



# Veluna Meta–Campaign Sourcebook

Version 7.0 – 598 CY  
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Welcome to the *Veluna Meta-Campaign Sourcebook* (VMCS). Inside you will find the rules for a lot of things your PC can do away from the game table. As rules are modified and new sources are approved by the LGCS, this document will undergo changes and updates. Your character must conform to the newest version of these rules at all times. If any changes are made, we will make announcements on the Veluna regional web site (<http://www.veluna.net>) and the Veluna-lw Yahoo! group (<http://groups.yahoo.com/group/Veluna-lw>) as to the changes and when they take effect.

Belonging to any meta-group or using any of the meta-campaign options detailed in this book requires that you be a full member of the RPGA. If at any time your membership expires you must stop using anything from this book immediately.

If you have any questions, please e-mail the point of contact listed in the description for the specific meta-org, or contact the meta-campaign coordinator for Veluna at: [meta@veluna.net](mailto:meta@veluna.net)

Please note that all gender references are male only for ease of typing, and do not reflect any meta-organizational (or real world) bias.

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## Veluna Class Book Guidelines

As both the LIVING GREYHAWK and D&D game expand, new character options may be introduced into the campaign. These rules will be introduced through updates to the LIVING GREYHAWK Campaign Sourcebook (LGCS). In between LGCS updates, information is updated through the “Dispel Confusion” articles on the LIVING GREYHAWK website at <http://www.wizards.com/lg>. These updates will expand on the character creation rules and will offer players more options on what they can do. Everything below is based on the current LGCS (597 CY), which will be periodically updated by the Circle. All PCs must adhere to the most current version of the LGCS and all future rules updates. Make sure you are familiar with the LGCS before reading this document. Should the LGCS and this document contradict, the LGCS takes precedence. Abbreviations used throughout this document are listed in Appendix 1.

**Note:** LIVING GREYHAWK uses the most current printing of the D&D core rulebooks: the 3.5 versions of the Player’s Handbook (PH), Dungeon Master’s Guide (DMG), and Monster Manual (MM). You must bring a copy of any rulebooks that contain rules options you are using for your PC. Alternatively, you may bring a photocopy of the rules options, as long as you own the rulebooks. You must inform your GM before the adventure of any rules options you are using from rulebooks other than the core rulebooks, and allow the GM access to the documentation upon request.

### Access

The rules options in this document follow the same guidelines as the LGCS, and are divided into two types of access:

- **Open:** A PC may take advantage of Open rules items if he meets all the prerequisites.
- **Closed:** A PC may not take advantage of any rules item listed as Closed, ever.

Armor or weapons to which the PC gains access in this document may be purchased in either normal or masterwork versions; however, armor or weapons that are given to the PC for free are of normal quality, unless otherwise specified (if the PC desires a masterwork version, he must pay the difference in cost between the normal item of that type and its masterwork version). Armor or weapons may be crafted of any special materials to which the PC has Open access. Appendix 4 of the LGCS contains a list of all Open and Closed items, base classes, prestige classes, feats, domains, and spells currently available in the LIVING GREYHAWK campaign.

### Feats

Meta-organizations may provide access to feats that are not designated as **Open** in the LGCS on a continuing basis, and in some adventures, members of certain meta-orgs may also gain access to certain feats through AR access. The PC must meet any requirements set forth in the meta-org, in addition to following the rules for the feat as set forth in the appropriate sourcebook. The PC may use the retraining rules as allowed by the LGCS and the PH2 to swap out an existing feat for those he gains access to via his meta-orgs.

### Spells

Meta-organizations do not generally provide access to spells that are not designated as **Open** in the LGCS on a continuing basis. In some adventures, however, members of certain meta-orgs may gain access to certain spells through AR access. Also, note that the College of the Arcane provides access to the full list of **Open** spells and members may purchase these after any regional adventure.

### Alternate Class Features / Substitution Levels

Some meta-organizations may provide access to alternate class features (such as ‘Bardic Knack’, from the *Player’s Handbook II*), or racial substitution levels (such as the half-orc barbarian, in *Races of Destiny*). The PC must meet any requirements set forth in the meta-org, in addition to following the rules for the alternate class feature or substitution level as set forth in the appropriate sourcebook. If a PC has already passed the level where the alternate feature or substitution level would have been taken (e.g., a 3rd-level gnome illusionist who wishes to take the racial substitution level available for 1st-level gnome illusionists), he may use the retraining rules as allowed by the LGCS and the PH2.

## Prestige Classes

Per the LGCS, prestige classes fall into one of two categories:

- **Open:** Any character in the LIVING GREYHAWK campaign that meets the prerequisites of an **Open** prestige class may take that prestige class without any other requirements. If the prestige class has a special prerequisite, and Veluna's requirement is different than that in the LGCS, it is noted here as well.
- **Closed:** A PC may not take levels in any prestige class listed as **Closed**, ever.
- Classes which are neither **Open** nor **Closed** require additional campaign documentation (such as an AR entry or access via a meta-org) before PCs may take levels in those classes, and may or may not be available depending on your region. They may also have additional requirements to join added to them.

The following is a list of prestige classes with special requirements, the meta-orgs that may have access to them, and any special rules that are applicable in Veluna. As always, the LGCS is correct if there is any discrepancy between it and this document. If you gained access to one of these prestige classes outside of Veluna, you may use it in Veluna, but may not advance in level without meeting the Veluna requirements.

- **Church Inquisitor (CD):** The corruption must be either specifically noted as an AR entry for an adventure, or the Triad has designated the occurrence as valid. A note in the Play Notes section of your AR by your GM is not valid documentation.
- **Consecrated Harrier (CD):** The assignment described in the special requirements of this class (and the PC's success or failure) must have come directly from the PC's church in the form of an AR entry, or have been described in an adventure (GM's discretion). In the latter case, the assignment and its success may be noted in the Play Notes section of your AR by your GM.
- **Darkhagard (LGJ):** This class is Open access for male members of the Rhennee meta-org (at either the Bargewright or Darkhagard rank). The "blooded in battle" requirement may be noted in the Play Notes section of your AR by your GM. The class itself can be found in either the *Living Greyhawk Journal* #2, or in the VMCS: Prestige Class Supplement 1.0.
- **Elemental Savant (CAr):** This class is Open access for members of the College of the Arcane (rank of High Mage). [The High Mage is considered to have made "peaceful contact" for the purpose of meeting the special requirement of this class.](#)
- **Invisible Blade (CW):** The PC must single-handedly defeat a creature with a CR at least equal to the PC's ECL using only daggers, kukris, or punching daggers; success may be noted in the Play Notes section of your AR by your GM.
- **Knights of Veluna (LGW):** The influence points spent to become a Squire must be in the form of an AR entry, and may not come from another meta-org. Once the points are used to gain entry to the meta-org, they must be crossed off of the AR on which they were granted. The three "vanquished foes" requirements for the Knight-Errant may be noted in the Play Notes section of your AR by your GM. The class itself can be found on the LIVING GREYHAWK web site, or in the VMCS: Prestige Class Supplement 1.0.
- **Mage of the Arcane Order (CAr):** This class is Open access for members of the College of the Arcane (rank of Teacher or higher), or members of the Board of Chancellors. Prospective members must still pay the 750gp initiation fee before taking their first level in the class. The monthly fees, and the "on-campus" appearance every 6 months required by the prestige class, are covered by the fees and TU costs the member pays to their meta-org.
- **Nightsong Enforcer, Nightsong Infiltrator (CAr):** The Nightsong Guild does not exist in Living Greyhawk. Prospective PCs must be members of the Pack (rank of Guildsman or higher), and must find access in the form of an AR entry.
- **Paragnostic Apostle (CM):** [This class is Open access for members of the College of the Arcane \(rank of High Mage\) and members of the College of the Divine \(rank of High Priest\). The High Mage or High Priest is considered to have met the special requirement for this class.](#)
- **Rainbow Servant (CD):** As there are no hidden jungle temples of the couatls in the Vale, this class is not available in Veluna.
- **Sacred Exorcist (CD):** This class is Open access for members of the Church of Rao (rank of Curate), the Church of Heironeous (rank of Sentinel), the Church of St. Cuthbert (rank of Mace), and the Church of Pelor (rank of Father).
- **Spymaster (CAr):** This class is Open access for members of the Pack (rank of Capo or higher), members of the Monastery of the Unseen (rank of Shadowmaster), or members of VOPA (rank of Performer or higher).
- **Tactical Soldier (MH):** [This class is Open access for members of the Mitrik Temple Guard \(rank of Guardsman 1st Class and above\).](#)
- **Temple Raider (CD):** This class is not available in Veluna; among the more clandestine organizations within the Vale, it is a generally held belief that to steal from any temple in Veluna is tempting fate, and local guilds refuse to teach their members the skills necessary for entry into the class.
- **Vetha (LGJ):** This class is Open access for female members of the Rhennee meta-org (at the Wise Woman rank). The class itself can be found in either the *Living Greyhawk Journal* #2, or in the VMCS: Prestige Class Supplement 1.0.
- **Wayfarer Guide (CAr):** This class is Open access for Honored Associates of the Mouqollad Consortium. (The Wayfarers Union, as described in the prestige class, does not exist in Living Greyhawk, but the Consortium serves the same function.)

## Meta-Organizations

Joining a meta-org is easy. Once your character achieves the minimum requirements for the meta-org you wish to join, simply download the meta-org certificate located on the Veluna web site. Fill it out, and have your next DM confirm that your PC has met the minimum requirements and paid any required TUs or gp. If the PC has, the DM can sign off on it, and you can email the Point of Contact listed for the meta-org.

### Special invitations

In addition to meeting the normal prerequisites for joining a meta-org, PCs may be given opportunities within modules to gain special admittance or honorary membership to a group. These invitations will appear on the Adventure Record. Should you wish to accept one of these invitations, you will need to acquire a special cert from the Triad.

### Residency requirements

Many meta-orgs require that the PC be a resident of Veluna. The following describes how to determine if you are a resident of Veluna, and if you are not, the steps to take to become one.

- If you live in (or recently moved to) Ohio and your PC's home region is Veluna, then it is considered a resident for meta-orgs.
- If you live out of state, but your PC's home region is Veluna, that PC's home region must have been Veluna for a minimum of 52 Time Units. Count back 52 TUs from the point you wish to join a meta-org – if your PC has paid for regional modules as if Veluna were his home region for that entire time period, then he is considered a resident for meta-orgs.
- **New (i.e. 1st level) PCs whose home region on their first AR is Veluna are automatically considered residents, regardless of whether the player is a resident of Ohio or another region.**
- If you have any unused TUs for the year, those will count toward your residency in Veluna. For example, if you changed your PC's home region to Veluna, but only used 22 TUs and have 30 remaining at the end of the year, then those 30 TUs count towards that PC becoming a resident.
- If your PC changes home regions to any other region at any time, the PC will lose all access to any Veluna meta-orgs that have a Veluna residency requirement. (Thus if your PC is a High Mage of the College of Arcane and changes residency to the Dyvers region, he will lose membership in and all benefits of that meta-org.)

### Other requirements

Unless otherwise specified, all requirements referring to Ranks in a skill refer to the actual number of ranks, not the total bonus for that skill.

If a PC joins a meta-org late in the year, the TU and gp costs are NOT pro-rated. When a PC moves up to a higher tier of the meta-org, he must immediately pay

the difference between the two tiers' annual TU/gp costs in addition to any one time costs the new tier requires. Also, the annual TU and gp expenditures must be paid on one of the first three ARs of the year, no matter when the member's "anniversary" date is.

All of the requirements for joining a meta-org must be maintained to continue membership. If at any time the requirements are not met (due to level loss, failure to pay tithes, failure to spend TUs, etc.), then membership in that meta-org (or that level of the meta-org) is forfeited, along with all benefits thereof.

### Influence Points

Unless otherwise specified, if a meta-org grants influence points to a PC "while in region", then those points apply only to the Veluna regional adventure (or metaregional set in Veluna) in which the PC is currently participating. Those points cannot be saved and must be used in the module, or they are lost.

### Lifestyle and Upkeep

Unless otherwise specified, if a meta-org grants a discount to a PC's lifestyle upkeep costs "while in region", then both Veluna regional adventures and metaregionals set in Veluna receive the discount.

### Circumstance Bonuses

Many groups provide a bonus in certain situations, when dealing with certain NPCs, or when certain requirements are met in the game. This bonus (or penalty) usually comes from the recognition of and respect for the meta-org a PC is a member of, or other special circumstances.

All meta-org skill bonuses are considered Circumstance bonuses. As such, they will only stack if they result from different circumstances. For the purposes of the LIVING GREYHAWK campaign, it is the Circle's ruling that these bonuses are essentially all bonuses derived from the circumstance of being a member of a meta-organization and, hence, do not stack unless specifically noted.

These bonuses apply at the DM's discretion. If he says no, then the answer is no. Respect that.

### Prestige Class Acquisition

If a PC loses access to a prestige class (e.g., he is no longer a member of the meta-org that granted access), he may keep levels already earned, but cannot advance any more levels in that class (unless he obtains access from another source).

## Church of Rao

This group represents the most powerful church in Veluna, both in number and in political clout. It consists of all of the clergy of the Church of Rao in Veluna, ranging from a 1st level priest at a local temple all the way up to Canon Truft. Most of the clergy are priests and paladins, but with an eye toward expanding its flock after the recent war with Herion, the Church has begun offering increased responsibilities to those faithful with less traditional upbringing and talents. Any priest of Rao who is not a member of the Church will be looked upon with curiosity at best, and as a potential heretic at worst. The Church therefore believes that it is in its best interest to bring these newcomers into the fold, and train them in more proper styles of worship (though they continue to be viewed with mistrust in some circles).

**Base of Operations:** Veluna  
**Area of Influence:** Veluna  
**Sponsor:** Church of Rao  
**Point of Contact:** Brian Gilkison (Rao@veluna.net)

### Requirements to become an Initiate:

- Resident of Veluna
- Alignment: Lawful good, neutral good, or lawful neutral
- Must worship Rao
- At least one level of Cleric, Favored Soul, or Paladin
- Skills: Diplomacy 1 rank, Knowledge (religion) 3 ranks
- 2 Time Units of study and training upon joining (one time cost)
- 4 Time Units per year (in addition to one time cost first year)

### Benefits:

- May claim sanctuary in any temple of Rao in Veluna
- An Initiate is considered to be Class 1 for determining cost and eligibility for spells from a temple or priest of Rao in Veluna.
- An Initiate gains 1 Influence point with the Church of Rao while in region.
- An Initiate gains a +1 bonus to Diplomacy checks with worshippers of Rao. He also gains a +1 bonus to Diplomacy checks with citizens of Veluna. These bonuses stack.
- The above bonuses shall not apply if the Initiate is not wearing his holy vestments (his symbol of Rao must be obvious). At the same time, this can cause negative reactions with opposed religions and is subject to modification per the module.
- Upon acceptance into the Church hierarchy, the new member receives a Holy Text (AE), Holy Water Sprinkler (LM) and Candelabra (AE) for free.
- Access to purchase the following items at normal price: Focusing Candle (CA), Gravebane (AE), Priest's Bullet (LM), Restful Candle (AE)
- 50% discount on standard lifestyle upkeep while in region
- PC may use the honorific "Initiate"

### Requirements to become a Deacon:

- Resident of Veluna
- Alignment: Lawful good, neutral good, or lawful neutral
- Must worship Rao
- At least three levels of Cleric or Paladin (levels of cleric and paladin stack for this purpose; prestige classes allowed by this group also count towards this total)
- Skills: Diplomacy 2 ranks, Knowledge (religion) 6 ranks
- 6 months service as an Initiate
- 6 Time Units per year (in addition to one time cost upon advancement)

### Benefits:

- May claim sanctuary in any temple of Rao in Veluna.
- A Deacon is considered to be Class 1 for determining cost and eligibility for spells from a temple or priest of Rao in Veluna.
- A Deacon gains 3 Influence points with the Church of Rao while in region.



- A Deacon gains a +2 bonus to Diplomacy checks with worshippers of Rao. He also gains a +1 bonus to Diplomacy checks with citizens of Veluna. These bonuses stack.
- The above bonuses shall not apply if the Deacon is not wearing his holy vestments (his symbol of Rao must be obvious). At the same time, this can cause negative reactions with opposed religions and is subject to modification per the module.
- Access to purchase the following items at normal price: Focusing Candle (CAd), Gravebane (AE), Priest's Bullet (LM), Restful Candle (AE), Sanctified (Du) armor or shield
- 50% discount on standard lifestyle upkeep while in region
- PC may use the honorific "Deacon" or "Deaconess"
- A Deacon that has taken a level of Inquisitor can use the honorific "Inquisitor of Rao"
- A Deacon that has taken a level of Hospitaller can use the honorific "Hospitaller of Rao"
- [Access to the following alternate class features: Divine Counterspell \(CM\), Divine Magician \(CM\)](#)

**Requirements to become a Curate:**

- Resident of Veluna
- Alignment: Lawful good, neutral good, or lawful neutral
- Must worship Rao
- At least seven levels of Cleric or Paladin (levels of cleric and paladin stack for this purpose; prestige classes allowed by this group also count towards this total)
- Skills: Diplomacy 4 ranks, Knowledge (religion) 9 ranks
- 12 months service as a Deacon
- 8 Time Units per year (in addition to one time cost upon advancement)

**Benefits:**

- May claim sanctuary in any temple of Rao in Veluna.
- A Curate is considered to be Class 1 for determining cost and eligibility for spells from a temple or priest of Rao in Veluna.
- A Curate gains 13 Influence points with the Church of Rao while in region.
- A Curate gains a +4 bonus to Diplomacy checks with worshippers of Rao. He also gains a +1 bonus to Diplomacy checks with citizens of Veluna. These bonuses stack.
- A Curate gains a +2 bonus to Gather Information checks with worshippers of Rao.
- The above bonuses shall not apply if the Curate is not wearing his holy vestments (his symbol of Rao must be obvious). At the same time, this can cause negative reactions with opposed religions and is subject to modification per the module.
- Access to purchase the following items at normal price: Focusing Candle (CAd), Gravebane (AE), Priest's Bullet (LM), Restful Candle (AE), Sanctified (Du) armor or shield
- Free standard lifestyle upkeep while in region
- PC may use the honorific "Curate"
- A Curate that has taken a level of Inquisitor can use the honorific "Inquisitor of Rao"
- A Curate that has taken a level of Hospitaller can use the honorific "Hospitaller of Rao"
- [Access to the following alternate class features: Curse Breaker \(CM\), Divine Counterspell \(CM\), Divine Magician \(CM\), Divine Spirit \(DS\)](#)
- [Access to the following feat: Knowledge Devotion \(CC\)](#)
- Curates are considered to be sanctioned by the Church for the purpose of meeting the special requirement for access to the **Sacred Exorcist** prestige class.

## Church of St. Cuthbert

The Church of St. Cuthbert is the second largest church in Veluna, counting about 15% of Veluna's population among its number. The Church's tenets of order and strength appeal to many who find Rao's worship too introspective, and St. Cuthbert's influence has recently grown stronger because of the recent conflict with Herion (and because the Grand Marshal in charge of Veluna's army is a Cuthbertine). There is no animosity between this and other churches, however. St. Cuthbert's priests in Veluna help enforce the laws, keep the peace, and destroy evil wherever it appears. The Church's main temple is located in Falsridge, though most every town has a shrine of some sort to the Cudgel.

**Base of Operations:** Falsridge  
**Area of Influence:** Veluna  
**Sponsor:** Church of St. Cuthbert  
**Point of Contact:** Brian Gillison (StCuthbert@veluna.net)

### Requirements to become an Initiate:

- Resident of Veluna
- Alignment: Lawful good or lawful neutral
- Must worship St. Cuthbert
- At least one level of Cleric or Paladin
- Skills: Knowledge (religion) 3 ranks, Profession (law) 1 rank
- 3 Time Units a year (religious and military training)

#### Benefits:

- May claim sanctuary in any temple of St. Cuthbert in Veluna
- An Initiate is considered to be Class 1 for determining cost and eligibility for spells from a temple or priest of St. Cuthbert in Veluna.
- An Initiate gains 1 Influence point with the Church of St. Cuthbert while in region.
- An Initiate gains a +1 bonus to Diplomacy checks with worshippers of St. Cuthbert.
- The above bonus shall not apply if the Initiate is not wearing his holy vestments (his symbol of St. Cuthbert must be obvious). At the same time, this can cause negative reactions with opposed religions and is subject to modification per the module.
- Upon acceptance into the Church hierarchy, the new member receives a Holy Text (AE), Holy Water Sprinkler (LM) and Candelabra (AE) for free.
- Access to purchase the following items at normal price: Focusing Candle (CAAd), Gravebane (AE), Priest's Bullet (LM), Restful Candle (AE)
- 50% discount on standard lifestyle upkeep while in region
- PC may use the honorific "Initiate"

### Requirements to Join as a Cudgel:

- Resident of Veluna
- Alignment: Lawful good or lawful neutral
- Must worship St. Cuthbert
- At least three levels of Cleric or Paladin (levels of cleric and paladin stack for this purpose; prestige classes allowed by this group also count towards this total)
- Skills: Knowledge (religion) 6 ranks, Profession (law) 2 ranks
- 5 Time Units per year (religious and military training)
- 6 months service as an Initiate

#### Benefits:

- May claim sanctuary in any temple of St. Cuthbert in Veluna
- A Cudgel is considered to be Class 1 for determining cost and eligibility for spells from a temple or priest of St. Cuthbert in Veluna.
- A Cudgel gains 3 Influence points with the Church of St. Cuthbert while in region.
- A Cudgel gains a +2 bonus to Diplomacy checks with worshippers of St. Cuthbert. He also gains a +1 bonus to Diplomacy checks with residents of Falsridge. These bonuses stack.



- The above bonuses shall not apply if the Cudgel is not wearing his holy vestments (his symbol of St. Cuthbert must be obvious). At the same time, this can cause negative reactions with opposed religions and is subject to modification per the module.
- Upon attaining the rank of Cudgel, the PC is awarded a Signature Crest (RS).
- Access to purchase the following items at normal price: Focusing Candle (CAd), Gravebane (AE), Priest's Bullet (LM), Restful Candle (AE), [Sanctified \(Du\) armor or shield](#)
- 50% discount on standard lifestyle upkeep while in region
- PC may use the honorific "Cudgel"
- A Cudgel that has taken a level of Inquisitor can use the honorific "Inquisitor of St. Cuthbert"
- A Cudgel that has taken a level of Hospitaler can use the honorific "Hospitaler of St. Cuthbert"
- [Access to the following alternate class features: Charging Smite \(PH2\), Divine Counterspell \(CM\)](#)

#### **Requirements to Join as a Mace:**

- Resident of Veluna
- Alignment: Lawful good or lawful neutral
- Must worship St. Cuthbert
- At least seven levels of Cleric or Paladin (levels of cleric and paladin stack for this purpose; prestige classes allowed by this group also count towards this total)
- Skills: Knowledge (religion) 9 ranks, Profession (law) 4 ranks
- 7 Time Units per year (religious and military training)
- 1 Year service as a Cudgel

#### **Benefits:**

- May claim sanctuary in any temple of St. Cuthbert in Veluna
- A Mace is considered to be Class 1 for determining cost and eligibility for spells from a temple or priest of St. Cuthbert in Veluna.
- A Mace gains 13 Influence points with the Church of St. Cuthbert while in region.
- A Mace gains a +4 bonus to Diplomacy checks with worshippers of St. Cuthbert. He also gains a +1 bonus to Diplomacy checks with residents of Falsridge. These bonuses stack.
- A Mace gains a +1 bonus to Diplomacy checks when dealing with military personnel, mercenary types, and authority figures.
- The above bonuses shall not apply if the Mace is not wearing his holy vestments (his symbol of St. Cuthbert must be obvious). At the same time, this can cause negative reactions with opposed religions and is subject to modification per the module.
- Access to purchase the following items at normal price: Focusing Candle (CAd), Gravebane (AE), Priest's Bullet (LM), Restful Candle (AE), [Sanctified \(Du\) armor or shield](#)
- Free standard lifestyle upkeep while in region
- PC may use the honorific "Mace of St. Cuthbert"
- A Mace that has taken a level of Inquisitor can use the honorific "Inquisitor of St. Cuthbert"
- A Mace that has taken a level of Hospitaler can use the honorific "Hospitaler of St. Cuthbert"
- [Access to the following alternate class features: Charging Smite \(PH2\), Divine Counterspell \(CM\), Holy Warrior \(CC\), Spontaneous Domain Casting \(PH2\)](#)
- [Access to the following feat: Law Inviolable \(RD\)](#)
- Maces are considered to be sanctioned by the Church for the purpose of meeting the special requirement for access to the **Sacred Exorcist** prestige class.

## Church of Heironeous

The worship of Heironeous is rather new in Veluna but has been gaining strength fast since the start of the Greyhawk wars and the recent conflict with Herion. Worship of Heironeous is centered in the Diocese of Whitehale and the northern Veluna border area, though there is a temple in Devarnish as well. The Church of Heironeous contains all priests and paladins of Heironeous in Veluna. Unlike other churches though, Heironeous welcomes other classes into his flock and rogues and wizards hold special status in the church.

**Base of Operations:** Whitehale (largest temple)  
**Area of Influence:** Northern Veluna  
**Sponsor:** Church of Heironeous  
**Point of Contact:** Brian Gillison (Heironeous@veluna.net)

### Requirements to become an Initiate:

- Resident of Veluna
- Alignment: Lawful good, neutral good, or lawful neutral
- Must worship Heironeous
- At least one level of Cleric or Paladin
- Skills: Knowledge (religion) 3 ranks, Ride 1 rank
- 3 Time Units a year (religious and military training)

#### Benefits:

- May claim sanctuary in any temple of Heironeous in Veluna
- An Initiate is considered to be Class 1 for determining cost and eligibility for spells from a temple or priest of Heironeous in Veluna.
- An Initiate gains 1 Influence point with the Church of Heironeous while in region
- An Initiate gains a +1 bonus to Diplomacy checks with worshippers of Heironeous.
- The above bonus shall not apply if the Initiate is not wearing his holy vestments (his symbol of Heironeous must be obvious). At the same time, this can cause negative reactions with opposed religions and is subject to modification per the module.
- Upon acceptance into the Church hierarchy, the new member receives a Holy Text (AE), Holy Water Sprinkler (LM) and Candelabra (AE) for free.
- Access to purchase the following items at normal price: Focusing Candle (CA), Gravebane (AE), Priest's Bullet (LM), Restful Candle (AE)
- 50% discount on standard lifestyle upkeep while in region

### Requirements to Join as a Crusader:

- Resident of Veluna
- Alignment: Lawful good, neutral good, or lawful neutral
- Must worship Heironeous
- At least three levels of Cleric or Paladin (levels of cleric and paladin add together for this purpose; prestige classes allowed by this group also count towards this total)
- Skills: Knowledge (religion) 6 ranks, Ride 2 ranks
- 5 Time Units per year (religious and military training)
- 6 months service as an Initiate

#### Benefits:

- May claim sanctuary in any temple of Heironeous in Veluna
- A Crusader is considered to be Class 1 for determining cost and eligibility for spells from a temple or priest of Heironeous in Veluna.
- A Crusader gains 3 Influence points with the Church of Heironeous while in region.
- A Crusader gains a +2 bonus to Diplomacy checks with worshippers of Heironeous.
- The above bonus shall not apply if the Crusader is not wearing his holy vestments (his symbol of Heironeous must be obvious). At the same time, this can cause negative reactions with opposed religions and is subject to modification per the module.
- Upon attaining the rank of Crusader, the PC is awarded a Signature Crest (RS).

- Access to purchase the following items at normal price: Focusing Candle (CAd), Gravebane (AE), Priest's Bullet (LM), Restful Candle (AE), [Sanctified \(Du\) armor or shield](#)
- 50% discount on standard lifestyle upkeep while in region
- PC may use the honorific "Crusader"
- A Crusader that has taken a level of Inquisitor can use the honorific "Inquisitor of Heironeous"
- A Crusader that has taken a level of Hospitaller can use the honorific "Hospitaller of Heironeous"
- [Access to the following alternate class features: Charging Smite \(PH2\), Spontaneous Domain Casting \(PH2\)](#)

**Requirements to Join as a Sentinel:**

- Resident of Veluna
- Alignment: Lawful good, neutral good, or lawful neutral
- Must worship Heironeous
- At least seven levels of Cleric or Paladin (levels of cleric and paladin add together for this purpose; prestige classes allowed by this group also count towards this total)
- Skills: Knowledge (religion) 9 ranks, Ride 4 ranks
- 7 Time Units per year (religious and military training)
- 1 Year service as a Crusader

**Benefits:**

- May claim sanctuary in any temple of Heironeous in Veluna
- A Sentinel is considered to be Class 1 for determining cost and eligibility for spells from a temple or priest of Heironeous in Veluna.
- A Sentinel gains 13 Influence points with the Church of Heironeous while in region.
- A Sentinel gains a +4 bonus to Diplomacy checks with worshippers of Heironeous.
- A Sentinel gains a +1 bonus to Diplomacy checks when dealing with military personnel, mercenary types, and authority figures.
- The above bonuses shall not apply if the Sentinel is not wearing his holy vestments (his symbol of Heironeous must be obvious). At the same time, this can cause negative reactions with opposed religions and is subject to modification per the module.
- Access to purchase the following items at normal price: Focusing Candle (CAd), Gravebane (AE), Priest's Bullet (LM), Restful Candle (AE), [Sanctified \(Du\) armor or shield](#)
- Free standard lifestyle upkeep while in region
- PC may use the honorific "Sentinel"
- A Sentinel that has taken a level of Inquisitor can use the honorific "Inquisitor of Heironeous"
- A Sentinel that has taken a level of Hospitaller can use the honorific "Hospitaller of Heironeous"
- [Access to the following alternate class features: Charging Smite \(PH2\), Divine Counterspell \(CM\), Holy Warrior \(CC\), Spontaneous Domain Casting \(PH2\)](#)
- [Access to the following feat: Holy Warrior \(CC\)](#)
- Sentinels are considered to be sanctioned by the Church for the purpose of meeting the special requirement for access to the **Sacred Exorcist** prestige class.

## Church of Pelor

This group contains most followers of the Church of Pelor in Veluna. For the most part, this consists of priests and paladins of Pelor, though favored souls of Pelor and Pelor-worshipping healers have recently had membership in the church opened by Brother-Regent Solinaar Hallas. Brother-Regent Hallas has taken over leadership of the church at the request of High Matriarch Sarana, who has become inexplicably ill as of late. In contrast to Veluna's more prominent faiths, which have increasingly focused on foreign dangers and rooting out internal threats, Brother Hallas has directed those who follow the Shining One to put the bulk of church resources toward meeting the needs of the common people of the Vale. Wandering Pelorite priests have become an increasingly common sight outside the Diocese of Falsridge, prompting some concern from clergy of more established faiths.

**Base of Operations:** Falsridge, The Sacellum of the Shining One  
**Area of Influence:** Veluna  
**Sponsor:** Church of Pelor  
**Contact:** Cary Bishop (Pelor@veluna.net)

### Requirements to Join as an Acolyte:

- Resident of Veluna
- Alignment: Neutral good, lawful good, or chaotic good
- Must worship Pelor
- At least one level of Cleric, Favored Soul, Healer, or Paladin
- Skills: Heal 2 ranks, Knowledge (religion) 3 ranks
- 4 Time Units per year (usually spent traveling Veluna to provide healing services to those who could not otherwise afford it)
- Must uphold the tenets of Pelor at all times – especially kindness, mercy, and compassion. Gross violations of these tenets may result in expulsion from the church.

### Benefits:

- May claim sanctuary in any temple of Pelor in Veluna
- An Acolyte is considered to be Class 1 for determining cost and eligibility for spells from a temple or priest of Pelor in Veluna.
- An Acolyte gains a +1 bonus to Diplomacy checks with worshippers of Pelor and Velunan NPCs with Commoner levels.
- The above bonus shall not apply if the Acolyte is not wearing his holy vestments (his symbol of Pelor must be obvious). At the same time, this can cause negative reactions with opposed religions and is subject to modification per the module.
- Upon acceptance into the Church hierarchy, the new member receives a Holy Text (AE), Holy Water Sprinkler (LM) and Candelabra (AE) for free.
- Access to purchase the following items at normal price: Focusing Candle (A&E), Gravebane (AE), Healer's Balm (CAD), Percolator (AE), Priest's Bullet (LM), Restful Candle (AE), Sparker (AE)
- 50% discount on standard lifestyle upkeep while in region
- An Acolyte may use the honorific "Acolyte"

### Requirements to join as a Brother:

- Resident of Veluna
- Alignment: Neutral good, lawful good, or chaotic good
- Must worship Pelor
- **At least five levels combined of Cleric, Favored Soul, Healer, or Paladin**
- Skills: Heal 4 ranks, Knowledge (religion) 6 ranks
- 6 Time Units per year (divided between service projects and ministry duties)
- 6 months service as an Acolyte
- Must tithe 5% of all money earned in an adventure, either donating it to the church or giving it directly to those in need
- Must uphold the tenets of Pelor at all times – especially kindness, mercy, and compassion. Gross violations of these tenets may result in expulsion from the church.

**Benefits:**

- May claim sanctuary in any temple of Pelor in Veluna
- A Brother is considered to be Class 1 for determining cost and eligibility for spells from a temple or priest of Pelor in Veluna.
- A Brother gains a +2 bonus to Diplomacy checks with worshippers of Pelor.
- A Brother gains a +1 bonus to Diplomacy checks with Velunan NPCs with Commoner levels.
- A Brother gains a +1 bonus to Diplomacy checks when dealing with citizens of Falsridge.
- The above bonuses shall not apply if the Brother is not wearing his holy vestments (his symbol of Pelor must be obvious). At the same time, this can cause negative reactions with opposed religions and is subject to modification per the module.
- Access to purchase the following items at normal price: Double Mace (A&E), Focusing Candle (A&E), Frostwine (A&E), Gravebane (A&E), Healer's Balm (CAD), Percolator (A&E), Priest's Bullet (LM), Restful Candle (A&E), Sparker (A&E)
- Access to purchase the following items at a 20% discount: Antitoxin (PHB), Healer's Kit (PHB)
- Access to the following alternate class features: Deity's Favor (PH2), Divine Restoration (DS), Divine Spirit (DS)
- Each time a Brother gains a level in the Healer class, he may choose one spell from the following list to add to his list of spells known (all SpC): *close wounds, faith healing, fortunate fate, mass restoration, positive energy aura, stabilize*
- 50% discount on standard lifestyle upkeep while in region
- PC may use the honorific "Brother" or "Sister"

**Requirements to join as a Father:**

- Resident of Veluna
- Alignment: Neutral good or lawful good
- Must worship Pelor
- At least 10 levels combined of Cleric, Favored Soul, Healer, Paladin, or Radiant Servant of Pelor
- Skills: Heal 8 ranks, Knowledge (religion) 10 ranks
- 8 Time Units per year (divided between service projects and ministry duties)
- 1 Year service as a Brother
- Must tithe 10% of all money earned in an adventure, either donating it to the church or giving it directly to those in need
- Must uphold the tenets of Pelor at all times – especially kindness, mercy, and compassion. Gross violations of these tenets may result in expulsion from the church.

**Benefits:**

- May claim sanctuary in any temple of Pelor in Veluna
- A Father is considered to be Class 1 for determining cost and eligibility for spells from a temple or priest of Pelor in Veluna.
- A Father gains a +4 bonus to Diplomacy checks with worshippers of Pelor.
- A Father gains a +2 bonus to Diplomacy checks when dealing with citizens of Falsridge.
- A Father gains a +1 bonus to Diplomacy checks with Velunan NPCs with Commoner levels.
- The above bonuses shall not apply if the Father is not wearing his holy vestments (his symbol of Pelor must be obvious). At the same time, this can cause negative reactions with opposed religions and is subject to modification per the module.
- Access to purchase the following items at normal price: Double Mace (A&E), Focusing Candle (A&E), Frostwine (A&E), Ghostblight Capsule (CAD), Gravebane (A&E), Healer's Balm (CAD), Quicksilver Capsule (CAD), Percolator (A&E), Priest's Bullet (LM), Restful Candle (A&E), Sparker (A&E), Weapon Capsule Retainer (CAD)
- Access to purchase the following items at a 20% discount: Antitoxin (PHB), Healer's Kit (PHB)
- Access to the following alternate class features: Deity's Favor (PH2), Divine Restoration (DS), Divine Spirit (DS), Pool of Healing (CC)
- Each time a Father gains a level in the Healer class, he may choose one spell from the following list to add to his list of spells known (all SpC): *close wounds, faith healing, fortunate fate, mass restoration, positive energy aura, stabilize*
- Free standard lifestyle upkeep while in region
- PC may use the honorific "Father" or "Mother"
- Fathers are considered to be sanctioned by the Church for the purpose of meeting the special requirement for access to the Sacred Exorcist prestige class.

## The Order of the Healing Hand of the Shining One

The Order of the Healing Hand of the Shining One was recently ordained by Brother-Regent Solinaar Hallas and is limited to members of the church who have dedicated their lives most completely to the service of the common people of Veluna. Any member of the Church of Pelor who holds the rank of Brother or Father can also belong to the Order of the Healing Hands. Membership chiefly involves a commitment by an individual to give greatly from their own wealth and time. Members of the Order of the Healing Hand aid those who are in need and serve as a constant reminder of Pelor's kindness and Mercy. Citizens of Veluna, for their part, have come to have a great respect for the Healing Hands and view them in a generally favorable light. In addition to wearing a normal holy symbol of Pelor, members of the Order of the Healing Hand wear a small golden pin on their lapel, depicting an open palm surrounded by rays of light.

### Requirements to Join as a Healing Hand of the Shining One:

- Must hold the rank of Brother or Father in the Church of Pelor (and fulfill all the requirements of that rank)
- 4 Time Units per year, in addition to whatever time units are required for holding the rank of Brother or Father
- Must tithe at least 20% of all money earned in an adventure, either donating it to the church or giving it directly to those in need (see Benefits below; this tithe supersedes the obligation for the rank of Brother or Father).
- Must uphold the tenets of Pelor at all times – especially kindness, mercy, and compassion. Gross violations of these tenets may result in expulsion from the church.

### Benefits:

- A Healing Hand must swear to put aside some portion of all money earned in an adventure for the benefit of the church or those who are in need. For every 10% of treasure he swears to donate or give away, the PC gains a +1 bonus to Diplomacy and Gather Information checks with any Velunan NPCs with Commoner levels (to a maximum of +4). This bonus does not stack with any bonus gained from any other rank held in the Church of Pelor.
- The PC may donate the required gold directly to the church or give it away during play to those that the PC feels are in need, as long as the gold is recorded as expended at the end of an adventure.
- If the PC fails to keep their oath to give away a portion of their treasure, that PC loses his or her membership in The Order of the Healing Hand and may only rejoin by special permission of the head of the church. A Healing Hand of the Shining One may swear an oath to increase the amount they give-up at any time, but may never reduce the amount without violating their oath.
- A member of the Order of the Healing Hand may refer to themselves as a "Healing Hand of the Shining One", in addition to any other church rank they might hold.

### The Oath of the Healing Hand:

*From where Pelor stands onward, I \_\_\_\_\_ (PC name) do solemnly swear that \_\_\_\_\_ (percentage) of the riches which I earn shall be given to those in need or directly to the Church of the Shining One. This oath I will keep for as long as the Sun Father's light graces me.*

## Dwarf of Veluna / Church of Mordinsammen

The Church of the Mordinsammen has only come into being in the last 10 years since the successful union between Clan Rockhammer and the High Roads Trading Company. Buried deep within the Lortmil Mountains, about a two-day journey from Valkurl, lies this small yet strong Clan of Moradin worshippers. They have been the main source of where Veluna receives its ore and precious metals to make the finely crafted weapons that its Knights and Guardsmen use. Bralstan Rockhammer, a devout priest of Moradin, decided on behalf of his Clan leader, Agathorn Rockhammer, to build a Temple in Valkurl after the city was besieged by forces from the Temple of Elemental Evil. King Agathorn felt it would be in good faith to have Moradin in place to protect the city from future attacks and this was his way of lending aid.

In more recent times, to aid in the rebuilding of Valkurl, more dwarves have begun to come to Valkurl. While all dwarves worship Moradin, as a polytheistic race, many had strong ties to other deities. Along with them came clerics of other dwarven deities. Now, while the highest members of the church are still priests of Moradin, there are many other priests that now reside at the church and help to administer to the growing dwarven population as well as helping the people of Valkurl. Clerics of Berronar Truesilver and Clangeddin Silverbeard are the most common. In recent time, however, there have been a few clerics of Muamman Duathal trickling in.

### Dwarves of Veluna details

**Point of Contact:** Evan Miller (Mordinsammen@veluna.net)

#### **Requirements for membership:**

- Resident of Veluna on AR #1
- Current resident of Veluna
- Race: Dwarf
- 2 Time Units per year

#### **Benefits:**

- Members of the clans are considered to be Class 2 for determining cost and eligibility for spells from a temple or priest of the dwarven religions in Veluna.
- Access to purchase the following items at normal price: Earthsilk Rope (RS)
- Access to the following racial substitution levels (all from *Races of Stone*): Dwarf Fighter (all)

### Church of Mordinsammen details

**Base of Operations:** Valkurl

**Area of Influence:** Valkurl

**Sponsor:** Church of the Mordinsammen – Bralstan Rockhammer, High God of Moradin

**Point of Contact:** Evan Miller (Mordinsammen@veluna.net)



### Requirements to join as a Layman:

- Resident of Veluna
- Race: Dwarf
- Must worship Moradin, Berronar Truesilver, Clangeddin Silverbeard, or Muamman Duathal
- At least one level of Cleric or Paladin
- Skills: Knowledge (religion) 2 ranks, 2 ranks in any one of the following: Craft (armorsmithing), Craft (blacksmithing), Craft (stonemasonry), Craft (weaponsmithing), Profession (gemcutter), Profession (miner), Profession (midwife)
- 4 Time Units per year (2 Time Units if a Dwarf of Veluna)

#### **Benefits:**

- May claim sanctuary in any temple of a dwarven religion in Veluna
- A Layman is considered to be Class 1 for determining cost and eligibility for spells from a temple or priest of a dwarven religion in Veluna.
- A Layman gains 1 Influence Point with the Church of the Mordinsammen while in region.
- A Layman gains a +1 bonus to Diplomacy checks with dwarves.
- The above bonus shall not apply if the Layman is not wearing his holy vestments (the symbol of his deity must be obvious). At the same time, this can cause negative reactions with opposed religions or evil dwarves and is subject to modification per the module.
- Upon acceptance into the Church hierarchy, the new member receives a Holy Text (AE), Holy Water Sprinkler (LM) and Candelabra (AE) for free.
- Access to purchase the following items at normal price: Focusing Candle (CAAd), Gravebane (AE), Priest's Bullet (LM), Restful Candle (AE)
- A Layman has access to the following racial substitution levels (all from *Races of Stone*): Dwarf Cleric (1st level only)

### Requirements to join as a Clan Brother:

- Resident of Veluna
- Race: Dwarf
- Must worship Moradin, Berronar Truesilver, Clangeddin Silverbeard, or Muamman Duathal
- At least three levels of Cleric or Paladin (levels of cleric and paladin stack for this purpose)
- Skills: Knowledge (religion) 6 ranks, 6 ranks in any one of the following: Craft (armorsmithing), Craft (blacksmithing), Craft (stonemasonry), Craft (weaponsmithing), Profession (gemcutter), Profession (miner), Profession (midwife)
- 5 Time Units per year (3 Time Units if a Dwarf of Veluna)
- 6 months service as a Layman

#### **Benefits:**

- May claim sanctuary in any temple of a dwarven religion in Veluna
- A Clan Brother is considered to be Class 1 for determining cost and eligibility for spells from a temple or priest of a dwarven religion in Veluna.
- A Clan Brother gains 3 Influence points with the Church of the Mordinsammen while in region.
- A Clan Brother gains a +2 bonus to Diplomacy checks with dwarves.
- A Clan Brother gains a +1 bonus to Diplomacy checks when dealing with the citizens of Valkurl.
- The above bonuses shall not apply if the Clan Brother is not wearing his holy vestments (the symbol of his deity must be obvious). At the same time, this can cause negative reactions with opposed religions or evil dwarves and is subject to modification per the module.
- Upon attaining the rank of Clan Brother, the PC is awarded a Signature Crest (RS).
- Access to purchase the following items at normal price: Focusing Candle (CAAd), Gravebane (AE), Priest's Bullet (LM), Restful Candle (AE)
- Due to the clannish nature of Dwarves, they take care of their priests. At the Clan Brother/Sister level, the PC receives a 50% discount on standard lifestyle upkeep while in region.
- PC may use the honorific "Brother" or "Sister", and is considered a Godi of their deity, declaring themselves as such when announcing their name.
- A Clan Brother has access to the following racial substitution levels (all from *Races of Stone*): Dwarf Cleric (1st and 3rd levels only)
- A Clan Brother paladin may summon a dire boar as his mount (see **Special** below)

**Requirements to join as a Clan Father:**

- Resident of Veluna
- Race: Dwarf
- Must worship Moradin, Berronar Truesilver, Clangeddin Silverbeard, or Muamman Duathal
- At least 7 levels of Cleric or Paladin (levels of cleric and paladin stack for this purpose)
- Skills: Knowledge (religion) 10 ranks, 10 ranks in any one of the following: Craft (armorsmithing), Craft (blacksmithing), Craft (stonemasonry), Craft (weaponsmithing), Profession (gemcutter), Profession (miner), Profession (midwife)
- 7 Time Units per year (5 Time Units if a Dwarf of Veluna)
- 12 months service as a Clan Brother

**Benefits:**

- May claim sanctuary in any temple of a dwarven religion in Veluna
- A Clan Father is considered to be Class 1 for determining cost and eligibility for spells from a temple or priest of a dwarven religion in Veluna.
- A Clan Father gains 13 Influence points with the Church of the Mordinsammen while in region.
- A Clan Father gains a +4 bonus to Diplomacy checks with dwarves.
- A Clan Father gains a +2 bonus to Diplomacy checks when dealing with the citizens of Valkurl.
- The above bonuses shall not apply if the Clan Father is not wearing his holy vestments (the symbol of his deity must be obvious). At the same time, this can cause negative reactions with opposed religions or evil dwarves and is subject to modification per the module.
- The Clan Father is considered one of the chosen of their respective deity. Due to intense meditation and communion with their patron when pursuing the patron's favored craft or profession, they gain a +4 bonus to any roll made using one chosen skill for post adventure activities after a Veluna regional adventure (or a metaregional set in Veluna). Upon attaining the rank of Clan Father, the player must declare which skill gains the bonus, and once chosen, the skill cannot be changed. The skill that receives the bonus must be one that has more than 10 ranks and is listed as a skill required for entry to the Church.
- Access to purchase the following items at normal price: Focusing Candle (CAd), Gravebane (AE), Priest's Bullet (LM), Restful Candle (AE)
- Due to the clannish nature of Dwarves, they take care of their priests. At the Clan Father level, the PC receives free standard lifestyle upkeep while in region.
- PC may use the honorific "Father" or "Mother", and is considered a High Godi of their deity, declaring themselves as such when announcing their name.
- A Clan Father has access to the following racial substitution levels (all from *Races of Stone*): Dwarf Cleric (all)
- A Clan Father paladin may summon a dire boar as his mount (see **Special** below)

**Special:** A Clan Brother or Clan Father with at least 7 levels of paladin may petition the church for a special dispensation. Upon completion of a special ritual (costing the PC an additional 100 GP and 2 TUs), the paladin is granted the ability to summon a dire boar as his special mount (instead of a warhorse or warpony). This ritual must be performed annually, with the gold and TU costs paid at the start of each year (when the meta-org cert is renewed). The paladin is treated as two levels lower than normal for the purpose of determining the mount's special abilities (bonus HD, natural armor bonus, etc.), but the creature otherwise follows the normal advancement rules for a paladin's Special Mount class ability.

## Elf of Veluna / Church of the Seldarine

Through time as the first human cities began to form in the Vale the elves began to see that the humans of Veluna were staying true to their God and not straying like they most often do. This prompted Ellifin Rainquail, the high priest of Corellon, to seek audience with the Canon and begin to form a Council of Bishops from around the Vale. This action of good faith gave the Canon an even better idea to form a College where all accepted faiths could learn and further their ways in seeking enlightenment. So as time passed by and Veluna City stretched into the Elven lands of Asnath the bond of each of the civilizations grew stronger. Even with the overwhelming number of worshippers of Rao and other human deities, the elves have stayed true to their faith. Many Amandil's have formed their own temples, which are recognized by the Canon as staunch allies in both the College of Divine and the fight against the Old One. What has been learned by centuries of living together is that the elves have an affinity towards praising and giving their thanks to the Seldarine with music. Often times many fresh young clerics will be attuned with both those specialties and the Church wishes to provide some way to help nurture that instinct.

### Elf of Veluna details

**Point of Contact:** Evan Miller (Seldarine@veluna.net)

#### **Requirements for membership:**

- Resident of Veluna on AR #1
- Current resident of Veluna
- Race: Elf
- 2 Time Units per year

#### **Benefits:**

- Members of the clans are considered to be Class 2 for determining cost and eligibility for spells from a temple or priest of the elven religions in Veluna
- Access to purchase the following items at normal price: Elven Harp (any) (RW), Elvencraft Bow (RW), Forestwarden Shroud (RW), Healer's Balm (CAd), Honey Leather (any) (RW), Nature's Draught (CAd)
- Access to the following racial substitution levels (all from *Races of the Wild*): Elf Ranger (all)
- Access to the following alternate class feature: Distracting Attack (PH2)

### Church of the Seldarine details

**Base of Operations:** Asnath  
**Area of Influence:** Veluna  
**Sponsor:** Church of the Seldarine  
**Point of Contact:** Evan Miller (Seldarine@veluna.net)

**Requirements to become an Amandil (Priest):**

- Resident of Veluna
- Race: Elf or half-elf
- Must worship Aerdrie Faenya, Correllon Larethian, Ehlonna, Henali Celanil, Labelas Enoreth, Sehanine Moonbow, Solonor Thelandria, or Ye'Cind
- At least one level of Cleric or Favored Soul
- Skills: Knowledge (arcana) 1 rank, Knowledge (religion) 3 ranks
- 4 Time Units per year (2 Time Units if an Elf of Veluna)

**Benefits:**

- May claim sanctuary in any temple of the elven religions in Veluna
- An Amandil is considered to be Class 1 for determining cost and eligibility for spells from a temple or priest of the elven religions in Veluna.
- An Amandil gains 1 Influence point with the Church of the Seldarine while in region.
- An Amandil gains a +1 bonus to Diplomacy checks with elves.
- The above bonus shall not apply if the Amandil is not wearing his holy vestments (the symbol of his deity must be obvious). At the same time, this can cause negative reactions with opposed religions or evil elves and is subject to modification per the module.
- Upon acceptance into the Church hierarchy, the new member receives a Holy Text (AE), Holy Water Sprinkler (LM) and Candelabra (AE) for free.
- Access to purchase the following items at normal price: Focusing Candle (CAd), Gravebane (AE), Priest's Bullet (LM), Restful Candle (AE)
- PC may use the honorific "Amandil"
- Access to the following racial substitution levels (all from *Races of the Wild*): Elf Paladin (1st level only)

**Requirements to become a Taramandil (High Priest):**

- Resident of Veluna
- Race: Elf or half-elf
- Must worship Aerdrie Faenya, Correllon Larethian, Ehlonna, Henali Celanil, Labelas Enoreth, Sehanine Moonbow, Solonor Thelandria, or Ye'Cind
- At least three levels of Cleric or Favored Soul (levels of Bard up to PC's Cleric/Favored Soul level stack with Cleric/Favored Soul levels for the purpose of the level requirement)
- Skills: Knowledge (arcana) 2 ranks, Knowledge (religion) 6 ranks
- 5 Time Units per year (3 Time Units if an Elf of Veluna)
- 6 months service at Amandil Level

**Benefits:**

- May claim sanctuary in any temple of the elven religions in Veluna.
- A Taramandil is considered to be Class 1 for determining cost and eligibility for spells from a temple or priest of the elven religions in Veluna.
- A Taramandil gains 3 Influence points with the Church of the Seldarine while in region.
- A Taramandil gains a +2 bonus to Diplomacy checks with elves.
- A Taramandil gains a +1 bonus to Diplomacy checks with citizens of Asnath.
- The above bonuses shall not apply if the Taramandil is not wearing his holy vestments (the symbol of his deity must be obvious). At the same time, this can cause negative reactions with opposed religions or evil elves and is subject to modification per the module.
- Access to purchase the following items at normal price: Focusing Candle (CAd), Gravebane (AE), Priest's Bullet (LM), Restful Candle (AE)
- PC may use the honorific "Taramandil"
- Access to the following racial substitution levels (all from *Races of the Wild*): Elf Paladin (1st and 3rd levels only)
- Access to the following alternate class feature: Deity's Favor (PH2)

**Requirements to become a Varda Taramandil (Exalted High Priest):**

- Resident of Veluna
- Race: Elf or half-elf
- Must worship Aerdrie Faenya, Correllon Larethian, Ehlonna, Henali Celanil, Labelas Enoreth, Sehanine Moonbow, Solonor Thelandria, or Ye'Cind
- At least 7 levels of Cleric or Favored Soul (levels of Bard up to PC's Cleric/Favored Soul level stack with Cleric/Favored Soul levels for the purpose of the level requirement)
- Skills: Knowledge (arcana) 3 ranks, Knowledge (religion) 9 ranks
- 7 Time Units per year (5 Time Units of an Elf of Veluna)
- 1 year service as a Taramandil

**Benefits:**

- May claim sanctuary in any temple of the elven religions in Veluna
- A Varda Taramandil is considered to be Class 1 for determining cost and eligibility for spells from a temple or priest of the elven religions in Veluna.
- A Varda Taramandil gains 13 Influence points with the Church of The Seldarine while in region.
- A Varda Taramandil gains a +4 bonus to Diplomacy checks with elves.
- A Varda Taramandil gains a +2 bonus to Diplomacy checks with citizens of Asnath.
- The above bonuses shall not apply if the Varda Taramandil is not wearing his holy vestments (the symbol of his deity must be obvious). At the same time, this can cause negative reactions with opposed religions or evil elves and is subject to modification per the module.
- Access to purchase the following items at normal price: Focusing Candle (CAd), Gravebane (AE), Priest's Bullet (LM), Restful Candle (AE)
- PC may use the honorific "Atar" (Father) or "Amil" (Mother). Many elves will refer to them simply as Atar or Amil, but may also address them as Varda Mine (pronounced /var-duh mean/), which means "Exalted One".
- Access to the following racial substitution levels (all from *Races of the Wild*): Elf Paladin (1st and 3rd levels only)
- Access to the following alternate class feature: Deity's Favor (PH2)

## Gnome of Veluna / Church of the Golden Hills

Gnomes have lived in the region of Old Ferrond since the first memories of its human settlers. The hills and mountains provide the homes and wealth of this diminutive race. In Veluna, the gnomes hold a special place in the nation's culture. The only nonhuman ruler of a diocese, Lord Corbin Jamorrie, is a gnome. His diocese of Lorrish has the largest percentage of gnome inhabitants (~10% of the diocese) and has become the headquarters for the gnome church, known as the Church of the Golden Hills. The worship of the gnome pantheon, known as the Lords of the Golden Hills, often takes place in a single temple. The father of the gnome race, Garl Glittergold, is held in the highest esteem, and is the god most loved by the common gnomes. A priest of Garl Glittergold is usually deferred to by a priest of equal rank of one of the other gnome deities. Worship ceremonies and sermons often occur in the form of morality plays and other performances, so many temples rely on gnome bardic abilities as well as the divine powers of their priests. Thus gnome cleric/bards are not uncommon. Furthermore, the strong relationships the gnomes have with nature also mean that cleric/rangers and cleric/druids are fairly common.

Lord Jamorrie has a great deal of respect for Rao and His worshippers, and the Church of the Golden Hills generally supports the Church of Rao, though Raoans themselves they often find a bit boring. The recent exercising of power exhibited by the Church of Rao has them concerned, as they do not want to see the demihumans marginalized as non-worshippers of Rao. They find the worshippers of St. Cuthbert fair but often too unyielding, and find the zeal and warlike nature of the Heironeans a bit frightening. The Church of the Golden Hills also enjoys their people's long, friendly relationships with dwarfs and elves and their respective churches. The Church is strongly allied with the gnomes of the Kron Hills and Verbobonc, and clergy often travel between the regions. Lorrish itself, as well as many of the gnomes of Veluna, escaped much of the ravages of the war against Herion.

### Gnome of Veluna details

**Point of Contact:** Casey Hoch (GoldenHills@veluna.net)

#### **Requirements for membership:**

- Resident of Veluna on AR #1
- Current resident of Veluna
- Race: Gnome
- 2 Time Units per year

#### **Benefits:**

- Members of the clans are considered to be Class 2 for determining cost and eligibility for spells from a temple or priest of the gnome religions in Veluna.
- Access to purchase the following items at normal price: Alchemist's Arrow (AE), Blasting Pellets (RS), Burrower's Saddle (RS), Forester's Cloak (AE), Gnome Battlepick (AE), Gnome Calculus (AE), Gnome Crossbow Sight (AE), Miner's Helmet (AE), Song Collar (RS), Spiderlily Essence (RS)
- A Gnome of Veluna has access to the following racial substitution levels (all from *Races of Stone*): Gnome Bard (all), Gnome Illusionist (all), Gnome Ranger (all)

### Church of the Golden Hills details

**Base of Operations:** Lorrish  
**Area of Influence:** Veluna  
**Sponsor:** Church of the Golden Hills  
**Point of Contact:** Casey Hoch (GoldenHills@veluna.net)

**Requirements to join as a Goldchild (Priest):**

- Resident of Veluna
- Race: Gnome
- Must worship Garl Glittergold, Baervan Wildwanderer, Baravar Cloakshadow, Flandal Steelskin, Gaerdal Ironhand, or Segojan Earthcaller
- At least one level of Cleric, Favored Soul, or Paladin
- Skills: Knowledge (religion) 3 ranks, 1 rank in Knowledge (arcana) OR Perform (any)
- 4 Time Units per year (3 Time Units if a Gnome of Veluna)

**Benefits:**

- May claim sanctuary in any temple of the gnome religions in Veluna
- A Goldchild is considered to be Class 1 for determining cost and eligibility for spells from a temple or priest of the gnome religions in Veluna
- A Goldchild gains 1 Influence point with the Church of the Golden Hills while in region
- A Goldchild gains a +1 bonus to Diplomacy checks with gnomes
- The above bonus shall not apply if the Goldchild is not wearing his holy vestments (the symbol of his deity must be obvious). At the same time, this can cause negative reactions with opposed religions or evil gnomes and is subject to modification per the module.
- Access to purchase the following items at normal price: Ghostblight (CA), Gravebane (AE), Holy Text (AE), Holy Water Sprinkler (LM), Liquid Sunlight (CS), Nerv (CS), Powdered Silver (CS), Priest's Bullet (LM), Restful Candle (AE), Sanctified (Du) armor or shield
- PC may use the honorific "Goldchild"

**Requirements to join as a Goldbrother (High Priest):**

- Resident of Veluna
- Race: Gnome
- Must worship Garl Glittergold, Baervan Wildwanderer, Baravar Cloakshadow, Flandal Steelskin, Gaerdal Ironhand, or Segojan Earthcaller
- At least three levels of Cleric, Favored Soul, or Paladin (levels of Bard up to PC's highest level class of the required classes stack with that class for the purpose of the level requirement)
- Skills: Knowledge (religion) 6 ranks, 2 ranks in Knowledge (arcana) OR Perform (any)
- 5 Time Units per year (4 Time Units if a Gnome of Veluna)
- 6 months service as a Goldchild

**Benefits:**

- May claim sanctuary in any temple of the gnome religions in Veluna
- A Goldbrother is considered to be Class 1 for determining cost and eligibility for spells from a temple or priest of the gnome religions in Veluna
- A Goldbrother gains 3 Influence points with the Church of the Golden Hills while in region
- A Goldbrother gains a +2 bonus to Diplomacy checks with gnomes
- A Goldbrother gains a +1 bonus to Diplomacy checks with citizens of Lorrish (except Sugarberg)
- The above bonuses shall not apply if the Goldbrother is not wearing his holy vestments (the symbol of his deity must be obvious). At the same time, this can cause negative reactions with opposed religions or evil gnomes and is subject to modification per the module.
- Access to purchase the following items at normal price: Ghostblight (CA), Gravebane (AE), Holy Text (AE), Holy Water Sprinkler (LM), Liquid Sunlight (CS), Nerv (CS), Powdered Silver (CS), Priest's Bullet (LM), Restful Candle (AE), Sanctified (Du) armor or shield
- PC may use the honorific "Goldbrother" or "Goldsister"
- A Goldbrother paladin may summon a dire badger as his mount (see **Special** below)



**Requirements to attain the rank of Goldfather (Exalted High Priest):**

- Resident of Veluna
- Race: Gnome
- Must worship Garl Glittergold, Baervan Wildwanderer, Baravar Cloakshadow, Flandal Steelskin, Gaerdal Ironhand, or Segojan Earthcaller
- At least 7 levels of Cleric, Favored Soul, or Paladin (levels of Bard up to PC's highest level class of the required classes stack with that class for the purpose of the level requirement)
- Skills: Knowledge (religion) 9 ranks, 4 ranks in Knowledge (arcana) OR Perform (any)
- 7 Time Units per year (5 Time Units if a Gnome of Veluna)
- 1 year service as a Goldbrother/Goldsister

**Benefits:**

- May claim sanctuary in any temple of the gnome religions in Veluna
- A Goldfather is considered to be Class 1 for determining cost and eligibility for spells from a temple or priest of the gnome religions in Veluna
- A Goldfather gains 13 Influence points with the Church of the Golden Hills while in region
- A Goldfather gains a +4 bonus to Diplomacy checks with gnomes
- A Goldfather gains a +2 bonus to Diplomacy checks with citizens of Lorrish (except Sugarberg)
- The above bonuses shall not apply if the Goldfather is not wearing his holy vestments (the symbol of his deity must be obvious). At the same time, this can cause negative reactions with opposed religions or evil gnomes and is subject to modification per the module.
- Access to purchase the following items at normal price: Ghostblight (CA), Gravebane (AE), Holy Text (AE), Holy Water Sprinkler (LM), Liquid Sunlight (CS), Nerv (CS), Powdered Silver (CS), Priest's Bullet (LM), Restful Candle (AE), Sanctified (Du) armor or shield
- PC may use the honorific "Goldfather" or "Goldmother"
- A Goldfather paladin may summon a dire badger as his mount (see **Special** below)

**Special:** A Goldbrother or Goldfather with at least 6 levels of paladin may petition the church for a special dispensation. Upon completion of a special ritual (costing the PC an additional 100 GP and 2 TUs), the paladin is granted the ability to summon a dire badger as his special mount (instead of a warhorse or warpony). This ritual must be performed annually, with the gold and TU costs paid at the start of each year (when the meta-org cert is renewed). The paladin is treated as one level lower than normal for the purpose of determining the mount's special abilities (bonus HD, natural armor bonus, etc.), but the creature otherwise follows the normal advancement rules for a paladin's Special Mount class ability. Also, if the mount takes damage during combat, the player must follow the rules for "Riding a Raging Dire Badger", as described on page 162 of *Races of Stone*.

## College of the Divine

Being a nation founded around the tenets and wisdom of Rao, it only makes sense that the College of the Divine holds a revered place in Veluna. The Church of Rao founded this university so that priests and holy men from around the Archclericy could gather to discuss all things divine, since only through learning more about other religions can you understand your place in the grand scheme of the world. The College resides in a large walled compound in the High Ward in Mitrik, along with the Great Library of Rao and the College of the Arcane. The College of the Divine is housed in its own buildings, attached to the Great Library of Rao, where members of the College maintain what are considered the most comprehensive religious records in the Flanaess. Worshippers of any god not disliked or banned in Veluna are welcome in the college. Many of the current members of the College of Bishops and other high-ranking priests started as students and professors in the College Divine.

**Base of Operations:** Grand College of Rao in Mitrik  
**Area of Influence:** Mitrik  
**Sponsor:** Church of Rao  
**Point of Contact:** Brian Gilkison (College.Divine@veluna.net)

### Sponsors

Because Veluna and her citizens are such strong patrons of learning, it is possible for members of the College to obtain sponsorship of their studies, provided they know someone willing to “foot the bill”. In game terms, this means that members of the College can use influence points to pay for their training, with the following guidelines:

- 1 influence point will cover up to 250 GP of the College member's annual fees (“extra” is not refunded to the PC)
- Influence points may be spent from multiple sources, but all points spent in this way must come from rewards granted in Veluna regional mods (or metaregionals set in Veluna), or from meta-orgs based in Veluna
- Said influence points are permanently expended. If the influence comes from a meta-org, those points will be unavailable for any other purpose for the remainder of the year (see example below)
- In exchange, the PC can claim that person or organization which granted the influence as (one of) their sponsors

For example, a Deacon in the Church of Rao has 3 permanent influence points by virtue of his rank in the Church. If he also joins the College of the Divine, he can expend 2 of those points to cover the 500gp annual fee required at the Acolyte level. As a result, in any future Veluna mod that year, the Deacon now has only 1 point he can spend, since two of his permanent points are tied up in the College. Points used in this way reset at the beginning of each year.

### Requirements to become an Initiate:

- Resident of Veluna
- Must worship a deity not disliked or hated in Veluna (see **Religions In Veluna** at the end of this document)
- Skills: Knowledge (religion) 6 ranks, 1 rank in Knowledge (history) OR Heal
- Spells: Able to cast 2nd-level divine spells
- 4 Time Units a year (studies, ministries, duties)

### Benefits:

- Initiates are considered Class 1 for determining cost and eligibility for spells from a priest or temple of their religion in Veluna, and are considered Class 2 for determining cost and eligibility for spells and eligibility for spells from a priest or temple of Rao in Veluna.
- Initiates gain a +2 bonus to Knowledge (Religion), Spellcraft, or Heal checks made within the College, representing limited access to the Great Library of Rao and medical facilities.
- Initiates gain a +1 bonus to Diplomacy checks when dealing with members of an accepted Church in Veluna.
- Access to purchase the following items at normal price: Firmament Stone (Du), Focusing Candle (CAd), Gravebane (AE), Priest's Bullet (LM), Restful Candle (AE)
- Access to the following alternate class feature: Divine Magician (CM)

### Requirements to become an Acolyte:

- Resident of Veluna
- Must worship a deity not disliked or hated in Veluna (see **Religions In Veluna** at the end of this document)
- Skills: Knowledge (arcana) 1 rank, Knowledge (religion) 8 ranks, Spellcraft 1 rank, 4 ranks in Knowledge (history) OR Heal
- Spells: Able to cast 4th-level divine spells
- Must have completed minimum of 6 months as an Initiate of the College
- 6 Time Units a year (studies, ministries, duties)
- 500 gp annual fee (may be paid by a sponsor)

#### **Benefits:**

- Acolytes are considered Class 1 for determining cost and eligibility for spells from a priest or temple of their religion in Veluna, and are considered Class 2 for determining cost and eligibility for spells from a priest or temple of Rao in Veluna.
- Acolytes gain a +3 bonus to Knowledge (Religion), Spellcraft, or Heal checks made within the College, representing limited access to the Great Library of Rao and medical facilities.
- Acolytes gain a +2 bonus to Diplomacy checks when dealing with members of an accepted Church in Veluna.
- Access to purchase the following items at normal price: Firmament Stone (Du), Focusing Candle (CA), Gravebane (AE), Priest's Bullet (LM), Restful Candle (AE)
- Access to the following alternate class features: Divine Magician (CM), Spontaneous Domain Casting (PH2)
- [Access to the following feat: Master of Knowledge \(HH\)](#)

### Requirements to become a High Priest:

- Resident of Veluna
- Must worship a deity not disliked or hated in Veluna (see **Religions In Veluna** at the end of this document)
- Skills: Knowledge (arcana) 4 ranks, Knowledge (religion) 10 ranks, Spellcraft 4 ranks, 6 ranks in Knowledge (history) OR Heal
- Spells: Able to cast 5th-level divine spells
- Must have completed minimum of 12 months as an Acolyte OR 12 months at the highest level of your Church
- 8 Time Units a year (studies, ministries, duties)
- 500 gp annual fee (may be paid by a sponsor)

**Code of Conduct:** The rank of High Priest in the College of the Divine is a much respected position, and comes with great responsibility, not only to the College, but to Veluna. Members of this level of the College must conduct themselves ethically and morally as they are, in effect, representatives of the College and informal ambassadors of Veluna. Any inappropriate behavior or acts of misconduct must be noted on the AR play notes section, and will be under review of the current Board of Chancellors. The High Priest's conduct will be taken into account by the Concordat Velondi, as well as the Board of Chancellors' Executive Committee (the Triad), in their deliberations for acquisition of a site of worship and for advancement to the Board of Chancellors.

#### **Benefits:**

- High Priests are considered Class 1 for determining cost and eligibility for spells from a priest or temple of Rao in Veluna.
- A High Priest gains a +4 bonus to Knowledge (Religion), Spellcraft, or Heal checks made within the College, representing limited access to the Great Library of Rao and medical facilities.
- A High Priest gains a +2 bonus to Diplomacy checks when dealing with members of the College of the Arcane, any Knighthood, the Mitrik Temple Guard, or any accepted Church in Veluna, providing the High Priest is in good standing with the College and is wearing his vestments of office.
- Access to purchase the following items at normal price: Firmament Stone (Du), Focusing Candle (CA), Gravebane (AE), Priest's Bullet (LM), Restful Candle (AE)
- Access to the following alternate class features: Divine Magician (CM), Spontaneous Domain Casting (PH2)
- [Access to the following feat: Master of Knowledge \(HH\)](#)
- [Access to the Paragnostic Apostle prestige class](#)
- PC may use the honorific "High Priest" or "High Priestess"

## College of the Arcane

Our gracious Lord Rao, being the patron of reason, counts many wizards and sorcerers in his flock. The College of the Arcane is where they gather together to further their studies. Founded in 315 CY by Canon Heriz, the Grand College is the center of higher arcane study in Veluna. The College resides in a large walled compound in the High Ward in Mitrik, along with the Great Library of Rao and the College of the Divine. The College of the Arcane is housed in its own buildings, attached to the Great Library of Rao, where members of the College maintain the arcane and alchemical documents. Within the halls of the College itself are laboratories, summoning rooms and smaller libraries for the use of the students. It is rumored that the Archmage Bigby has an honorific seat on the College's board.

**Base of Operations:** Grand College of Rao in Mitrik  
**Area of Influence:** Mitrik  
**Sponsor:** Church of Rao  
**Point of Contact:** Brian Gillison (College.Arcane@veluna.net)

### Sponsors

Because Veluna and her citizens are such strong patrons of learning, it is possible for members of the College to obtain sponsorship of their studies, provided they know someone willing to “foot the bill”. In game terms, this means that members of the College can use influence points to pay for their training, with the following guidelines:

- 1 influence point will cover up to 250 GP of the College member's annual fees (“extra” is not refunded to the PC)
- Influence points may be spent from multiple sources, but all points spent in this way must come from rewards granted in Veluna regional mods (or metaregionals set in Veluna), or from meta-orgs based in Veluna
- Said influence points are permanently expended. If the influence comes from a meta-org, those points will be unavailable for any other purpose for the remainder of the year (see example below)
- In exchange, the PC can claim that person or organization which granted the influence as (one of) their sponsors

For example, a Deacon in the Church of Rao has 3 permanent influence points by virtue of his rank in the Church. If he also joins the College of the Arcane, he can expend 2 of those points to cover the 400gp annual fee required at the Student level. As a result, in any future Veluna mod that year, the Deacon now has only 1 point he can spend, since two of his permanent points are tied up in the College. Points used in this way reset at the beginning of each year.

### Requirements to become a Student:

- Resident of Veluna
- Skills: Knowledge (arcana) 6 ranks, Spellcraft 2 ranks
- Spells: Able to cast 2nd-level arcane spells
- 4 Time Units per year (studies and duties)
- 400 gp annual fee (may be paid by a sponsor)

### Benefits:

- Members of the College of the Arcane are considered Class 2 for determining cost and eligibility for spells from a priest or temple of Rao in Veluna.
- Students gain a +2 bonus to Knowledge (Arcana) or Spellcraft checks made within the College, representing limited access to the Great Library of Rao and school laboratories.
- Due to the large concentration of wizards, a PC may have the opportunity to swap spells with other wizards while a member of the college. A PC wizard may pick 4 **Open** spells per year from levels 1-2 and copy them into his spell book at 30% off the normal cost. This does not allow the wizard to learn **Closed** spells or ones he would normally not be allowed to choose when gaining a level. This must be done as if creating a magic item – done before the module, paid for at the end of the module, recorded on a Magic Item Creation logsheet, checked and signed off on by the DM.
- Access to purchase the following items at normal price: Any spellbook construction material from **Table 5-1** of *Complete Arcane* (except *Dragonhide* covers), Focusing Candle (CAI)
- Access to the following alternate class feature: Focused Specialist (CM)

### Requirements to become a Teacher:

- Resident of Veluna
- Skills: Knowledge (arcana) 8 ranks, Knowledge (the planes) 2 ranks, Knowledge (religion) 2 ranks, Spellcraft 4 ranks
- Feats: Any two metamagic feats
- Spells: Able to cast 4th-level arcane spells
- Must have completed minimum of 6 months as a Student
- 6 Time Units a year (studies and duties)
- 500 gp annual fee (may be paid by a sponsor)

#### **Benefits:**

- Members of the College of the Arcane are considered Class 2 for determining cost and eligibility for spells from a priest or temple of Rao in Veluna.
- Teachers gain a +3 bonus to Knowledge (Arcana) or Spellcraft checks made within the College, representing limited access to the Great Library of Rao and school laboratories.
- Teachers gain a +1 bonus to Knowledge (Architecture/Engineering), Knowledge (History), Knowledge (Nobility/Royalty), Knowledge (Religion), and Knowledge (the Planes) checks made within the College, representing their ability to assign lesser members to help them with their research.
- Due to the large concentration of wizards, a PC may have the opportunity to swap spells with other wizards while a member of the college. A PC wizard may pick 4 **Open** spells per year from levels 1-4 and copy them into his spell book at 30% off the normal cost. This does not allow the wizard to learn **Closed** spells or ones he would normally not be allowed to choose when gaining a level. This must be done as if creating a magic item – done before the module, paid for at the end of the module, recorded on a Magic Item Creation logsheet, checked and signed off on by the DM.
- Access to purchase the following items at normal price: Any spellbook construction material from **Table 5-1 of Complete Arcane** (except *Dragonhide* covers), Focusing Candle (CA)
- Access to the following alternate class feature: Focused Specialist (CM)
- [Access to the following feat: Master of Knowledge \(HH\)](#)
- Access to the **Mage of the Arcane Order** prestige class

### Requirements to become a High Mage:

- Resident of Veluna
- Skills: Knowledge (arcana) 10 ranks, Knowledge (the planes) 4 ranks, Knowledge (religion) 4 ranks, Spellcraft 8 ranks
- Feats: Any two metamagic feats
- Spells: Able to cast 5th-level arcane spells
- Must have completed minimum of 12 months as a Teacher
- 8 Time Units a year (studies and duties)
- 500 gp annual fee (may be paid by a sponsor)

**Code of Conduct:** The rank of High Mage in the College of the Arcane is a much respected position, and comes with great responsibility, not only to the College, but to Veluna. Members of this level of the College must conduct themselves ethically and morally as they are, in effect, representatives of the College and informal ambassadors of Veluna. Any inappropriate behavior or acts of misconduct must be noted on the AR play notes section, and will be under review of the current Board of Chancellors. The High Mage's conduct will be taken into account by the Wizard's Tower Assignment Committee, as well as the Board of Chancellors' Executive Committee (the Triad), in their deliberations for acquisition of a tower and for advancement to the Board of Chancellors.

#### **Benefits:**

- High Mages are considered Class 2 for determining cost and eligibility for spells from a priest or temple of Rao in Veluna.
- A High Mage gains a +4 bonus to Knowledge (Arcana) or Spellcraft skill checks made within the College, representing almost full access to the Great Library of Rao and school laboratories and his ability to assign lesser members help him with his research.
- A High Mage gains a +1 bonus to Knowledge (Architecture/Engineering), Knowledge (History), Knowledge (Nobility/Royalty), Knowledge (Religion), and Knowledge (the Planes) checks made within the College, representing his ability to assign lesser members help him with his research.

- A High Mage gains a +1 bonus to Diplomacy checks when dealing with members of the College of the Divine, any Knighthood, the Mitrik Temple Guard, or any accepted Church in Veluna, provided the High Mage is in good standing with the College and identifies himself as a High Mage.
- Due to the large concentration of wizards, a PC may have the opportunity to swap spells with other wizards while a member of the college. A PC wizard may pick 4 **Open** spells per year from levels 1-6 and copy them into his spell book at 30% off the normal cost. This does not allow the wizard to learn **Closed** spells or ones he would normally not be allowed to choose when gaining a level. This must be done as if creating a magic item – done before the module, paid for at the end of the module, recorded on a Magic Item Creation logsheet, checked and signed off on by the DM.
- Access to purchase the following items at normal price: Any spellbook construction material from **Table 5-1** of *Complete Arcane* (except *Dragonhide* covers) , Focusing Candle (CAAd)
- Access to the following alternate class feature: Focused Specialist (CM)
- [Access to the following feat: Master of Knowledge \(HH\)](#)
- Access to the **Mag**e of the **Arcane Order** and the **Paragnost**ic **Apostle** prestige classes.
- A High Mage is considered to have made “peaceful contact” for the purpose of meeting the special requirement for access to the **Elemental Savant** prestige class
- PC may use the honorific “High Mage”

## Wizard’s Tower

Once a High Mage has fulfilled certain obligations – including an exemplary record as an ambassador of Veluna (see below) – he may apply to the College for a tower. This tower can be located in any of the cities in Veluna, depending on availability (at the Triad’s discretion – first-come, first-serve basis). The college just gives you the empty tower – the PC must furnish their tower using the layouts given to you by the Veluna Triad, along with whatever special additions you may choose to add onto it. Payments must be paid in full if you wish to upgrade the tower, and yearly taxes must be paid to the Theocracy for the privilege of housing such a majestic property. The benefit is that you will have to pay no standard upkeep for any regional module (or metaregional set in Veluna).

### Requirements to acquire a tower:

- Resident of Veluna
- Spells: Able to cast 6th-level arcane spells
- Must have completed minimum of 12 months as a High Mage
- Annual taxes

### Benefits:

- Free standard lifestyle upkeep while in region.
- 3 permanent Influence points with nobility in the area where the tower is located.

## Board of Chancellors

The Board of Chancellors is the organization that governs the operations and agenda of the Colleges of the Arcane and the Divine. The Board also controls the Great Library of Rao and the various research facilities associated with these two great universities. Election to the Board is a lofty goal and should not be taken lightly. The process involves an application to the Board of Chancellors' Executive Committee (Triad), evaluation of the candidate's qualifications and a speech before the current members.

**Base of Operations:** Great College of Rao in Mitrik  
**Area of Influence:** Veluna  
**Sponsor:** Church of Rao  
**Point of Contact:** Brian Gillison (Chancellors@veluna.net)

### Requirements to join:

- Resident of Veluna
- Worship of a deity not disliked or hated in Veluna (see **Religions In Veluna** at the end of this document)
- Skills: Heal 10 ranks OR Spellcraft 10 ranks, Knowledge (arcana or religion) 14 ranks, any other Knowledge skill 6 ranks
- Spells: Able to cast 7th-level spells
- Must have completed minimum of 12 months as a High Priest (College of the Divine) or High Mage (College of the Arcane)
- 10 Time Units a year (various duties)
- Must be elected to the position

**Code of Conduct:** The rank of Chancellor is a much respected position, and comes with great responsibility, not only to the Colleges, but to Veluna. Members of the Board must conduct themselves ethically and morally as they are, in effect, representatives of the Colleges and informal ambassadors of Veluna. Any inappropriate behavior or acts of misconduct must be noted on the AR play notes section, and will be under review of the current Board of Chancellors' Executive Committee (the Triad) for possible disciplinary action.

### Benefits:

- Chancellors are considered Class 1 for determining cost and eligibility for spells from a priest or temple of Rao in Veluna.
- Chancellors gain a +4 bonus to Knowledge (Arcana), Knowledge (Religion), Spellcraft, or Heal checks made within the College, representing full access to the Great Library of Rao and other facilities.
- Chancellors gain a +2 bonus to Diplomacy checks when dealing with members of the College of the Arcane, College of the Divine, any Knighthood, the Mitrik Temple Guard, or any accepted Church in Veluna, provided the Chancellor is in good standing with the College and is wearing his vestments of office.
- PC may use the honorific "Chancellor"
- Chancellors may request audience with an Archbishop once during each Veluna regional module (or metaregional set in Veluna). This meeting must take place in the diocese in which the PC is currently located. The possibility of this meeting is at the discretion of the DM per scenario guidelines.
- Chancellors have 13 permanent Influence points with the College of the Arcane and the College of the Divine.
- Access to the **Mage of the Arcane Order** prestige class



## Mitrik Temple Guard

The Mitrik Temple Guard is actually much more than the name implies. The Guard is the police arm of the Church of Rao, the official Church of Veluna. The name is rooted in the origins of the organization. Originally, they were the guard unit formed to guard the temple grounds of the first organized temple of Rao in Mitrik. Over the centuries, as the Church grew, so did the Guard. Today, the Guard is responsible for protecting the temples of Rao throughout Veluna, as well as the clergy and worshippers of the God of Peace. Members of the Guard come from all walks of life, but are all devoted followers of Rao, recruited from the congregation, and are expected to uphold the tenets of the God of Peace, Serenity, and Knowledge. Many members of the Knights of Salvation are drawn from the ranks of the Mitrik Temple Guard.

The following are the ranks of the Mitrik Temple Guard (from lowest to highest): Guardsman 2nd Class, Guardsman 1st Class, Guard Sergeant, Guard Lieutenant, Guard Captain, Guard Commander (1 per diocese), Guard Commandant (1 total).

**Base of Operations:** Great Temple of Rao in Mitrik  
**Area of Influence:** Veluna  
**Sponsor:** Church of Rao  
**Point of Contact:** Brian Gillison (MTG@veluna.net)

### Code of Conduct:

- Always protect church property and priests of Rao, with no rewards required or accepted for missions requested officially by the church of Rao
- Defend worshippers of Rao, rewards may be accepted but not required by the guardsman
- Always obey the lawful orders of a priest of Rao
- Uphold the peace in Veluna

### Requirements to become a Guardsman 2nd Class:

- Resident of Veluna. Cannot have been resident of another region anytime in the last 52 TUs (note: new characters automatically meet this requirement). You may never change residence to another region without retiring from the Guard.
- Must worship Rao
- Base Attack Bonus: +2
- Skills: Knowledge (religion) 1 rank
- Must have a minimum bonus of +1 to Diplomacy checks (not counting bonuses from magic items or other organizations)
- Feats: Armor Proficiency (medium), Shield Proficiency, proficiency with at least one martial weapon
- Spend 1 Influence point from the Church of Rao
- Upon acceptance to the Guard, the PC must expend 6 time units to account for basic training.
- 4 Time Units per year (not including first year)

### Benefits:

- A Guardsman is considered to be Class 1 for determining cost and eligibility for spells from a temple or priest of Rao in Veluna.
- Upon completion of basic training, the church will give the PC a free chain shirt, uniform tabard, a light steel shield, and the PC's choice of a long sword, heavy mace, flail, or battleaxe. This is all normal equipment that may not be sold and must be returned back to the temple guard when no longer in use.
- Guardsmen 2nd Class gain a +1 bonus to Diplomacy and Gather Information checks when dealing with worshippers of Rao and while in uniform (which can only be worn when on official business of the church).
- Guardsmen have police authority when on official business for the church while in region.
- Guardsmen are issued a badge and 20 Blunt Arrows (RW) when they first join.
- 50% discount on standard lifestyle upkeep while in region

### Requirements to become a Guardsman 1st Class:

- Resident of Veluna. You may never change residence to another region without retiring from the Guard.
- 6 months service as Guardsman 2nd Class; service must be current
- Spend 1 additional Influence point with the Church of Rao

- 4 Time Units per year

**Benefits:**

- A Guardsman is considered to be Class 1 for determining cost and eligibility for spells from a temple or priest of Rao in Veluna.
- Guardsmen 1st Class gain a +2 bonus to Diplomacy and Gather Information checks when dealing with worshippers of Rao and while in uniform (which can only be worn when on official business of the church).
- Guardsmen have police authority when on official business for the church while in region.
- Guardsmen are issued a badge and 40 Blunt Arrows (RW) when they achieve this rank.
- Free standard lifestyle upkeep while in region
- [Access to the Tactical Soldier prestige class](#)

**Requirements to become a Guard Sergeant:**

- Resident of Veluna. You may never change residence to another region without retiring from the Guard.
- 6 months service as Guardsman 1st Class; service must be current
- Base Attack Bonus: +5
- Skills: Knowledge (religion) 2 ranks
- Must have a minimum bonus of +2 to Diplomacy checks (not counting bonuses from magic items or other organizations)
- 6 Time Units per year
- Spend 2 additional Influence points with the Church of Rao

**Benefits:**

- A Guard Sergeant is considered to be Class 1 for determining cost and eligibility for spells from a temple or priest of Rao in Veluna.
- Guard Sergeants gain a +3 bonus to Diplomacy and Gather Information checks when dealing with worshippers of Rao and while in uniform (which can only be worn when on official business of the church).
- Guard Sergeants have police authority when on official business for the church while in region.
- Sergeants are issued a badge, 40 Blunt Arrows (RW), and 10 Thundering Arrows (AE) when they achieve this rank, and have access to purchase more Thundering Arrows (AE)
- Free standard lifestyle upkeep while in region
- 3 permanent Influence points with the Church of Rao
- [Access to the Tactical Soldier prestige class](#)

**Requirements to become a Guard Lieutenant**

- Resident of Veluna. You may never change residence to another region without retiring from the Guard.
- 12 months service as a Guard Sergeant; service must be current
- Base Attack Bonus: +8
- Skills: Knowledge (religion) 4 ranks
- Must have a minimum bonus of +5 to Diplomacy checks (not counting bonuses from magic items or other organizations)
- 6 Time Units per year (administrative work)
- Spend 2 additional Influence points with the Church of Rao

**Benefits:**

- A Guard Lieutenant is considered to be Class 1 for determining cost and eligibility for spells from a temple or priest of Rao in Veluna.
- Guard Lieutenants gain a +4 bonus to Diplomacy and Gather Information checks when dealing with worshippers of Rao and while in uniform (which can only be worn when on official business of the church).
- Guard Lieutenants have police authority when on official business for the church while in region.
- Guard Lieutenants have access to purchase Thundering Arrows (AE).
- Free standard lifestyle upkeep while in region
- 3 permanent Influence points with the Church of Rao
- [Access to the Tactical Soldier prestige class](#)

**Requirements to become a Guard Captain, Guard Commander, or Guard Commandant**

- Guard Captain, Guard Commander, and Guard Commandant are ranks attainable only by NPCs. Should a PC Temple Guard retire, he may submit his name and resumé to the Church of Rao for consideration for a posting.

## Knights of Salvation

The Knights of Salvation were formed nearly 300 years ago by Canon Vandar II as an organization to exemplify the paragon of virtuous behavior in the eyes of Rao, and as an elite force for the defense of the Church. At the time, the Canon was frustrated with the sin of greed displayed in the trade disputes with Dyvers, and established the Knights to be models of virtue that all could look up to in times of despair. The Code of Salvation was established at that time, and remains unchanged to this day.

The Knights of Salvation are a small and demanding order. They number some 50 Knights and about 100 Squires. Their organization is led by the High Council of Knights, consisting of 3 Lord Knights elected by the General Assembly of Knights, and 2 High Lord Knights who are appointed for life. When a High Lord Knight dies or retires, their replacement is elected from the High Council. The current High Lord Knights are High Lord Sigmund Daelvanish and High Lord Aedric Malgwyn. High Lord Daelvanish is advanced in age and in failing health, so it is expected that a replacement High Lord may be elected soon.

The Knight's code of conduct is strict and rigidly enforced. Even the slightest transgression against the Code of Salvation can be cause for dismissal from the order. Their society is steeped in ritual and tradition; they have a rich assortment of trappings in their ceremonies, which are a spectacle to behold. Appearance to the public is important to the Knights of Salvation, since their main goal is to lead by example. Whenever a Knight appears in public in an official capacity he is armored in bright silver armor with white and gold trimmed trappings. If mounted, they ride war stallions of the purest white and wield ivory colored lances with white standards bearing the holy symbol of Rao. When the Knights of Salvation muster as a unit for battle, their precise maneuvering and fanatical devotion to their belief in right can be quite impressive. Ceremonial garb is a flowing white tabard with gold trim and the holy symbol of Rao emblazoned on the chest. Rank is denoted by the pattern of the gold trim on the shoulders of the tabard.

The Knights act mainly as the defensive arm of the Church of Rao. Therefore, the Knights of Salvation practice at martial skills to keep their bodies honed and their mind clear. They believe that it is the duty of the righteous to smite evil wherever it is found. However, the Knights are a spiritual and intellectual group as well. They believe that the road to salvation lies in self-enlightenment. They strive to be examples of all that is virtuous in an individual, and as such, to inspire society by being role models of all that is right and good. They spend much time in theological debates and study and contemplation of purity of the soul. The Knights of Salvation believe that the body is the temple of the soul in this life, and as such should be well tended. Thus physical perfection and spiritual perfection are inseparable. Thus a Knight of Salvation can be involved in a deep philosophical discussion one day, then ruthlessly battling a minion of evil the next.

Because of this range of ability, the Knights perform several roles for the Church. They are excellent diplomats and negotiators, since their honor is unquestionable. They participate in many of the holy rituals performed in the worship of Rao by the Church. Also, Knights of Salvation have a hand in electing new members to the Grand College of Rao's Board of Chancellors, since their opinions are so highly valued in Veluna. (In game terms it means that if you are a Knight of Salvation you may be asked to be in the room when applications are heard, and vote with the triad in whether or not they are accepted.)

<b>Base of Operations:</b>	Based in Mitrik in the compound of the Church of Rao
<b>Area of Influence:</b>	Diocese of Whitehale and any area where the Church of Rao holds influence
<b>Sponsor:</b>	Church of Rao
<b>Point of Contact:</b>	Brian Gilkison (KoS@veluna.net)

## **Code of Honor:**

The Code of the Knights of Salvation can be broken down into five virtues: Piety, Honor, Honesty, Courtesy, and Valor. A Knight of Salvation is expected to die rather than break one of the codes of the five virtues.

### **Piety**

- Believe all that the church teaches, and observe all its directions.
- Have faith in your beliefs, for faith roots you and gives hope against the despair that human failings create.
- Defend the church and her flock.
- Make war with the enemies of the church without cessation, and without mercy.

### **Honor**

- Always respect others and their rights.
- Always keep your word.
- Always maintain your principles.
- Do not let your actions dishonor someone else, for by dishonoring them you dishonor yourself and The Order.
- Seek excellence in all endeavors.
- Use strength in the service of justice, not for personal aggrandizement.
- Show humility.
- Value first the contributions of others; do not boast of your own accomplishments, let others do this for you.

### **Honesty**

- Mean what you say.
- Say what you mean.
- Never betray a trust.
- Stay to the purity of the Truth.

### **Valor**

- Exhibit courage in word and deed.
- Defend the weak and innocent.
- Never abandon a friend, someone in need, or noble cause.
- Fight Injustice in all its forms.

### **Courtesy**

- Be always considerate of others.
- Help those who are in need.
- Be thankful to those who help you.
- Show respect where respect is due.

The Knights of Salvation have several mottos that sum up their beliefs. A sampling:

- “May Truth be your shield, may Wisdom be your sword, and may the Light be your guide.”
- “The path to true salvation can be found in self-enlightenment and the perfection of the self.”
- “He who claims to be walking in the Light but dislikes his fellow man is truly in Darkness, but he who likes his fellow man can truly be walking in the Light.”
- “Honor is the gift a man gives to himself that no man can steal.”
- “Seek always the path of 'right', unencumbered by bias or personal interest. Recognize that the sword of justice can be a terrible thing, so it must be tempered by humanity and mercy.”
- “Seek great stature of character by holding to the virtues and duties of a knight, realizing that though the ideals cannot be reached, striving towards them ennoble the spirit, raising the character from dust towards the heavens. Nobility also has the tendency to influence others, offering a compelling example of what can be done in the service of rightness.”

**Requirements to become a Squire:**

- Must be a resident of Veluna currently and for the previous one full year, and not been a resident of any other region in that time. In game terms this means that you must have been a resident of Veluna before you spent the first time unit of the last year. For example, if this is 597 CY, you must have been a resident of Veluna before you spent your first time unit in 596 CY. If you ever change regions during a year, you must wait for the first time unit of the next year to start qualifying again. You also cannot change regions between the time you apply as a squire and become a full Knight.
- Must worship Rao during the qualifying time, and must remain a worshipper of Rao during squiredom
- Base Attack Bonus +7 OR the ability to cast 4th-level divine spells
- Feats: Armor Proficiency (heavy), Shield Proficiency, Mounted Combat, Ride-By Attack OR Trample
- Skills: Diplomacy 6 ranks, Knowledge (religion) 6 ranks
- Must own a suit of masterwork (or magical) full plate armor
- Spend influence with Church of Rao:
  - 12 Influence points OR
  - 6 Influence points if you are a Mitrik Temple Guard Guardsman 1st class or an Initiate in the Church of Rao, and have been for 12 months previous to applying to Knights OR
  - 3 Influence points if you are a Mitrik Temple Guard Sergeant or a Curate in the Church of Rao, and have been in the Mitrik Temple Guard or Church of Rao for 18 months previous to applying to Knights.
- 6 Time Units upon joining (religious retreat at the Cathedral of Rao in Mitrik)
- Special: A squire may not have ever taken levels in the Gray Guard (CS) prestige class. Those who have are denied admittance to the order.
- Note that it is also possible to become a squire through special invitation of the Veluna Triad. Heroes who have distinguished themselves in the eyes of the knighthood may be invited to join. In this case, a certificate from the Triad will be issued that allows the PC to become a squire without meeting any requirements other than those specified on the cert.

**Benefits:**

- None

### Requirements to become a Knight:

- Resident of Veluna. You may never change residence to another region without retiring from the Knights of Salvation.
- You must go through at least 15 adventures conducting yourself according to the code of the Knights of Salvation. Each adventure must be recorded on the Squire cert with comments from the judge. Once the 15 adventures have been completed, you must submit your Squire cert to the Veluna Triad (poc@veluna.net for further details) for review. Upon approval by the Triad and the meta-org point of contact, you will be awarded full knighthood and all benefits therewith.
- 8 Time Units per year (Knightly duties)
- 1,000 gp per year tithe. If this cannot be paid during the first adventure of the year played as a Knight, you must pay as much as you can each adventure, retaining only enough gold to permit purchase of standard lifestyle on your next adventure.
- Special: A Knight may never take levels in the Gray Guard (CS) prestige class. Those who do are immediately expelled from the order, as the Knights have no need for those willing to compromise their ideals in the fight against evil.
- Each Knight cert is good for only one year of the campaign (specified on the cert). After each adventure you play, you must have the judge fill out the adventure record on the back of the cert, noting how you lived up to the Code of the Knights. At the end of each year you must submit that year's cert to the Triad and meta-org point of contact for review. Upon approval you will be awarded the next year's cert. Any transgressions noted on the log can be cause for dismissal from the Knighthood. While the Triad may allow you to defend any transgressions, this is not guaranteed. A cert can also be revoked at any time if transgressions come to the attention of the Triad. The Knighthood is a demanding organization and membership is an honor, not a right. **(Please keep the Code cert with your character at all times for purposes of showing your DM the Code)**

### Benefits:

- May request sanctuary in any Church of Rao or any stronghold of the Knights of Whitehale or the Knights of Veluna. Will be recognized and respected by anybody affiliated with these organizations.
- Knights are considered to be Class 1 for determining cost and eligibility for spells from a temple or priest of Rao in Veluna.
- A Knight gains a +4 bonus to Diplomacy and Gather Information checks when dealing with the Knights of Whitehale, the Knights of Veluna, and worshippers of Rao in Veluna.
- A Knight gains a +2 bonus to Diplomacy checks when dealing with worshippers of Rao outside of Veluna.
- A Knight gains a +2 bonus to Diplomacy checks when acting as an independent arbiter with parties familiar with the reputation of the Knights of Salvation.
- A Knight suffers a -4 penalty to Bluff checks. Truth is a major tenet of the Knighthood and thus they have difficulty hiding it.
- Knights have police authority when on official business for the church while in region.
- Access to purchase the following items at normal price: Flyer's Saddle (RS), Masterwork Saddle (CAd), Riding Straps (RS), Sanctified (Du) armor or shield
- Upon his Knighthood, he is presented with a heavy steel shield (PHB) emblazoned with a Signature Crest (RS) depicting the symbols of Veluna, Rao, the Order and his family crest.
- A Knight is considered to have "Great renown" for purposes of the Leadership feat.
- 16 permanent Influence points with the Church of Rao
- [Access to the following alternate class features: Aligned Strike \(CC\), Armor of God \(CC\), Divine Counterspell \(CM\), Divine Restoration \(DS\), Holy Warrior \(CC\)](#)
- PC may use the honorific "Sir" or "Dame"

## Knights of Whitehale

The Knights of Whitehale were created over 40 years ago by Duke Mar Landis. Duke Landis recognized the threat that the northern kingdoms presented to Veluna if Furyondy was ever to fall and went to the Celestial Order with a proposal for a northern defense force. When the other leaders of the northern dioceses laughed at him and voted down his proposal he took matters into his own hands. He gathered together his most experienced and honorable warriors in his diocese and formed the Knights of Whitehale. The knighthood is a very strict and martial order. They have a very strong code of honor and expect all in their organization to adhere to it to the letter. The Knights of Whitehale are known far and wide as strong warriors and they are welcome in almost any group during battle.

Originally the Knights consisted of only 14 men, but have grown greatly in the past 40 years. They had numbered over 40 knights and 200 men-at-arms and squires, and had moved their base of operations to Castle Sepher; however, recent events have taken their toll on the Knights – that fortification was the primary focus of Herion's initial assault, and many Knights were killed that day. They are currently led by the Knight Imperious Ellard Rojan. He has led the Knighthood for 9 years.

<b>Base of Operations:</b>	Based in Whitehale but currently in the process of moving to Castle Sepher.
<b>Area of Influence:</b>	Diocese of Whitehale and northern borders of Veluna. May be found elsewhere in Veluna on rare occasions.
<b>Sponsor:</b>	Diocese of Whitehale and the Landis family.
<b>Point of Contact:</b>	David Kerscher (KoW@veluna.net)

### Code of Honor:

"I am a Knight of Whitehale. I stand righteous in the light and shall brook no evil in my presence. I shall defend those who cannot defend themselves. I shall search out evil in all its forms and banish it from this world. I shall answer pleas of help from the weak and calls to arms from my lord. I will defend Veluna with my life and my very being. With our Lord Rao's blessing in all things, I shall strive to uphold all of this and more with every action I take and every word I speak."

### Requirements to become a Squire:

- Resident of Veluna
- Race: Human, elf, or half-elf
- Alignment: Lawful good or lawful neutral
- Base Attack Bonus: +3
- Feats: Mounted Combat
- Skills: Ride 3 ranks
- Proficient in lance and one other martial melee weapon
- Invitation of Knightly Sponsor OR member in good standing of 2nd+ level of Mitrik Temple Guard for minimum 6 months OR member in good standing of 2nd+ level of Church of Rao, Heironeous or St. Cuthbert for minimum 6 months
- 4 Time Units upon joining and at the beginning of every year thereafter (training and duties)

### Benefits:

- A Squire of Whitehale may request sanctuary in Castle Sepher when in its area. This benefit extends to the Squire only, and not any of his companions.
- A Squire gains a +2 bonus on Diplomacy checks with any member of the Knights of Whitehale when he presents himself as a squire to them
- A Squire gains a +1 bonus to Diplomacy checks with residents of Whitehale Diocese



**Requirements to become a Knight of the Vale:**

- Resident of Veluna
- Race: Human, elf, or half-elf
- Alignment: Lawful good or lawful neutral
- Base Attack Bonus: +7
- Skills: Knowledge (local – VTF) 4 ranks, Ride 6 ranks
- Feats: Mounted Combat, Weapon Focus (any martial melee weapon), and any one of the following: Ride-By Attack, Spirited Charge, or Trample
- Spend 1 Influence Point with the Knights of Whitehale, the Landis family, the Church of Rao, the Church of Heironeous, or the Church of St. Cuthbert
- Must be a squire of the Knights of Whitehale for a minimum of 12 months
- 6 Time Units upon advancement and at the beginning of every year thereafter (training and duties)

**Benefits:**

- A Knight may request sanctuary in Castle Sepher when in its area. This is for the Knight and his companions, provided the Knight can vouch for them. He is held responsible for their actions during this time. Castle Sepher can refuse sanctuary to those it deems “unsavory”, those with bad reputations, or those that are wanted by a Church or the government.
- A Knight gains a +4 bonus to Diplomacy checks when dealing with any member of the Knights of Whitehale when he presents himself to them and identifies himself as a Knight of Whitehale
- A Knight gains a +2 bonus to Diplomacy checks when dealing with residents of Whitehale Diocese
- A Knight gains a +1 bonus to Diplomacy checks when dealing with members of the Knights of Salvation or any accepted Church in Veluna
- Access to purchase the following items: Flyer’s Saddle (RS), Riding Straps (RS)
- Upon his Knighthood, he is presented with a heavy steel shield (PHB) emblazoned with a Signature Crest (RS) depicting the symbols of Veluna, Rao, the Order and his family crest.
- Free standard lifestyle upkeep while in region. The Knight must maintain at least standard lifestyle in all modules taking place outside Veluna.
- PC may use the honorific “Sir” or “Dame”

## Order of the Hart (Knights of Veluna)

The Knights of the Hart were founded a very long time ago, an exact date known to few. They were created to serve the needs of the lords of Furyondy, Highfolk, and Veluna. Every single Knight of the Hart commands respect and it is rightly justified. They serve the three lands' best interests in their hearts and seek to end the Old One's reign of terror. The tripartite organization is made up of the Knights of the High Forest, the Knights of Furyondy, and the Knights of Veluna. No matter the knightly order, all must swear their undying loyalty to protect the lands of the three nations.

The Knights of the Hart often serve as arbitrators of justice in the lawless areas they patrol. The knights maintain strongholds and serve in their local governments. Over time, the knights have become involved in battles of politics, not of war – much to the dismay of some of the countries' leaders.

Still, through all these years, membership is open to commoners and nobles alike provided that each has shown their loyalty to not one, but all three countries. They also must have proven that they can not only hold their own in battle, but also show true courage and bravery in service to the people of Furyondy, Highfolk, and Veluna.

Their ultimate goal, however, is to expel Iuz from the Flanaess. Collectively, the Knights of the Hart are constantly seeking to destroy agents of Old Wicked; especially those who try to loosen the ties amongst the allegiance. The knights realize the severe importance of their allies in keeping not only the peace amongst the three countries' peoples, but the fragile border that precariously hangs in the battle against Iuz.

The Knights of Veluna are mainly used as the brawn of the force of the Knights of the Hart and ride out to meet their enemy head on – more often than not, they are victorious. However, they are not beyond using diplomatic means to end conflict, so as to avoid bloodshed. They are often used as dignitaries to quell potential political tensions and to help secure trade agreements, as well as to bring new trade to countries to further the Knights of the Harts' interests.

There are 120 Knights of Veluna currently in action across the Vale. However, recent attacks against Veluna have led to anxious moments amongst the citizens. The clergy now feels that they have protected others long enough and it is now time to protect the citizenry. The esteemed Canon Truft has decided to pull back all of the Knights of Veluna (except in Thornward, Bissel, where the treaty must be upheld) to protect the homeland. Many of the knights feel this decree too extreme, but they do not question the wisdom and faith of the Canon.

Those knights that have been fully accepted into the order may bear the order's insignia – a pair of golden stag's antlers on a sable background. This symbol is visible at all times on a knight, usually on their armor or shield so that their enemy may see who is bringing their death.

<b>Base of Operations:</b>	Veluna
<b>Area of Influence:</b>	Veluna, Verbobonc, Furyondy, Highfolk, Bissel, and the Shield Lands
<b>Sponsor:</b>	Knights of the Hart
<b>Point of Contact:</b>	Brian Gilkison (KoV@veluna.net)

### Requirements to become a Squire:

- Resident of Veluna
- Race: Human or half-elf
- Alignment: Lawful good
- Must worship Rao, St. Cuthbert, or Heironeous
- Base Attack Bonus: +3
- Feats: Armor Proficiency (medium), Mounted Combat
- Skills: Diplomacy 3 ranks, Ride 3 ranks
- Permanently expend 1 Influence point with the Knights of Veluna, Knights of Furyondy, or Knights of Highfolk, OR permanently expend 3 Influence points with the nobility of Veluna
- 4 Time Units upon joining and at the beginning of every year thereafter (training and duties)
- Note that it is also possible to become a squire through special invitation of the Veluna Triad. Heroes who have distinguished themselves in the eyes of the knighthood may be invited to join. In this case, a certificate from the Triad will be issued that allows the PC to become a squire without meeting any requirements other than those specified on the cert.

**Benefits:**

- May request sanctuary in any church affiliated with the Church of Rao, the Church of St. Cuthbert, or the Church of Heironeous, or any stronghold of the Knights of Salvation or the Knights of Whitehale
- A Squire gains a +1 bonus on Diplomacy checks with any member of the Knights of Veluna when he presents himself as a squire to them
- A Squire gains a +1 bonus to Diplomacy checks with the nobility of Veluna

**Requirements to become a Knight-Errant of Veluna:**

- Resident of Veluna
- Race: Human or half-elf
- Alignment: Lawful good
- Must worship Rao, St. Cuthbert, or Heironeous
- Base Attack Bonus: +7
- Skills: Diplomacy 3 ranks, Knowledge (local) 2 ranks, Knowledge (nobility and royalty) 3 ranks, Knowledge (religion) 3 ranks, Ride 6 ranks
- Feats: Armor Proficiency (medium), Mounted Combat, Power Attack, Ride-By Attack, Weapon Focus (with patron deity's favored weapon)
- [Must be a Squire of the Order of the Hart for a minimum of 6 months](#)
- Must have vanquished a foe or broken up a plot of Iuz, Hextor, Nerull, or Tharizdun in at least three of the following lands: Veluna, Verbobonc, Furyondy, Highfolk, Bissel, or the Shield Lands
- 8 Time Units upon advancement and at the beginning of every year thereafter (training and duties)

**Benefits:**

- May request sanctuary in any church affiliated with the Church of Rao, the Church of St. Cuthbert, or the Church of Heironeous, or any stronghold of the Knights of Salvation or the Knights of Whitehale. Will be recognized and respected by anybody affiliated with these organizations.
- A Knight-Errant gains a +4 bonus to Diplomacy checks when dealing with any member of the Knights of Veluna when he presents himself to them and identifies himself as a Knight-Errant of Veluna
- A Knight-Errant gains a +2 bonus to Diplomacy checks when dealing with the Church of Rao, the Church of St. Cuthbert, the Church of Heironeous, or nobles of Veluna
- Access to purchase the following items: Fast-Donning Straps (RS), Masterwork Saddle (CA), Nerv (CS), Riding Straps (RS), Signal Arrow (AE)
- Free standard lifestyle upkeep while in region. The Knight must maintain at least standard lifestyle in all modules taking place outside Veluna.
- A Knight-Errant is considered to have "Great renown" for purposes of the Leadership feat.
- 3 permanent Influence points with the Church of Rao, Church of St. Cuthbert, and Church of Heironeous (the points may be distributed among the Churches in any combination, but the PC may expend no more than 3 Influence points total per adventure from this benefit)
- 1 permanent Influence point with the nobility in Veluna
- Access to the **Knight of Veluna** prestige class
- If the PC takes levels in the Knight of Veluna prestige class:
  - Upon his Knighthood, he is presented with a light steel shield (PHB) emblazoned with a Signature Crest (RS) depicting the insignia of the order. If the PC is already in possession of a personal coat of arms, he receives a grant of arms permitting him to incorporate the order's insignia into his personal coat of arms (typically on a canton).
  - A Knight may use the honorific "Sir" or "Dame"
  - 7 permanent Influence points with the Church of Rao, Church of St. Cuthbert, and Church of Heironeous (the points may be distributed among the Churches in any combination, but the PC may expend no more than 7 Influence points total per adventure from this benefit). These influence points supersede those granted to the Knight-Errant.
  - 3 permanent Influence points with the nobility in Veluna. These influence points supersede that granted to the Knight-Errant.

**Note:** As the benefits for the Knight-Errant differ slightly once the PC has taken levels in the Knight of Veluna (KoV) prestige class, there are three certificates for this meta-organization – one for Squire, one for Knight-Errant, and one for a Knight-Errant who has taken levels in the KoV. Only if the final step is taken (i.e., taking levels in the KoV) does the PC earn the right to call himself a "Knight of Veluna" (and use the "Knight" certificate).

## Brotherhood of the Vale

This monastery of Raoan monks is set high in the Yatil Mountains NW of Mitrik. Its exact origins are shrouded in history, but most agree it was founded sometime in the century following the discovery of the Crook of Rao at Mitrik. The monastery is self-sufficient and is very strict about allowing outside visitors in. Before the war with Herion, the monastery was home to 52 monks with another 20 out on missionary work. This number has been reduced to 27, with all monks aiding in the rebuilding after its destruction by the forces of the former Canon. The Brotherhood strives to teach inner peace and harmony through following the teachings of Rao. All members of the Brotherhood are masters of self-defense, and are known throughout Veluna for being quite capable of taking care of themselves. Grandmaster Ven is the leader of the Brotherhood and was a longtime friend of Canon Hazen. Rumor has it that the Canon made several retreats to the Monastery each year, though the new Canon, Priffin Truft, appears too busy for such endeavors. All decision-making for the order is made by a five-member staff of Brotherhood members, including Grandmaster Ven; the remaining members represent the four seasonal winds. These members are decided by a ritualistic competition that commences when their office expires, which is every eight years (every two years there is one opening). Two of the four Winds were killed protecting Grandmaster Ven during the escape from the Monastery, and the openings have not yet been filled.

**Relations with the Monastery of the Unseen** – A rivalry has developed between the two organizations, as the Brotherhood often considers the Unseen to be a bunch of upstarts skulking about like thieves, while the Unseen consider the Brotherhood to be too proud to do the dirty work necessary to keep the country safe. The Brotherhood believes in proclaiming their allegiance to the world, wearing their distinctive robes openly and championing the cause of good in plain sight. The Monastery of the Unseen believes that one cannot find the roots of evil without digging in the dark, and that stealth and subterfuge will reap the greater harvest. The Brotherhood responds that to act in the open inspires courage and faith in all around you, and that those with ill-intent will reconsider when one of the Brotherhood is around. As both orders are often used in service to the Church (which puts to use their different talents most advantageously), the rivalry rarely gets beyond the occasional discourtesy or challenge from a brash young monk. A member of one order may NEVER join the other order, even if they leave their own order, because neither organization respects those without the conviction to follow through on their ideals.

**Base of Operations:** Monastery of Rao (Yatil Mountains)  
**Area of Influence:** NW Veluna  
**Sponsor:** Church of Rao  
**Point of Contact:** Casey Hoch (Brotherhood@veluna.net)

### Requirements to become an Initiate:

- Resident of Veluna
- Must worship Rao or Zodal
- Must swear allegiance to the Archclericy of Veluna
- Alignment: Lawful good or lawful neutral
- At least one level of Monk
- 6 Time Units per year (training, service, and rebuilding)
- Upon joining the Brotherhood of the Vale, the PC is forever barred from joining the Monastery of the Unseen.

### Benefits:

- An Initiate receives a gray, unadorned robe
- An Initiate gains a +1 bonus to Diplomacy checks when interacting with a member of the Church of Rao
- An Initiate suffers a -1 penalty to Diplomacy checks when interacting with a member of the Monastery of the Unseen

### Requirements to join as a Brother:

- Resident of Veluna
- Must worship Rao or Zodal
- Must swear allegiance to the Archclericy of Veluna
- Alignment: Lawful good or lawful neutral
- At least 4 levels of Monk
- 8 Time Units per year ( training, service, and rebuilding)
- Must have completed a minimum of 6 months as an Initiate

**Benefits:**

- A Brother receives a blue robe with the symbol of the Brotherhood on the front and Rao on the back
- A Brother is considered Class 1 when receiving spells from the Church of Rao
- A Brother gains a +2 bonus to Diplomacy checks when interacting with members of the Church of Rao, and a +1 bonus to Diplomacy checks when interacting with worshippers of Rao or Zodal
- A Brother suffers a -2 penalty to Diplomacy checks when interacting with members of the Monastery of the Unseen
- Access to purchase the following items: Butterfly Sword (AE), Chakram (AE), Three-section staff (AE), Tiger Claw (regular or nekode) (AE), Tonfa (AE)

**Requirements to join as a Master:**

- Resident of Veluna
- Must worship Rao or Zodal
- Must swear allegiance to the Archclericy of Veluna
- Alignment: Lawful good or lawful neutral
- At least 7 levels of Monk
- 10 Time Units per year (general service and rebuilding)
- Must have completed minimum of 6 months as Brother

**Benefits:**

- A Master receives a blue robe trimmed in silver with the symbol of the Brotherhood on the front and Rao on the back.
- A Master is considered Class 1 when receiving spells from the Church of Rao
- A Master gains a +4 bonus to Diplomacy checks when interacting with members of the Church of Rao, and a +2 bonus to Diplomacy checks when interacting with worshipper of Rao or Zodal
- A Master suffers a -4 penalty to Diplomacy checks when interacting with a member of the Monastery of the Unseen
- Free standard lifestyle upkeep while in region
- Access to purchase the following items: Butterfly Sword (AE), Chakram (AE), Three-section staff (AE), Tiger Claw (regular or nekode) (AE), Tonfa (AE)

## Monastery of the Unseen

It is generally acknowledged that Veluna has the best forces in arms and magic in defending its sovereignty and fighting the forces of evil. But sometimes, brute force and righteousness are not enough. Sometimes, stealth and a little flexibility in interpreting the rules are called for in order to eliminate these threats. This is the belief held dear in the small Monastery of the Unseen located outside of Falsridge. Founded by a former Master of the Brotherhood of the Vale less than 100 years ago, it was built in direct response to the many devious, underhanded and secretive plots constantly springing up within Veluna's boundaries. The school focuses on teaching its members the arts of stealth and ferreting out evil wherever it plots, as well as delivering just retribution to the evildoers. With its location near the Great Western Road, there is a steady flow of travelers for the members to blend in with. Much of their focus is on protecting Veluna from its former enemies, the warlike people of Ket and the imperialists of Keoland. Core to their beliefs is a devout allegiance to the Archclericy of Veluna, and a desire to protect its residents. It is rumored that this monastery works very closely with the forces of St. Cuthbert and is aided monetarily by the entrepreneur Dalingerat. The loss of Fals Keep during the war with Herion was seen by many as a failure of the Unseen, and they are eager now to prove their worth to their patrons.

**Relations with the Brotherhood of the Vale** – A rivalry has developed between the two organizations, as the Brotherhood often considers the Unseen to be a bunch of upstarts skulking about like thieves, while the Unseen consider the Brotherhood to be too proud to do the dirty work necessary to keep the country safe. The Brotherhood believes in proclaiming their allegiance to the world, wearing their distinctive robes openly and championing the cause of good in plain sight. The Monastery of the Unseen believes that one cannot find the roots of evil without digging in the dark, and that stealth and subterfuge will reap the greater harvest. The Brotherhood responds that to act in the open inspires courage and faith in all around you, and that those with ill-intent will reconsider when one of the Brotherhood is around. As both orders are often used in service to the Church (which puts to use their different talents most advantageously), the rivalry rarely gets beyond the occasional discourtesy or challenge from a brash young monk. A member of one order may NEVER join the other order, even if they leave their own order, because neither organization respects those without the conviction to follow through on their ideals.

<b>Base of Operations:</b>	Monastery of the Unseen (Falsridge)
<b>Area of Influence:</b>	Falsridge, unknown in other areas
<b>Sponsor:</b>	Church of Rao, Church of St. Cuthbert
<b>Point of Contact:</b>	Casey Hoch (Unseen@veluna.net)

### Requirements to become a Rumor:

- Resident of Veluna
- Must worship Rao or St. Cuthbert
- Must swear allegiance to the Archclericy of Veluna
- Alignment: Lawful good or lawful neutral
- Feats: Improved Unarmed Strike
- Skills: 2 ranks in any six of the following: Bluff, Disguise, Diplomacy, Gather Information, Hide, Knowledge (local – VTF), Listen, Move Silently, Search, Sense Motive, Spot, Open Lock
- 2 Time Units per year (training and service)
- Upon joining the Monastery of the Unseen, the PC is forever barred from joining the Brotherhood of the Vale

### Benefits:

- A Rumor gains a +1 bonus to Diplomacy checks when interacting with a member of the Church of Rao or St. Cuthbert. A Rumor's affiliation with the Monastery must be revealed to receive this bonus.
- A Rumor suffers a -1 penalty to Diplomacy checks when interacting with members of the Brotherhood of the Vale. This penalty occurs only if the Rumor's affiliation with the Monastery is revealed.

### Requirements to join as a Whisper:

- Resident of Veluna
- Must worship Rao or St. Cuthbert
- Must swear allegiance to the Archclericy of Veluna
- Alignment: Lawful good or lawful neutral
- Feats: Improved Unarmed Strike, AND
  - Any two of the following: Ascetic Hunter, Ascetic Mage, Ascetic Rogue, Combat Reflexes, Deflect Arrows, Improved Grapple, Stunning Fist; OR
  - Any one of the above feats AND one of the following class features: Cloaked Casting, Skirmish +1d6, Sneak Attack +1d6
- Languages: Baklunish OR Keoish
- Skills: 4 ranks in any six of the following: Bluff, Disguise, Diplomacy, Gather Information, Hide, Knowledge (local – VTF), Listen, Move Silently, Search, Sense Motive, Spot, Open Lock
- 4 Time Units per year ( training and service)
- Must have completed a minimum of 6 months as a Rumor

### Benefits:

- A Whisper is considered Class 2 when receiving spells from the Church of Rao and the Church of St. Cuthbert.
- A Whisper gains a +1 bonus to Diplomacy checks when interacting with members of the Church of Rao, members of the Church of St. Cuthbert, or citizens of Falsridge. These bonuses represent the respect these groups have for the organizations. A Whisper's affiliation with the Monastery must be revealed to receive this bonus.
- A Whisper suffers a -2 penalty to Diplomacy checks when interacting with members of the Brotherhood of the Vale. This penalty occurs only if the Whisper's affiliation with the Monastery is revealed.
- Access to purchase the following items: Blunt Arrow (RW), Hollow Boot Heel (CS), Inside Pocket (CS), Listening Cone (CA), War Fan (AE)

### Requirements to join as a Shadowmaster:

- Resident of Veluna
- Must worship Rao or St. Cuthbert
- Must swear allegiance to the Archclericy of Veluna
- Alignment: Lawful good or lawful neutral
- Feats: Improved Unarmed Strike, AND
  - Any three of the following: Ascetic Hunter, Ascetic Mage, Ascetic Rogue, Combat Reflexes, Deflect Arrows, Improved Disarm, Improved Grapple, Improved Trip, Stunning Fist; OR
  - Any two of the above feats AND one of the following class features: Cloaked Casting, Skirmish +1d6/+1 AC, Sneak Attack +2d6
- Languages: Baklunish AND Keoish
- Skills: 4 ranks in each of the following: Bluff, Disguise, Diplomacy, Gather Information, Hide, Knowledge (local – VTF), Listen, Move Silently, Search, Sense Motive, Spot, Open Lock
- 6 Time Units per year (general service)
- Must have completed minimum of 6 months as a Whisper

### Benefits:

- A Shadowmaster is considered Class 2 when receiving spells from the Church of Rao and the Church of St. Cuthbert.
- A Shadowmaster gains a +2 bonus to Diplomacy checks when interacting with members of the Church of Rao, members of the Church of St. Cuthbert, or citizens of Falsridge. These bonuses represent the respect these groups have for the organizations. A Shadowmaster's affiliation with the Monastery must be revealed to receive this bonus.
- A Shadowmaster suffers a -4 penalty to Diplomacy checks when interacting with members of the Brotherhood of the Vale. This penalty occurs only if the Shadowmaster's affiliation with the Monastery is revealed.
- Free standard lifestyle upkeep while in region
- Access to purchase the following items: Alchemical Tooth (CA), Antitoxin capsule (CA), Blend Cream (CA), Blunt Arrow (RW), Forger's Papers (CS), Hollow Boot Heel (CS), Inside Pocket (CS), Ironman capsule (CA), Leap capsule (CA), Listening Cone (CA), Lockslip Grease (CA), Softfoot (CA), Stability capsule (CA), Strongarm capsule (CA), Swiftstride capsule (CA), War Fan (AE)
- Access to the **Spymaster** prestige class

## Champions of Luna's Vale

The Champions of Luna's Vale came together from many other mercenary bands. Its members bring a variety of expertise to the warriors of Veluna. The one thing they agree upon is that life is better in Veluna than anywhere else on Oerth. The other that they agree upon is that they do not tolerate evil in their midst. If you can't work well with others, then you won't be able to learn much from these hearty warriors. The Champions of Luna's Vale have a variety of training styles, teaching any from gladiators to those who prefer to attack their enemy from afar. Regardless, they use their knowledge and resources to help maintain a readiness unseen by most common warriors in other lands. They also believe that the right equipment in the right hands can make a fair warrior able to hold their own against a good one, thus raising his or her self esteem at the same time.

While they have no church affiliations, the Champions of Luna's Vale still are looked upon well by the temples of Veluna. There have been times in the past when Veluna's mighty churches haven't wanted to be seen by their enemies. This is when the ever ready Champions work is done. While a band of mercenaries may waver in allegiance, the Champions of Luna's Vale are all fiercely loyal to Veluna, thus making them the perfect undercover guardians.

**Base of Operations:** Asnath  
**Area of Influence:** Veluna  
**Sponsor:** The Warhaft  
**Contact Person:** Evan Miller (Champions@veluna.net)

### Requirements to become a Swordsman:

- Resident of Veluna
- Alignment: Any nonevil
- Base Attack Bonus: +2
- Must swear to defend Veluna in times of need
- 5 Time Units per year (training and instruction)
- Annual costs of 100 gp for purchase and maintenance of equipment

### Benefits:

- If contact is made with NPC Champions of Luna's Vale during an adventure, the PC may add a +2 bonus to any Gather Information checks, due to the camaraderie that members have amongst themselves. (Judge's call on benefits and penalties can be assessed for overuse)
- If contact is made with elves of the Asnath Copse during an adventure, the PC may add a +1 bonus to any Diplomacy checks made while dealing with the elves.
- Swordsmen gain a +1 bonus to Diplomacy checks when dealing with the council of Asnath in return for the many favors asked of the Champions in the past (and the knowledge that they may ask for more in the future).
- 10% Discount on items from table 7-5 under Simple and Martial Weapons in the PHB (not Exotic Weapons)
- 10% Discount on items from table 7-6 in the PHB (Armors)
- Access to purchase the following items at normal price: Armor Maintenance Kit (AE), Blunt Arrow (AE), Brigandine Armor (AE), Flight Arrow (AE), Lamellar Armor (AE), Leather Scale Armor (AE), Lucerne Hammer (AE), Ward Cestus (AE)
- Access to the following alternate class features: Adrenaline Boost (PH2), Disruptive Attack (PH2), Distracting Attack (PH2), Elusive Attack (PH2)



**Requirements to become a Myrmidon:**

- Resident of Veluna
- Alignment: Any nonevil
- Base Attack Bonus: +7
- Must swear to defend Veluna in times of need
- 12 months service as a Swordsman (note that time spent in the previous version of this meta-org – the Masters of the Way – counts toward this requirement)
- 8 Time Units per year (training, instruction, and defense of Veluna)
- Annual costs of 300 gp for maintaining equipment

**Benefits:**

- If contact is made with NPC Champions of Luna's Vale during an adventure, the PC may add a +2 bonus to any Gather Information checks, due to the camaraderie that members have amongst themselves. (Judge's call on benefits and penalties can be assessed for overuse)
- If contact is made with elves of the Asnath Copse during an adventure, the PC may add a +1 bonus to any Diplomacy checks made while dealing with the elves.
- Myrmidons gain a +1 bonus to Diplomacy checks when dealing with the council of Asnath in return for the many favors asked of the Champions in the past (and the knowledge that they may ask for more in the future).
- Myrmidons gain a +1 bonus to Diplomacy checks when dealing with the Church of Rao in the Diocese of Kempton, for the aid provided to them in defense of the Asnath area.
- 20% Discount on items from table 7-5 under Simple and Martial Weapons in the PHB (not Exotic Weapons)
- 20% Discount on items from table 7-6 in the PHB (Armors)
- Access to purchase the following items at normal price: Armor Maintenance Kit (AE), Blunt Arrow (AE), Brigandine Armor (AE), Flight Arrow (AE), Fullblade (AE), Great Crossbow (AE), Lamellar Armor (AE), Leather Scale Armor (AE), Lucerne Hammer (AE), Quick Escape armor enhancement (AE), Shield Stiletto (AE), Spinning Javelin (AE), Thunder Arrow (AE), Ward Cestus (AE)
- Access to the following alternate class features: Adrenaline Boost (PH2), Counterattack (PH2), Disruptive Attack (PH2), Distracting Attack (PH2), Elusive Attack (PH2)

## The Circle of Life

For centuries, the common folk of the Vale of the Moon have told tales of the legendary Circle of Life. From the days of the first Flan chieftains to the present hegemony of the Raoans, the Circle has lain at the back of dreams and among the primal roots of fear and hope. No two tales are the same, but they are all stories of the Circle of Life. A woman fleeing through the woods takes refuge in a mushroom ring. A boy sleeps for a century at the foot of a circle of ancient oaks, awaking to find his home so altered by the passage of time that he hardly recognizes it. A man cresting a hill finds himself walking among giant pillars of foreboding stone. Though it has as many aspects as it has seekers, there is but one Circle that encompasses all living things.

The Circle of Life is a place found in many locations. It is a truth played out in many tales. It is also a life lived by many people. These are the people who devote themselves to the continuation of the cycle of being. Some are hunters, some are gardeners, some are warriors, but all are wild at heart.

*Their breath the cry of the gusting wind  
Their pulse the flow of the babbling stream  
Their limbs the strength of standing stone  
Their hearts the fire that brings death and renewal*

The Circle's keepers, its guardians, its servants, and its warriors maintain a loose network across the Vale of the Moon. They nurture, they teach, they tend, they guard, they hunt, they live, they fight, and they die. Not all are philosophers. Some are warriors at one with their environment. Some are wardens who strive to preserve and defend the land and its creatures. The members of the Circle of Life have never been many in the Vale of the Moon, but wherever the student is ready, the master appears.

There are three "tiers" to Circle membership: Seekers, Walkers and the Stewards. Seekers are initiates of the Circle. They come because know they have sensed that there is something out there, beyond the bounds of the so-called "civilized" world. They are interested in it; they will learn that it is interested in them, too. Seeker membership is open to any character class with the appropriate skills. Many characters who are merely friends of the wild take membership as Seekers.

Walkers are the mainstays of the Circle. They have shed their inhibitions and unlearned their prejudices. Now, they take their places in the web of life within the Vale, aware, intelligent, and submitting to their places with gladness, be they high or low. Not all character classes can become Walkers, as one of several wild abilities is required. Walkers are expected to contribute a portion of their income to the Circle's activities; it is well known among Walkers that some of this money goes to fund ecological restoration projects and purchase land for preserves, but no one knows what other clandestine plans the Stewards may be carrying out.

The Stewards guide the Circle; they do not rule it, though sometimes the distinction is hard to see. Though called "Master" by other Circle members, the title comes from the fact that they have mastered themselves, not their apprentices. Stewards have met their fears and overcome them. They make the hard choices. They weigh the good of the few against the needs of the many, for they have learned that the Circle of Life is likewise the Circle of Death. The number of Stewards is thought not to exceed thirteen at any one time. Becoming a Steward requires a commitment to the Circle before all else, including substantial contributions of time and personal income to its goals. New Stewards are accepted only when an opening occurs and candidates must complete a special mission. Those who know the Stewards believe that they have a special link to the monoliths at the Circle of Hands, but the nature of this link is known only to the Stewards themselves.

The Circle's goals of preservation and freedom for all living things often place it in conflict with the increasingly urban population of modern-day Veluna. While the Circle accepts that the land may be used and managed, it opposes the destruction of the life that is already there and the corruption of the soil, water, and air. Almost to a man, Veluna's nobles view the Circle as a relic in need of retirement and an obstacle to be overcome. Members of Veluna's urban organizations see Circle members as obstructionists, at best. Noble tempers flared again recently when it was learned that several Stewards had opposed the construction of Castle Sepher and had even tried to deter any building project on the selected site.

<b>Base of Operations:</b>	It has long been rumored that mystical rituals occasionally commence at the Circle of Hands. The rumors often connect those rituals to the Circle of Life, but nothing that could be called "proof" has been brought forward.
<b>Area of Influence:</b>	All wild areas of the Vale
<b>Sponsor:</b>	The Stewards
<b>Contact Person:</b>	Ted Parsons (Circle@veluna.net)

### Requirements to become a Seeker of the Circle:

- Resident of Veluna, a nation bordering Veluna, or the Volverdyva metaregion
- Alignment: Lawful neutral, chaotic neutral, neutral, neutral good
- Skills: Survival 5 ranks, 5 ranks in Handle Animal OR Knowledge (nature)
- 3 Time Units per year (wilderness ordeal)

#### **Benefits:**

- When speaking with an NPC Circle member, Seekers gain a +1 bonus to Diplomacy checks
- Seekers gain a +1 bonus to Diplomacy checks when dealing with rural Flan
- Seekers suffer a -1 penalty to Diplomacy checks when interacting with any of Veluna's nobles, as well as members of urban organizations, such as the Colleges, VOPA, and the Pack. This is usually accompanied by an admonishment against "associating further with those radicals."
- Due to the time they have spent communing with the wild flora and fauna of Veluna, Seekers gain a +1 bonus to ONE Survival check per adventure while in the wilds of Veluna while in region.
- Seekers may use the honorific "Seeker". Though many regularly eschew this formality, the honorific must be used to employ the Seeker's social interaction benefits.

### Requirements to become a Walker of the Circle:

- Resident of Veluna, a nation bordering Veluna, or the Volverdyva metaregion
- Alignment: Lawful neutral, chaotic neutral, neutral, neutral good
- Skills: Survival 7 ranks, 7 ranks in Handle Animal OR Knowledge (nature)
- May not own an aligned weapon.
- Ability to rage OR ability to wild shape OR a favored enemy
- 6 months service as a Seeker (must be current)
- 4 Time Units per year (wilderness ordeal)

#### **Benefits:**

- When speaking with an NPC Circle member, Walkers gain a +2 bonus to Diplomacy checks
- Walkers gain a +1 bonus to Diplomacy checks when dealing with rural Flan and Rhenee
- Walkers suffer a -2 penalty to Diplomacy checks when interacting with any of Veluna's nobles, as well as members of urban organizations, such as the Colleges, VOPA, and the Pack.
- Due to the time they have spent communing with the wild flora and fauna of Veluna, Walkers gain a +2 bonus to ONE Survival check per adventure while in the wilds of Veluna while in region. Alternatively, this bonus may be applied to a Handle Animal or Wild Empathy check with a wild animal native to Veluna.
- [Access to the following alternate class features: Spiritual Connection \(CC\), View the Spirit World \(CC\)](#)
- [Access to the following feat: Swift Wild Shape \(CC\)](#)
- Walkers may use the honorific "Walker". Though many regularly eschew this formality, the honorific must be used to employ the Walker's social interaction benefits.

**Requirements to become a Steward of the Circle:**

- Resident of Veluna
- Alignment: Lawful neutral, chaotic neutral, neutral, neutral good
- Skills: Handle Animal 7 ranks, Knowledge (nature) 7 ranks, Survival 14 ranks, 1 Rank in Knowledge (history) OR Knowledge (local – VTF)
- May not own an aligned weapon.
- Ability to rage OR ability to wild shape OR a favored enemy
- 12 months service as a Walker (must be current)
- Special: One of the Steward positions must be vacant in the Circle.
- [Special: Aspiring Stewards must complete the special mission "The Long View" \(please contact the meta-org point-of-contact or the Triad for more information\)](#)
- Special: Only the Veluna Triad can approve membership at this level.
- 6 Time Units per year (wilderness ordeal)

**Benefits:**

- When speaking with an NPC Circle member, Stewards gain a +4 bonus to Diplomacy checks
- Stewards gain a +2 bonus to Diplomacy checks when dealing with most Flan, Rhennee, and elves
- Stewards may expect the reasonable obedience of NPC Walkers and Seekers in minor matters, at the DM's discretion.
- Stewards suffer a -4 penalty to Diplomacy checks when interacting with any of Veluna's nobles, as well as members of urban organizations, such as the Colleges, VOPA, and the Pack.
- Due to the time they have spent communing with the wild flora and fauna of Veluna, Stewards gain a +2 bonus to ONE Survival check per adventure while in the wilds of Veluna while in region. Alternatively, this bonus may be applied to a Handle Animal or Wild Empathy check with a wild animal native to Veluna.
- [Access to the following alternate class features: Spiritual Connection \(CC\), View the Spirit World \(CC\)](#)
- [Access to the following feat: Swift Wild Shape \(CC\)](#)
- Stewards may use the honorific "Steward". Though many regularly eschew this formality, the honorific must be used to employ the Steward's social interaction benefits.

## The Pack

The Pack is a loose confederation of many organizations with similar goals and philosophies throughout Veluna. The organizations are mostly geographically divided, with one Pack overseeing all gambling operations in the north, for example, while another handles fencing operations in the south. The separate organizations had existed for generations, but only since the end of the Greyhawk Wars did they come to cooperate on a national level. Thus the Pack was born. To this day, they make sure that the Pack's non-evil methods are more profitable than those used by the competition.

All of the organizations in the Pack share certain philosophical traits. Among these are the belief that murder is bad for business and the desire to keep a low profile. All of these organizations keep as far as possible from any real evil act, since such things have a short life span in Veluna. Another belief is that Temple Raiders are bad for business; any person who would steal from a temple in Veluna is tempting fate and asking to bring down the wrath of the church upon the whole organization. As such, Pack members will often turn in the names of those prone to doing so to the proper authorities.

Membership in the Pack is striated into four tiers: Apprentice, Guildsman, Capo and Master. At the first tier, the apprentice (sometimes known as a "pup"; more often, more arrogant senior members will refer to them as "whelps") is an initiate whose actions will be closely watched by his superiors. As long as he cooperates with the many and various members, and does not show a tendency to lean toward evil, he may later be considered for promotion. Other members will generally make an effort to share their knowledge with him during this time. While the apprentice's knowledge of other Pack members is very limited, many may know of him.

Guildsmen begin to see that there are inner workings going on within the Pack. At times the Pack must work with other organizations, or on its behalf to keep the flow of information steadily coming into Veluna, so that it may better deal with threats from within and without. At this tier, superiors begin requiring service as well as a license fee, but the Guildsman also begins to see his work paying off. Knowledge of other members includes hangouts, where to look to find others, as well as a few members in each city that are known by call sign, if not by name.

Having garnered some trust within the Pack, a Capo begins to see more of the deeds performed by the organization, and has been given some responsibility for performing and planning these tasks. The knowledge of other members is much more extensive, often knowing members' names, or where to find them in both cities and towns throughout Veluna. The member's diligence and hard work is beginning to pay off, and it becomes clear how the Pack fills a mundane niche that no "legal" organization would perform nearly as well.

Master level members have been recognized by the Guildmaster for service, and have been given much responsibility within the organization. More overseeing of activities is now in the job description, as is what little (and temporary) paperwork is required by the Pack. Occasionally the Master finds himself being called upon by associates of the Pack (sometimes even by the churches themselves, although such gossip is quickly denied) to "discover" information for them via means mundane, or in places where greater knowledge of a people or area is needed than that can be discovered by scrying. A significant number of members in any given town – sometimes as many as 30% – may be known.

With the end of the war against Herion, the resulting increased vigilance of the Church and the Guard has driven the Pack even more underground. Grumbings of dissatisfaction with the current leadership have been heard, and several known members have disappeared after rumors began surfacing that the group was infiltrated by agents of the Church. Whether the organization will survive in its current incarnation remains to be seen...

<b>Base of Operations:</b>	Veluna
<b>Area of Influence:</b>	Veluna
<b>Sponsor:</b>	The Guildmaster
<b>Contact Person:</b>	Brian Gilkison (Pack@veluna.net)

### Requirements to become an Apprentice:

- Resident of Veluna
- Alignment: Any nonevil
- Sneak attack +1d6 OR four rogue class skills at 4 ranks or higher
- 3 Time Units per year (duties)
- PC must pay a 5% 'fee' of all money earned in adventures to cover legal fees and other "expenses"
- Must be recruited by a current member, either a PC or NPC, in a module or interactive

**Benefits:**

- An Apprentice gains a +1 bonus to Diplomacy checks when dealing with other members of The Pack
- If contact is made with Pack members during an adventure (see Table P1 for success rate), the Apprentice may add a +2 bonus to any Gather Information checks (judge's call on benefits and penalties can be assessed for overuse and for how long it will take to get this information)
- An Apprentice gains a +1 bonus to Sleight of Hand checks for moneymaking due to assistance of other Pack members available for help (detailing people's routines, guards' habits, acting as a distraction etc.)
- An Apprentice suffers a -1 penalty to all Bluff and Diplomacy checks when dealing with any Church or military authority of Veluna (They're always on the lookout for "those malcontents")
- Access to purchase the following items at normal price: Ascender/Slider (AE), Bolt Cutters (AE), Collapsible Grappling Hook (AE), False Book (AE), Glass Cutter (AE), Grappling Ladder (AE), Hacksaw (common or superior) (AE or Du), Hand Periscope (Du), Housebreaker Harness (AE), Jeweler's Loupe (AE), Silent Shoes (AE), Smuggler's Boots (AE)
- [Access to the following alternate class feature: Antiquarian \(CC\)](#)
- 25% discount on standard lifestyle upkeep while in region (You can lay low at the hideout ... )

**Requirements to become a Guildsman:**

- Resident of Veluna
- Alignment: Any nonevil
- Sneak attack +2d6 OR five rogue class skills at 6 ranks or higher
- 6 months service as an Apprentice
- 4 Time Units per year (duties)
- PC must pay a 5% 'fee' of all money earned in adventures to cover legal fees and other "expenses"
- **Special:** Upon reaching this tier, the member receives a mark, similar to a tattoo, somewhere on his person; the design is up to the PC, but it always incorporates a small wolf's paw somewhere in the design. It is never in an obvious, visible location (sometimes under the arm, for example, or on the individual's heel). It does not radiate magic, but nothing short of a *wish*, a *miracle*, or permanent death, removes it (the mark returns even if the PC is *reincarnated*). A made man is a marked man.

**Benefits:**

- A Guildsman gains a +2 bonus to Diplomacy checks when dealing with other members of The Pack.
- If contact is made with Pack members during an adventure (see Table P1 for success rate), the Guildsman may add a +2 bonus to any Gather Information checks (judge's call on benefits and penalties can be assessed for overuse)
- A Guildsman gains a +2 bonus to Sleight of Hand checks for money making
- A Guildsman suffers a -1 penalty to Bluff and Diplomacy checks when dealing with any Church or military authority of Veluna who is aware of the PC's affiliation with the Pack.
- Access to purchase the following items at normal price: all items from the Apprentice tier; Boot Blade (CS), Boot Sheath (AE), Camouflage Kit (CAAd), Catstink (CAAd), Forgery Kit (CAAd), Forger's Paper (CS), Freeglide (CAAd), Knife Vest (AE), Listening Cone (CAAd), Sashling (RW), Sleeve Blade (CS), Softfoot (CAAd), Wrist Sheath (AE)
- 50% discount on standard lifestyle upkeep while in region. (You're getting used to this idea of a hideout being a hangout)
- [Access to the following alternate class features: Antiquarian \(CC\), Quick Fingers \(DS\)](#)

**Requirements to become a Capo:**

- Resident of Veluna
- Alignment: Lawful neutral, lawful good, neutral good, or neutral
- Sneak attack +3d6 OR six rogue class skills at 8 ranks or higher
- 6 months service as a Guildsman
- 6 Time Units per year (duties)
- PC must pay a 5% 'fee' of all money earned in adventures to cover legal fees and other "expenses"

**Benefits:**

- The Capo gains a +3 bonus to Diplomacy checks when dealing with other members of The Pack.
- If contact is made with Pack members during an adventure (see Table P1 for success rate), the Capo may add a +3 bonus to any Gather Information checks (judge's call on benefits and penalties can be assessed for overuse)
- The Capo gains a +3 bonus to Sleight of Hand checks for money making
- The Capo gains a +1 bonus to all Bluff checks when dealing with any Church or military authority of Veluna (You can fool some of the people some of the time...). If the authority is aware of the PC's affiliation with the Pack, this +1 bonus becomes a -2 penalty to Bluff and Diplomacy checks.
- Access to purchase the following items at normal price: all items from the Guildsman tier; Alchemical Tooth (CAAd), Antitoxin Capsule (CAAd), Capsule Retainer (CAAd), Leap Capsule (CAAd), Lockslip Grease (CAAd), Longspoon Thieves' Tools (normal or masterwork) (CAAd), Stability Capsule (CAAd)
- 75% discount on standard lifestyle upkeep while in region (You're always welcome at the hideout...)
- [Access to the following alternate class features: Antiquarian \(CC\), Quick Fingers \(DS\), Spell Sense \(CM\)](#)
- Access to the **Spymaster** prestige class

**Requirements to become a Master:**

- Resident of Veluna
- Alignment: Lawful neutral
- Sneak attack +5d6 OR six rogue class skills at 12 ranks or higher
- 12 months service as a Capo
- 8 Time Units per year (duties)
- PC must pay a 5% 'fee' of all money earned in adventures to cover legal fees and other "expenses"

**Benefits:**

- The Master gains a +4 bonus to Diplomacy checks when dealing with other members of The Pack, due to your reputation as an authority within the group.
- If contact is made with Pack members during an adventure (see Table P1 for success rate), the Master may add a +4 bonus to any Gather Information checks (judge's call on benefits and penalties can be assessed for overuse)
- The Master gains a +4 bonus to Sleight of Hand checks for money making
- The Master gains a +2 bonus to all Bluff checks when dealing with any Church or military authority of Veluna (You know just what they want to hear...). If the authority is aware of the PC's affiliation with the Pack, the +2 bonus becomes a -4 penalty to Bluff and Diplomacy checks.
- Access to purchase the following items at normal price: all items from the Capo tier; Flash Pellet (CAAd), Swiftstride Capsule (CAAd), Lockslip (Du)
- Free standard lifestyle upkeep while in region (It's no longer a 2nd home at this point; you spend more time here than anywhere else.)
- [Access to the following alternate class features: Antiquarian \(CC\), Quick Fingers \(DS\), Spell Sense \(CM\)](#)
- Access to the **Spymaster** prestige class

**Table P1: Success Rate for Finding Pack Contacts**

Rank	Village (pop. 401 – 900)	Small Town (pop. 901 – 2000)	Large Town (pop. 2000 – 5000)	Small City (pop. 5000 – 12000)	Large City (pop. 12001 – 25000)
Apprentice	– / –	– / –	40 / 4-8	50 / 4-8	60 / 3-6
Guildsman	– / –	40 / 4-8	50 / 3-6	60 / 3-6	70 / 2-4
Capo	40 / 3-6	50 / 3-6	60 / 2-4	70 / 2-4	80 / 1-2
Master	50 / 2-4	60 / 2-4	70 / 1-3	80 / 1-2	90 / 1

The number before the slash is the percent chance of success, while the number after the slash indicates how many hours the PC spends trying to find a fellow Pack member (all hour ranges are multiples of a d2 roll). This time is spent regardless of whether the PC actually finds another member. Certain combinations of rank and town size will yield no results (i.e., the PC will not have success finding another member, no matter how hard he tries) – this is indicated on the table by an entry of “– / –”.

## Rhennee

In Veluna, the Rhennee can be found along the length of the Ververdyva, and as far up the Fals River as Mitrik (although barges have been known to navigate the river at least as far as Thornward). “A long-cultivated tolerance for the Rhennee bargefolk, who are generally unwelcome on the northern [Furyondy] shores [of the Ververdyva River], provides a willing flotilla of barges, and occasional protection for larger vessels when strange creatures crawl from the river deeps.” [LIVING GREYHAWK Gazetteer page 129].

“Only those Rhennee men who have exhibited a high degree of skill and vigor are considered for membership in the Darkhagard. A Darkhagard has devoted himself to defending the Rhennee way of life. He sees all landfolk as threats to his continued existence, and has left behind his mundane duties aboard a barge to keep a constant vigil against outside forces. To this end, he pursues weapon mastery and seamanship with equal ardor, honing his dual crafts so that his people will not have to fear giving up their nomadic lifestyle at the demand of a foreign prince. Being bound by any sovereign rule would be tantamount to death.” [LIVING GREYHAWK Journal #2 page 13].

“Of the Rhennee, only the female students of the ‘wise women’ become spellcasters. (Clerics are unknown among them.) Wise women prefer charms and illusions, practicing divination as well. They like spells that deceive or confuse people, especially enchantments like love potions or (very) minor protective charms that can be sold to the foolish, unwary, or greedy.” [LIVING GREYHAWK Gazetteer page 7.]

“As the only trusted spellcasters among the bargefolk, the vetha are able to exert a subtle though powerful influence on the Rhennee lords. None truly know where their magic originates; most believe that the vetha are born with a tenuous yet vital link to the homeland of Rhop. They tend to phrase their counsel in riddles, and are often accused of being intentionally abstruse.” [LIVING GREYHAWK Journal #2 page 16].

These “organizations” represent the paths many Rhennee take in life. One is strictly for males, the other for females. While it seems odd (at best) to outsiders, it is the way of the Rhennee and they would have it no other way. A Rhennee male can become a Bargeman, and work his way towards becoming a Bargewright. Along the way, he may also join the Darkhagard. Darkhagard and Bargewright are two tiers of the same meta-org to which a PC may belong at the same time. Rhennee females cannot become Darkhagard, but they have their own society, starting as Bargewenches and becoming Wise Women, a group that includes the mysterious Vetha.

<b>Base of Operation:</b>	Ververdyva River
<b>Area of Influence:</b>	Rhennee (Veluna)
<b>Sponsor:</b>	Rhennee bargefolk
<b>Contact:</b>	Ed Gibson (Rhennee@veluna.net)

**Note:** PCs may only purchase ballistae or davits for the purpose of mounting them on vessels to which they have been granted access by this meta-org. Mounting either of these items follows the rules and restrictions described in **Chapter 5: Ships and Equipment** of *Stormwrack*.

### Requirements to become a Bargeman:

- Resident of Veluna.
- Race: Rhennee (male)
- Base Attack Bonus: +2
- Skills: Profession (boater) 2 ranks, Tumble 1 rank, Use Rope 1 rank
- Language: Rhopan
- Must earn coin after at least one module using Profession (boater)
- 3 Time Units per year (training, working the Ververdyva river)
- If the Bargeman owns a vessel worth at least 3000 gp, he must also pay an annual fee of 250 gp (crew payments, docking fees, vessel maintenance, etc.)

### Benefits:

- A Bargeman suffers a -1 penalty to Diplomacy and Gather Information checks when dealing with non-Rhennee inhabitants of Veluna, except with members of the Church of Rao (landfolk prejudice)
- A Bargeman gains a +1 bonus to Knowledge (geography) and Profession (boater) checks when on the Ververdyva and other rivers of Veluna (including to determine gold earned from non-adventuring activity)
- Access to purchase the following items at normal price: Boot Blade (CS), Darkha (LGJ #2), Davit (any) (Sto), Clearwater Tablet (CS), Float Bladder (Sto), Navigator’s Kit (AE), Oilskin Suit (Sto), Swimmer’s Kit (AE), Swimming Goggles (Sto)
- Access to purchase the following vessels (all from *Stormwrack*): Barge, Coracle, Keelboat, Launch, Pinnace



**Requirements to become a Darkhagard:**

- Resident of Veluna
- Race: Rhennee (male)
- Base Attack Bonus: +5
- Skills: Knowledge (geography) 1 rank, Profession (boater) 4 ranks, Tumble 1 rank, Use Rope 1 rank
- Feats: Exotic Weapon Proficiency (darkha)
- Language: Rhopan
- Sneak attack +1d6
- 6 months service as a Rhennee Bargeman
- 4 Time Units gaining recognition and acceptance as a Darkhagard (one time cost)
- 3 Time Units per year (training, working the Velverdyva river)
- If the Darkhagard owns a vessel worth at least 3000 gp, he must also pay an annual fee of 250 gp (crew payments, docking fees, vessel maintenance, etc.)
- May not participate in any other meta-organization without special permission from the Point of Contact or Triad

**Benefits:**

- A Darkhagard suffers a -1 penalty to Diplomacy and Gather Information checks when dealing with non-Rhennee inhabitants of Veluna, except with members of the Church of Rao (landfolk prejudice)
- A Darkhagard gains a +2 bonus to Diplomacy, Gather Information, and Intimidate checks when dealing with Rhennee on or around the Velverdyva River or Attloi in Veluna
- Access to purchase the following items at normal price: Ballista (Sto), Boot Blade (CS), Clearwater Tablet (CS), Darkha (LGJ #2), Davit (any) (Sto), Float Bladder (Sto), Hilt Hollow (Du), Navigator's Kit (AE), Oilskin Suit (Sto), Smuggler's Boots (AE), Swimmer's Kit (AE), Swimming Goggles (Sto)
- Access to purchase the following vessels (all from *Stormwrack*): Barge, Coracle, Keelboat, Launch, Pinnace
- Access to the **Darkhagard** prestige class

**Requirements to become a Bargewright:**

- Resident of Veluna
- Race: Rhennee (male)
- Base Attack Bonus: +5
- Skills: Knowledge (geography) 4 ranks, Profession (boater) 8 ranks, Use Rope 4 ranks
- Language: Rhopan
- Sneak attack +1d6
- Earn coin after at least one adventure using Profession (boater)
- Must own a barge, keelboat, or other ship worth at least 3,000 gp
- 12 months service as a Rhennee Bargeman or Darkhagard
- 4 Time Units per year (plying the Velverdyva river)
- Annual fee of 250 gp (crew payments, docking fees, vessel maintenance, etc.)

**Benefits:**

- A Bargewright suffers a -1 penalty to Diplomacy and Gather Information checks when dealing with non-Rhennee inhabitants of Veluna, except with members of the Church of Rao (landfolk prejudice)
- A Bargewright gains a +3 bonus to Diplomacy, Gather Information, and Intimidate checks when dealing with Rhennee on or around the Velverdyva River or Attloi in Veluna
- A Bargewright gains a +2 bonus to Knowledge (geography) and Profession (boater) checks when on the Velverdyva and other rivers of Veluna (including to determine gold earned from non-adventuring activity)
- Access to purchase the following items at normal price: Ballista (Sto), Boot Blade (CS), Clearwater Tablet (CS), Darkha (LGJ #2), Davit (any) (Sto), False Bottom (CS), False Hold (CS), Float Bladder (Sto), Forger's Papers (CS), Navigator's Kit (AE), Oilskin Suit (Sto), Smuggler's Boots (AE), Swimmer's Kit (AE), Swimming Goggles (Sto)
- Access to purchase the following vessels (all from *Stormwrack*): Barge, Coracle, Keelboat, Launch, Pinnace
- Access to the **Darkhagard** prestige class

**Requirements to become a Bargewench:**

- Resident of Veluna
- Race: Rhennee (female)
- Base Attack Bonus: +1
- Skills: 1 rank in any two of the following: Bluff, Craft (alchemy), Heal, Perform (dance or any musical instrument), Spellcraft
- Language: Rhopan
- Must earn coin after at least one adventure using the Craft (Alchemy) or Perform skills
- 2 Time Units (entertaining and tending to the needs of the bargefolk)

**Benefits:**

- A Bargewench suffers a -1 penalty to Diplomacy and Gather Information checks when dealing with non-Rhennee inhabitants of Veluna, except with members of the Church of Rao (landfolk prejudice)
- A Bargewench gains a +1 bonus to Bluff and Gather Information checks when dealing with Rhennee on or around the Volverdyva River or Attloi in Veluna.
- A Bargewench may use the CAd rules for using bardic music with masterwork instruments for one of the following instruments: Fiddle, Lute, Mandolin. The chosen instrument must be noted on her meta-org certificate.
- Access to purchase the following items at normal price: Clearwater Tablet (CS), Float Bladder (Sto), Navigator's Kit (AE), Oilskin Suit (Sto), Sleeve Blade (CS), Swimmer's Kit (AE), Swimming Goggles (Sto)

**Requirements to become a Wise Woman:**

- Resident of Veluna
- Race: Rhennee (female)
- Skills: Bluff 3 ranks, Gather Information 3 ranks, Spellcraft 2 ranks, 1 rank in Craft (alchemy) OR Heal
- Feats: Craft Wondrous Item
- Language: Speak Rhopan
- Spells: Able to cast arcane spells without preparation
- Must earn coin after at least one adventure using the Craft (Alchemy) or Perform skills
- 12 months as Bargewench
- 5 Time Units per year (tending to the needs of the bargefolk)

**Benefits:**

- A Wise Woman suffers a -1 penalty to Diplomacy and Gather Information checks when dealing with non-Rhennee inhabitants of Veluna, except with members of the Church of Rao (landfolk prejudice)
- A Wise Woman gains a +4 bonus to Diplomacy, Gather Information and Intimidate checks when dealing with Rhennee on or around the Volverdyva River or Attloi in Veluna
- Access to purchase the following items at normal price: Clearwater Tablet (CS), Float Bladder (Sto), Oilskin Suit (Sto), Sleeve Blade (CS), Smuggler's Boots (AE), Swimming Goggles (Sto)
- Access to purchase the following vessels (all from *Stormwrack*): Barge, Coracle, Keelboat, Launch, Pinnace
- A Wise Woman may use the CAd rules for using bardic music with masterwork instruments for one of the following instruments: Fiddle, Lute, Mandolin. The chosen instrument must be noted on her meta-org certificate.
- Access to the **Vetha** prestige class

## Veluna Organization of Performance Arts (and Veluna National Theater)

The Veluna Organization of Performance Arts (VOPA) is headquartered at the Veluna National Theater located in Mitrik. More than just a theater, it houses an entire university for the study of the performance arts – actors, singers, musicians, acrobats, tale-tellers, public speakers – all can hone their skills with the training made available. The purpose of the school is to help students learn their art; introduce new techniques; pass on news, tales, and legends; and provide performance opportunities. While Mitrik is established as the largest hub of activities, Devarnish and Veluna City each host branch campuses, theaters, and some administrative offices. Subsidiary guildhalls can be found in the ruling city of each of the other dioceses, and though they have reduced services compared to the main and branch colleges, they still include concerts, festivals, plays, and instruction on a limited basis, as well as testing for admittance to the VNT and VOPA proper. Other supporters and instructors may be found over the entire Vale – in taverns, inns, way stations, and the homes of those friendly to performers, as well as members and alumnae who have made their homes in out-of-the-way locations.

Some of the other opportunities available through the VOPA include short- or long-term student placements for further study in various other locations around (and possibly some outside) the country: circus or jongleur troupe, minstrels, city heralds, festival planning commissions, acting companies, etc. The instruction is also varied, as guest instructors from outside the country, Rhennee, or other travelers of notable skill become available.

<b>Base of Operations:</b>	Veluna National Theater located in Mitrik
<b>Area of Influence:</b>	Veluna and any location a performer might find themselves
<b>Sponsor(s):</b>	The current Maestro and the Church of Rao (also: members, patrons, anonymous donors, and audiences)
<b>Point of Contact:</b>	Ryan Lynn (VOPA@veluna.net)

The various ranks within the organization are as follows (\* = unavailable to PCs at this time):

- |              |           |                   |          |
|--------------|-----------|-------------------|----------|
| • Apprentice | • Equal   | • Faculty         | • Alumni |
| • Student    | • Mentor  | • Master of Arts* |          |
| • Performer  | • Prodigy | • Maestro*        |          |

**Majors** – Currently there are four major courses of study to choose from. Each has particular areas of study, which suit them and electives to tailor the major to your specific talents or interests (see Table T1). If no major fits the applicant's desired art form, they may ask for a specialized curriculum. Members studying with VOPA need not select a major.

- **Arcane** – those whose interest and/or talents lie in the mystical – knowledge is the key, and their performances, more often than not, involve the use of magic – either as the focus, or to add atmosphere.
- **Carnival** – acrobats, tumblers, circus performers of all types, animal acts, sideshow performers, contortionists, etc.
- **Oration** – those who would speak in public, or speak for others: diplomats, heralds, town criers, evangelists, etc.
- **Players** – actors, minstrels, and those who work back stage or within an audience
- **None** – students may choose to have no major course of study at all, but those that do not pick a Major do not receive the “Elective skill” bonuses.
- **Other** – students may, with the permission of their mentors, work with the administration to create a new major (contact meta-org staff)

**Patrons** – Because Veluna and her citizens are such strong patrons of the arts, it is possible for members of VOPA to obtain patronage at any level of skill, provided they know someone willing to “foot the bill”. In game terms, this means that VOPA members can use influence points to pay for their training, with the following guidelines:

- 1 influence point will cover up to 250 GP of the VOPA member's annual fees (“extra” is not refunded to the PC)
- Influence points may be spent from multiple sources, but all points spent in this way must come from rewards granted in Veluna regional mods (or metaregionals set in Veluna), or from meta-orgs based in Veluna
- Said influence points are permanently expended. If the influence comes from a meta-org, those points will be unavailable for any other purpose for the remainder of the year (see example below)
- In exchange, the PC can claim that person or organization which granted the influence as (one of) their sponsors

For example, a Deacon in the Church of Rao has 3 permanent influence points by virtue of his rank in the Church. If he also joins VOPA, he can expend 1 of those points to cover the 100gp annual tuition required at the Apprentice level. As a result, in any future Veluna mod that year, the Deacon now has only 2 points he can spend, since one of his permanent points is tied up in VOPA. Points used in this way reset at the beginning of each year.

Table T1

Skill Name	Arcane	Carnival	Oration	Players
Balance		E		
Bluff		E	E	E
Climb		E		
Concentration	E			
Craft (all skills)	E			E
Decipher Script			E	
Diplomacy			E	
Disguise				E
Escape Artist		E		
Gather Information			E	
Handle Animal		E		
Jump		E		
Knowledge (all skills)	E	E	E	E
Perform (all skills)	R	R	R	R
Ride		E		
Sense Motive			E	E
Sleight of Hand	E	E		
Spellcraft	E			
Tumble		E		E
Use Magic Device	E			
Use Rope		E		

\* E – electives available for each major; R – required skill by all majors

Table T2

Skill Name	Applicable Circumstance
Balance	When using a pole at least 12' long
Bluff	When delivering a secret message to another VOPA member When creating a diversion to hide for another VOPA member
Climb	When working with another VOPA member that also has this skill who is physically able to assist (That member may still aid)
Concentration	When used to remember short poems, phrases, songs, etc.
Craft (all skills)	When able to use the craft house at VNT and refer to experts there
Decipher Script	When able to refer to the Great Library of Rao
Diplomacy	When identifying one's self as a VOPA member, or being able to perform one's act for the target.
Disguise	When able to access the expertise & supplies of VNT's makeup artists
Escape Artist	When using a trick rope purchased through VOPA
Handle Animal	When working with a VOPA trained animal (If animal is part of "act" and PC trained it, that counts)
Jump	When working with another VOPA member with this skill who is physically able to assist (That member may still aid)
Knowledge (all skills)	When able to access the Great Library of Rao
Ride	When working with a VOPA trained mount (If animal is part of "act" and PC trained it, that counts)
Sense Motive	When discerning a secret message when message sender is a bard, VOPA member, or member of other performing organization
Sleight of Hand	When performing legerdemain with "tricks" purchased through VOPA
Tumble	When working with another VOPA member that also has this skill (That member may still aid only if working in a performance setting)
Use Magic Device	When able to access the Great Library of Rao or a VNT propmaster
Use Rope	When the rope is a stage rope purchased through VOPA

**Requirements to join as an Apprentice:**

- Complete administrative paperwork & provide an example of your performance technique (audition)
- Skills: Perform 5 ranks OR
- Skills: Perform 2 ranks, 5 ranks in any 2 elective skills (see Table T1) from Apprentice's chosen major
- 1 Time Unit for Veluna residents, 3 Time Units for foreign residents (one time cost upon joining)
- 2 Time Units per year (classes and/or required performances) (in addition to one time costs first year)
- 100 gp annual tuition (may be paid by patron)

**Benefits:**

- Street performance license for all of Veluna (performing without a license requires that you pay a 20% tax fee on earnings to the Theocracy)
- 5% discount on musical instruments, equipment, supplies, and tools from the PHB (school store)
- Apprentices can get free tickets for performances of the VNT by volunteering to take tickets, sell concessions, usher, etc.
- +1 bonus to Perform checks when performing with another active member or Alumni of VOPA
- +1 bonus to Gather Information checks when able to contact other members of VOPA, bards, sages, librarians, talkative old rumormongers, snitches or informants

**Requirements to become a Student:**

- Skills: Perform 6 ranks and 5 ranks in 1 elective skill (see Table T1) from Student's chosen major OR
- Skills: Perform 4 ranks and 5 ranks in any 3 elective skills (see Table T1) from Student's chosen major
- Must have been an Apprentice for a minimum 6 months (must be current)
- 1 Time Unit for resident Students, 2 Time Units for foreign Students (one time cost upon advancing)
- 4 Time Units per year (classes and/or required performances) (in addition to one time cost first year)
- 200 gp annual tuition (may be paid by patron)

**Benefits:**

- Street performance license for all of Veluna
- 5% discount on musical instruments, equipment, supplies, and tools from the PHB (school store)
- 25% discount on tickets to the VNT, and 2 free tickets per year (subject to availability)
- As needed access to the core areas of the Great Library of Rao
- +1 bonus to Perform checks when performing with another active member or Alumni of VOPA
- +2 bonus to Gather Information checks when able to contact other members of VOPA, bards or sages. This bonus remains at +1 when only able to contact librarians, talkative old rumormongers, snitches or informants.
- +1 bonus to one elective skill from Student's major. The circumstance involved varies per skill (see Table T2)
- +1 bonus to Bardic Knowledge checks when able to contact other members of VOPA, bards or sages
- A Student may use the CAd rules for using bardic music with masterwork instruments for one instrument of his choice. The chosen instrument must be noted on his meta-org certificate.
- Access to the following alternate class feature: Spellbreaker Song (CM)

### Requirements to become a Performer:

- Skills: Perform 8 ranks and 6 ranks in 2 elective skills (see Table T1) from Performer's chosen major OR
- Skills: Perform 4 ranks and 8 ranks in any 3 elective skills (see Table T1) from Performer's chosen major
- Must be a current Student in VOPA
- 1 Time Unit for resident Performers, 2 Time Units for foreign Performers (one time cost upon advancing)
- 5 Time Units per year (classes and/or required performances) (in addition to one time cost first year)
- 350 gp annual tuition (may be paid by patron)

#### Benefits:

- Street performance license for all of Veluna
- 10% discount on musical instruments, equipment, supplies, and tools from the PHB (school store)
- 25% discount on tickets to the VNT, and 4 free tickets per year (subject to availability)
- As needed access to the core areas and some private areas of the Great Library of Rao
- +1 bonus to Perform checks when performing with another active member or Alumni of VOPA
- +2 bonus to Gather Information checks when able to contact other members of VOPA, bards, sages, librarians, talkative old rumormongers, snitches or informants
- +1 bonus to two elective skills from Performer's major (the bonus from Student level, and a new +1 bonus to a different skill). The circumstance involved varies per skill (see Table T2)
- +1 bonus to Bardic Knowledge checks when able to contact other members of VOPA, bards or sages
- +1 bonus to Profession (entertainer) checks (or similar skill) when audience is aware PC is a member of VOPA
- A Performer may use the CAd rules for using bardic music with masterwork instruments for two instruments of his choice. The chosen instruments must be noted on his meta-org certificate.
- Access to the following alternate class feature: [Hymn of Fortification \(CC\)](#), Spellbreaker Song (CM)
- Access to the **Spymaster** prestige class

### Requirements to become an Equal:

- Skills: Perform 10 ranks and 7 ranks in 2 elective skills (see Table T1) from Equal's chosen major OR
- Skills: Perform 5 ranks and 10 ranks in any 3 elective skills (see Table T1) from Equal's chosen major
- Must be a current Performer in VOPA
- 1 Time Unit for resident Equals, 2 Time Units for foreign Equals (one time cost upon advancing)
- 7 Time Units per year (classes and/or required performances) (in addition to one time cost first year)
- 500 gp annual tuition (may be paid by patron)

#### Benefits:

- Street performance license for all of Veluna
- 15% discount on musical instruments, equipment, supplies, and tools from the PHB (school store)
- 25% discount on tickets to the VNT, and 6 free tickets per year (subject to availability)
- As needed access to the core areas and many private areas of the Great Library of Rao
- +1 bonus to Perform checks when performing with another active member or Alumni of VOPA
- +3 bonus to Gather Information checks when able to contact other members of VOPA, bards or sages. This bonus is still only +2 when only able to contact librarians, talkative old rumormongers, snitches or informants
- +1 bonus to three elective skills from Equal's major (the bonuses from Performer level, and a new +1 bonus to a different skill). The circumstance involved varies per skill (see Table T2)
- +2 bonus to Bardic Knowledge checks if able to contact other members of VOPA, bards or sages
- +2 bonus to Profession (entertainer) checks (or similar skill) when audience is aware PC is a member of VOPA
- An Equal may use the CAd rules for using bardic music with masterwork instruments for three instruments of his choice. The chosen instruments must be noted on his meta-org certificate.
- Access to the following alternate class feature: [Hymn of Fortification \(CC\)](#), Spellbreaker Song (CM)
- [Access to the following feat: Master of Knowledge \(HH\)](#)
- Access to the **Spymaster** prestige class

**Requirements to become a Mentor:**

- Skills: Perform 12 ranks and 6 ranks in 3 elective skills (see Table T1) from Mentor's chosen major OR
- Skills: Perform 5 ranks and 12 ranks in any 3 elective skills (see Table T1) from Mentor's chosen major
- Must be a current Equal in VOPA
- 1 Time Unit for resident Mentors, 2 Time Units for foreign Mentors (one time cost upon advancing)
- 8 Time Units per year (classes and/or required performances) (in addition to one time cost first year)
- 500 gp annual tuition (may be paid by patron)

**Benefits:**

- Street performance license for all of Veluna
- 15% discount on musical instruments, equipment, supplies, and tools from the PHB (school store)
- 50% discount on tickets to the VNT, and 8 free tickets per year (subject to availability)
- As needed access to the core areas and many private areas of the Great Library of Rao
- +1 bonus to Perform checks when performing with another active member or Alumni of VOPA
- +3 bonus to Gather Information checks when able to contact other members of VOPA, bards, sages, librarians, talkative old rumormongers, snitches or informants
- +1 bonus to four elective skills from Mentor's major (the bonuses from Equal level, and a new +1 bonus to a different skill). The circumstance involved varies per skill (see Table T2)
- +2 bonus to Bardic Knowledge checks when able to contact other members of VOPA, bards or sages
- +3 bonus to Profession (entertainer) checks (or similar skill) when audience is aware PC is a member of VOPA
- A Mentor may use the CA rules for using bardic music with masterwork instruments for three instruments of his choice. The chosen instruments must be noted on his meta-org certificate.
- 50% discount on standard lifestyle upkeep while in region
- Access to the following alternate class feature: [Hymn of Fortification \(CC\)](#), Spellbreaker Song (CM)
- [Access to the following feat: Master of Knowledge \(HH\)](#)
- Access to the **Spymaster** prestige class

**Requirements to become a Prodigy:**

- Skills: Perform 14 ranks and 7 ranks in 3 elective skills (see Table T1) from Prodigy's chosen major OR
- Skills: Perform 8 ranks and 14 ranks in any 3 elective skills (see Table T1) from Prodigy's chosen major
- Must be a current Mentor in VOPA
- 1 Time Unit for resident Prodigies, 2 Time Units for foreign Prodigies (one time cost upon advancing)
- 9 Time Units a year (classes and/or required performances) (in addition to one time cost first year)
- 350 gp annual tuition (may be paid by patron)

**Benefits:**

- Street performance license for all of Veluna
- 20% discount on musical instruments, equipment, supplies, and tools from the PHB (school store)
- 50% discount on tickets to the VNT, and 10 free tickets per year (subject to availability)
- As needed access to the core areas and many private areas of the Great Library of Rao
- +2 bonus to Perform checks when performing with another active member or Alumni of VOPA
- +4 bonus to Gather Information checks when able to contact other members of VOPA, bards or sages. This bonus is still only +3 when only able to contact librarians, talkative old rumormongers, snitches or informants
- +1 bonus to five elective skills from Prodigy's major (the bonuses from Mentor level, and a new +1 bonus to a different skill). The circumstance involved varies per skill (see Table T2)
- +2 bonus to Bardic Knowledge checks when able to contact other members of VOPA, bards or sages
- +4 bonus to Profession (entertainer) checks (or similar skill) when audience is aware PC is a member of VOPA
- A Prodigy may use the CA rules for using bardic music with masterwork instruments for three instruments of his choice. The chosen instruments must be noted on his meta-org certificate.
- 50% discount on standard lifestyle upkeep while in region
- Access to the following alternate class feature: [Hymn of Fortification \(CC\)](#), Spellbreaker Song (CM)
- [Access to the following feat: Master of Knowledge \(HH\)](#)
- Access to the **Spymaster** prestige class

**Requirements to become Faculty:**

- Skills: Perform 16 ranks and 8 ranks in 3 elective skills (see Table T1) from Faculty's chosen major OR
- Skills: Perform 10 Ranks and 16 Ranks in any 3 elective skills (see Table T1) from Faculty's chosen major
- Must have been a Prodigy for a minimum 6 months (must be current)
- Must be approved by the board (the Triad)
- 1 Time Units for resident Faculty, 2 Time Units for foreign Faculty (one time cost upon advancing)
- 11 Time Units a year (classes and/or required performances) (in addition to one time cost first year)

**Benefits:**

- Street performance license for all of Veluna
- Faculty receive a 100 gp annual stipend for their teaching services
- 20% discount on musical instruments, equipment, supplies, and tools from the PHB (school store)
- 50% discount on tickets to the VNT, and free tickets for self and 1 guest to every performance
- As needed access to the core areas, many private and some secret areas of the Great Library of Rao
- +2 bonus to Perform checks when performing with another active member or Alumni of VOPA
- +4 bonus to Gather Information checks when able to contact other members of VOPA, bards, sages, librarians, talkative old rumormongers, snitches or informants
- +1 bonus to six elective skills from Faculty's major (the bonuses from Prodigy level, and a new +1 bonus to a different skill). The circumstance involved varies per skill (see Table T2)
- +2 bonus to Bardic Knowledge checks when able to contact other members of VOPA, bards or sages
- +4 bonus to Profession (entertainer) checks (or similar skill) when audience is aware PC is a member of VOPA
- Faculty may use the CAd rules for using bardic music with masterwork instruments for three instruments of their choice. The chosen instruments must be noted on their meta-org certificate.
- Access to the following alternate class feature: [Hymn of Fortification \(CC\)](#), Spellbreaker Song (CM)
- [Access to the following feat: Master of Knowledge \(HH\)](#)
- Free standard lifestyle upkeep while in region
- Access to the **Spymaster** prestige class

**Requirements to join Alumni Association:**

- At any point during his studies after achieving Student status, a member of VOPA may choose to stop advancing through the tiers of the school. As long as the PC pays the fee and spends the time, he will be considered an active Alumnus, and can receive the benefits described below. (Note: even if a PC is stopped from being an active VOPA member (due to level loss, etc), he may still pay the fee and spend the time to remain active in the Alumni and gain those benefits.)
- 1 Time Unit per tier achieved beyond Student per year (reunions, outings, talks to prospective and active students), minimum 2 TU. (i.e., Student = 0 TU, Performer = 2 TU, Equal = 3 TU, etc.)
- 250 gp annual alumni association dues (may be paid by patron)

**Benefits:**

- Street performance license for all of Veluna
- 20% discount on musical instruments, equipment, supplies, and tools from the PHB (school store)
- 25% discount on tickets to the VNT, and 10 free tickets per year (subject to availability)
- As needed access to the core areas and many private areas of the Great Library of Rao
- +1 bonus to Perform checks when performing with an active member or Alumni of the VOPA
- The Alumnus may retain the bonuses of his last active tier (Performer, Equal, etc.) to the following checks:
  - Gather Information checks (the bonus still only applies when able to contact other members of VOPA, bards or sages, librarians, talkative old rumormongers, snitches or informants)
  - The elective skills from his major (the circumstances must still apply – see Table T2)
  - Bardic Knowledge checks (the PC must still be able to contact other members of VOPA, bards, or sages)
  - Profession (entertainer) checks (or similar skill) (audience must still be aware PC was a member of VOPA)
- The Alumnus retains access to the CAd rules for using bardic music with masterwork instruments for those instruments he indicated at his last active tier. The chosen instruments must be noted on his meta-org certificate.
- No further access to prestige classes (PC may no longer advance in a prestige class offered by VOPA without access from another source)



Application for entry to the Veluna Organization of Performance Arts and Veluna National Theater

Name (PC): \_\_\_\_\_ (Player): \_\_\_\_\_  
Class/Lvl: \_\_\_\_\_ RPGA #: \_\_\_\_\_

Primary residence:

Address \_\_\_\_\_

City \_\_\_\_\_ State: \_\_\_\_\_ Zip: \_\_\_\_\_

Country \_\_\_\_\_ Country/other \_\_\_\_\_

Current performance skills: \_\_\_\_\_

\_\_\_\_\_

Area of specialty: \_\_\_\_\_

Performance Evaluation: (give an explanation of your performance - piece of music, style of dance, tumbling maneuvers; what is your "act"?): \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

Evaluation committee member \_\_\_\_\_ Date \_\_\_\_\_ Score \_\_\_\_\_

Choice of Major: Arcane    Carnival    Oration    Players    none    other

All entry costs covered? ...

TU spent \_\_\_\_\_ Tuition paid \_\_\_\_\_

Sponsor (if one) \_\_\_\_\_

Sponsor relation? PC / NPC (If Sponsor is an NPC, in what event was relationship formed?)

Event: \_\_\_\_\_ Date \_\_\_\_\_

Please return to VOPA Point of Contact ([vopa@veluna.net](mailto:vopa@veluna.net)) or the Triad Meta-org Coordinator ([meta@veluna.net](mailto:meta@veluna.net)).

## Defenders of Veluna

The Defenders of Veluna are a powerful group of individuals seeking to protect Veluna from forces unknown. Their first recorded appearance was in Mitrik in 318 CY. A group of thieves from Ket attempted to make off with the Crook of Rao. They would have been successful too, if not for a group of adventurers that met them as they left the church grounds. They were quickly defeated and turned over to the church guards. When asked who they were they responded “We are the Defenders of the Heart of Veluna,” and then they vanished back into the city. Since that time, they have been spotted in almost every part of Veluna. They seem to show up whenever a threat makes itself known. Their symbol is a large medallion with a wolf howling on it. The symbol is not openly worn, but is usually carried on their person somewhere. Few members of this organization are known, and not much more than their names are recorded. There were rumors of another hero being invited in soon after the Battle of Valkurl, and some have seen this supposed new member wearing the symbol.

**Known Members:** Dar'en Silverwood, Kirit Silverwood, Darven Ironroot, Shayden Kazaroth, Jolene

**Base of Operations:** Unknown base of operations.

**Area of Influence:** May be found anywhere in Veluna and the surrounding kingdoms.

**Sponsor:** Unknown

**Point of Contact:** Brian Gilkison (Defenders@veluna.net)

### Requirements to join:

- This organization does not require any specific skills, feats, etc. to be taken. If you are invited you are in. That simple.

### Benefits:

- Unknown

## Metaregional Meta-organizations

The following organizations may be found throughout the Ververdyva-Tuflik-Fals metaregion, and are generally available to PCs who are residents of the regions therein.

### Gnarley Druids / Gnarley Rangers

For more information and certificates for the Gnarley Druids and the Gnarley Rangers, please contact the Verbobonc Triad (<http://www.verbobonc.net/>) or the Dyvers Triad (<http://www.living-dyvers.net/>).

### Walkers of Fharlanghn

Fharlanghn, the Dweller on the Horizon, is the deity of horizons, distance, travel and roads. His clergy (primarily clerics and favored souls, with a few druids) are known as Walkers, for they tend to spend much of their time on the roads, always travelling to new locations and tending to the roads. Walkers are generally a welcome sight to any caravan, since they have a good information network about road conditions, bandit activity, and other conditions likely to affect travel, and they are willing to share these details. The Walkers also keep tabs on various groups that use the roads for nefarious purposes, and the “Walker network” – all word-of-mouth – is second to none on the topics they are concerned about, being anything that might impede travellers. Walkers tend to wear green and spend much of their time on the move – although they are never in a hurry, they just never stay too long in one place. When physical infirmity prevents them from travelling, they “retire” and wear the brown robes of a settled Walker, although they still actively participate in the Walker network – and are a valuable information node for active Walkers passing through town. Adventurers are almost exclusively of the wandering variety.

Walkers can be found anywhere in the Flanaess. The Tuflik, Fals and Ververdyva trade routes, with their extensive trade contacts to all other areas, see many Walkers travelling and tending to roads and byways along the entirety of the trade route.

**Base of Operations:** (none)  
**Area of Influence:** Tuflik, Fals, and Ververdyva trade route  
**Sponsor:** Church of Fharlanghn  
**Contact Person:** Brian Gilkison ([meta@veluna.net](mailto:meta@veluna.net))

#### Requirements to become a Walker:

- Must be a resident of a region in the Tuflik, Fals, and Ververdyva Trade Route (VTF) metaregion
- Alignment: Lawful neutral, neutral, chaotic neutral, neutral good
- Skills: Knowledge (religion) 4 ranks
- Spells: Able to cast divine spells granted by Fharlanghn
- 2 Time Units per year (repairing roads, bridges, and shrines). If a PC is already an existing member of a religious organization devoted to Fharlanghn in a VTF region, the TU requirement is reduced to 1 TU.

#### Benefits:

- The Walker gains a +2 bonus to Diplomacy, Gather Information, and Knowledge (local – VTF) checks while in any region that is a part of the VTF metaregion.
- Once per day, the Walker may attempt a Gather Information check which takes 5 minutes instead of the usual 1d4 hours. This check may not be assisted save by other Walkers with this ability, and only one check or assist may be attempted per day with this benefit. The benefit may only be used while in any region that is a part of the VTF metaregion.
- Access to the following feats: Driftwalker (D315), Far Horizons (RD), Well Travelled (D319)
- [Access to purchase the following items at normal price: Daystrider Capsule \(CS\), Endurance Elixir \(CS\), Hammock \(AE\), Honey Leather \(any\) \(RW\), Longstaff \(CA\), Mess Kit \(AE\), Trail Bar \(CS\)](#)

## Honored Associate of the Mouqollad Consortium

### Veluna Office

Taking direction from the senior members of the Consortium located in Zeif, the Mouqollad Consortium is a trade organization that has extensive trade contacts throughout the Baklunish West and beyond. As a whole, it is devoted to the increase and spread of trade throughout all known lands, particularly when such trade benefits the Consortium. In the lands of Zeif, Ekbir, Tusmit, and Ket, the Consortium is the strongest merchant power bar none and they work hard to maintain that position. Further east, in the lands closer to Greyhawk, various other organizations vie with them on a more equal footing, but they still have impressive influence throughout the entirety of the Tuflik, Fals, and Volverdyva trade route.

Mouqol, the deity of trade and commerce in the Baklunish Pantheon, is the patron of this organization and all members of the Consortium must pay at least lip service to him.

Associates of the Mouqollad Consortium are expected to be travellers, visiting distant lands and bringing back news about trade and commercial opportunities. While Associates might themselves participate in trade, their value to the Consortium is information and contacts, and they have no direct ties to any of the great Merchant Houses of the Consortium unless they choose to so ally themselves. All Consortium members treat them with respect, as information and commercial opportunities are important and vital outlets for the creation of wealth. The Honored Elders, the governing council of the Consortium, based in Zeif, direct that the Associates be granted respect and shelter wherever a Merchant House is present.

**Base of Operations:** Devarnish, reporting to the main headquarters in Zeif  
**Area of Influence:** Tuflik, Fals, and Volverdyva trade route  
**Sponsor:** Mouqollad Consortium  
**Contact Person:** Brian Gillison (meta@veluna.net)

#### Requirements to become an Honored Associate:

- Resident of Veluna
- Alignment: Any non-chaotic
- Patron deity: Mouqol, or any other non-chaotic deity (other than Zilchus); if the associate is capable of casting divine spells, then his patron deity must be Mouqol. Regardless of the chosen deity, all associates are expected to act in a manner consistent with Mouqol's teachings.
- Must not be convicted of any crimes for profit, and must uphold fairness in all trade dealings
- **Skills: 4 ranks in any one of the following: Appraise, Diplomacy, Gather Information, Knowledge (religion), Profession (merchant)**
- **4 Time Units** per year (spent gathering and delivering information to the Consortium)

#### Benefits:

- The Associate gains a +2 bonus to Gather Information checks while in any region that is a part of the VTF metaregion.
- **The Associate gains a +1 bonus to Appraise, Diplomacy, and Sense Motive checks while in any region that is part of the VTF metaregion. This bonus increases to +2 while in Veluna.**
- Any equipment in the PHB valued at less than 150 gp may be purchased during any VTF regional or metaregional module (regardless of the actual physical location of the adventure in the metaregion) for 10% less than normal; mundane equipment from other Open sources (per Appendix 4 of the LGCS) may be purchased at a 5% discount. Using these contacts, no more than 300 gp of mundane equipment may be purchased per adventure. The type and amount of equipment may be restricted by the DM if the adventure setting does not support the purchases requested.
- **Free standard lifestyle upkeep for any adventure set in Veluna (the Mouqollad Consortium covers part of the adventurer's expenses)**
- 50% discount on standard lifestyle upkeep for any adventure set in Ekbir, Ket, Tusmit, or Zeif
- Access to the following feats: Mercantile Background (D315), Tongue of Mouqol (D315), Well Traveled (D319)
- **Access to the following alternate class features: Antiquarian (CC), Bardic Knack (PH2), Divine Magician (CM), Wizard of Sun and Moon (DS)**
- Access to the **Wayfarer Guide** prestige class

## Religions in Veluna

Religion is the heart and soul of Veluna. The worship of Rao makes up about 75% of the temples and priests found in Veluna. St. Cuthbert makes up 15%, and Heironeous rounds out the top three at 5%. You can find small temples and priests to most other gods somewhere in Veluna as Rao is a very open and accommodating god. However, the following religions are frowned upon or illegal in Veluna:

**Disliked Gods:** Kurrell, Ralishaz, Vatun, Wee Jas

- Disliked gods have no temples in Veluna proper. Their priests are looked down upon and service is refused to them at many establishments.

**Banned Gods:** Beltar, Erythnul, Hextor, Incabulos, Iuz, Nerull, Pyremius, Raxivort, Syrul, Tharizdun, Vecna, Wastri

- Banned gods have no temples in Veluna proper. Their priests are arrested on sight. If a temple is found it is quickly smashed into pieces by the knights.

**Temples and Shrines:** The following is a list of major temples in Veluna and the level of spells that may be purchased there. See the next section for the guidelines on purchasing spells in Veluna. (Specific situations and circumstances detailed in a Veluna regional module take precedence over this document, if applicable.)

<b>Rao –</b>	9th and down -	Special (triad only)
	7th and down -	Mitrik, Veluna City, Devarnish, Whitehale, Valkurl
	5th and down -	Falsridge, Tempon, Grayington, Kempton, Newdale
	3rd and down -	Any town over 250 people, or DM discretion
<b>St. Cuthbert –</b>	7th and down -	Mitrik, Falsridge
	5th and down -	Devarnish, Whitehale, and Lorrish
	3rd and down -	Any town of 400 or more, or DM discretion
<b>Heironeous –</b>	7th and down -	Whitehale
	5th and down -	Mitrik
	3rd and down -	Northern areas of Veluna at DM discretion
<b>Fharlanghn –</b>	7th and down -	Devarnish
	5th and down -	Valkurl
	3rd and down -	Any city or town if listed in module only
<b>Zilchus –</b>	5th and down -	Devarnish, Mitrik, Valkurl
	3rd and down -	Any large caravan type town; otherwise, if listed in module only
<b>Moradin –</b>	5th and down -	Valkurl
<b>Corellon Larethian –</b>	5th and down -	Asnath
	3rd and down -	Mitrik
<b>Garl Glittergold –</b>	5th and down -	Lorrish
<b>Pelor –</b>	3rd and down -	Falsridge
<b>Ehlonna –</b>	3rd and down -	Whitehale

## Rules for Divine Spellcasting in Veluna

Below you will find the rules for the casting of Divine spells before, during, or right after a Veluna regional or adaptable module. If you have any questions or problems with these rules, please contact the Triad (poc@veluna.net).

- All PCs in Veluna fall into one of three categories. For the purpose of spellcasting, it is the “Church class” of the recipient that counts, not who is doing the asking.

**Class One** – Paladins and priests who worship the same god as the caster and members of a meta-game group that have the specific benefit of counting as Class One.

**Class Two** – Worshipers of the same god as the caster and members of a meta-game group that have the specific benefit of counting as Class Two.

**Class Three** – Everybody else

(Note: The judge of an event can refuse service based on circumstances in the module or a situation that would make the chance of casting virtually impossible.)

- All spells list two different ways to pay for them; use one or the other. The first is an Influence cost. The Church class of the recipient does not factor into the price when using Influence points. You simply pay the Influence and the spell is cast. The second method is a gold piece cost. The Church class which the recipient falls into determines the fee charged for casting the spell.
- Some spells are listed as Triad Use Only. If you need one of these spells cast you must contact your local Triad member for the spell. The spell may require additional costs, special missions, or may just not be available at this time.
- Any situation written into a Veluna regional module always takes precedent over these rules. The judge at the table always has room to make small changes if things seem out of place or unreasonable. Small changes could include limiting access to lower level spells, cost of lower level spells, and similar things. This does not include changing the price of any spell over 3rd level, especially any spells that restore slain characters to life. These spellcasting rules supersede the ones in the LGCS.

## Chart for Costs of Divine Spellcasting

Spell Name	Level	Minimum Cleric	Influence Cost	GP Cost			Material Cost
				Class 1	Class 2	Class 3	
Cure Minor Wounds	0	1	1	Free	5	10	
Detect Magic	0	1	1	Free	5	10	
Detect Poison	0	1	1	Free	5	10	
Purify Food and Drink	0	1	1	Free	5	10	
Cure Light Wounds	1	1	1	5	10	20	
Identify	1	1	3	105	110	120	100
Cure Moderate Wounds	2	3	3	30	60	120	
Delay Poison	2	3	3	30	60	120	
Lesser Restoration	2	3	3	30	60	120	
Cure Serious Wounds	3	5	7	75	150	300	
Dispel Magic	3	5	7	75	150	300	
Remove Blindness/Deafness	3	5	7	75	150	300	
Remove Curse	3	5	7	75	150	300	
Remove Disease	3	5	7	75	150	300	
Speak with Dead	3	5	7	75	150	300	
Cure Critical Wounds	4	7	13	140	280	560	
Neutralize Poison	4	7	13	140	280	560	
Restoration	4	7	13	240	380	660	100
Atonement	5	9		TRIAD USE ONLY			3000
Break Enchantment	5	9	21	225	450	900	
Raise Dead <sup>1</sup>	5	9	21	5225	5450	5900	5000
Greater Dispelling	6	11	31	330	660	N/A	
Heal	6	11	31	330	660	N/A	
Stone to Flesh <sup>2</sup>	6	11	31	330	660	N/A	
Greater Restoration	7	13		TRIAD USE ONLY			2500
Regenerate	7	13	41	455	910	N/A	
Resurrection <sup>3</sup>	7	13	41	10455	10910	N/A	10000
Mass Heal	9	17		TRIAD USE ONLY			
Miracle	9	17		TRIAD USE ONLY			25000 <sup>4</sup>
True Resurrection	9	17		TRIAD USE ONLY			25000
Wish <sup>2</sup>	9	17		TRIAD USE ONLY			25000 <sup>4,5</sup>

Level = Spell level; Minimum Cleric = minimum level cleric needed to cast spell (assumed in calculations); Influence Cost = cost in influence; GP Cost = cost in gold (broken down by class relative to church); Material cost = cost of material component (included in case different caster level wanted).

1 – *Raise dead* has an additional cost of 4 TUs of service to the Church of the caster if the recipient is Class 2, and 8 TUs of service if the recipient is Class 3. Also note that any PCs bringing the body to the priest for raising must spend 1 TU to represent their travel time in Veluna (unless already in the proper town).

2 – Arcane spell. It is included here for ease of use.

3 – *Resurrection* has an additional cost of 8 TUs of service to the Church of the caster if the recipient is Class 2; the spell is not available to recipient who is Class 3. Also note that any PCs bringing the body to the priest for raising must spend 1 TU to represent their travel time in Veluna (unless already in the proper town).

4 – If a *miracle* or *wish* spell is used to duplicate a spell with an expensive material component (100 gp or more for *miracle*, 10,000 gp or more for *wish*), then that component must be paid for, in addition to the cost indicated on the table.

5 – If a *wish* spell is used to duplicate a spell that has an XP cost, you must pay 25,000 gp, or (the spell's XP cost × 5 gp), whichever is more.

- All component costs are waived if the PC uses influence to pay for the spell (except for *raise dead* and *resurrection*, in which case, the PCs MUST still pay for the component cost).
- Base formula for cost = (spell level × caster level × 10) + material cost + (XP expenditure of caster × 5)

## **Appendices**

### **Appendix 1: Abbreviations**

The following abbreviations for meta-orgs may be used throughout this document:

- BoC – Board of Chancellors
- BV – Brotherhood of the Vale
- ChGH – Church of the Golden Hills
- ChH – Church of Heironeous
- ChM – Church of Mordinsammen
- ChP – Church of Pelor
- ChR – Church of Rao
- ChS – Church of the Seldarine
- ChSt – Church of St. Cuthbert
- CLV – Champions of Luna's Vale
- CoA – College of the Arcane
- CoD – College of the Divine
- CoL – Circle of Life
- GR – Gnarley Rangers
- GD – Gnarley Druids
- HA – Honored Associate of the Mouqollad Consortium
- KoS – Knights of Salvation
- KoW – Knights of Whitehale
- KoV – Knights of Veluna
- MTG – Mitrik Temple Guard
- MU – Monastery of the Unseen
- Pack – The Pack
- Rhen – Rhennee
- VOPA – Veluna Organization of Performance Arts
- WF – Walkers of Fharlanghn

The following abbreviations for sourcebooks may be used throughout this document:

- AE – Arms & Equipment Guide
- CAAd – Complete Adventurer
- CAr – Complete Arcane
- CC – Complete Champion
- CD – Complete Divine
- CM – Complete Mage
- CS – Complete Scoundrel
- CW – Complete Warrior
- D315/D319 – Dragon Magazine #315 or #319
- Du – Dungeonscape
- Fr – Frostburn
- LGJ – *Living Greyhawk Journal*
- LGW – LIVING GREYHAWK web site
- LM – Libris Mortis
- MH – Miniatures Handbook
- PH2 – Player's Handbook 2
- RD – Races of Destiny
- RDr – Races of the Dragon
- RS – Races of Stone
- RW – Races of the Wild
- Sa – Sandstorm
- SpC – Spell Compendium
- Sto – Stormwrack

### **Appendix 2: Contact Information**

#### **Veluna Triad:**

Lynn Register – Point of Contact (poc@veluna.net)  
Dave Kerscher – Plots & Mods (dave@veluna.net)  
Brian Gilkison – Meta-Org Coordinator (meta@veluna.net)

#### **Metaregion Two – Tuflik, Fals, and Volverdyva Trade Route**

Circle Representative – Tim Sech (timsech@hotmail.com)  
Metaregion Representative – Steve Baker (aramoftheblack@yahoo.ca)

Veluna web site: <http://www.veluna.net/>

Living Veluna Yahoo! Group: <http://groups.yahoo.com/group/Veluna-lw/>

Official LIVING GREYHAWK campaign web site: <http://www.wizards.com/lg>