



This Meta-Record Certifies that

Played by _____

Player _____

RPGA # _____

has joined

The Old Faith Druids of the Northern Reaches

A Bandit Kingdoms Meta-organization

<http://games.groups.yahoo.com/group/DruidsOfTheNorth>



Org Notes:

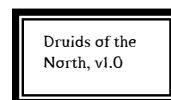
- First Joined* AR # _____
- Promoted* AR # _____
- Promoted* AR # _____
- Promoted* AR # _____
- Left* AR # _____
- _____

Home Region must be within Iuz's Border States

Event: _____ **Date:** _____

DM: _____

Bandit Kingdoms or Highfolk Judge Signature RPGA # _____



Meta-Record



596 CY

Level of Organization & Annual Costs

Aspirant
2 TUs; 0 gp

Ovate
3 TUs; 0 gp

Initiate
4 TUs; 0 gp

Druid
5 TUs; 0 gp

Faith to the Druidic Hierarchy: The character must submit to the authority of the Northern Circle of Nine Druids, the three Archdruids of the North, the Great Druid of the Northern Reaches and to the Grand Druid of Oerth and his or her Heirophants. The PC may serve no other masters. Failure to comply results in the PC being expelled from the meta-organization.

Enmity of the Army of the Warfields: All members of the Druids of the North receive the Enmity of the Army of the Warfields. The PC suffers a -4 Circumstance penalty to Diplomacy checks if the Army NPC is aware that the PC is a member of the Druids of the Northern Reaches.

Respect of the Bards of the Old Lore: The character receives a +4 Circumstance bonus to Diplomacy checks made with Bards of the Old Lore.

Respect of the common people: The character receives a +4 Circumstance bonus to Diplomacy checks made with Flan farmers in the Bandit Kingdoms or Highfolk.

Requirements and One-Time Costs:

Aspirant:

- ❖ Must have played at least one Bandit Kingdoms or Highfolk regional event.
- ❖ Must worship Beory or a nature deity whose alignment is within one-step of true Neutral.
- ❖ Must have a true Neutral alignment.
- ❖ 5+ ranks in Knowledge (nature) and Survival.

One-time cost: 1 TU being inducted into the Old Faith.

Ovate:

- ❖ Must have been a member of the Old Faith for 6 months.
- ❖ Must be able to cast 3rd level divine or 1st level Ranger spells.

One-time cost: 1 TU learning the duties of the Ovates.

Initiate:

- ❖ Must have been a member of the Old Faith for 18 months.
- ❖ Must be able to cast 5th level divine or 2nd level Ranger spells.

One-time cost: 1 TU learning the duties of the Initiates.

Druid of the Northern Circle:

- ❖ Must have successfully completed the "Nine Druids of the Northern Circle" Meta-regional Special Mission.
- ❖ Must be able to cast 6th level divine or 3rd level Ranger spells.

ACCESS GAINED FROM MEMBERSHIP

All items are Access: Regional (Bandit Kingdoms, Highfolk)

All feats, spells, and prestige classes are Access: Any

Aspirant:

- ❖ May purchase the following mundane items: animal call, bark armor, butterfly net, forester's cloak, holy text (Beory), leather scale armor, wood armor, verminbane (all from A&EG), animal training kit, camouflage kit, blend cream, catstink, healer's balm, nature's draught, longstaff (all from CV), masterwork pan pipes (PHB & CV), greatspear (CW), fur clothing (FB), spiderlily essence (RS), blunt arrow (RW).

- ❖ May learn the feat Sudden Silent (CA).

- ❖ Gains one permanent Influence Point with the Druids of the Northern Reaches.

- ❖ Gains one permanent Influence Point with the Bards of the Old Lore.

Ovate (all of the previous plus the following):

- ❖ May purchase the following mundane items: burrower's saddle, flyer's saddle (all from RS), forestwarden shroud, leafweave armor, wildwood armor (all from RW), hide shield (SS).

- ❖ May learn the feats Lore of the Ur-Flan (Dragon #315).

- ❖ Gains one permanent Influence Point with the Druids of the Northern Reaches.

Initiate (all of the previous plus the following):

- ❖ Gains a +1 Renown bonus to Leadership score when attracting a Neutral fey, magical beast or plant cohort. This does NOT provide access to a non-standard cohort.

- ❖ PCs of 11th level, who have been a member of the Old Faith for at least two years (real time), may contact the Meta-regional representative to request a Special Mission to challenge one of the Nine Druids of the Northern Circle for their position on the Circle.

- ❖ Gains one permanent Influence Point with the Druids of the Northern Reaches.

Druid of the Northern Circle (all of the previous plus the following):

- ❖ The PC may retire as one of the Nine Druids of the Northern Circle.

- ❖ PCs of 15th level may contact the Triad to request a Special Mission to challenge one of the three Archdruids of the North for their position.

- ❖ Gains one permanent Influence Point with the Druids of the Northern Reaches.

Lifestyle Benefits during Bandit Kingdoms or Highfolk Regional Events

Living Wild: The PC receives a Circumstance bonus to Survival checks made when "Living off the Wild" during Bandit Kingdoms or Highfolk regional events (based on rank, see below).

- **Aspirant:** +1
- **Ovate:** +2
- **Initiate/Druid of the Northern Circle:** +4

Skill Bonuses during Iuz Border States Regional or Meta-regional Events

Ancient Knowledge: The PC receives a Circumstance bonus to the following skill checks: Concentration, Knowledge (religion), and Spellcraft (divine spells only) (based on rank, see below).

Lay of the Land: The PC receives a Circumstance bonus to the following skill checks made when in wilderness areas inside Iuz's Border States: Balance, Climb, Handle Animal, Hide, Jump, Knowledge (nature), Knowledge (geography), Listen, Move Silently, Spot, Survival, and Swim (based on rank, see below).

- **Aspirant:** +1
- **Ovate:** +2
- **Initiate/Druid of the Northern Circle:** +4