The Gates of Panacea (The Church of Glitanius)

Symbol: An oak tree.

Background, Goals, and Dreams: Warm timbered halls teeming with plants and birds, earthy incense and natural color surrounding a courtyard in which a mighty oak tree grows. These are all common sights in the halls of the Gates of Panacea. The church as it is today spawned from the a powerful group of druidic clerics from the Greatland Forest, The Keepers, a then and still large druidic circle. The church was founded in -17 CM by Eldest Silvanious Nailo, a wood elf. The title of Eldest is awarded to the member who has served longest as an Elder. The church as it is today is run from the House of Five in Kelterran by Eldest Donearan Farstrider (male wood elf Cleric level 12, High Priest level 10). The church wants to help the people of the land as much as possible, it is the dream and goal of those within the church of Glitanius to eradicate disease and suffering. They see their role as an important one in society, to nurture and defend the weak from the evil forces in the world. And when need be to vanquish that evil for the greater good.

Enemies and Allies: Although the Bond of the Divine keeps divine casters at bay while inside the House of the Five. It does little to mask the hatred that the Gates of Panacea feels for Ravis and his servants of the Shadow Sanctum. These two organizations usually work to undermine each other. On the other hand, the church of Glitanius has strong relations with the Keepers and a decent reputation with the people of most cities in which they serve.

Members: Without a doubt the largest branch of the House of Five in terms of general membership. The majority of members in this church are city folk, the commoners and nobles of the land flock to the Gates of Panacea. This is mostly due to their generosity and empathy in regards to need. Quite often Clerics of Glitanius open hospitals within large cities, volunteering time and services to heal the wounded. A charity and volunteer driven organization donations are always welcome, whether it be in coin or assistance. The church of Glitanius opens its gates to anyone, even the most vile and evil of folk, in hopes that they can turn a new leaf.

Holidays: The church of Glitanius celebrates the second Revel of every spring month. This day is known as the Greensong. Many people celebrate this holiday, by planting new life, eating fruit, and holding games for kids. Singing is an important tradition on this day. It is also a day to make right any lies.

Type: Religious Branch of the House of Five

Affiliation Score Criteria: Membership is available to all whom seek it. Even the most openly evil of people may try to redeem themselves, however the church will eventually disassociate with those who perform such vile acts. The church will not allow evil outsiders or undead into their ranks, knowing that such creatures are beyond redemption.

Criterion:	**Affiliation Score Modifier:**
One Time	
Character Level	+½ character levels
Good Alignment	+1
Cleric of Glitanius or Guardian class	+1
Can cast *cure* spells	+1
Have an animal companion	+2
8 ranks in heal / 13 or more ranks in heal	+1/+2
5 ranks in knowledge nature	+1
Can cast *remove disease*	+2
Serves at a hospital without compensation Of any kind for at least 1 month	+2
Can cast *heal*	+4
Has a [vile] feat	-5
Evil Alignment	-10
Multiple Times	
Discovers a new natural remedy	+1
Donates to the churches coffers	+1/per 5,000 GP
Heals or removes a debilitating condition	+1
Stabilize a dying creature	+1
Can cast *summon natures ally* spells	+1
Brings a dead creature back to life with *Raise dead* or similar magic	+2
Slays a CR 10 or higher evil creature of Ravis	+1/2 creature's CR
Destroys an evil altar or artifact	+6
Ignores mandatory memorization of spell (see ranks below)	-2
Mistreats an animal or plant	-2
Casts a spell with the death descriptor	-4
Refuses healing to a living creature when Providing it is feasible	-4
Takes the life of another creature Without cause	-10

Titles, Benefits, and Duties: A counsel of Elders runs each Hall of the Gates of Panacea within the House of the Five. Members of the church are expected at all times to assist those in need, or if unable, to find someone who can. Donations are always welcome, whether it be coin or assistance. Deeds are recorded by the Elders of each hall. When sufficient points are obtained to advance in title the member is approached by the hall's Elder counsel and provided with their new robes signifying their new rank. Smiles warm hugs and handshakes are usually exchanged at that point. The higher in rank one obtains within the Gates of Panacea the more that is expected from them. Elders are no exception, and are often seen elbows deep in the muck trying to bring some good into the world.

Affiliation Score	Title: Benefits and Duties
3 or lower	**Child:** No affiliation.
4-10	**Acolyte:** Simple white robes. Gain a +2 bonus on heal checks
11-15	**Brother/Sister:** Brown trimmed white robes. Once per day cast any *summon* spell as though you had the Augment Summoning feat. You must announce this ability when you begin casting the spell. You may only use this ability if summoning an Earth Elemental or an Animal.
16-22	**Father/Mother:** Green trimmed white robes. Once per day add your wisdom bonus to any one saving throw. You must memorize at least one *remove disease* spell each day if capable*.
23-29	**Deacon:** Silver trimmed white robes. Once per day cast a *cure* spell as a ranged touch with a range of 30 feet. You must memorize at least one *heal* spell each day if capable*.
30 or Higher	**Elder:** Golden trimmed white robes. Once per day while wearing your Elder robes you may cast any divine spell with a costly material component and pay only half the cost stated. This does not decrease experience costs, only those with a gold value. You must memorize at least one *resurrection* or *reincarnate* s pell each day if capable*.

* If the member is capable of memorizing the mentioned spell and chooses not to, they lose all special abilities gained from membership in the Gates of Panacea. The member does not regain the ability to perform the mentioned abilities until another member of the church or equal or higher rank casts atonement on them.