



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

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 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

Initiate

Cudgel

Mace

7 TUs annually

TU

Starting TU

7 TU

TU Cost

- TU

Added TU Costs

TU REMAINING

Benefits of Membership:

- 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 (CA), 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 Hospitaller can use the honorific "Hospitaller 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.

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

XP

Starting XP

- XXXXXXXX XP

XP lost or spent

XP

Subtotal

+ XXXXXXXX XP

XP Gained

XP

FINAL XP TOTAL