



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
College of the Divine
A Meta-Organization of Veluna

Event: _____ Date: _____

DM: _____
Signature _____ RPGA # _____

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.

Requirements to become an Acolyte:

- Resident of Veluna
- Must worship a deity not disliked or hated in Veluna (see **Religions In Veluna** in the *Veluna Meta-Campaign Sourcebook*)
- 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)

Initiate

Acolyte
6 TUs and 500 gp
annually

High Priest

Benefits of Membership:

- 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 (CAD), 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)

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

500 GP
Added GP Costs

GP
FINAL GP TOTAL

TU
Starting TU

6 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