



This Record Certifies that

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

Is a Member of the  
***Dwarves of Veluna***  
A Meta-Organization of Veluna



#### Play Notes:

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

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

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

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



Adventure Record#

**598 CY**  
**ORGANIZATION**

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

The Church of the Mordinsammen has only come into being in the last 10 years since the successful union between Clan Rockhammer and the High Roads Trading Company. Buried deep within the Lortmil Mountains, about a two-day journey from Valkurl, lies this small yet strong Clan of Moradin worshippers. They have been the main source of where Veluna receives its ore and precious metals to make the finely crafted weapons that its Knights and Guardsmen use. Bralstan Rockhammer, a devout priest of Moradin, decided on behalf of his Clan leader, Agathorn Rockhammer, to build a Temple in Valkurl after the city was besieged by forces from the Temple of Elemental Evil. King Agathorn felt it would be in good faith to have Moradin in place to protect the city from future attacks and this was his way of lending aid.

#### Requirements to become a Dwarf:

- Resident of Veluna on AR #1
- Current resident of Veluna
- Race: Dwarf
- 2 Time Units per year

#### Dwarf

2 TUs annually

TU

Starting TU

2 TU

TU Cost

- TU

Added TU Costs

TU REMAINING

#### Benefits of Membership:

- Members of the clans are considered to be Class 2 for determining cost and eligibility for spells from a temple or priest of the dwarven religions in Veluna.
- Access to purchase the following items at normal price: Earthsilk Rope (RS)
- A Dwarf of Veluna has access to the following racial substitution levels (all from Races of Stone): Dwarf Fighter (all)

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

**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.