

## Requirements:

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

**Skills:** Knowledge [Nature] 5 ranks, plus either Knowledge [Local-VTF] 1 rank or Perform [any one] 1 rank.

**Spells:** Ability to cast 3rd level divine spells

**Time:** 5 TU spent tending to the Gnarley Forest.

**Special:** Must have been spent either 24 TU (game time) or six months (real-time) as an *Aspirant*.

# PROTECTORS OF THE GNARLEY

## INITIATE OF THE FIRST 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 +2 circumstance bonus to the following skill checks in the Gnarley Forest.

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

**Nature's Resources:** Initiates have access to the purchase of the following items

- ▶ Forester's Cloak (A&EG)
- ▶ Forestwarden Shroud (RW)
- ▶ Hammack (A&EG)
- ▶ Honey Leather (RW)
- ▶ Leafweave Armor (leather-equivalent) (RW)
- ▶ Teepee (A&EG)
- ▶ Thistledown Suit (RW)

**Nature's Friend:** Once per adventure, the Initiate may receive a free casting of a spell between 0 and 3rd 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 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 in 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 Velverdyva, 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.**