

ELVEN ENCLAVE OF VERBOBONC CITY

Background and Goals: Descended from the those elves that lived in the area that became Verbobonc City, the elves of the Elven Enclave come from all of the racial stock of elves—Grey elves, High elves, Wood elves, and perhaps a few others. A close-knit community, the Elven Enclave seeks to preserve their elven heritage while coexisting peacefully with the human population that is currently in power.

Of late, a rift has grown between those of the Elven Enclave and the Elven Clans of the Gnarley Forest. Those of the Elven Clans view members of the Elven Enclave as traitors to their race for their more pacifistic attitudes toward the Viscouny. While members of the Elven Enclave deny these accusations, it has nevertheless created a strain on the elven way of life. Members of the Elven Enclave see it as their duty to work toward a peaceful reconciliation between Verbobonc, the Elven Clans, and the Enclave.

Type: Tribe [Racial]

Scale: 6 (City [Verbobonc City])

Membership Criteria: Membership in the Elven Enclave is limited to elven and half-elven characters that have Verbobonc as their home region. Furthermore, the character must specifically reside in Verbobonc City.

Playing a Member of the Elven Enclave: Members of the Elven Enclave have a more urban and multi-ethnic view of racial relations than their cousins in the Elven Clans. Because of that, they tend to favor skills and classes that are more interactive and communicative.

Members of the Elven Enclave usually have ranks in skills like Diplomacy, Perform [any], Sense Motive. Because of their association with Verbobonc City, they are also astute merchants and appraisers of good, and so regularly have ranks in Appraise, Craft [Any], Profession [Any].

Classes favored by the Elven Enclave include bards, fighters, and wizards, though classes of all types are practiced by their members.

Benefits and Duties: As a member of the Elven Enclave, you receive the following benefits and are subject to the following duties and requirements.

☛ **Urban Life:** Through your life in Verbobonc City, you have been exposed to various cultures and lifestyles, giving you a cosmopolitan outlook and temperament. You receive a +3 circumstance bonus to the following skills:

- ◆ Appraise
- ◆ Diplomacy
- ◆ Gather Information
- ◆ Sense Motive
- ◆ Spot

☛ **Verbobonc Bazaar:** The Elven Enclave has been in residence in Verbobonc City for many years, and knows how to get the best deals for it's members. You receive a 20% discount when purchasing equipment and services from the *Player's Handbook*. Furthermore, you may purchase the following equipment at standard costs:

- ◆ Acid Bullet ^{A&EG}
- ◆ Flame Bullet ^{A&EG}
- ◆ Elven Aleesian Wine ^{A&EG}
- ◆ Blasting Pellets ^{RS}
- ◆ Elvencraft Bow ^{RW}
- ◆ Elven Doublebow ^{RW}
- ◆ Harp (Hand) ^{RW}
- ◆ Elven Lightblade ^{RW}
- ◆ Flash Pellet ^{CV}
- ◆ Leather Scale Armor ^{A&EG}

Finally, members of the Elven Clans receive their bonus from Urban Life when using the *Benefits from Nonadventuring Activity* rules from the LGCS, and when making Transaction Checks as part of the Verbobonc Town Project. This bonus is only available after Verbobonc regional adventures that take place (in whole or in part) in an urban environment.

For more information on the Verbobonc Town Project, see the regional documentation *Verbobonc Town Project: Player's Guide and Sourcebook*.

☛ **Racial Substitution Levels:** You receive access to one of the following racial substitution levels:

- Half-Elf Bard RD
- Half-Elf Fighter RD
- Elven Wizard ^{RW} (*first-level only*)

☛ **The Rift Between Ways:** The elves of Verbobonc City are different in many ways from that of their Gnarley brothers and sisters, and you receive nothing less than a chilly reception when dealing with your cousins that live in the great wood. You receive a -4 circumstance penalty to Bluff, Diplomacy, Gather Information and Intimidate checks when dealing with members of the Elven Clans of the Gnarley Forest.

☛ **The Enclave's Agenda:** You are required to spend 8 TU per year advancing the agenda and goals of the Elven Enclave of Verbobonc City. That agenda includes mending relations between the humans and Elven Clans, assisting in the recovery of items of elven heritage, and teaching other elves about their history in Verbobonc.



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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. 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

