Living Greyhawk

This Record Certifies that

_____

Played by _____

Player   RPGA #

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

598 CY

ORGANIZATION

LEVEL OF
ORGANIZATION
& Annual Costs

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 Varda Taramandil:
- Resident of Veluna
- Race: Elf or half-elf
- Must worship Aerdrie Faenya, Corellon Larethian, Ehlonna, Henali Celanil, Labelas Enoreth, Sehanine Moonbow, Solonor Thelandria, or Ye'Cind
- At least 7 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) 3 ranks, Knowledge (religion) 9 ranks
- 7 Time Units per year (5 Time Units of an Elf of Veluna)
- 1 year service as a Taramandil

Amandil

Taramandil

Varda Taramandil
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 the elven religions in Veluna
- A Varda 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 Varda Taramandil gains 13 Influence points with the Church of The Seldarine while in region.
- A Varda Taramandil gains a +4 bonus to Diplomacy checks with elves.
- A Varda Taramandil gains a +2 bonus to Diplomacy checks with citizens of Asnath.
- The above bonuses shall not apply if the Varda 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 "Atar" (Father) or "Amil" (Mother). Many elves will refer to them simply as Atar or Amil, but may also address them as Varda Mine (pronounced /var-duh mean/), which means "Exalted One".
- 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)

	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	
XXXXX	GP
Added GP Costs	

	XP
Starting XP	
- **XXXXXX**	XP
XP lost or spent	
	XP
Subtotal	
+ **XXXXXX**	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
FINAL GP TOTAL	