



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 Layman:

- Resident of Veluna
- Race: Dwarf
- Must worship Moradin, Berronar Truesilver, Clangeddin Silverbeard, or Muamman Duathal
- At least one level of Cleric or Paladin
- Skills: Knowledge (religion) 2 ranks, 2 ranks in any one of the following: Craft (armorsmithing), Craft (blacksmithing), Craft (stonemasonry), Craft (weaponsmithing), Profession (gemcutter), Profession (miner), Profession (midwife)
- 4 Time Units per year (2 Time Units if a Dwarf of Veluna)

Layman

4 or 2 TUs annually

Clan Brother

Clan Father

TU

Starting TU

4 or 2 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 Layman 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 Layman gains 1 Influence Point with the Church of the Mordinsammen while in region.
- A Layman gains a +1 bonus to Diplomacy checks with dwarves.
- The above bonus shall not apply if the Layman 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.
- Upon acceptance into the Church hierarchy, the new member receives a Holy Text (AE), Holy Water Sprinkler (LM) and Candelabra (AE) for free.
- Access to purchase the following items at normal price: Focusing Candle (CA), Gravebane (AE), Priest's Bullet (LM), Restful Candle (AE)
- A Layman has access to the following racial substitution levels (all from Races of Stone): Dwarf Cleric (1st level only)

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.