

Requirements:

Deity: Must have Ehlonna as patron deity
Region: Must be a resident of Verbobonc
Skills: Knowledge [Religion] 2 ranks, Knowledge [Nature] 2 ranks, and either Survival 2 ranks or Heal 2 ranks.
Time: 6 TU spent caretaking the forest.
Tithe: 1% of gold earned after each adventure.

Special: 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 CHURCH OF EHLONNA

INITIATE

[RELIGIOUS]



The Initiate of Ehlonna protects the forests of Verbobonc. Ehlonna reveres the natural beauty of the woodland plants and animals. Her Initiates 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 Initiate of Ehlonna has studied the forest, animals, and plantlife of Verbobonc and has gained an understanding of their relationship with Life. As such, they receive a +2 circumstance bonus to skills checks made while within the Verbobonc regional campaign:

- Heal
- Knowledge [Nature]
- Survival

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

Connection with the Wild: Initiates of Ehlonna receive one (1) influence point with the Church of Ehlonna per Verbobonc regional adventure. This influence point must be spent before the end of the adventure or it is lost.

Equipment: Initiates 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)

Divine Spell Casting: An Initiate of Ehlonna is granted the casting of 1st—3rd divine spells from any attending cleric of Ehlonna. The attending cleric must appear in a Verbobonc regional scenario. Casting of divine spells does not extend to any companions and any material components must be provided by the initiate.

Forestwarden's Dwelling: An Initiate 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 Initiate of Ehlonna may purchase a residence [Simple House] in that town at 50% discount, reflecting the availability of building materials and the Initiate's knowledge on how to choose the best wood. This discount may not be combined with any other discount. The Initiate does not pay any taxes on the residence.

If the Initiate ceases to be a member of the Church of Ehlonna at any point, the Initiate 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 Sourcebook*.



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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 Triad of the region of Verbobonc and must be turned over to them upon request. It may be revoked, altered, changed, or otherwise modified at any time by the Verbobonc Triad for any reason deemed necessary.