

Sarriel- Elven God of Dreams and Protector of Wandering Elf Spirits

Description: Sarriel is the God of Dreams as well as the Patron of the healing arts and Protector of the Wandering Elven Spirits. Sarriel is described by his followers as an especially tall Elf of regal bearing and dark, black hair. It is said that sparklings of light shine upon his raven tresses much like the stars twinkling against the night sky.

Symbol: Initiates and Priests of Sarriel identify themselves with the symbol of the white wolf, a sacred spirit beast that is said to help protect the deceased Elven spirits from the foul beasts that stalk the Spirit Realm. Initiates and Priests wear plain hooded robes of midnight blue with symbols of stars and planets sewn onto the hems.

Holy Days: There are no specific holy days to Sarriel, though the night is considered his favoured time. Sarriel is usually called upon during sickness to assist the ill and at death to assist the departure of the Elf from his corporeal being.

Cult Requirements: The cult is opened to any Wood Elf who would venture in Sarriel's mysteries.

Religious Orders: The **Shadow Weavers** (or **The Dream-Makers of Sarriel**) are Wood Elf wizards who follow the God of Dreams, due to his relationship with illusionism and have formed their own secret (as secret as Elves can get) society under the tutelage of The Grand Deceiver, Dreamguiler Laquenyar Ral Silmar. Individual members of the society may serve the army as wizards.

Strictures: All followers of Sarriel must abide by the following strictures:

- Always oppose the servants of the Dark Elves, especially the minion of their sorcerors.
- Always oppose Necromancers and any Undead whenever and wherever they encounter them.
- Always oppose those who seek to destroy or defile the Wood Elven homeland.
- Never refuse to attend and care for the ill, especially children.
- Never refuse to listen to the dreams of others.
- Never refuse to conduct a funeral service if requested to do so.
- Never enter or disturb a place of burial which has been properly dedicated to the protection of Sarriel.

Spell Use: Priests of Sarriel may use the following spells:

1st Level: [Battle] Aura of Resistance, Cure Light Injury, Detect Magic, Dispirit, Immunity from Poison, Steal Mind, Wilt Weapon; [Divine] Cure Poison, Funeral Rite (Ritual)**; [Illusionist] Bewilder Foe, Camouflage Area, Camouflage Illusion, Glamour; [Necromantic] Destroy Undead

2nd Level: [Battle] Aura of Protection, Break Weapon, Cause Panic, Magical Might, Mental Duel, Mystic Mist, Steal Magical Power; [Divine] Dedicate Divine Symbol (Ritual)*; Invisibility to Undead**, Treat Illness; [Illusionist] Banish Illusion, Confound Foe, Illusionary Woods, Lesser Eidolon

3rd Level: [Battle] Arrow Invulnerability, Cause Cowardly Flight, Cause Fear, Cause Instability, Cause Stupidity, Dispel Magic, Transfer Aura; [Divine] Heal Injury, Purification Rite (Ritual)**; Wrath of Sarriel (Mórr)**; [Necromantic] Annihilate Undead; [Illusionist] Universal Illusion, Vanish

4th Level: [Battle] Aura of Invulnerability, Bless (Enchant) Weapon, Cure Severe Wound, Drain Magic, Reverse Spell, Stand Still, Strength of Mind; [Divine] Open Sarriel's (Mórr's) Gates**; [Illusionist] Complete Illusion, Destroy Illusions, Teleport

** described in **Apocrypha 2: Charts of Darkness**, pages 26-28.

Priests of Sarriel may also use the following spell:

Dedicate Divine Symbol (Ritual)

Spell Level: Second

Magic Points: 8

Range: Touch

Duration: Permanent

Ingredients: Symbol of the appropriate deity

The ritual is similar to that described for the cult of Mórr “Dedicate Staff” (**Apocrypha 2: Chart of Darkness**, page 26-27). Like those in the human cult, Wood Elven priests and sorcerors would have a difficult time casting spells which use components that are of an offensive nature to a Wood Elf's sensitivities, such as body parts of woodland creatures. Being higher magical creatures, the Wood Elves have developed a ritual that calls upon the power of their gods to allow for the permanent blessing of an Elven priest's or sorcerer's holy symbol to act as a focus for their spells.

The ritual involves a 2nd level Priest and her Initiate once the latter has learned the mysteries of his cult and is on the threshold of becoming a Priest. The mentor would have the Initiate first craft the holy symbol by hand and engrave it with the words of power that would be unique to that Elf and used to invoke the magical potential of his inner spirit. The mentor would lay the Initiate's symbol under her own and chant the cult's litany in order to empower the token. A sacrifice is then called upon, the nature of which also varies by cult. The cult of Adamnan might use drops of the Initiate's blood while Isha might call upon the juice of the rare *Rhathina* berry.

The same ritual is used by Wizardly order, the *Dreinarthia Corlinalith*, (Eldritch Watchers), and other Wood Elf sorcerors of the Laurëlor.

Skills: Initiates of Sarriel must purchase the *Dream Interpretation* skill at normal EP cost in addition to the skills normally available to Initiates. Priests of Sarriel may purchase one of the following skills for each level they've achieved: *Arcane Language- Necromantic Magick*, *Astrology*, *Astronomy*, *Augury*, *Identify Undead*, *Resistance to Illusionist Magic* (see below), *Scrying*, and *Undead Lore* (**Apocrypha 2: Charts of Darkness**, page 25).

Resistance to Illusion Magic: This skill enables the Priest of Sarriel to add a +10% modifier to all magic tests against Illusion Magic only.

Trials: Trials set by Sarriel generally involve punishing those who disturb burial places and desecrate the dead. In some instances, trials may be of a more benign nature such as going to place where plague has overtaken inhabitants of a settlement, even a human one, and do what one can to attend to the diseased.

Blessings: Skills favoured by Sarriel include *Astrology, Astronomy, Augury, Cure Disease, Dream Interpretation, Heal Wounds, Identify Undead, Magic Awareness, Resistance to Illusion Magick, Scrying, and Undead Lore*. Favoured tests include *Fear, Terror*, all Poison, Disease, and other test which counter special attack forms of any Undead creature. Sarriel may also grant a temporary increase to **Int**, **Cl**, and **WP** attributes. Frequently, Sarriel may bless a character by sending a dream to give advice or information.