



This Record Certifies that



Play Notes:

- ☐ First Joined AR # _____
☐ Renewed AR # _____
☐ Promoted AR # _____
☐ Left AR # _____

Home Region _____



Adventure Record#

597 CY
ORGANIZATION

LEVEL OF
ORGANIZATION
 & Annual Costs

Played by _____
 Player _____ RPGA # _____

Is a Member of the
Church of the Seldarine
 A Meta-Organization of Veluna

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 a Taramandil:

- Resident of Veluna
- Race: Elf or half-elf
- Must worship Aerdrie Faenya, Correllon Larethian, Ehlonna, Henali Celanil, Labelas Enoreth, Sehanine Moonbow, Solonor Thelandria, or Ye'Cind
- At least three levels of Cleric or Favored Soul (levels of Bard up to PC's Cleric/Favored Soul level stack with Cleric/Favored Soul levels for the purpose of the level requirement)
- Skills: Knowledge (arcana) 2 ranks, Knowledge (religion) 6 ranks
- 5 Time Units per year (3 Time Units if an Elf of Veluna)
- 6 months service at Amandil Level

Amandil

Taramandil
 5 or 3 TUs annually

Varda
Taramandil

TU

Starting TU

5 or 3 TU

TU Cost

- TU

Added TU Costs

TU REMAINING

Benefits of Membership:

- May claim sanctuary in any temple of the elven religions in Veluna.
- A Taramandil is considered to be Class 1 for determining cost and eligibility for spells from a temple or priest of the elven religions in Veluna.
- A Taramandil gains 3 Influence points with the Church of the Seldarine while in region.
- A Taramandil gains a +2 bonus to Diplomacy checks with elves.
- A Taramandil gains a +1 bonus to Diplomacy checks with citizens of Asnath.
- The above bonuses shall not apply if the Taramandil 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 elves and is subject to modification per the module.
- Access to purchase the following items at normal price: Focusing Candle (CAD), Gravebane (AE), Priest's Bullet (LM), Restful Candle (AE)
- PC may use the honorific "Taramandil"
- Access to the following racial substitution levels (all from *Races of the Wild*): Elf Paladin (1st and 3rd levels only)
- Access to the following alternate class feature: Deity's Favor (PH2)

This AR does not count when determining Adventure, Regional, Metaregional, or Core access.

XP

Starting XP

- XXXXXXX XP

XP lost or spent

XP

Subtotal

+ XXXXXXX 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.

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