



This Record Certifies that



Play Notes:

- ☐ First Joined AR # _____
- ☐ Renewed AR # _____
- ☐ Promoted AR # _____
- ☐ Left AR # _____

Home Region _____



Adventure Record#

598 CY
ORGANIZATION

LEVEL OF
ORGANIZATION
& Annual Costs

Played by _____
Player _____ RPGA # _____

Is a Member of

The Church of Heironeous

A Meta-Organization of Veluna

Event: _____ Date: _____

DM: _____

Signature

RPGA #

The **Church 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 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.

Requirements to become 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 rank
- 7 Time Units per year (religious and military training)
- 1 Year service as a Crusader

Initiate

Crusader

Sentinel

7 TUs annually

TU

Starting TU

7 TU

TU Cost

- TU

Added TU Costs

TU REMAINING

XP

Starting XP

- XXXXXX XP

XP lost or spent

XP

Subtotal

+ XXXXXX XP

XP Gained

XP

FINAL XP TOTAL

Benefits of Membership:

- 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.

NOTE: All bonuses granted by meta-orgs are considered Circumstance bonuses which do not stack with bonuses granted by other meta-orgs (unless otherwise specified). See the latest edition of the VMCS for additional rules regarding this and other meta-organizations.

This AR does not count when determining Adventure, Regional, Metaregional, or Core access.

GP

Starting GP

Lifestyle

- ☐ None
- ☐ Standard (12 gp x TU)
- ☐ Rich (50 gp x TU)
- ☐ Luxury (100 gp x TU)

- GP

Lifestyle Costs

GP

Subtotal

XXXXXX GP

Added GP Costs

GP

FINAL GP TOTAL