



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 a High Priest:

- 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) 4 ranks, Knowledge (religion) 10 ranks, Spellcraft 4 ranks, 6 ranks in Knowledge (history) OR Heal
- Spells: Able to cast 5th-level divine spells
- Must have completed minimum of 12 months as an Acolyte OR 12 months at the highest level of your Church
- 8 Time Units a year (studies, ministries, duties)
- 500 gp annual fee (may be paid by a sponsor)
- Must adhere to the College's Code of Conduct (see below)

Initiate

Acolyte

High Priest

8 TUs and 500 gp
annually

Benefits of Membership:

- High Priests are considered Class 1 for determining cost and eligibility for spells from a priest or temple of Rao in Veluna.
- A High Priest gains a +4 bonus to Knowledge (Religion), Spellcraft, or Heal checks made within the College, representing limited access to the Great Library of Rao and medical facilities.
- A High Priest gains a +2 bonus to Diplomacy checks when dealing with members of the College of the Arcane, any Knighthood, the Mitrik Temple Guard, or any accepted Church in Veluna, providing the High Priest is in good standing with the College and is wearing his vestments of office.
- Access to purchase the following items at normal price: Firmament Stone (Du), Focusing Candle (CA), 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)
- Access to the **Paragnostic Apostle** prestige class
- PC may use the honorific "High Priest" or "High Priestess"

Code of Conduct:

The rank of High Priest in the College of the Divine is a much respected position, and comes with great responsibility, not only to the College, but to Veluna. Members of this level of the College must conduct themselves ethically and morally as they are, in effect, representatives of the College and informal ambassadors of Veluna. Any inappropriate behavior or acts of misconduct must be noted on the AR play notes section, and will be under review of the current Board of Chancellors. The High Priest's conduct will be taken into account by the Concordat Velondi, as well as the Board of Chancellors' Executive Committee (the Triad), in their deliberations for acquisition of a site of worship and for advancement to the Board of Chancellors.

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

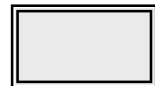
Starting TU

8 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