

Druidic Pantheon of Affaraon

Summary

The Druidic Pantheon is an ancient and secretive theological system primarily indigenous to the [Old Forest of Affaraon](#) on the [Continent of Osnines](#). Entirely distinct from the Nine Gods of the Skyssians and the later interpretations of the Daelians, this pantheon serves as the spiritual and industrial bedrock for the [Pheryllt](#), a specialised branch of Druids who operate as master metallurgists and alchemists. The faith is defined by the pursuit of **Spiritual Perfection**, the rejection of external reality as a “garment of illusion,” and the search for one's predestined **Placement** in an infinite universe.

Backstory and Philosophy

The Garment of Illusion

The central tenet of the druidic faith is the belief that the tangible world is a “garment of illusion” constructed by an “insane prime mover.” Consequently, the druids maintain that understanding the true nature of reality is virtually impossible for the uninitiated. This ontological stance leads adherents to prioritise internal spiritual **labour** and the perfection of their crafts over the political or social structures of the wider continent.

The Quest for Placement

Adherents believe that every living soul has a specific, predestined place in the universe where they will find absolute completion. This “Placement” is viewed as a divine mandate; those who find their place may live in luxury within the groves of [Affaraon](#), while others may find their completion through the **labour** of the mineral mines. The transition to this “right place” is facilitated through the mysteries of the faith and the guidance of the elders.

Main Observances

The rituals of the druidic pantheon are designed to strip away the ego and perfect the soul through communal scrutiny.

Fortnightly Lodge Meetings

Ordinary followers and initiates meet at the New Moon and Full Moon within large wooden structures known as **Lodges**. These buildings are typically situated on hills or within sacred groves. During these meetings, individuals must present a review of their own progress toward perfection, which is then subjected to intense communal scrutiny and “often painful criticism.” This process is considered the

essential key to attaining mastery over the self and the illusory world.

The Harmonic Voice

Direct interaction with the divine is frequently auditory rather than visual. In sacred sites such as the [Temple of Clewg at Estreham](#), the birds of the grove are known to speak with a collective harmonic voice. This phenomenon is interpreted as the direct voice of the deity welcoming initiates, delivering directives, or commanding seekers to find mythical locations like the **Chestnut Lodge**.

Alchemical Labour

As the [Pheryllt](#) are expert alchemists and metallurgists, the act of mining and the transformation of raw ores into exquisite crafts is considered a form of prayer. The quest for improvement ensures that the products of [Affaraon](#) are among the finest in the known world, as each hammer strike on the forge is a step toward spiritual completion.

Known Gods and Higher Powers

The druidic pantheon is characterised by layers of secrecy, with an alleged unbroken chain of “secret masters” stretching back to pre-history.

Clegw (His Holiness)

The primary deity of the pantheon, [Clegw](#) is the God of **Improvement**, **Spiritual Perfection**, and **Placement**. He is the only entity who truly knows the “right place” for every soul. His name and the significance of his primary symbol, the **Chestnut Tree**, remain among the most closely guarded mysteries of the Faithfull.

The Secret Masters

While [Clegw](#) is the focal deity, the faith is governed by an alleged hierarchy of “Secret Masters.” High-grade adepts who have renounced the external world live a celibate and contemplative life to move closer to these masters. Speculation among outsiders suggests these masters may be anything from psionics to shapechanging lizard men, though the initiates maintain they are the keepers of absolute reality.

The Higher Powers of Yendor

The fabled city of [Yendor](#), also known as the “Ambrosial City” or the “City of Higher Powers,” is rumoured to be the dwelling place of the pantheon's most potent entities. These powers are said to reside deep within the [Old Forest](#), shielded from the illusory world by ancient druidic magic.

Relationships

People

- [Wall](#): A high-level adept and emissary at Estreham who guides seekers through the paradoxes of the faith.
- [Mukul](#): A legendary druidic philosopher and cartographer whose maps are used to navigate the forest's illusions.
- [Alfarinn](#): The unaging matriarch who uses the sanctuary of the druidic temples to remain lost to the world.
- [Yngvild the Fierce](#): A hero who received the harmonic welcome of the birds and was commanded to seek the **Chestnut Lodge**.

Places

- [Affaraon](#): The geographical and spiritual heart of the druidic tradition.
- [Yendor](#): The mythical seat of the **Higher Powers**.
- [Estreham](#): The site of the martial sect's white domed temple with a lethal anti-male curse.
- [Cell y Dewiniaid](#): "The Grove of the Magicians," a site of significant ritual power.
- [Dinas Emris](#): A city on the forest's edge inhabited by the faithful.

Concepts

- [The Chestnut Lodge](#): The primordial and mythical original seat of the faith.

[Skyss - Story Background](#) [Characters](#) [Skyss - Places](#) [Pantheon of Skyss](#) [Other Background](#)
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