



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
Church of the Mordinsammen
A Meta-Organization of Veluna

Event: _____ Date: _____

DM: _____
Signature _____ RPGA # _____

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 Clan Father:

- Resident of Veluna
- Race: Dwarf
- Must worship Moradin, Berronar Truesilver, Clangeddin Silverbeard, or Muamman Duathal
- At least 7 levels of Cleric or Paladin (levels of cleric and paladin stack for this purpose)
- Skills: Knowledge (religion) 10 ranks, 10 ranks in any one of the following: Craft (armorsmithing), Craft (blacksmithing), Craft (stonemasonry), Craft (weaponsmithing), Profession (gemcutter), Profession (miner), Profession (midwife)
- 7 Time Units per year (5 Time Units if a Dwarf of Veluna)
- 12 months service as a Clan Brother

Layman

Clan Brother

Clan Father

7 or 5 TUs annually

TU

Starting TU

7 or 5 TU

TU Cost

- TU

Added TU Costs

TU REMAINING

Benefits of Membership:

- May claim sanctuary in any temple of a dwarven religion in Veluna
- A Clan Father is considered to be Class 1 for determining cost and eligibility for spells from a temple or priest of a dwarven religion in Veluna.
- A Clan Father gains 13 Influence points with the Church of the Mordinsammen while in region.
- A Clan Father gains a +4 bonus to Diplomacy checks with dwarves.
- A Clan Father gains a +2 bonus to Diplomacy checks when dealing with the citizens of Valkurl.
- The above bonuses shall not apply if the Clan Father is not wearing his holy vestments (the symbol of his deity must be obvious). At the same time, this can cause negative reactions with opposed religions or evil dwarves and is subject to modification per the module.
- The Clan Father is considered one of the chosen of their respective deity. Due to intense meditation and communion with their patron when pursuing the patron's favored craft or profession, they gain a +4 bonus to any roll made using one chosen skill for post adventure activities after a Veluna regional adventure (or a metaregional set in Veluna). Upon attaining the rank of Clan Father, the player must declare which skill gains the bonus, and once chosen, the skill cannot be changed. The skill that receives the bonus must be one that has more than 10 ranks and is listed as a skill required for entry to the Church.
- Access to purchase the following items at normal price: Focusing Candle (CAAd), Gravebane (AE), Priest's Bullet (LM), Restful Candle (AE)
- Free standard lifestyle upkeep while in region.
- PC may use the honorific "Father" or "Mother", and is considered a High Godi of their deity, declaring themselves as such when announcing their name.
- A Clan Father has access to the following racial substitution levels (all from *Races of Stone*): Dwarf Cleric (all)
- **Special:** A Clan Brother with at least 7 levels of paladin may petition the church for a special dispensation. Upon completion of a special ritual (costing the PC an additional 100 GP and 2 TUs), the paladin is granted the ability to summon a dire boar as his special mount (instead of a warhorse or warpony). This ritual must be performed annually, with the gold and TU costs paid at the start of each year (when the meta-org cert is renewed). The paladin is treated as two levels lower than normal for the purpose of determining the mount's special abilities (bonus HD, natural armor bonus, etc.), but the creature otherwise follows the normal advancement rules for a paladin's Special Mount class ability.

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

GP

Added GP Costs

GP

FINAL GP TOTAL

XP

Starting XP

- XXXXXX XP

XP lost or spent

XP

Subtotal

+ XXXXXX XP

XP Gained

XP

FINAL XP TOTAL