

Requirements:

Region: Must be a resident of a region in the Tuflik, Fals, and Ververdyva Trade Route (VTF) metaregion

Skills: Diplomacy 2 ranks, Knowledge [Nature] 7 ranks, plus either Knowledge [Local-VTF] 1 ranks or Perform [any one] 1 ranks

Spells: Ability to cast 5th level divine spells

Time: 7 TU spent tending to the Gnarley Forest.

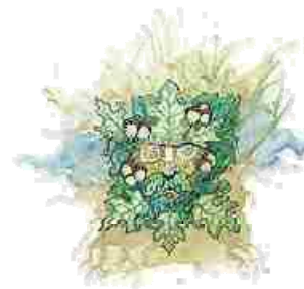
Special: Must have spent either 24 TU (game-time) or six months (real-time) as an *Initiate of the First Circle*

PROTECTOR OF THE GNARLEY

INITIATE OF THE SECOND CIRCLE OF THE GNARLEY DRUIDS

The druids of the Gnarley Forest are few in number, but fervently devoted to the protection of the Great Forest. Known for their reverence of Ehlonna, the druids are friendly with the elven clans of the Gnarley and some friends among the wood elves. Working with the Gnarley Rangers, they serve the forest to keep it safe from harm.

The Gnarley druids are sometimes referred to as the Bards of the Gnarley, for they treasure oral folklore and tales. Many are proficient with some musical instrument or are known for their singing talents.



Benefits:

Attuned to Nature: An Initiate spends much of their time caring for the forest and its creatures. Because of this affinity with nature, the Initiate receives a +4 circumstance bonus to the following skill checks made within the Gnarley Forest:

- ▶ Handle Animal
- ▶ Heal
- ▶ Knowledge [Nature]
- ▶ *Wild Empathy* class ability

Additionally, the Initiate receives a +4 circumstance bonus to Diplomacy checks made when negotiation on behalf of the Gnarley Forest.

Nature's Friend: Once per adventure, the Initiate may receive a free casting of a spell between 0 and 5th level from a spellcaster friendly to the forest appearing in that adventure (you must still pay for the material components). In Dyvers, this counts as a Permanent Influence point which may be specifically used for this purpose.

Nature's Resources: Initiate's have access to the purchase the following items

- ▶ Armor, bark (A&EG)
- ▶ Armor, cord (A&EG)
- ▶ Armor, leafweave (leather-equivalent)(RW)
- ▶ Armor, wicker (A&EG)
- ▶ Forester's Cloak (A&EG)
- ▶ Forestwarden Shroud (RW)
- ▶ Hammack (A&EG)
- ▶ Honey Leather (RW)
- ▶ Leather Teepee (A&EG)
- ▶ Thistledown Suit (RW)

Nature's Bounty: Free Adventure Lifestyle [Standard] during any adventure set in the Gnarley Forest.

The High Druids: The High Druids of the Gnarley Forest are the elf Maiya Dewshine, the human Laric , and the late gnome Naimur (a council is currently filling his position until a ritual can be held to name a replacement)

Desertion: A Gnarley Druid that leaves the order may rejoin again the future, but must begin as an Aspirant.



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This certificate certifies that

A character played by

Signature of Player

RPGA Number

Date

AR

Has fulfilled the requirements for membership in this Verbobonc regional metaorganization.

Membership must be renewed annually at the beginning of each calendar year. Please keep all previous certificates of membership together along with this one so an accurate account of your membership can be made in the event of an audit.

Signature of DM

RPGA Number

Date

This regional documentation has been issued by the Regional Triads of the Ververdyva , Tuflik, and Fals metaregion and must be turned over to any Tritad upon request. It may be revoked, altered, changed, or otherwise modified at any time for any reason deemed necessary.