



This Record Certifies that



#### Play Notes:

- ☐ First Joined AR # \_\_\_\_\_  
☐ Renewed AR # \_\_\_\_\_  
☐ Promoted AR # \_\_\_\_\_  
☐ Left AR # \_\_\_\_\_



Adventure Record#

**598 CY**  
**ORGANIZATION**

**LEVEL OF**  
**ORGANIZATION**  
 & Annual Costs

Played by \_\_\_\_\_  
 Player \_\_\_\_\_ RPGA # \_\_\_\_\_

Is a Member of

***The Church of St. Cuthbert***  
 A Meta-Organization of Veluna

Home Region \_\_\_\_\_

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

DM: \_\_\_\_\_  
 Signature \_\_\_\_\_ RPGA # \_\_\_\_\_

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.

#### Requirements to become 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

#### Initiate

#### Cudgel

5 TUs annually

#### Mace

#### Benefits of Membership:

- 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 (CA), 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)

**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

TU

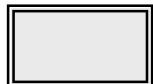
Starting TU

5 TU

TU Cost

- TU

Added TU Costs



TU REMAINING

XP

Starting XP

- XXXXXXX XP

XP lost or spent

XP

Subtotal

+ XXXXXXX XP

XP Gained

XP

FINAL XP TOTAL