



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 Champions of Luna's Vale
A Meta-Organization of Veluna

Event: _____ Date: _____

DM: _____
Signature _____ RPGA # _____

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.

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

Swordsman

Myrmidon
8 TUs and 300 gp
annually

TU

Starting TU

8 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:

- 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)

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

- 300 GP

Added GP Costs

GP

FINAL GP TOTAL