes away, sometimes another member of the Great Trehaen's Circle will be chosen, at other times the Great Trehaen's circle will go to another that has been called by Silvanus.

The Great Trehaen and his Circle are called upon Silvanus to watch over his or her land to take a broader view then the Trehaen of the local communities could take. The Great Trehaen is not in the role of insuring church purity but rather of watching for danger and lending and directing aid to where it is needed.

Grand Trehaen

The Grand Trehaen is the leader of all the Wilderland's Trehaen. This person as with the Great Trehaen is selected either from the old Grand Trehaen's circle, the existing Great Trehaen, or to another called by Silvanus. The duties of the Grand Trehaen parallel much of the Great Trehaen except that Silvanus ask the Grand Trehaen and his Circle to watch over all the Wilderlands, and to give and direct aid where aid is needed.

The Rangers

The Rangers have basically three ranks in each of their orders; Novice, (Runner, Hunter, or Warrior), and Master. The process of advancement is much like the Trehaen. It is not a formal path with no formal ceremony. Each rank is earned by acknowledgment of the Rangers's peers, and the work of the Rangers.

The Rangers also go through the communion with Silvanus like the Trehaen. When a novice wishes to know that he or she has attained enough understanding to become a full-fledged Ranger, he or she undergoes the communion. At the end of the communion, if the novice is accepted, instead of a sprig of mistletoe the Rangers will receive a wooden badge of his or her order.

Rules

Typically the Rangers are comprised of the cleric class and the Trehaen of the Priest Class.

Clerics

Clerics use the standard rules with the following additional abilities.

- Can use the Shield of Faith (see below)
- Can use Spells
- Can cast rituals, exact specification based on deity
- Can use the weapon list of their deity
- At 3rd level a cleric is granted a 1/day spell based on their deity
- May have additional powers

Against any spells or spell effects the Shield of Faith confers a 20% chance of spell immunity per level until 5th level when it reaches 100%. This immunity may be dropped by the Cleric to allow beneficial spells to be casted on him. It takes one round to restore the shield. If the Cleric is knocked unconscious the Shield of Faith drops one round later.

Religious Ranks

Acolyte	1 st to 3 rd level
Initiate	4 th level or greater*
Trehaen	5 th level or greater*

*The above two ranks are dependent on whether the character is still wandering or is formally part of a circle. Typically by 9th level most Trehaen are part of a circle.

Great Trehaen	14 th level
Grand Trehaen	15 th level

Novice	1 st to 3 rd level
Runner, Hunter, Warrior	4 th to 8 th level
Master	9 th level or greater

Silvanus

Silvanus is the god of dreams, magic, and the forest. Silvanus is revered by the Elves. His worship involves mysticism, complex meditation, and magic. Silvanus' Clerics are known as Rangers in Human cultures.

Armor: Any

Weapon List: Any

Granted Spells (at 3rd Level): Speak with Plants

Additional Powers: Turn Undead. They may cast a limited amount of Wizard's spells. (see below). They do not have to memorize their spells but are limited in their choice of spells. (see Order of Trehaen).

Rituals: Can cast rituals equal to $\frac{1}{2}$ highest level spell they can cast +1. For example, at 1st level they can cast 1st level rituals, at 3rd level they can cast 2nd level rituals, at 7th level they can cast 3rd level rituals and so on.

Level	Spell Per Day						Spell Known					
	1	2	3	4	5	6	1	2	3	4	5	6
1												
2												
3												
4												
5	1						1					
6	1						1					
7	1						2					
8	1						2	1				
9	2	1					3	1				
10	2	1					3	2				
11	2	1					4	2				
12	2	1					4	3				
13	2	2	1				4	3	1			
14	2	2	1				4	4	1			
15	2	2	1				4	4	2			
16	2	2	1				4	4	2			
17	2	2	2	1			4	4	3	1		
18	2	2	2	1			4	4	3	1		
19	2	2	2	1			4	4	4	2		
20	2	2	2	1			4	4	4	2		
21+	2	2	2	2	1		4	4	4	3	1	

Priest

The Priest performs the day-to-day duties of the church. They hold daily services, officiate over marriages and perform blessings at burials. They maintain the temples, and distribute aid. They collect the tithes and ensure there is a proper accounting of their expenditure. While their lives are not as exciting as those of Paladins, Myrmidons, or Clerics, their role is no less important.

Prime Attribute: Wisdom

Hit Dice: 1d6

Armor: None

Weapons: Dagger, Club, and Staff.

- At 3rd level Priests can cast the granted power of their religion (see Clerics)
- Priests can cast rituals
- Priests can cast spells
- Priests can use the Shield of Faith (see Cleric)

Priest Advancement

Lvl	Years	HD	SV	1	2	3	4	5	6	7	Ritual
1	0 to 4	1	17								
2	5 to 9	1	17	1							1 st
3	10 to 14	1	17	2	1						2 nd
4	15 to 19	1	17	2	2	1					3 rd
5	20 to 24	1	17	2	2	1	1				4 th
6	25 to 29	1	17	2	2	2	1	1			5 th
7	30 to 34	1	17	3	3	2	2	1			
8	35 to 39	1	17	3	3	3	2	2	1		6 th
9	40 to 44	1	17	4	4	3	3	2	1		
10	45 to 49	1	17	4	4	4	3	3	2	1	7 th
11	50+	1	17	4	4	4	4	4	3	2	