



Death & Heroic Deeds



(Meta-Organization Supplement - March, 2002)

People of the Gnarley

The Western Gnarley Forest is home to many and protected by the brave few.

People of the Wood have chose a life of the forest. They live off the gifts of the forest provide and use of its resources sparingly. It is not uncommon to witness on eof their numbers standing in the forest quietly listening. The enjoy hearing the wind rustle the leaves, which they call the "Song of the Trees." When danger nears they tend to band together for their own safety and that of the forest. Wary of strangers at first, they quickly turn to offer warm hospitality for those who mean no harm.

Gnarleyman are well-established residents of the Gnarley Forest. They tend to be on the leaders of their small communications in the woods. Gnarley Rangers and/or Druids are known to stop by a Gnarleyman's home on occasion and be made welcome.

Gnarley Ranger – Junior Rangers are the entry point of the Gnarley rangers and act as the defenders of the Great Forest. Their job is not only to the protection of the wood and its inhabitants, but also to hunt down those who seek to do it harm. The Rangers protect the forest from outsiders, especially humanoids from the Pomarj, but also bandits and evil cults skulking in the Gnarley. Warm relations exist between the Rangers and Gnomes, Gnarleyman, Swanmays, and Werebears. They are closely tied to the Western Gnarley High Druid and the Oaken Father. While they have neutral relations with the Greyhawk, Dyvers, Furyondy, Verbobonc and Celene; they prefer not to see their political expansion in to the forest.

Requirements:

To qualify to join the Mounted Borderers, a character must fulfill the following criteria for each rank. The general requirements are required to petition; thereafter, each Mounted Borderers Rank is independent of the previous rank's requirements.

People of the Wood

Annual Duty Time Units: 2 TU

Residency: Verbobonc or Dyvers Resident, Gnarley Forest Resident

Gnarleyman

Base Attack: +2

Annual Duty Time Units: 3 TU

Residency: Verbobonc or Dyvers Resident, Gnarley Forest Resident

Special: Must have spent six months real calendar time as People of the Wood.

Junior Ranger of the Gnarley

Base Attack: +3

Skills: Wilderness Lore (5 ranks), Listen (3 ranks), Spot (3 ranks), Hide (2 ranks), Move Silently (2 ranks), Animal Empathy (1 rank), Handle Animal (1 rank).

Feats: Tracking and Point Blank Shot

Annual Duty Time Units: 6 TU

Residency: Verbobonc or Dyvers Resident, Gnarley Forest Resident

Special: Must be invited to begin training by a Gnarley Ranger Knight.

Benefits:

General

Permanent Influence : One permanent influence with/from the Gnarley Rangers, which can be used in any way a normal influence can be used in the Viscounty of Verbobonc. This benefit exists as long they maintain membership in good standing with the groups of the Gnarley.



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Forest Children: +1 competency bonus to Wilderness Lore skill checks and +1 insight bonus to Spot skill checks while in the Gnarley Forest.

Forest Lore: May select the following knowledge skills to concentrate study of the Gnarley Forest Lore: Geography-Gnarley Forest, Local-Gnarley Forest, Nature-Gnarley Forest. The Peoples of the Gnarley are able to concentrate study in these fields of knowledge giving them an increased focus on skill checks at the GMs discretion.

Builder Book Feats: Acrobatic, Athletic, Dash from *Song and Silence: a Guidebook to Bards and Rogues*.

Gnarleyman

Forest Children: +2 competency bonus to Wilderness Lore skill checks and +2 insight bonus to Spot skill checks while in the Gnarley Forest.

Forest Lore: May select the following knowledge skills to concentrate study of the Gnarley Forest Lore: Geography-Gnarley Forest, Local-Gnarley Forest, Nature-Gnarley Forest. The Peoples of the Gnarley are able to concentrate study in these fields of knowledge giving them an increased focus on skill checks at the GMs discretion.

Forest Friend: the PC may select the either the Gnarley Rangers or the Gnarley Druids. Once designated, these may not be changed.

Builder Book Feats: Faster Healing and Improved Swimming from *Masters of the Wild: a Guidebook to Barbarians, Druids and Rangers*.

Junior Ranger of the Gnarley

Insignia: Silver Oak Leaf neck-chain. The insignia acts as an Influence Point with Gnarley Rangers.

Forest Children: +1 insight bonus to animal empathy or handle animal skill checks and +1 competency bonus to listen skill checks while in the Gnarley Forest.

Health of the Forest: 10% discount on all purchases (mundane) made from within the Gnarley Forest or made from Gnarley Forest available goods when in either Dyvers or Verbobonc.

Call of the Forest: the Junior Ranger may call upon a Senior Ranger once per adventure for consultation (non-combat) when in the Gnarley Forest.

Forest Lore: May select the following knowledge skills to concentrate study of the Gnarley Forest Lore: Geography-Gnarley Forest, Local-Gnarley Forest, Nature-Gnarley Forest. The Gnarley Rangers are able to concentrate study in these fields of knowledge giving them an increased focus on skill checks at the GMs discretion. Also, access (training) to language – Gnarley Ranger Sign. (A system of hand signals, chirps and whistles known only to the Gnarley Rangers.)

Builder Book Spells: The Junior Ranger has access to all 1st through 3rd Level spells from the *Masters of the Wild: a Guidebook to Barbarians, Druids and Rangers*.

Builder Book Feats: Animal Defiance, Brachiation, Chink In The Armor, Close Quarters Fighting, Death Blow, Dual Strike, Expert Tactician, Eyes In The Back Of Your Head, Hold The Line, Off-Hand Parry, Pin Shield, Plant Defiance, Shadow, Sharp Shooting, Zen Archery.