## **Requirements:**

Deity: Must have Ehlonna as patron deity Region: Must be a resident of Verbobonc Skills: Handle Animal 4 ranks, Knowledge [Nature] 5 ranks, Knowledge [Religion] 4 ranks, Survival 5 ranks

Time: 9 TU spent caretaking the forest. Tithe: 1% of gold earned after each adventure.

Special: Must have spent one (1) year as an Initiate of Ehlonna, may not join any other Religious metaorganization; must have one of the following:

- A clerical domain of Ehlonna
- Wild Empathy as a class ability
- Divine grace as a class ability

The Warden of Ehlonna protects the forests of Verbobonc. Ehlonna reveres the natural beauty of the woodland plants and animal and her wardens strive to learn the secrets of the forest so that people can live in harmony with nature. Despoilers of nature's gifts are gently warned at first and ruthlessly dealt with if they continue.

## **Benefits:**

Child of the Forest: The Warden of Ehlonna has studies the forest, animals, Divine Spell Casting: A Warden of Ehlonna is granted the casting of 1stand plantlife of Verbobonc and has gained an understanding of their rela- 5th divine spells from any attending cleric of Ehlonna. The attending cleric tionship with Life. As such, they receive a +4 circumstance bonus to skills must appear in a Verbobonc regional scenario. Casting of divine spells does checks made while within the Verbobonc regional campaign:

- Handle Animal
- Heal
- Knowledge [Nature]
- Move Silently
- Spot
- Survival

Living off the Land: The Warden of Ehlonna is so in harmony with the land that they may find sustenance and shelter anywhere in the wild. The Warden receives free Adventure Lifestyle [High] during any Verbobonc regional adventure set in the Gnarley Forest. During any other Verbobonc regional adventure, the Warden receives free Adventure Lifestyle [Standard]

Connection with the Wild: Wardens of Ehlonna receive three (3) influence points with the Church of Ehlonna per Verbobonc regional adventure. These influence points must be spent before the end of the adventure or it is lost.

Equipment: Wardens of Ehlonna receive the following equipment at no cost. antitoxin (PH), tanglefoot bag (PH), holy symbol. Additionally, they receive a 20% discount on purchasing the following items: elvencraft bow (RW), forestwarden shroud (RW), leafweave studded leather (RW), wildwood breastplate (RW), blunt arrow (RW), serpentstongue arrow (RW)

not extend to any companions and any material components must be provided by the Warden.

Forestwarden's Dwelling: A Warden of Ehlonna is charged with the safety of the forest and its inhabitants. Upon moving to a town in the Verbobonc Town Project that is in the Gnarley Forest, the Warden of Ehlonna may purchase a residence [Grand House] in that town at 50% discount, reflecting the availability of building materials and the Warden's knowledge on how to choose the best natural materials. This discount may not be combined with any other discount. The Warden does not pay any taxes on the residence.

If the Warden ceases to be a member of the Church of Ehlonna at any point, the Warden must immediately pay the remaining amount on the residence or lose the structure.

For more information on the Verbobonc Town Project, see the regional campaign document: Verbobonc Town Project-Players Guide and Source book.

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CERTIFICATE	Signature of Player	RPGA Number	Date	AR
	Has fulfilled the requirements for membership in this Verbobonc regional metaorganization.			
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	Signature of DM	RPGA Number	Date	
		f Verbobonc and must be turned over to t by the Verbobonc Triad for any reason do		t.

THE CHURCH OF EHLONNA

WARDEN [RELIGIOUS]