



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  
**Elves of Veluna**  
 A Meta-Organization of Veluna

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

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

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

Through time as the first human cities began to form in the Vale the elves began to see that the humans of Veluna were staying true to their God and not straying like they most often do. This prompted Ellifin Rainquail, the high priest of Corellon, to seek audience with the Canon and begin to form a Council of Bishops from around the Vale. As time passed by and Veluna City stretched into the Elven lands of Asnath the bond of each of the civilizations grew stronger. Even with the overwhelming number of worshippers of Rao and other human deities, the elves have stayed true to their faith. Many Amandil's have formed their own temples, which are recognized by the Canon as staunch allies in both the College of Divine and the fight against the Old One. What has been learned by centuries of living together is that the elves have an affinity towards praising and giving their thanks to the Seldarine with music. Often times many fresh young clerics will be attuned with both those specialties and the Church wishes to provide some way to help nurture that instinct.

#### Requirements to become an Elf:

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

#### Elf

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 elven religions in Veluna
- Access to purchase the following items at normal price: Elven Harp (any) (RW), Elvencraft Bow (RW), Forestwarden Shroud (RW), Healer's Balm (CAd), Honey Leather (RW), Nature's Draught (CAd)
- An Elf of Veluna has access to the following racial substitution levels (all from *Races of the Wild*): Elf Ranger (all)
- An Elf of Veluna has access to the following alternate class feature: Distracting Attack (PH2)

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.