



Org Notes:
 First Joined AR # ____
 Advanced AR # ____
 Withdrew AR # ____



Adventure Record#

597 CY

Organization

This Meta-Org Record Certifies that

Played by

Player

RPGA #

***Has joined the Warders of the Wild
in the County of Urnst***

Event: _____ Date: _____

DM: _____
Signature _____ RPGA # _____

When your character joins a meta-organization, the player must carry this Meta-Org Record (MR) for this to count as campaign documentation. This MR should be kept in the AR stack and numbered accordingly.

A new MR should be filled out with each level of advancement in the organization after initial joining.

NOTES:

Any requirements listed below must be met before joining any level of the organization.

• All those who are members of the **Hailing From** Meta-org, may join the Warders of the Wild. Your Archbarony must be one of the following. (check one)

- Brotton - Dreerwode
- East March – Brithildeep
- Fennelmore – Fennelmore Swamp
- Markham - Birrinbois Forest
- Markham – Honeypot Woods
- Vinewind - Blackwood

• Once you have joined, you must remain a member for five (5) years and continue to pay the annual costs.

• If you previously belonged to any Druidic or Ranger oriented Meta-org, you are automatically enrolled in the Warders of the Wild at Tier One and all costs for that Tier are waived for you for the first year.

• If you were not a previous member, you must pay the annual costs upon joining regardless of the time of year that you join.

• Skill bonuses are Circumstance bonuses and only apply when in the County of Urnst.

• Lifestyle credits apply only when in the County of Urnst.

LEVELS (CHECK ONE)

(All feat and prestige class access from lower levels are available to the upper levels)

Protector

Requirement: Must be a first level Barbarian, Druid, or Ranger

Cost: 3 TUs Annually

Skill Benefits: +2 bonus to Hide, Knowledge (nature), Move Silent, Spot, and Survival

Other Benefits: Access to the following Racial Substitution Levels from the *Races of the Wild*

- Elf Ranger
- Gnome Ranger
- Half-Elf Ranger
- Half-Orc Barbarian
- Half-Orc Druid
- Halfling Druid

Feat Access: *Natural Bond Feat (CA)*

Wild Lord

Requirement: Must have five (5) levels of Barbarian, Druid, or Ranger (may be a combination of any of the above)

Cost: 4 TUs Annually

Skill Benefits: +3 bonus to Hide, Knowledge (nature), Move Silent, Spot, and Survival

Prestige Class Access: *Wavekeeper (Sto)*

Guardian

Requirement: Must have nine (9) levels of Barbarian, Druid, or Ranger (may be a combination of any of the above)

Cost: 5 TUs Annually

Skill Benefits: +4 bonus to Hide, Knowledge (nature), Move Silent, Spot, and Survival

Feat Access: *Coordinated Strike (RoW)*

This MR is only for Meta-Org costs and benefits: It can not be used to purchase or craft items and does not count as an AR when determining eligibility for Access: Adventure.

GP

Starting GP

-	GP
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GP Spent

GP

FINAL GP TOTAL

TU

Starting TU

-	TU
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TU Cost

TU

TU REMAINING