

The Greenwarden



The Verdant Warden

Influences: Guardian of wild places and natural balance, patron of growing things, beasts, and seasonal cycles

Neither cruel nor gentle—but implacably just. Speaks thru wind in leaves, animal behavior, and dreams.

Before the village was more than a logging camp within the deep forests, the woods were said to whisper warnings in the night. Axes dulled without cause. Campfires guttered in still air. Hunters vanished along paths they had walked since childhood. The settlers believed the forest hostile — until a child named Aerlyn wandered beyond the clearing and returned at dawn crowned in oak leaves and speaking of a Presence older than iron.

She told them the forest did not hate them; it tested them. The trees remembered fire and greed from ages past, and they would not suffer such ruin again. If the people wished to remain, they must swear to take only what was needed and give back in equal measure. Aerlyn planted her staff in the earth, and from it sprang a young ash tree overnight. The settlers took this as covenant, not threat.

From that day, a circle of wardens formed — hunters, herbalists, and woodsfolk who listened for the will of the unseen Green Father and the Whispering Canopy. They became the Greenwatch: not rulers of the forest, but its voice among mortals.

Core Beliefs

- * The forest is alive and remembers all deeds done within it.
- * Balance must be maintained between settlement and wilderness
- * Taking from the land requires restitution—planting, tending, or protection.
- * Fire is a tool, not a master.
- * Civilization must grow like a tree, measured, and in harmony with its surroundings.

Religious Practices

- * Oath of the Sapling: New members plant and tend a tree as symbol of their vow
- * Seasonal Moots: Gathering at solstices and equinoxes to mark the forest's turning
- * Silent Vigils: Overnight solitary watches within the deep wood to listen for signs
- * Ash and Leaf Rites : Before any major logging or clearing, a ritual offering is made and a portion of land left untouched.

Prayers and Rituals

- * Cleric—All Base Lists except Repulsions
- * Druid —All Base Lists
- * Paladin—All Base Lists except Holy Healing
- * Ranger—All Base Lists except Inner Walls
- * Closed
 - * Blood Law
 - * Locating Ways
- * Open
 - * Nature's Law
 - * Sound's Way
 - * Weather Ways



Personality and Tone

- * Calm, observant, and deliberate
- * Protective rather than aggressive
- * Slow to anger—but relentless once roused
- * Speaks in measured words and long pauses
- * Values patience, resilience, and foresight