



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 an  
**Honored Associate of the**  
**Mouqollad Consortium (Veluna Office)**  
A Meta-Organization of the  
Tuflik, Fals, & Velverdyva Trade Route

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

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

Taking direction from the senior members of the Consortium located in Zeif, the Mouqollad Consortium is a trade organization that has extensive trade contacts throughout the Baklunish West and beyond, having impressive influence throughout the entirety of the Tuflik, Fals, and Velverdyva trade route.

**Honored Associates of the Mouqollad Consortium** are expected to be travellers, visiting distant lands and bringing back news about trade and commercial opportunities. While Associates might themselves participate in trade, their value to the Consortium is information and contacts, and they have no direct ties to any of the great Merchant Houses of the Consortium unless they choose to so ally themselves. All Consortium members treat them with respect, as information and commercial opportunities are important and vital outlets for the creation of wealth. The Honored Elders, the governing council of the Consortium, based in Zeif, direct that the Associates be granted respect and shelter wherever a Merchant House is present.

### Requirements to become an Honored Associate:

- Resident of Veluna
- Alignment: Any non-chaotic
- Patron deity: Mouqol, or any other non-chaotic deity (other than Zilchus); if the associate is capable of casting divine spells, then his patron deity must be Mouqol. Regardless of the chosen deity, all associates are expected to act in a manner consistent with Mouqol's teachings.
- Must not be convicted of any crimes for profit, and must uphold fairness in all trade dealings
- Skills: 4 ranks in any one of the following: Appraise, Diplomacy, Gather Information, Knowledge (religion), Profession (merchant)
- 2 Time Units per year (spent gathering and delivering information to the Consortium)

### Honored Associate

4 TUs annually

TU

Starting TU

4 TU

TU Cost

- TU

Added TU Costs

TU REMAINING

### Benefits of Membership:

- The Associate gains a +2 bonus to Gather Information checks while in any region that is a part of the VTF metaregion.
- The Associate gains a +1 bonus to Appraise, Diplomacy, and Sense Motive checks while in any region that is part of the VTF metaregion. This bonus increases to +2 while in Veluna.
- Any equipment in the PHB valued at less than 150 gp may be purchased during any VTF regional or metaregional module (regardless of the actual physical location of the adventure in the metaregion) for 10% less than normal; mundane equipment from other Open sources (per Appendix 4 of the LGCS) may be purchased at a 5% discount. Using these contacts, no more than 300 gp of mundane equipment may be purchased per adventure. The type and amount of equipment may be restricted by the DM if the adventure setting does not support the purchases requested.
- Free standard lifestyle upkeep for any adventure set in Veluna (the Mouqollad Consortium covers part of the adventurer's expenses)
- 50% discount on standard lifestyle upkeep for any adventure set in Ekbir, Ket, Tusmit, or Zeif
- Access to the following feats: Mercantile Background (D315), Tongue of Mouqol (D315), Well Traveled (D319)
- Access to the following alternate class features: Antiquarian (CC), Bardic Knack (PH2), Divine Magician (CM), Wizard of Sun and Moon (DS)
- Access to the **Wayfarer Guide** prestige class

**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

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