

ELVEN CLANS OF THE GNARLEY FOREST

Background and Goals: Almost 200 years ago prior to the formation of the Vice Royalty of Ferrond, a group of elves were tasked by the Fey queen of Celene to settle within the Gnarley Forest for the defense of the elven kingdom and to promote the elven way of life. Following the lei-lines of power, the elves settled in an area suffused with natural power and magic and formed their home from the fabric of nature itself—denying all but those with elven blood from crossing the threshold into their environs and nurturing the great forest they called home.

As time passed, the land changed as the avaricious nature of the dominant humans took more and more from the land without replenishing what had been lost. Most recently, the greatest savagery has been perpetrated by those greedy souls from Verbobonc that have formed towns in the forest. Harvesting the rare Ipp Wood for their coffers, the resulting blight upon the forest was a canker whose growth has only recently been slowed, but not halted. The worst offenders have taken residence in the towns of Twilight Falls and Humming's End—defilers that have virtually stripped the riches of the earth from the land, and left nothing but sprawling monuments of arrogance and greed in their wake.

Thus, a charge was laid upon their members that they not perpetuate, condone, or approval of such behavior—nor, by omission of action, allow such behavior to continue unchallenged.

Members: To be a member of the Elven Clans is to have a link with living history, for the oldest recall the time of the Suel Imperium in the far west, and the height of the Bakunish Empire. A few even recall the eras of the Wind Dukes of Aaqa, the Isles of Woe, and the ancient illithid city of Shuimyn'dalort Milthanadun—now buried beneath the Lortmil Mountains.

Those elves that call themselves members of the Clans are expected to live and act in a manner befitting their race, status and elevation. Those that reflect poorly on their house, by their appearance, mannerisms, or behavior, are not tolerated and their ties to the Clans are quickly severed.

There are four major lven Clans residing in the Gnarley Forest—each with their own particular beliefs, benefits, and responsibilities. See *Elven Clan Options* for more information on each Elven Clan.

Type: Noble, Racial

Scale: 10 (regional [Gnarley Forest—Dyvers and Verbobonc])

Affiliation Score Criteria: Membership in the Elven Clans is open to any Dyvers or Verbobonc regional character, provided that the character is either grey elven, high elves, or wood-elven. Half-elves of these races, while looked upon with derision in some cases, are permitted to join individual

Criterion (One Time)	Modifier
Character level	+ ½/level
Years of Service	+2/year
Possesses 5-9 ranks in 3 or more Associated Skills ⁽¹⁾	+2
Possesses 10+ ranks in 3 or more Associated Skills ⁽¹⁾	+4
Possesses feats with a racial requirement of Elf	+1/feat
Is a half-elf ⁽²⁾	-4

Criterion (Multiple Use)	Modifier
Plays an adventure set in Celene, Dyvers, the Gnarley Forest, or Verbobonc as a member of the Elven Clans ⁽³⁾	+ ¼/TU
Plays an adventure with the Elven Clans of the Gnarley Forest listed as a metaorganization focus. ⁽³⁾	+1/TU
Commits an act that reflects poorly on your Elven Clan	-4
Refuses to undertake or complete a mission for your Clan	-6
Aides or assists an enemy of your Clan	-8
Commits a seditious act against the Elven Clans	-15

Notes:

- The bonuses overlap (do not stack); apply only the highest bonus if both apply.
- Members of Clan Meldarin do not incur this penalty
- These benefits overlap (do not stack) with each other; only apply the highest benefit if more than one Criterion applies.

Clans.

Titles, Benefits and Duties: To gain rank within your Elven Clan, you must ensure that your all aspects of your house's interests are properly represented in your activities. You may not make use of any benefit if it would result in a demotion to a lower rank.

ELVEN CLAN OPTIONS

The elves of the Gnarley Forest are divided into four major Clans, each with their own interests and goals. Each Clans wields tremendous power, however the lack of numbers prevents many large-scale exercises of this power. That may be changing, however, with rumors that the nation of Celene is quietly providing support—both financial and military—to the Clans. Because of their power, the

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Score 3 or lower **Title: Benefits and Duties** (*benefits and duties are cumulative*)

Not affiliated, servant, or junior member with no benefits.

4-10 **Clan Member:** You have been accepted as a member of a noble house of Verbobonc, and receive the following benefits:

☛ **Associated Skills:** The following skills are associated with members of the Elven Clans: Diplomacy, Gather Information, and Intimidate. You receive a +4 circumstance bonus to checks made with Associated Skills against individuals that hold a lower rank, or no rank, in your Elven Clan.

☛ **Clan Privilege:** The powers and privileges of the Elven Clans are vast and many. Choose one (1) of the options available to your chosen clan listed under **Clan Privilege** section.

☛ **House Stores:** You receive a 20% discount on all non-magical equipment and service purchases made from the *Player's Handbook*, *Complete Adventurer*, *Complete Arcane*, *Complete Warrior*, and *Races of the Wild*.

☛ **Influence:** You may use your affiliation with your Elven Clan as influence with this metaorganization. Spending 1 Affiliation point earns you 1 standard Influence point with your chosen Elven Clan. You can likewise convert Influence Points into Affiliation points using the same ratio.

☛ **Service:** You are required to spend time in the service of your Clan. You may either spend 2 TU or pay 10% of gold earned (as circled on the Level of Play section of your Adventure Record. This service requirement is waived during any adventure set in either Celene, Dyvers, Verbobonc, the Gnarley Forest, or the Wellwood.

☛ **Title:** You receive the title of *noore edhel*, or Clan Elf This results in free Adventure Lifestyle [Standard] during any Dyvers or Verbobonc regional adventure.

11-20 **Favored of the Elven Clan:** Your exploits and deeds have garnered you favor in your Clan, and you receive access to some of the training resources available from the house masters.

☛ **Clan Privilege:** You may choose one (1) additional option.

☛ **Dwelling:** Should you move to a town in the Gnarley Forest that is a part of either the Verbobonc Town Project or the Dyvers Town and City Project, you are provided with a Residence [Simple House]. This residence belongs to your Clan and is lost should you leave this metaorganization. You do not pay annual taxes on the residence. For more information see *Verbobonc Town Project: Player's Guide and Sourcebook*.

☛ **Title:** You are elevated to the title of Esquire, and are addressed as *aredhel*. You now receive free Adventure Lifestyle [Standard] during any VTF metaregional adventure.

21-30 **Elven Scion:** You have been elevated within your Clan and are seen as an example of how a member of your race and station should act.

☛ **Clan Privilege:** You may choose one (1) additional option.

☛ **Dwelling:** Your dwelling is upgraded to a Residence [Grand House]

☛ **Title:** You are elevated to the title of Gentleman or Gentlewoman, and are addressed as *ar tun* (Honorable Master). You receive free Adventure Lifestyle [Rich] during any Dyvers or Verbobonc regional adventure.

31+ **Elven Lord:** You are one of the most powerful members of your chosen Clan (likely a military general, master arcanist, lord high chaplain, or master of intelligence) and have the ear of leaders of your Clan. A word or two from you can help shape the policy and attitudes of an nation, and thus you wield great power.

☛ **Clan Privilege:** You may choose two (2) additional options.

☛ **Dwelling:** Your dwelling is upgraded to a Residence [Manse]

☛ **Title:** You are elevated to the title of Elder, and are addressed as *ar heru* (or Honorable Lord). This results in free Adventure Lifestyle [Luxury] during any Dyvers or Verbobonc regional adventure, and free Adventure Lifestyle [Rich] during any VTF metaregional adventure. In Verbobonc, you are treated as minor nobility, giving you diplomatic immunity for the prosecution of certain petty crimes. In Dyvers, both the noble status and diplomatic immunity are not recognized by the Gentry and rulers of the Free City.



This certificate is the property of the Dyvers Triad and the Verbobonc Triad, and may be amended, changed, revoked, or rescinded at any time. The certificate must be returned to the issuing Triad upon request. This certificate has \$0 cash value and cannot be traded, sold, or given away. If access to the benefits on this certificate are lost, void should be written across the text of this certificate.

This certificate certifies that

A character played by

Signature of Player	RPGA Number	Date	AR
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Has fulfilled the requirements for membership in this Dyvers/Verbobonc regional metaorganization. Membership must be renewed annually at the beginning of each calendar year. Keep all previous certificates of membership along with this one so an accurate account of your membership can be verified.

Signature of DM	RPGA Number	Date
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Elven Clans all possess the ability to exercise influence to ensure that their choices and prerogatives are enforced.

Upon joining the Elven Clans of the Gnarlley Forest, the character must choose a Clan. This choice cannot later be changed without campaign documentation. Furthermore, the character cannot join any other Noble or Military metaorganization without campaign documentation. Each Clan has requirements on which elven race is permitted to join its numbers. Unless the character is of a permitted race, they may not join.



Clan Enlanefel

This small clan comprises no more than 7% of the total elven numbers, yet is always deferred to. They make up the religious leaders of the elven clans. Some are clerics and others are druids. Enlanefel elves are treated as the seers, mystics, loremasters, and grove guardians. They do not seek temporal power or authority, but are the guardians of elven secrets; and also perform marriages, funerals, blessings, and births. Typically high or gray elves make up the numbers. Most of the druids are women and many of the males are clerics of elven deities.

ENTRY REQUIREMENTS

Race: Grey Elf or High Elf

Special: Must worship an Elven deity. Membership is by invitation only, and campaign documentation is required to gain access to this Elven Clan

BENEFITS

The following additional benefits and responsibilities are available to members of this clan.

☛ **Associated Skills:** The following skills are added to your list of Associated Skills: Knowledge [Arcana], Knowledge [History], Knowledge [Religion], and Knowledge [The Planes]. Furthermore, your Associated Skill bonus is treated as a bonus to your Leadership score.

☛ **Privilege:** You may choose privileges from any Clan (See **Clan Privileges**).

Additionally, the following special Criterion apply to members of this clan.

Criterion (One Time)	Modifier
Possesses levels in arcane hierophant ^{CA4} , loremaster, mystic theurge, or elven wizard ^{RW} racial substitution levels	+1/level
Female and possesses levels in druid, or male and possesses levels in cleric	+1
Criterion (Multiple Use)	Modifier
Performs a ceremony (marriage, funeral, blessing, or birth), where all principle participants or celebrants have elven blood	+1
Learns an elven secret (must be approved by the DM)	+2 (max of 3)
Permits the revealing of Elven secrets to non-elves—either through access or lack of action	-5



Clan Fealefel

Ruled by a council of five wizards, this clan has always produced more wizards than the other clans. Most are specialist wizard, however one school never specialized is Necromancy. Any wizard daring to specialize in Necromancy is expelled from the clan, hunted down and destroyed. Clan Fealefel elves are mostly gray elves but a few high elves make up the lot. They are quiet folk, studious and more grave than most of their kind, and the clan has some social customs that are unusual among elves, such as arranged marriages and ritualized rites-of-passage.

ENTRY REQUIREMENTS

Race: Grey Elf or High Elf

Spells: Must be able to cast 1st level arcane spells

Special: Cannot choose Necromancy as a wizard specialization

BENEFITS

The following additional benefits and responsibilities are available to members of this clan.

☛ **Associated Skills:** The following skills are added to your list of Associated Skills: Knowledge [Arcana] and Knowledge [The Planes].

Additionally, the following special Criterion apply to members of this clan.

Criterion (One Time)	Modifier
Possesses levels in archmage, master specialist ^{CM} , or elven wizard ^{RW} racial substitution levels	+1/level
Criterion (Multiple Use)	Modifier
Gains access to a non-Open spell	+1 (limit of 4)
Hunts down a wizard specializing in Necromancy	+EL
Learns a spell from the Necromancy school	-2/spell level
Casts a spell from the Necromancy school or invokes a magic item that uses necromantic spells	-4/spell level



Clan Meldarin

Meldarin elves are renowned for their bowmanship and also make up most of the rangers of the elven clans. Most join the order of the bow initiates while some more intelligent ones become arcane archers. They are excellent bowyers and fletchers and make the finest products. This clan is mostly made up of wood elves and it also has the highest amount of half-elves in the clans. They are the only clan to fully accept the half-elves. Some members of this clan are said to be able to predict the weather a week ahead simply by inspecting mosses on an ipp tree

ENTRY REQUIREMENTS

Race: Wood Elf or Half-elf (grey, high, or wood)

BENEFITS

The following additional benefits are available to members of Clan Meldarin.

☛ **Associated Skills:** The following skills are added to your list of Associated Skills: Craft [Bowyer], Handle Animal, Survival

☛ **Half-Elven Acceptance:** You do not suffer the -4 Affiliation Penalty for being a half-elf. Additionally, the following special Criterion apply to members of Clan Meldarin.

Criterion (One Time)	Modifier
Possesses levels in arcane archer, order of the bow initiate ^{CW} , elven paladin ^{RW} racial substitution levels, or elven ranger ^{RW} racial substitution levels	+1/level
Possesses favored enemy (humanoid [orc]) ⁽¹⁾	Special
Possesses <i>woodland stride</i> as a class ability	+2

Notes

1. The bonus is equal to your favored enemy bonus for humanoid [orc]



Clan Sherendyl

Possessing a reputation for producing the finest elven soldiers, members of Clan Sherendyl are masters of the blade and known for their style and finesse. Most become bladesingers or eldritch knights, while some become wild plains outsiders to patrol the Gnarlley Forest. Most are wood elves, but a few high elves also belong to this family. Sherendyl elves are blunt, pragmatic, and to-the-point in dealing with outsiders. They respect the rangers and druids of the Gnarlley, and meet with the clan elders once a year or so to exchange information and greetings

ENTRY REQUIREMENTS

Race: High Elf, Wood Elf or Half-elf (high, or wood)

BENEFITS

The following additional benefits and responsibilities are available to members of Clan Meldarin.

☛ **Associated Skills:** The following skills are added to your list of Associated Skills: Craft [Weaponsmith], Handle Animal, Survival

Additionally, the following special Criterion apply to members of Clan Meldarin.

Criterion (One Time)	Modifier
Possesses levels in bladesinger ^{CW} , eldritch knight, champion of Corellon Larethian ^{RW} , wild plains outsider ^{CA4} , elven paladin ^{RW} racial substitution levels, or elven ranger ^{RW} racial substitution levels	+1/level
Possesses a feat with weapon specialization as a prerequisite	+1/feat

CLAN PRIVILEGES

The Elven Clans wield many powers and privileges for the benefit of their members. With access to ancient and mighty elven lore, the Elven Clans use their privileges to arm members of their race with as many tools as possible for the service of the Clans. Some Privileges are only available to members of certain Clans. You may choose each option once and you may not retain out any chosen privilege after you have taken it.

Privilege	Clan
<input type="checkbox"/> Access to Elf Paladin ^{RW} racial substitution levels (levels 1 and 3)	Sherendyl, Meldarin
<input type="checkbox"/> Access to Elf Ranger ^{RW} racial substitution levels (all levels)	Sherendyl, Meldarin
<input type="checkbox"/> Access to Elf Wizard ^{RW} racial substitution levels (all levels)	Fealefel
<input type="checkbox"/> Access to the Wizard of the Sun and Moon ^{DS} alternate class feature	Fealefel
<input type="checkbox"/> Access to the Loresong ^{DS} alternate class feature	Enlanefel
<input type="checkbox"/> Access to the Companion Guard ^{DP316} feat	Sherendyl
<input type="checkbox"/> Access to the Elusive Attack ^{PH2} alternate class feature	Meldarin, Sherendyl
<input type="checkbox"/> Access to the Distracting Attack ^{PH2} alternate class feature	Meldarin, Sherendyl
<input type="checkbox"/> Access to the Spontaneous Rejuvenation ^{PH2} alternate class feature	Enlanefel
<input type="checkbox"/> Access to the Spontaneous Domain Casting ^{PH2} alternate class feature	Enlanefel
<input type="checkbox"/> Access to the Divine Magician ^{PH2} alternate class ability	Enlanefel, Fealefel
<input type="checkbox"/> Access to the Armored Mage ^{PH2} alternate class ability	Fealefel, Sherendyl
<input type="checkbox"/> Access to the Focused Specialist ^{CM} alternate class ability	Fealefel
<input type="checkbox"/> Access to the Spell Reflection ^{CM} alternate class ability	Meldarin
<input type="checkbox"/> Access to the Holy Warrior ^{CC} alternate class ability	Sherendyl
<input type="checkbox"/> Access to the Champion of the Wild ^{CC} alternate class ability	Meldarin
<input type="checkbox"/> Access to the Domain Granted Power ^{CC} alternate class ability	Enlanefel
<input type="checkbox"/> Access to the Spontaneous Divination ^{CC} alternate class ability	Enlanefel