

## **Requirements:**

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

Skills: Knowledge [Nature] 3 ranks Spells: Ability to case 1st level divine spells Time: 3TU spent tending to the Gnarley Forest.



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

An Aspirant spends much of their personal energy tending the forest. They spend many hours being taught oral folklore and tales. When outsiders threaten the forest, their first response is to send for the Gnarley Rangers, preferring to remain in the background. However, if the threat proves great enough, the Druids will support the Rangers' efforts with diplomacy whenever possible, and force if necessary.

## **Benefits:**

Attuned to Nature: An Aspirant spends much of their time caring The High Druids: The High Druids of the Gnarley Forest are the checks made within the Gnarley Forest:

safe from harm.

- Handle Animal
- Knowledge [Nature]
- Wild Empathy class ability

Additionally, an Aspirant receives a +4 circumstance bonus to Survival checks made to live off of the wild (see LGCS, page 13-Lifestyle and Upkeep).

Nature's Resources: Aspirant's have access to the purchase the following items

- Forestwarden Shroud (RW)
- Honey Leather (RW)
- Leafweave Armor (leather-equivalent)(RW)
- Thistledown Suit (RW)

for the forest and its creatures. Because of this affinity with nature, elf Maiya Dewshine, the human Laric , and the late gnome Naimur the Initiate receives a + 1 circumstance bonus to the following skill (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 the future, but must begin as an Aspirant.

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