



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  
**Monastery of the Unseen**  
A Meta-Organization of Veluna

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

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

It is generally acknowledged that Veluna has the best forces in arms defending its sovereignty and fighting the forces of evil. But sometimes, brute force and righteousness are not enough. Sometimes, stealth and a little flexibility in interpreting certain rules are called for in order to eliminate these threats. This is the belief held dear in the small **Monastery of the Unseen** located outside of Falsridge. Founded by a former Master of the Brotherhood of the Vale less than 100 years ago, it was built in direct response to the many devious, underhanded and secretive plots constantly springing up within Veluna's boundaries. The school focuses on teaching its members the arts of stealth and ferreting out evil wherever it plots, as well as delivering just retribution to the evildoers. With its location near the Great Western Road, there is a steady flow of travelers for the members to blend in with. Core to their beliefs is a devout allegiance to the Archclericy of Veluna, and a desire to protect its residents. It is rumored that this monastery works very closely with the forces of St. Cuthbert and is aided monetarily by the entrepreneur Dalingerat.

### Requirements to become a Shadowmaster:

- Resident of Veluna
- Must worship Rao or St. Cuthbert
- Must swear allegiance to the Archclericy of Veluna
- Alignment: Lawful good or lawful neutral
- Feats: Improved Unarmed Strike, AND
  - Any three of the following: Ascetic Hunter, Ascetic Mage, Ascetic Rogue, Combat Reflexes, Deflect Arrows, Improved Disarm, Improved Grapple, Improved Trip, Stunning Fist; OR
  - Any two of the above feats AND one of the following class features: Cloaked Casting, Skirmish +1d6/+1 AC, Sneak Attack +2d6
- Languages: Baklunish AND Keoish
- Skills: 4 ranks in each of the following: Bluff, Disguise, Diplomacy, Gather Information, Hide, Knowledge (local – VTF), Listen, Move Silently, Search, Sense Motive, Spot, Open Lock
- 6 Time Units per year (general service)
- Must have completed minimum of 6 months as a Whisper
- May not have ever been a member of the Brotherhood of the Vale

Rumor

Whisper

**Shadowmaster**  
6 TUs annually

TU

Starting TU

6 TU

TU Cost

- TU

Added TU Costs

TU REMAINING

### Benefits of Membership:

- A Shadowmaster is considered Class 2 when receiving spells from the Church of Rao and the Church of St. Cuthbert.
- A Shadowmaster gains a +2 bonus to Diplomacy checks when interacting with members of the Church of Rao, members of the Church of St. Cuthbert, or citizens of Falsridge. These bonuses represent the respect these groups have for the organizations. A Shadowmaster's affiliation with the Monastery must be revealed to receive this bonus.
- A Shadowmaster suffers a -4 penalty to Diplomacy checks when interacting with members of the Brotherhood of the Vale. This penalty occurs only if the Shadowmaster's affiliation with the Monastery is revealed.
- Free standard lifestyle upkeep while in region
- Access to purchase the following items: Alchemical Tooth (CA), Antitoxin capsule (CA), Blend Cream (CA), Blunt Arrow (RW), Forger's Papers (CS), Hollow Boot Heel (CS), Inside Pocket (CS), Ironman capsule (CA), Leap capsule (CA), Listening Cone (CA), Lockslip Grease (CA), Softfoot (CA), Stability capsule (CA), Strongarm capsule (CA), Swiftstride capsule (CA), War Fan (AE)
- Access to the **Spymaster** prestige class

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.