

Veluna Meta-Campaign Sourcebook

**Version 1.0
August 22, 2001**

Welcome to the Veluna Meta-Campaign Sourcebook. Inside you will find the rules for a lot of things your PC can do outside the game at the table. This document will go through changes and updates and your character must conform to the newest version of these rules at all times. If any changes are made we will make announcements on the lists below as to the changes and when they take affect.

Veluna-LW (www.yahogroups.com)

RPGAOHIO (www.yahogroups.com)

Velunalist (subscribe velunalist_majordomo@veluna.com)

Belonging to any meta-group or using any of the meta-campaign options detailed in this book requires that you be a full member of the RPGA. If at anytime your membership expires you must stop using anything from this book immediately. If you have any questions please contact the meta-campaign co-coordinator for Veluna at metacampaign@veluna.com.

Table of Contents

Veluna Class Book Guidelines	Page 3
Meta-Groups	Page 7
Adventuring Companies	Page 29
Religions in Veluna	Page 32
Costs of Divine Spellcasting in Veluna	Page 33
Character Death	Page 35
Appeal Process	Page 36

Veluna Class Book Guidelines

As both the Living Greyhawk and D&D game expand new character options will be introduced into the campaign. These rules will be introduced through Rules Updates. These updates will expand on the character creation rules and will offer players more options on what they can do. Everything below is based on RUP-1 (Rules Update 1) which will be updated by the Circle every 2nd Monday of even numbered months. All PC's must adhere to the most current version of this and future rules updates. Make sure you are familiar with RUP-1 before reading this document.

Note: You must bring a copy of the appropriate information with you if you use anything from the Class Guidebooks.

The following abbreviations will be used throughout this section.

BoV - Brotherhood of the Vale
 Master – Masters of the Way
 KoW – Knights of Whitehale
 CoD – College of the Divine
 CoA – College of the Arcane
 ChR – Church of Rao
 ChSt – Church of St. Cuthbert
 ChH – Church of Heironeous
 InqH – Inquisitors of Heironeous
 Adv. Co. – Adventuring Companies
 TmGr – Mitrik Temple Guard
 Pack – The Pack
 S&F – Sword and Fist
 DoF – Defenders of the Faith
 T&B – Tome and Blood

Feats:

Any of the feats from the class books require campaign documentation to be used. This documentation does not give you the feat, but shows that you are eligible to take the feat when you can gain a feat and have the necessary prerequisites. Below is a list of feats by class book. Listed next to them is where you can look to find information on how to attain them if applicable.

Notes:

Unknown: It is unknown how to learn this feat at the present

Sword & Fist

Blindsight, 5-Foot Radius	Unknown
Circle Kick	BoV, Master

Close-Quarters Fighting	BoV, KoW, InqH, TmGr, Pack
Death Blow	Unknown
Dirty Fighting	Master, Pack
Dual Strike	Adv. Co.
Eagle Claw Attack	BoV, Master
Expert Tactician	KoW
Extra Stunning Attacks	BoV, Master
Eyes in the Back of your Head	Unknown
Feign Weakness	BoV, Master
Fists of Iron	BoV, Master
Hold the Line	KoW, TmGr
Improved Overrun	Unknown
Improved Sunder	KoW
Knock-Down	Master
Lightning Fists	BoV
Mantis Leap	BoV
Monkey Grip	BoV
Off-Hand Parry	KoW, TmGr
Pain Touch	Unknown
Pin Shield	KoW, TmGr
Power Lunge	KoW, TmGr, Master
Prone Attack	BoV
Rapid Reload	Master, Pack
Remain Conscious	Unknown
Sharp-Shooting	Master
Shield Expert	KoW, TmGr, Master
Snatch Arrows	BoV, Master
Throw Anything	BoV, Master
Zen Archery	Master

Defenders of the Faith

Divine Cleansing	CoD, ChR, ChSt, ChH, InqH
Divine Might	CoD, ChR, ChSt, ChH, InqH
Divine Resistance	CoD
Divine Shield	CoD
Divine Vengeance	CoD, ChSt, ChH, InqH
Divine Vigor	CoD, ChSt, ChH, InqH
Empower Turning	CoD, ChR, ChSt, ChH, InqH
Extra Smiting	Open to All
Heighten Turning	CoD, ChR, ChSt, ChH, InqH

Improved Shield Bash	KoW, InqH
Quicken Turning	CoD, ChR
Reach Spell	CoD
Sacred Spell	CoD
Shield Charge	KoW, InqH

Tome & Blood

Arcane Defense	CoA
Arcane Preparation	CoA
Augment Summoning	CoA, CoD, ChR, ChSt
Chain Spell	CoA
Cooperative Spell	CoA, CoD
Delay Spell	CoA
Energy Admixture	CoA
Energy Substitution	CoA, CoD
Eschew Materials	CoA
Extra Slot	CoA, CoD
Extra Spell	CoA, CoD
Greater Spell Focus	CoA
Greater Spell Penetration	CoA
Improved Familiar	Unknown
Innate Spell	Unknown
Persistent Spell	CoA, CoD
Repeat Spell	CoA
Sanctum Spell	CoA
Sculpt Spell	CoA
Spell Specialization	CoA
Split Ray	CoA
Subdual Substitution	CoA
Twin Spells	Unknown
Widen Spell	CoA, CoD

Spells:

Any of the spells from the class books require campaign documentation to be used. This documentation does not give you the spell, but shows that you are eligible to take the spell when you reach the appropriate level. Below is a list of spells by class book. Listed next to them is where you can look to find information on how to attain them if applicable.

Notes:

- Domain:** This spell may be taken if you qualify for the domain.
- Banned:** This spell is illegal to cast in Veluna. Knowing the spell is not a crime, but nobody in Veluna will teach you how to cast it.
- Unknown:** It is unknown at this time how to acquire this spell

You may not trade a spell from a class book to another wizard unless that wizard has documentation allowing them to have that spell.

Sword & Fist

No Spells

Defenders of the Faith

Aspect of the Deity	Domain
Bear's Heart	Domain
Beast Claws	CoD, InqH
Beastmask	Domain
Blessed Aim	KoW, CoD, InqH, TmGr
Blight	Banned
Bolt of Glory	Domain
Bolts of Bedevilment	Domain
Brain Spider	Domain
Brambles	CoD
Briar Web	CoD
Burial Blessing	CoD, ChR, ChSt, ChH, InqH
Castigate	Unknown
Chain of Chaos	Banned
Chain of Eyes	CoD, InqH
Crown of Glory	Domain
Curse of the Brute	KoW, CoD
Curse of Lycanthropy	Banned
Divine Agility	Unknown
Divine Flame	CoD, ChR, ChSt, ChH, InqH
Divine Sacrifice	KoW, TmGr
Divine Storm	Unknown
Divine Zephyr	CoD, ChR, ChSt, ChH, InqH
Flame of Faith	CoD, InqH
Genesis	Domain
Greater Aspect of the Deity	Domain
Harrier	Unknown
Knife Spray	CoD, ChSt, ChH, InqH
Lesser Aspect of the Deity	Domain
Lesser Telepathic Bond	CoD
Maddening Scream	Domain
Monstrous Thrall	Domain
Otyugh Swarm	Domain
Plague of Rats	Domain
Probe Thoughts	Domain
Rage	Domain
Recitation	Unknown
Righteous Wrath of the Faithful	Unknown
Scourge	Domain
Slime Wave	Banned
Spikes	CoD
Sweet Water	CoD
Sword Stream	CoD, InqH
Touch of Madness	Domain
True Creation	Domain

True Domination	Domain
Unbinding	Domain
Unfailing Endurance	Unknown
Weapon of the Deity	Domain
Weather Eye	Unknown
Zeal	KoW, TmGr

Tome & Blood

Absorption	Unknown
Acid Orb	CoA
Arcane Sight	CoA
Chain Contingency	Unknown
Choke	CoA
Cold Orb	Unknown
Command Undead	Banned
Corpse Candle	CoA
Dimensional Lock	Unknown
Disguise Undead	Banned
Eagle's Splendor	Unknown
Electric Orb	CoA
Energy Buffer	Unknown
Energy Immunity	Unknown
Enhance Familiar	CoA
Familiar Pocket	CoA
False Life	Unknown
Feign Death	Unknown
Filter	CoA, CoD, ChR, ChSt
Fire Orb	CoA
Fortify Familiar	Unknown
Fox's Cunning	Unknown
Gaze Screen	CoA, CoD, ChR, ChH
Ghostform	Unknown
Great Shout	Unknown
Hide Life	Unknown
Ice Burst	CoA
Ice Knife	Unknown
Imbue Familiar with Spell Ability	Unknown

Indifference	CoA
Lesser Acid Orb	CoA
Lesser Cold Orb	CoA
Lesser Electric Orb	Unknown
Lesser Fire Orb	CoA
Lesser Sonic Orb	CoA
Mass Darkvision	CoA
Mass Fly	Unknown
Mass Resist Elements	CoA, CoD
Mass Teleport	Unknown
Mordenkainen's Private Sanctum	Unknown
Negative Energy Burst	Banned
Negative Energy Ray	Banned
Negative Energy Wave	Banned
Otiluke's Dispelling Screen	Unknown
Otiluke's Greater Dispelling Screen	Unknown
Owl's Wisdom	CoA, CoD, ChR, ChSt, ChH
Polymorph Other	Banned
Polymorph Self	Banned
Repair Critical Damage	Unknown
Repair Light Damage	CoA
Repair Minor Damage	CoA
Repair Moderate Damage	Unknown
Repair Serious Damage	CoA
Sonic Orb	CoA
Spiritwall	Banned
Undeath to Death	Banned

Prestige Classes:

Per RUP-1, all prestige classes fall into one of three categories.

Core: Any character in the Living Greyhawk campaign that meets the requirement of a core prestige class may take that prestige class without any other requirements.

Adaptable: These classes may or may not be available depending on your region. They may also have additional requirements to join added to them. Below you will find a list of adaptable prestige classes in Veluna and their specific rules. If you gained a prestige class outside of Veluna, you may use it in Veluna, but may not advance in level without meeting the Veluna requirements.

Special: PC's cannot take special prestige class unless a campaign certificate specifically grants the right to do so.

Veluna Adaptable Prestige Classes:

Special

Darkhagard: This class is allowed 'as is'. This prestige class can be found in Living Greyhawk Journal #2.

Veth: This class is allowed 'as is'. This prestige class can be found in Living Greyhawk Journal #2.

Sword & Fist

Drunken Master : At the current time it is not possible to take this class. It may or may not turn up as an option in a future module or interactive.

Master of Chains: At the current time it is not possible to take this class. It may or may not turn up as an option in a future module or interactive.

Order of the Bow Initiate: This prestige class is a benefit of membership in the Masters of the Way meta-group.

Red Avenger: At the current time it is not possible to take this class. It may or may not turn up as an option in a future module or interactive.

Warmaster: This class is available in Veluna with minor modifications. The person wishing to take this class must be sponsored by a graduate of the Furyondy War College or a noble of Veluna (certed). This sponsor can be a PC or NPC (certed). Any land or holdings gained through this prestige class will be through the Church of Rao in Veluna. The PC must expend 4 TU's for each level gained in this prestige class

Defenders of the Faith

Church Inquisitor: This prestige class is a benefit of membership in any of the following meta-groups. Church of Rao, Church of St. Cuthbert, Church of Heironeous, Knights of Whitehale, or Mitrik Temple Guard.

Hospitaler: This prestige class is a benefit of the meta-groups Mitrik Temple Guard, Church of St. Cuthbert, Church of Heironeous, and the Knights of Whitehale.

Hunter of the Dead: This prestige class is a benefit of the following meta-groups. Church of Rao, Church of St. Cuthbert, Church of Heironeous, Knights of Whitehale, or the Mitrik Temple Guard. You must have a judge sign-off on the module where you received your 'Scar of Life' and the nature of the scar. If this happened in a past module ask that judge to sign a new log entry on your sheet with the circumstances and that will work as well.

Knight of the Chalice: This prestige class is a benefit of the meta-groups Church of Rao and Church of St. Cuthbert.

Knight of the Middle Circle: At the current time it is not possible to take this class. It may or may not turn up as an option in a future module or interactive.

Tome & Blood

Alienist: At the current time it is not possible to take this class. It may or may not turn up as an option in a future module or interactive.

Dragon Disciple: This class is available as written with the following changes. When a character qualifies for this prestige class he must contact me at wavester@neo.r.com and request a Dragon Disciple sheet (these will also be available at meta-group booths). The player fills in character information and background. He will then receive (in person or through the mail) a prestige class cert showing his right to take the prestige class if he wants and the color of the metallic dragon which was his ancestor.

Mage of the Arcane Order: This prestige class is a benefit of membership in the College of the Arcane meta-group.

Mindbender: At the current time it is not possible to take this class. It may or may not turn up as an option in a future module or interactive.

Wayfarer Guide: At the current time it is not possible to take this class. It may or may not turn up as an option in a future module or interactive.

Meta-Groups

This is to go over the basics of joining meta-group organizations in Veluna. Meta-groups in Veluna are going to be certified organizations. These certs will come in many different forms and there are many ways to go about acquiring the necessary paperwork to join. We are going to do this the best way we can think of to make it as easy as possible for the majority of you. Below we will list the possible ways to join the groups in Veluna.

1. Come to a Meta-Group activity booth at any convention that is premiering Veluna regional modules.
2. Go to a Meta-Group activity booth being run at your local convention or gameday. If you are running one and wish to have it there contact me about arranging one. It is not going to be possible to get to all of them, but we will do our best to be fair.
3. Download the meta-group signup form on the webpage. Fill it out, have your DM sign off on it that you have paid the requirements necessary and mail it to me (address on the form). Please enclose a self-addressed stamped envelope. Your cert will then be mailed back to you. Once you mail the form you can start using the meta-group, even if you have not received the cert back. Just take this book and a copy of the form you sent in with you.

This should let anybody who wishes to join a group do so with just a small bit of effort on their parts.

Residency:

Many meta-groups require that the PC be a resident of Veluna. The following describes how to determine if you are a resident of Veluna and if not how to go about becoming one.

- If you live in Ohio and your home region is Veluna you are considered a resident for meta-groups.
- If you have moved to Ohio recently and your home region has thus changed to Veluna you are considered a resident for meta-groups.
- If you live out of state and your home region is Veluna then you must meet this additional requirement. Your home region must have been Veluna for a minimum of 52 Time Units. This means if we count back 52 TU's from now you must have paid for regional modules as if your home region was Veluna. <which means 1 TU for Veluna regional, and 2 TU for anybody else's>. If you meet this then you are considered a resident for meta-groups.

Reaction Bonus:

Many groups provide a reaction bonus when dealing with certain NPC's in the game. This bonus (or penalty) applies to the following skills at the DM's discretion. If he says no then no is no. Respect that.

- Bluff (Cha)
- Diplomacy (Cha)
- Gather Information (Cha)

For more information head to the website at www.veluna.com. There you will find full rosters of the meta-groups. More background information as well as special events that might be going on in the future for them. Remember these groups will be as fun as the effort you put into them.

Knights of Whitehale

The Knights of Whitehale were created over 40 years ago by Duke Mar Landis. Duke Mar recognized the threat that the northern kingdoms presented to Veluna if Furyondy was ever to fall and went to the Celestial Order with a proposal for a northern defense force. When the other leaders of the northern Diocese's laughed at him and voted down his proposal he took matters into his own hands. He gathered together his most experienced and honorable warriors in his diocese and formed the Knights of Whitehale. Originally the Knights consisted of only 14 men, but have grown greatly in the past 40 years. They now number over 40 knights and 200 men-at-arms and squires. They are currently led by the Knight Imperious Ellard Rojan. He has lead the Knighthood for 6 years and their membership has gone up almost 50% in that time and they have started moving into their new base of operations in Castle Sepher. The knighthood is a very strict and martial order. They have a very strong code of honor and expect all in their organization to adhere to it to the letter. Knights of Whitehale are known far and wide as strong warriors and they are welcome in almost any group during battle.

Code of Honor

"I am a Knight of Whitehale. I stand righteous in the light and shall brook no evil in my presence. I shall defend those who cannot defend themselves. I shall search out evil in all its forms and banish it from this world. I shall answer pleas of help from the weak and calls to arms from my lord. I will defend Veluna with my life and my very being. With our Lord Rao's blessing in all things, I shall strive to uphold all of this and more with every action I do and word I speak."

Base of Operations:	Based in Whitehale but currently in the process of moving to Castle Sepher.
Area of Influence:	Diocese of Whitehale and northern borders of Veluna. May be found elsewhere in Veluna on rare occasions.
Sponsor:	Diocese of Whitehale and the Landis family.
Contact Person:	David Christ (knights@veluna.com)

Requirements to become a Squire:

- +4 base attack bonus
- 3 Ranks in Riding
- Proficient in Lance and one other martial melee weapon
- Race: Human, Elf, ½ Elf
- Veluna Resident
- Alignment of LG or LN
- Knightly Sponsor
- Squire Application and Acceptance

Once accepted the character must spend 8 TU's. This represents the characters basic training and duties to the knighthood. After this initial period the character is considered a full squire to a Knight of Whitehale. He now gains all benefits associated with a Squire as long as he remains in good standing with the Knighthood. At the beginning of each year the Squire character must spend 4 TU's which represent time spent on his squire duties.

Benefits:

- Upon completion of basic training the squire gains the following bonuses
- A squire of the Knights of Whitehale gains a +2 bonus on any social interaction skill with any member of the Knights of Whitehale when he presents himself as a squire to them.
- A squire of Whitehale may also request sanctuary in Castle Sepher when in its area. This is for the Squire only.

The Squire also has access to the following feats from the Class books:

- Off-Hand Parry (S&F)
- Power Lunge (S&F)
- Shield Expert (S&F)
- Improved Shield Bash (S&F)

Requirements to become a Knight of the Vale (lowest level Knight of Whitehale)

- Must be a squire of the Knights of Whitehale
- Veluna Resident
- +7 base attack bonus
- 6 Ranks in Riding
- 3 Ranks in Knowledge (Whitehale) or 6 Ranks in Knowledge (Local)
- 2 Ranks in Wilderness Lore
- Mounted Combat Feat
- Weapon Focus (any martial melee weapon)
- 1 Influence Points in Knights of Whitehale or Diocese of Whitehale
- A Knight of Whitehale may not purchase a lifestyle cost below Common at anytime.
- Knightly application and acceptance

Once accepted the character must spend 16 TU's. This represents the characters training and duties to the knighthood. After this initial period the character is considered a full Knight of Whitehale. He now gains all benefits associated with a Knight of the Vale as long as he remains in good standing with the Knighthood. At the beginning of each year the Knight character must spend 12 TU's which represent time spent on his knightly duties.

Benefits:

- Upon completion of training the Knight gains the following bonuses
- A knight of the Knights of Whitehale gains a +4 bonus on any social interaction skill with any member of the Knights of Whitehale when he presents himself as a knight to them. A knight also may gain a bonus with the local population of the Diocese of Whitehale if recognized
- A Knight of Whitehale can request sanctuary at any Church of Rao within the Diocese of Whitehale and be admitted. He may also claim sanctuary at a Church of Rao outside of the Diocese of Whitehale and will be admitted if recognized as a Knight.
- A Knight of Whitehale may also request sanctuary in Castle Sepher when in its area. This is for the Knight and his party. (Note: PC's with a bad reputation or unsavory types may be denied entry)

The Knight also has access to the following Feats, Spells, and Prestige Classes from the class books:

Feats:

- Close Quarters Fighting (S&F)
- Expert Tactician (S&F)
- Hold the Line (S&F)
- Improved Sunder (S&F)
- Off-Hand Parry (S&F)
- Pin Shield (S&F)
- Power Lunge (S&F)
- Shield Expert (S&F)
- Improved Shield Bash (DoF)
- Shield Charge (DoF)

Spells: (if caster)

- Divine Sacrifice (DoF)
- Zeal (DoF)
- Blessed Aim (DoF)
- Curse of the Brute (DoF)

Prestige Classes:

- Church Inquisitor (DoF)
- Hospitaller (DoF)
- Hunter of the Dead (DoF)

Defenders of Veluna

The Defenders of Veluna are a powerful group of individuals seeking to protect Veluna from forces unknown. Their first recorded appearance was in Mitrik in 318 CY. A group of thieves from Ket attempted to make off with the *Crook of Rao*. They would have been successful, if not for a group of adventurers that met them as they left the church grounds. They were quickly defeated and turned over to the church guards. When asked who they were they responded “We are the Defenders of the Heart of Veluna” and then they vanished back into the city. Since that time, they have been spotted in almost every part of Veluna. They always seem to show up whenever a threat makes itself known. Their symbol is a large medallion with a wolf howling on it. The symbol is not openly worn, but is usually being carried on their person somewhere. A few members of this organization are known, but not much more than their names are recorded.

Known Members:

Dar'en Silverwood
Kirit Silverwood
Darven Ironroot

Base of Operations: Unknown base of operations.
Area of Influence: May be found anywhere in Veluna and the surrounding kingdoms.
Sponsor: Unknown

Requirements to Join:

Unknown. Although this organization is known to exist, it is not known how entry is gained. Most assume it is by invitation only.

This organization does not require any specific skills, feats, etc. to be taken. If you are invited you are in. That simple.

Brotherhood of the Vale

This monastery of Rao Monks is set high in the Yatil Mountains NW of Mitrik. Its exact origins are shrouded in history, but most agree it was sometime in the century following the discovery of the Crook of Rao at Mitrik. The monastery is self-sufficient and is very strict on allowing outside visitors in. At present the monastery is home to 52 monks with another 20 out on missionary work. The Brotherhood strives to teach inner-peace and harmony through following the teachings of Rao. All members of the Brotherhood are masters of self-defense and are known around Veluna for being capable of taking care of themselves. Grandmaster Ven is the leader of the Brotherhood and is a long time friend of Canon Hazen. Rumor says the Canon makes several retreats to the monastery each year.

All decision making for the order is made by a five member staff of Brotherhood members, including Grandmaster Ven. The remaining members represent the four seasonal winds, and are listed below. These members are decided by a ritualistic competition that commences when their office expires, which is every seven years.

Base of Operations: Yatil Mountains Monastery, exact location unknown
Area of Influence: Mitrik and Diocese of Whitehale
Sponsor: None
Contact Person: Bruce Jones (monks@veluna.com)

Requirements to Join as a Brother:

- Must swear oath to defend Veluna, champion the weak, and uphold Rao's will in all things.
- Must worship Rao
- Alignment of LG, LN
- Feat Required: Improved Unarmed Strike
- Base Attack: +3
- Resident of Veluna
- Time Units Required per year: 6
- May not be in any other meta-group other than Church of Rao.
- Must Donate 200 gp per year for monastery upkeep and support

Benefits:

- A Brother of the Vale may request sanctuary in the monastery or any temple of Rao for himself only.
- A member of the Brotherhood of the Vale is considered to be Class 1 for determining cost and eligibility for spells from a temple or priest of Rao in Veluna.
- A Brother is provided with a very nicely sewn robe with the symbol of the Brotherhood on the front and Rao on the back.
- +2 on all social skill checks with worshippers of Rao while wearing his robes.

A Brother of the Vale has access to the following Feats from the class books:

Feats:

- Close Quarters Fighting (S&F)
- Prone Attack (S&F)
- Circle Kick (S&F)
- Extra Stunning Attacks (S&F)
- Feign Weakness (S&F)
- Fists of Iron (S&F)
- Lightning Fists (S&F)

Requirements to Join as a Journeyman: (2nd level of Brotherhood of the Vale)

- Must swear oath to defend Veluna, champion the weak, and uphold Rao's will in all things.
- Must worship Rao
- Alignment of LG, LN
- Feat Required: Improved Unarmed Strike, Improved Trip, one feat from 7 allowed as a Brother from S&F
- Base Attack: +5
- Time Units Required per year: 6
- Resident of Veluna
- May not be in any other meta-group other than Church of Rao.
- Must Donate 400 gp per year for monastery upkeep and support
- Must have completed six months of service at the Brother level in the group.

Benefits:

- A Journeyman member of the Brotherhood of the Vale may request sanctuary in the monastery or any temple of Rao for himself and up to 3 + his Cha bonus additional people.
- A member of the Brotherhood of the Vale is considered to be Class 1 for determining cost and eligibility for spells from a temple or priest of Rao in Veluna.
- A Brother is provided with a very nicely sewn robe with the symbol of the Brotherhood on the front and Rao on the back.
- +2 on all social skill checks with worshippers of Rao while wearing his robes.
- Free Common lifestyle while adventuring in Veluna (Regionals and Adaptables set in Veluna)

A Journeyman member of the Brother of the Vale has access to the following Feats from the class books:

<all feats allowed at previous level of membership plus>

Feats:

- Monkey Grip (S&F)
- Throw Anything (S&F)
- Eagle Claw Attack (S&F)
- Mantis Leap (S&F)
- Snatch Arrows (S&F)

College of the Arcane

Our gracious Lord Rao counts many wizards and sorcerers in his flock. The Grand College of Rao is where they gather together to further their studies. Founded in 315 CY by Canon Heriz, the Grand College is the center of higher learning in Veluna. The College consists of large walled compound in the High Ward in Mitrik. Within this compound you will find the Great Library of Rao, the Grand College (both Arcane and Divine), and several boarding houses and stables. The College Arcane is located in its own building attached to the Great Library of Rao. The College of the Arcane is setup as a collection of arcane materials, spells, and knowledge. Students of the College may take classes on such things as divination magic, mating habits of fungus men, or the migratory patterns of Xvarts. The College contains many levels of membership and it is rumored that the Archmage Bigby has an honorific seat on the College's board.

Base of Operations: Grand College of Rao in Mitrik
Area of Influence: Mitrik
Sponsor: Church of Rao
Contact: Greg Bartholomew (collegearcane@veluna.com)

Requirements to Join at Initiate Level:

- ❖ Ability to cast 2nd Level Arcane spells
- ❖ 150 GP Yearly Fee or Sponsor
- ❖ 4 Ranks Knowledge: Arcana
- ❖ 6 Time Units a year (classes)
- ❖ Resident of Veluna

Benefits:

- ❖ When performing Alchemy, Knowledge (Any) or Spellcraft skill checks within the College, members receive a +2 circumstance bonus to their roll.
- ❖ Members of the College of the Arcane are considered Class 2 for determining cost and eligibility for spells from a priest or temple of Rao in Veluna.
- ❖ Due to the large concentration of wizards, a PC may have the opportunity to swap spells with other wizards while a member of the college. A PC wizard may pick 2 spells per year from levels 1-3 and copy them into his spell book at 20% off the normal cost. The Time Unit costs remain the same. This does not allow the wizard to learn restricted spells or ones he would not be normally allowed to choose when gaining a level. Choosing these spells can only be done at a meta-booth with the proper signatures on your certificate.

The PC also has access to the following Feats, Spells, and Prestige Classes from the class books:

Feats:

- ❖ Arcane Defense (T&B)
- ❖ Arcane Preparation (T&B)
- ❖ Augment Summoning (T&B)
- ❖ Energy Substitution (T&B)
- ❖ Eschew Materials (T&B)
- ❖ Sanctum Spell (T&B)
- ❖ Sculpt Spell (T&B)
- ❖ Split Ray (T&B)
- ❖ Subdual Substitution (T&B)

Prestige Classes:

- ❖ Mage of the Arcane Order

Spells:

- ❖ Choke (T&B)
- ❖ Familiar Pocket (T&B)
- ❖ Indifference (T&B)
- ❖ Lesser Acid Orb (T&B)
- ❖ Lesser Cold Orb (T&B)
- ❖ Lesser Fire Orb (T&B)
- ❖ Lesser Sonic Orb (T&B)
- ❖ Repair Light Damage (T&B)
- ❖ Repair Minor Damage (T&B)
- ❖ Filter (T&B)
- ❖ Gaze Screen (T&B)
- ❖ Owl's Wisdom (T&B)

Requirements to Join at Acolyte Level: (2nd level of College of the Arcane)

- ❖ Ability to cast 4th Level Arcane spells
- ❖ 300 GP Yearly Fee or Sponsor
- ❖ 8 Ranks Knowledge: Arcana
- ❖ 6 Time Units a year (classes)
- ❖ Resident of Veluna
- ❖ 2 meta-magic feats
- ❖ Must have completed minimum of 6 months at Initiate level in the group.

Benefits:

- ❖ When performing Alchemy, Knowledge (Any) or Spellcraft skill checks within the College, members receive a +2 circumstance bonus to their roll.
- ❖ Members of the College of the Arcane are considered Class 2 for determining cost and eligibility for spells from a priest or temple of Rao in Veluna.
- ❖ Due to the large concentration of wizards, a PC may have the opportunity to swap spells with other wizards while a member of the college. A PC wizard may pick 2 spells per year from levels 1-5 and copy them into his spell book at 20% off the normal cost. The Time Unit costs remain the same. This does not allow the wizard to learn restricted spells or ones he would not be normally allowed to choose when gaining a level. Choosing these spells can only be done at a meta-booth with the proper signatures on your certificate.
- ❖ Magic Item Creation Rules (to follow later)

The PC has access to the following Feats, and Spells from the class books:
<all feats and spells allowed at previous level of membership plus>

Feats:

- ❖ Chain Spell (T&B)
- ❖ Cooperative Spell (T&B)
- ❖ Delay Spell (T&B)
- ❖ Energy Admixture (T&B)
- ❖ Extra Slot (T&B)
- ❖ Extra Spell (T&B)
- ❖ Greater Spell Focus (T&B)
- ❖ Greater Spell Penetration (T&B)
- ❖ Persistent Spell (T&B)
- ❖ Repeat Spell (T&B)
- ❖ Spell Specialization (T&B)
- ❖ Widen Spell (T&B)

Spells:

- ❖ Acid Orb (T&B)
- ❖ Arcane Sight (T&B)
- ❖ Corpse Candle (T&B)
- ❖ Electric Orb (T&B)
- ❖ Enhance Familiar (T&B)
- ❖ Fire Orb (T&B)
- ❖ Ice Burst (T&B)
- ❖ Mass Darkvision (T&B)
- ❖ Mass Resist Elements (T&B)
- ❖ Repair Serous Damage (T&B)
- ❖ Sonic Orb (T&B)

College of the Divine

Being a nation founded around the tenets and wisdom of Rao, it only makes sense that a College of the Divine holds a revered place in Veluna. Priests and holy men from around the Archclericy gather here to discuss all things divine. The College Divine is located in its own building attached to the Great Library of Rao. Worshippers of any good god are welcome in the college as only through learning more about other religions can you understand your place in the grand scheme of the world. The College of the Divine maintains the religious records in the Great Library and they are considered some of the most comprehensive religious records in the Flanaess. Many of the current members of the College of Bishops and other high-ranking Rao priests started as deans and professors in the College Divine.

Base of Operations: Grand College of Rao in Mitrik
Area of Influence: Mitrik
Sponsor: Church of Rao
Contact: David Christ (collegedivine@veluna.com)

Requirements to Join at Initiate Level:

- Ability to cast 2nd Level Divine spells.
- Worship of a god not disliked or hated in Veluna (see Religions section below)
- Knowledge: Religion 4 ranks
- Resident of Veluna
- 150 GP a year or Sponsor
- 8 Time Units a year.

Benefits:

- When performing Alchemy, Knowledge (Any) or Spellcraft skill checks within the College, members receive a +2 circumstance bonus to their roll.
- Members of the College of the Divine are considered Class 2 for determining cost and eligibility for spells from a priest or temple of Rao in Veluna.
- They can memorize any of the new spells from the class books listed below (note: You must have the book or appropriated text with you at the table to use them.)

The PC has access to the following Feats, and Spells from the class books:

Feats:

- Divine Cleansing (DoF)
- Divine Might (DoF)
- Divine Vengeance (DoF)
- Divine Vigor (DoF)
- Empower Turning (DoF)
- Heighten Turning (DoF)
- Quicken Turning (DoF)
- Augment Summoning (T&B)
- Energy Substitution (T&B)

Spells:

- Brambles (DoF)
- Burial Blessing (DoF)
- Divine Flame (DoF)
- Divine Zephyr (DoF)
- Filter (T&B)
- Gaze Screen (T&B)
- Knife Spray (DoF)
- Owl's Wisdom (T&B)

Requirements to Join at Acolyte Level: (2nd level of the College of the Divine)

- Ability to cast 4th Level Divine spells.
- Worship of a god not disliked or hated in Veluna (see below)
- Knowledge: Religion 8 ranks
- 300 GP a year or Sponsor
- 8 Time Units a year
- Resident of Veluna
- Must have completed minimum of 6 months as Initiate of the group.

Benefits:

- When performing Alchemy, Knowledge (Any) or Spellcraft skill checks within the College, members receive a +2 circumstance bonus to their roll.
- Members of the College of the Arcane are considered Class 2 for determining cost and eligibility for spells from a priest or temple of Rao in Veluna.
- They can memorize any of the new spells from the class books listed below (note: You must have the book or appropriated text with you at the table to use them.)
- Magic Item Creation Rules (to follow later)

The PC has access to the following Feats, and Prestige Classes from the class books:
<all feats and spells allowed at previous level of membership plus>

Feats:

- Cooperative Spell (T&B)
- Divine Resistance (DoF)
- Divine Shield (DoF)
- Extra Slot (T&B)
- Extra Smiting (DoF)
- Extra Spell (T&B)
- Persistent Spell (T&B)
- Reach Spell (DoF)
- Sacred Spell (DoF)
- Widen Spell (T&B)

Spells:

- Beast Claws (DoF)
- Blessed Aim (DoF)
- Briar Web (DoF)
- Chain of Eyes (DoF)
- Curse of the Brute (DoF)
- Flame of Faith (DoF)
- Lesser Telepathic Bond (DoF)
- Mass Resist Elements (T&B)
- Spikes (DoF)
- Sweet Water (DoF)
- Sword Stream (DoF)

Church of Rao

This group represents the most powerful church in Veluna. It contains all the members of the Church of Rao in Veluna. For the most part this consists of priests and paladins of Rao though a few other classes are known to have gained entry on special occasions. This organization contains many levels ranging from a 1st level priest at a local temple all the way up to Canon Hazen.

Base of Operations: Veluna
Area of Influence: Veluna
Sponsor: Church of Rao
Contact: David Christ <churchofrao@veluna.com>

Requirements to Join as an Initiate:

- ❖ At least one level of Paladin or Priest of Rao.
- ❖ Alignment LG or LN
- ❖ 4 Time Units per year
- ❖ Resident of Veluna
- ❖ 2 Ranks in Knowledge: Religion
- ❖ 10% Tithe of money earned

Benefits:

- ❖ May claim sanctuary in any temple of Rao in Veluna.
- ❖ A member of the Church of Rao is considered to be Class 1 for determining cost and eligibility for spells from a temple or priest of Rao in Veluna.
- ❖ An Acolyte in the Church of Rao gains free favors in the church during each module. At the Acolyte level the PC is granted 2 Lesser Favors of Rao per Veluna regional module (or adaptable set in Veluna). These cannot be saved and must be used in the module or they are lost.
- ❖ An Acolyte gains a +1 bonus on social skills with worshippers of Rao while wearing his holy vestments (symbol of Rao must be obvious). At the same time this can cause negative reactions with opposed religions.

Requirements to Join as a Acolyte: (2nd level of the Church of Rao)

- ◆ At least three levels of Paladin or Priest of Rao <Levels of priest or paladin add together for this purpose. Prestige classes allowed by this group also count towards this total>
- ❖ Alignment of LG or LN
- ❖ 6 Time Units per year
- ❖ 6 Ranks in Knowledge: Religion
- ❖ Resident of Veluna
- ❖ 10% Tithe of money earned
- ❖ 6 Months service at Initiate Level

Benefits:

- ❖ May claim sanctuary in any temple of Rao in Veluna.
- ❖ A member of the Church of Rao is considered to be Class 1 for determining cost and eligibility for spells from a temple or priest of Rao in Veluna.
- ❖ A Brother in the Church of Rao gains free favors in the church during each module. At the Brother level the PC is granted 6 Lesser Favors of Rao per Veluna regional module (or adaptable set in Veluna). These cannot be saved and must be used in the module or they are lost.
- ❖ A Brother gains a +2 bonus on social skills with worshippers of Rao while wearing his holy vestments (symbol of Rao must be obvious). At the same time this can cause negative reactions with opposed religions.

The PC has access to the following Feats, Spells, and Prestige Classes from the class books:

Feats:

- ❖ Divine Cleansing (DoF)
- ❖ Divine Might (DoF)
- ❖ Empower Turning (DoF)
- ❖ Heighten Turning (DoF)
- ❖ Quicken Turning (DoF)
- ❖ Augment Summoning (T&B)

Spells:

- ❖ Burial Blessing (DoF)
- ❖ Divine Flame (DoF)
- ❖ Divine Zephyr (DoF)
- ❖ Filter (T&B)
- ❖ Gaze Screen (T&B)
- ❖ Owl's Wisdom (T&B)

Prestige Classes:

- ❖ Church Inquisitor (DoF)
- ❖ Hunter of the Dead (DoF)
- ❖ Knight of the Chalice (DoF)

Church of St. Cuthbert

The church of St. Cuthbert is the second largest religion in Veluna. The largest temple to St. Cuthbert is in Falsridge though many smaller temples exist in most towns of any size. Members of this organization include priests and paladins of St. Cuthbert though worshippers of other classes have gained entry on special occasions. There are many levels of organization in the group from the Iniate priest at a small temple all the way up to High Clerist of St. Cuthbert.

Base of Operations: Falsridge (largest temple)
Area of Influence: Veluna
Sponsor: Church of St. Cuthbert
Contact: David Christ <churchofstc@veluna.com>

Requirements to Join as an Initiate:

- ◆ At least one level of Paladin or Priest of St. Cuthbert
- ◆ Alignment LG or LN
- ◆ 4 Time Units per year
- ◆ 2 Ranks in Knowledge: Religion
- ◆ Resident of Veluna
- ◆ 10% Tithe of money earned

Benefits:

- ◆ May claim sanctuary in any Temple of St. Cuthbert in Veluna.
- ◆ A member of the Church of St. Cuthbert is considered to be Class 1 for determining cost and eligibility for spells from a temple or priest of St. Cuthbert in Veluna.
- ◆ An Acolyte in the Church of St. Cuthbert gains free favors in the church during each module. At the Acolyte level the PC is granted 2 Lesser Favors of St. Cuthbert per Veluna regional module (or adaptable set in Veluna). These cannot be saved and must be used in the module or they are lost.
- ◆ An Acolyte gains a +1 bonus on social skills with worshippers of St. Cuthbert while wearing his holy vestments (symbol of St. Cuthbert must be obvious). At the same time this can cause negative reactions with opposed religions.

Requirements to Join as a Acolyte: (2nd level of the Church of St. Cuthbert)

- ◆ At least three levels of Paladin or Priest of St. Cuthbert <Levels of priest or paladin add together for this purpose. Prestige classes allowed by this group also count towards this total>
- ◆ Alignment of LG or LN
- ◆ 6 Time Units per year
- ◆ 6 Ranks in Knowledge: Religion
- ◆ Resident of Veluna
- ◆ 10% Tithe of money earned
- ◆ 6 Months service at Initiate Level

Benefits:

- ◆ May claim sanctuary in any Temple of St. Cuthbert in Veluna.
- ◆ A member of the Church of St. Cuthbert is considered to be Class 1 for determining cost and eligibility for spells from a temple or priest of St. Cuthbert in Veluna.
- ◆ A Brother in the Church of St. Cuthbert favors in the church during each module. At the Brother level the PC is granted 6 Lesser Favors of St. Cuthbert per Veluna regional module (or adaptable set in Veluna). These cannot be saved and must be used in the module or they are lost.
- ◆ A Brother gains a +2 bonus on social skills with worshippers of St. Cuthbert while wearing his holy vestments (symbol of St. Cuthbert must be obvious). At the same time this can cause negative reactions with opposed religions.

The PC has access to the following Feats, Spells, and Prestige Classes from the class books:

Feats:

- ◆ Divine Cleansing (DoF)
- ◆ Divine Might (DoF)
- ◆ Divine Vengeance (DoF)
- ◆ Divine Vigor (DoF)
- ◆ Empower Turning (DoF)
- ◆ Heighten Turning (DoF)
- ◆ Augment Summoning (T&B)

Spells:

- ◆ Burial Blessing (DoF)
- ◆ Divine Flame (DoF)
- ◆ Divine Zephyr (DoF)
- ◆ Gaze Screen (T&B)
- ◆ Knife Spray (T&B)
- ◆ Owl's Wisdom (T&B)

Prestige Classes:

- ◆ Church Inquisitor (DoF)
- ◆ Hospitaler (DoF)
- ◆ Hunter of the Dead (DoF)
- ◆ Knight of the Chalice (DoF)

Church of Heironeous

The worship of Heironeous is rather new in Veluna but has been gaining strength fast since the start of the Greyhawk wars. Worship of Heironeous is centered in the Diocese of Whitehale and the northern Veluna border area, though a temple has opened recently in Devarnish as well. The Church of Heironeous contains all priests and paladins of Heironeous in Veluna. Unlike other churches though, Heironeous welcomes other classes into his flock and rogues and wizards hold special status in the church.

Base of Operations: Whitehale (largest temple)
Area of Influence: Northern Veluna
Sponsor: Church of Heironeous
Contact: David Christ <churchofheir@veluna.com>

Requirements to Join as an Initiate:

- At least one level of Paladin or Priest of Heironeous
- Alignment LG or LN
- 4 Time Units per year
- 2 Ranks in Knowledge: Religion
- Resident of Veluna
- 10% Tithe of money earned

Benefits:

- May claim sanctuary in any Temple of Heironeous in Veluna.
- A member of the Church of Heironeous is considered to be Class 1 for determining cost and eligibility for spells from a temple or priest of Heironeous in Veluna.
- An Acolyte in the Church of Heironeous gains free favors in the church during each module. At the Acolyte level the PC is granted 2 Lesser Favors of Heironeous per Veluna regional module (or adaptable set in Veluna). These cannot be saved and must be used in the module or they are lost.
- An Acolyte gains a +1 bonus on social skills with worshippers of Heironeous while wearing his holy vestments (symbol of Heironeous must be obvious). At the same time this can cause negative reactions with opposed religions.

Requirements to Join as a Crusader: (2nd level of the Church of Heironeous)

- ◆ At least three levels of Paladin or Priest of Heironeous <Levels of priest or paladin add together for this purpose. Prestige classes allowed by this group also count towards this total>
- Alignment of LG or LN
- 6 Time Units per year
- 6 Ranks in Knowledge: Religion
- Resident of Veluna
- 10% Tithe of money earned
- 6 Months service at Initiate Level

Benefits:

- May claim sanctuary in any Temple of Heironeous in Veluna.
- A member of the Church of Heironeous is considered to be Class 1 for determining cost and eligibility for spells from a temple or priest of Heironeous in Veluna.
- A Brother in the Church of Heironeous favors in the church during each module. At the Brother level the PC is granted 6 Lesser Favors of Heironeous per Veluna regional module (or adaptable set in Veluna). These cannot be saved and must be used in the module or they are lost.
- A Brother gains a +2 bonus on social skills with worshippers of Heironeous while wearing his holy vestments (symbol of Heironeous must be obvious). At the same time this can cause negative reactions with opposed religions.

The PC has access to the following Feats, Spells, and Prestige Classes from the class books:

Feats:

- ◆ Divine Cleansing (DoF)
- ◆ Divine Might (DoF)
- ◆ Divine Vengeance (DoF)
- ◆ Divine Vigor (DoF)
- ◆ Empower Turning (DoF)
- ◆ Heighten Turning (DoF)

Spells:

- ◆ Burial Blessing (DoF)
- ◆ Divine Flame (DoF)
- ◆ Divine Zephyr (DoF)
- ◆ Gaze Screen (T&B)
- ◆ Knife Spray (T&B)
- ◆ Owl's Wisdom (T&B)

Prestige Classes:

- ◆ Hospitaller (DoF)
- ◆ Hunter of the Dead (DoF)
- ◆ Church Inquisitor (DoF)

Inquisitors of Heironeous

The Inquisitors are a special branch of the Church of Heironeous. They are skilled in subterfuge and information gathering. Their purpose is to root out evil so it may be dragged out into the light and destroyed. While they will not take the law into their own hands, they will do what is necessary to insure that innocents are not brought to harm. Membership in the organization is kept secret from the general church population and only higher ranking church officials know who is in it and even then they only know a few of them.

Base of Operations: Whitehale
Area of Influence: Veluna and surrounding kingdoms
Sponsor: Church of Heironeous
Contact: David Christ <Inquisitors@veluna.com>

Requirements to Join as a Novice Inquisitor:

- Must be in Church of Heironeous for one year
- One level of Church Inquisitor Prestige Class
- 4 Ranks Gather Information
- 2 Ranks Diplomacy
- 4 Ranks Move Silently
- 4 Ranks Hide in Shadows
- 8 Time Units a year

Benefits:

- A member of the Inquisitors of Heironeous is considered to be Class 1 for determining cost and eligibility for spells from a temple or priest of Heironeous in Veluna
- May claim sanctuary in any church of Heironeous in Veluna
- An Inquisitor of Heironeous gets free favors in the church during each module. At the Novice level the PC is granted 3 Greater Favors of Heironeous per Veluna regional module (or adaptable set in Veluna). These cannot be saved and must be used in the module or they are lost.
- An Inquisitor may try to contact others of his order when in any town of over 500 people in Veluna. Have him make a Gather Information roll (DC 16). If successful, he has contacted another of his order who will help him with information if possible (judges call on benefits).
- An Inquisitor is also granted free common lifestyle as long as the module starts or spends the majority of its time in any of the major cities in Veluna (Veluna City, Mitrik, Devarnish, or any Diocese capital)

The PC has access to the following Feats, Spells, and Prestige Classes from the class books:

Feats:

- Close Quarter Fighting (S&F)
- Divine Cleansing (DoF)
- Divine Might (DoF)
- Divine Vengeance (DoF)
- Divine Vigor (DoF)
- Empower Turning (DoF)
- Heighten Turning (DoF)

Prestige Class:

- Church Inquisitor (DoF)

Spells:

- Beast Claws (DoF)
- Blessed Aim (DoF)
- Burial Blessing (DoF)
- Chain of Eyes (DoF)
- Divine Flame (DoF)
- Divine Zephyr (DoF)
- Flame of Faith (DoF)
- Knife Spray (DoF)
- Sword Stream (DoF)

Mitrik Temple Guard

The Mitrik Temple Guard is actually much more than the name implies. The Guard is the police arm of the Church of Rao, the official church of Veluna. The name is rooted in the origins of the organization. Originally, they were the guard unit formed to guard the temple grounds of the first organized temple of Rao in Mitrik. Over the centuries, as the church grew, so did its Guard. Today, the Guard is responsible for protecting the temples of Rao throughout Veluna, as well as the clergy and worshippers of the god of peace. Members of the Guard come from all walks of life, but are all devoted followers of Rao, recruited from amongst the congregation, and are expected to uphold the tenets of the God of Peace, Serenity, and Knowledge. Many members of the Knights of Serenity are drawn from the ranks of the Mitrik Temple Guard.

The following are the ranks of the Mitrik Temple Guard (from lowest to highest):

- Guardsman 2nd class
- Guardsman 1st class
- Guard Sergeant
- Guard Lieutenant
- Guard Captain
- Guard Commander (1 per diocese)
- Guard Commandant (1 total)

Base of Operations: Great Temple grounds
Area of Influence: Veluna
Sponsor: Church of Rao
Contact: Jeff Richards <templeguard@veluna.com>

Requirements to Join the Temple Guard as Guardsman 2nd Class:

- Worship Rao
- Base Attack Bonus +2
- 1 Rank Knowledge: Religion
- Diplomacy bonus of +1 or higher
- Medium Armor Proficiency
- Shield Proficiency
- Proficiency with at least 1 martial weapon
- Resident of Veluna
- Recommendation of a sponsoring priest (either NPC or PC). All this requires is a signed paper with the name and RPGA # of the sponsoring PC priest, or the name, RPGA #, modules and con name/date of a judge willing to provide the recommendation of an NPC priest.
- Upon acceptance to the Guard, the PC must expend 6 time units to account for the basic training. After that, they must spend double the time units per module to account for official assigned duties. However, if the PC is considered to be on duty during the module, these extra time units can be waived (essentially the time units spent on the module are applied towards his Guard commitment). It is up to the discretion of the DM whether or not the guardsman can be considered to be on official business or not. As a general guideline, the DM should allow this whenever reasonable. So long as the setup of the module in question does not preclude this, and as long as the player has a reasonable explanation for how he could be participating in the module while on official business, it should be allowed. This should be noted on the players log with the judge's initials. The PC must spend at least 26 time units per year on Guard duty minimum. This includes the extra time units spent per module played, or the time units spent on the module itself IF the extra time units were waived.

Code of Conduct:

- Always protect church property and priests of Rao, with no rewards required or accepted for missions requested officially by the church of Rao.
- Defend worshippers of Rao, rewards may be accepted but not required by the guardsman.
- Always obey the lawful orders of a priest of Rao.
- Uphold the peace.

Benefits:

- A member of the Mitrik Temple Guard is considered to be Class 1 for determining cost and eligibility for spells from a temple or priest of Rao in Veluna.
- Upon completion of basic training, the church will give you a free chain shirt, uniform tabard, medium shield, and a choice of long sword, heavy mace, flail, or battle axe. This is all normal equipment.
- +2 on all charisma related checks related to worshippers of Rao while in uniform (uniform only allowed on official business of the church).
- Police authority when on official business for the church (Veluna regional and adaptable only).
- Pay from the guard reduces the cost of common or lower lifestyles for Veluna regional and adaptable modules by 2 gp.

Requirements to advance to Guardsman 1st Class:

- Currently Guardsman 2nd Class.
- Spend 26 time units as Guardsman 2nd Class, OR 13 time units and have a recommendation for promotion from a priest of Rao.

Benefits:

As Guardsman 2nd Class plus

- Pay from the guard reduces the cost of common or lower lifestyles for Veluna regional and adaptable modules by 4 gp.

Requirements to advance to Guard Sergeant:

- Currently Guardsman 1st Class.
- +4 base attack bonus.
- +2 total diplomacy bonus.
- 2 ranks Knowledge (Religion-Rao) skill.
- Spend 26 time units as Guardsman 1st Class, OR 13 time units and have a recommendation for promotion from a priest of Rao

Benefits:

As Guardsman 1st Class plus

- Pay from the guard reduces the cost of common or lower lifestyles for Veluna regional and adaptable modules by 8 gp.
- +3 on all charisma related checks related to worshippers of Rao while in uniform (uniform only allowed on official business of the church).

The PC has access to the following Feats, Spells, and Prestige Classes from the class books:

Feats:

- Close Quarters Fighting (S&F)
- Hold the Line (S&F)
- Off-Hand Parry (S&F)
- Pin Shield (S&F)
- Power Lunge (S&F)
- Shield Expert (S&F)
- Improved Shield Bash (DoF)
- Shield Charge (DoF)

Spells: (if applicable)

- Blessed Aim (DoF)
- Divine Sacrifice (DoF)
- Zeal (DoF)

Prestige Class:

- Hospitaler (DoF)

Masters of the Way

This organization is relatively new to Veluna. Based out of Mitrik, they are a group of mercenaries who decided to open a school to teach those who wish to learn the way of the warrior. They figured it was easier then adventuring for a living. Though they are looked down on by most noble orders in Mitrik (Knights, and the Brotherhood of the Vale especially) they train their students very well. Several students have gone on to continued service in the Mitrik Temple Guard and the Knights of Serenity, although it was not an easy task. The school has two branches. One is run by Feren Rilt. An old grizzled warrior who does not like babysitting newbie's, but does what he is paid to do and does it well. The other is run by Master Len, an old elven bowman. He is respected by those who follow the way of the bow in Mitrik although they frown on his willingness to show it to anyone who has the gold to pay for it.

Base of Operations: Mitrik
Area of Influence: Mitrik
Sponsor: Fists of Valor (Adventuring Company)
Contact Person: David Christ <masters@veluna.com>

Requirements to become a Student:

- +3 base attack bonus
- Either prof. in a Martial Weapon or Improved Unarmed Strike Feat
- 250 gp per feat learned for Veluna residents. 375 gp per feat learned for non-Veluna residents
- 4 TU's per feat learned for Veluna residents. 6 TU per feat learned for non-Veluna residents.
- Note: Unlike other meta-groups non-Veluna residents can only gain benefits from this group at one of the four cons with Veluna regional premiere modules at them.

Benefits:

- The PC may take any of the feats listed below (as long as they qualify for them) when he is normally allowed to gain a new feat when leveling. The PC must spend 250/375 gp (Veluna resident/non-resident) and 4/6 TU's (Veluna resident/non-resident) when taking this feat to represent his payment to the school. These must be listed on the log sheet in a separate entry signed off by the judge at the table.

Feats:

- Circle Kick (S&F)
- Dirty Fighting (S&F)
- Eagle Claw Attack (S&F)
- Extra Stunning Attacks (S&F)
- Feign Weakness (S&F)
- Fists of Iron (S&F)
- Knockdown (S&F)
- Power Lunge (S&F)
- Shield Expert (S&F)
- Snatch Arrows (S&F)
- Throw Anything (S&F)

Requirements to become a Student of the Bow:

- +4 base attack bonus
- Point Blank Shot Feat
- Precise Shot Feat
- 6 Time Units for Veluna residents. 9 Time Units for non-Veluna residents.
- 250 gp per year class fee for Veluna residents. 375 gp per year class fee for non-Veluna residents.
- Note: Unlike other meta-groups non-Veluna residents can only gain benefits from this group at one of the four cons with Veluna regional premiere modules at them.

Benefits:

- The PC may take levels in the Prestige Class: Order of the Bow Initiate when he qualifies to do so. The first level of the class is free. Each additional level requires the PC to pay 4/6 TU's (Veluna resident/non-resident) to represent training.

The PC may take any of the following Feats:

- Rapid Reload (S&F)
- Sharp Shooting (S&F)
- Zen Archery (S&F)

The Pack

The Pack is a loose confederation of organizations with similar goals and philosophies throughout Veluna. The organizations are mostly geographically divided, with one Pack overseeing all highwaymen operations in the north, for example. The separate organizations have existed for generations, but only within the last decade have they come to cooperate on a national level. Thus the Pack was born. To this day, they make sure that the Pack's non-evil methods are more profitable than those used by the competition. All of the organizations in the Pack share certain philosophical traits. Among these are the belief that murder is bad for business and the desire to keep a low profile. All of these organizations keep as far as possible from any real evil act, as such things have a short life span in Veluna.

Base of Operations: Veluna
Area of Influence: Veluna
Sponsor: The Guildmaster
Contact Person: Peter Parker <thepack@veluna.com>

Requirements to become an Apprentice:

- Must be recruited by a current member, either a PC or NPC, in a module or interactive
- Must be of non-evil, non-lawful alignment
- Sneak attack +1d6 or Two Rogue Class skills at Rank 4
- 6 TU's per year (Pack related duties)
- Resident of Veluna
- 25 gp yearly license fee
- add 5gp to the lifestyle of each module played (dues)

Benefits:

- +5% to value received from fencing goods within Veluna
- Free Poor Lifestyle within Veluna. (This does not deduct from the cost of higher lifestyles.)
- +2 reaction bonus when dealing with other members of The Pack
- If contact is made with Pack members during an adventure the PC may add a +2 circumstance bonus to any Gather Information skill checks (Judges call on benefits and penalties can be assessed for overuse).

Requirements to become a Journeyman:

- Held Apprentice Level for at least one year.
- Sneak Attack: 2d6 or 3 Rogue Class skills at 6 ranks
- 10 time units per year
- 50 gp yearly license fee
- Add 5 gp to the Lifestyle cost for each module played

Benefits: (All benefits of Apprentice level plus the following)

- +10% to value received from fencing goods within Veluna.
- Free Common Lifestyle within Veluna. (This does not deduct from the cost of higher lifestyles.)

The PC may choose from the following Feats and Prestige Classes:

Feats:

- Dirty Fighting (S&F)
- Close-quarters Fighting (S&F)
- Rapid Reload (S&F)
- Additional feats may be added after Song & Silence is added to the RUP document.

Adventuring Companies

Adventuring Companies in Veluna are groups of like minded PC's who have decided to band together for the benefit of the group. These companies are generally formed around some idea of commonality, such as religion, social or moral similarities, or just basic profit and opportunity. Adventuring companies must provide the following information as well as meeting the guidelines listed below.

Information Needed:

- Company Name
- Company Leaders (Characters and their associated player's name)
- Company Size and number of members
- A full roster and real life Point of Contact (POC)
- Criteria or trial necessary to join the company
- Company's Patron (Important, see list below of available Patron's)

Optional Information:

- Races (allowed or present)
- Company Symbols and/or heraldry
- Company Motto
- Company's preferred Deity

Background (All this is optional, but will help to flesh out and breathe life into the company)

- Base of Operations
- General Alignment
- Chain of Command
- Company features, dress, markings, etc.
- Allies
- Rivals or enemies of the Company
- General History and Founding Members
- Mission History
- Company Laws, Traditions, Rules, and Code of Honor
- Special Events
- Company's Dues, Tithing, and/or requirements

Why be a part of an adventuring company ?

Adventuring companies allow a group of regular players to play their PC's together and receive an in-game benefit for doing so. A table with 4 or more characters of the same adventuring company qualifies that table as an adventuring company table. You will gain any benefits that your patron provides while at that table. The table of Patrons and their associated benefits are listed below.

Available Patrons for Veluna Adventuring Company's

- **Church of Rao** – reduction in cost of spell's cast on company members by the church by 20%.
Requirements: Founding member must worship Rao and all members must be LG, LN, or NG.
- **Church of St. Cuthbert** – reduction in cost of spell's cast on company members by the church by 20%.
Requirements: Founding member must worship St. Cuthbert and all members must be LG, LN, or NG.
- **High Roads Trading Company** – reduction in cost of basic equipment (allowed equipment from the PHB – 400 gp and under) by 10%. Common lifestyle costs 50% less while in Veluna. **Requirements:** Open to all.
- **College of the Arcane** – reduction in the cost of spell's cast on company members by the college by 20%.
Requirements: Founding member must be a member of the College of the Arcane.
- **Lord Corbin Jamorrie** – Lord Corbin will vouch for PC's if they run into trouble in Veluna and need his help. He will also back them with basic supplies (lifestyle of Common costs 50% less while in Veluna).
Requirements: Half the members or more must be gnomes at all times.
- **Elven Court of Asnath** – Common Lifestyle cost reduced to zero while adventuring in the Asnath area (1 days travel). Reduction in cost of basic equipment when bought in Asnath (allowed equipment from the PHB – 400 gp and under) by 25%. **Requirements:** All members must be elven.
- **Celestial Order of the Moons** – Common Lifestyle cost reduced by 50% while in Veluna. May request audience with noble of Veluna and be granted it within a reasonable amount of time (DM discretion).
Requirements: Founding member must be a person of great character and skill (Minimum 5th level PC who has played in at least 10 rounds of modules set in Veluna).

In addition, adventuring companies that field adventuring company tables will have the chance to present the 'official' version of regional scenarios in a report they file after the scenario has been retired. These will be listed on the webpage and announcements will be made when they become available.

So what do I need to do to form one ?

Well glad you asked. Read over the information provided above; get a POC (who must be a RPGA guild-level member) for your group. Have that individual contact me at wavester@neo.rr.com and request an adventuring company log sheet. Fill out all the information (make sure to choose a patron) and return it to me. Adventuring companies cannot be larger than 10 PC's, and each player can only have on of his/her PC's in an adventuring company.

An Example Adventuring Company

Company Name: Brotherhood of the Blood

Company Leaders: Lithian Hharp

Company Size/Number of Members:

(Roster & Point of Contact) Lithian Hharp – Pete Jensen (WI) (POC), Balakar “Baka” Bhernocht - Calvin Fort (WI), Philip Wilson – Matt Lininger (WI)

How to Join the Company: The company is somewhat bias on whom is eligible to join. Anyone wishing to join the company needs to have at the very least adventured with a current member of the Brotherhood of the Blood. During which time they have to prove that they are capable of following the codes and expected duties of the Brotherhood. The existing member writes a letter of recommendation for the prospective new member. The commanding officers review the recommendation and either accepts or declines the petition for membership.

Company Races (Allowable or Present): Currently, the Brotherhood membership consists of mainly half-elves, elves, and humans, but it is open to all who wish to petition membership.

Company Symbol/Heraldry: Two arms clasped upright, on a field and forest with a blue sky. In the last six months or so some members have begun using just the two arms clasped upright.

Company Motto: “Of similar hearts...a brother will be made, those of evil hearts... an enemy will make”

Company's Primary Deity: No one god is worshiped by the entire Brotherhood. The most frequently revered are Ehlonna and Solonor Thelandira.

Background:

- Founded by three friends, who in their youth who went "adventuring" together. During those days of their youth, they swore to each other that they would form a Brotherhood to honor their commitment as friends and fight a common enemy (Iuz).
- This pledge was taken during the Ready'reat of 588 CY. The three began work on gathering funds and like-minded individuals so that they could build a base of operations in the Vesve.

- Fort Brotherhood was finally finished in Readyng of 590 CY and its member began to hire themselves out as scouts, trackers, and guards for the southern and central Vesve.

- In 591 CY, the Brotherhood has once again begun to feel the need to raise more funds and gather more men to their banner. So that they can increase their ability to defend the Vesve from the malevolent forces of the forest. Thus members have begun offering themselves as adventurers for all who are willing to pay them.

Company's Base of Operation: Vesve Forest – Fort Brotherhood.

Company Social/General Alignment: Any non-evil alignment

Chain of Command: Commander Lithian Hharp, Lt. Commander Balakar “Baka”, and Captain Philip Wilson

Company's Attitude towards various races/places/groups: The Brotherhood holds no prejudice against any one other than members of the goblinoid races. Members of the Brotherhood are at quite happiest when they are out in the wild, hunting down the remnants of Iuz's minions.

Common Company Features/Dress/Tattoos: Nothing is required of the members, but usually members of the Brotherhood bear their insignia adorn in a prominent place on their clothing. Lighter armors are the preferred armor of choice for members of the Brotherhood with chain mail being the heaviest most are willing to wear. This is due to the fact that anything heavier would severely reduce their effectiveness while traipsing through the woods.

Allies of the Company: The Krysalyan clan is an ally as they helped found and build the company; several of the clan's members are part of the company. There is a hope that a loose alliance with the Knights of the High Forest can be formed. The Brotherhood has good relations with the Rangers of the Vesve and some of the elven clans located in the southern and central Vesve.

Rivals/Enemies of the Company: The forces of Iuz, goblinoid races, and defilers of the forest.

Mission History of the Company: Mainly the missions of the Brotherhood have consisted of reconnaissance work in the southern and central Vesve Forest. The people of Ironstead, to scout out a location for logging hired them at one point. There have also been a few skirmishes with those forces being hired to watch.

Company's Laws/Traditions/Rules/Code of Honor:

1. Never attack an unarmed opponent, except in self-defense or when trying to subdue.
2. Protect the innocent or people who cannot defend themselves.
3. Never leave a fallen Brother behind, even at the risk of your own lives.
4. Do not use, “dirty tricks”, fight honorably.
5. No goblinoid creature leaves combat alive, unless you are severely outnumbered.

Punishments for Breaking Laws/Traditions/Rules/Code of Honor:

Breaking:

1. For the next month of real time, the character cannot use weapons other than to subdue others through unarmed attacks.
2. Unless there are insinuating circumstances; the character is “thrown out” of the company.
3. The character is “thrown out” of the company.
4. The character loses the chance for promotion in the ranks of the Brotherhood for one year of real time.
5. The character gets a slap on the wrist and is told to kill them first, unless a stronger threat is present.

Nonstandard Holidays/Festivals that the Company Celebrates: Members of the Brotherhood tend to spend a night of celebrating any victory over the forces of Iuz that they played a part in. Another of the Brotherhood's holidays is the Night of the Brotherly Pack: this is a two part celebration where new members are recognized, non-field promotions are given out, and during the second part of the celebration is the founding of the Brotherhood.

Special Events that affect the Company (weddings, births, deaths, etc.): If a member of the company dies, they are given a true forest burial and the company celebrates the life of that member on Remembrance Day (Winter Solstice).

The true forest burial entails that as many of the company will carry his/her body into the forest and locate a young sapling tree and using only their hands and occasionally their belt knives dig a grave for the deceased under the roots of the sapling, while a song of praise and deeds are song in their honor. The sapling will then be engraved with the deceased's mark or symbol and a trinket of friendship will be left on the branches of the sapling.

Company's Dues/Tithing/Requirements: There are yearly company dues, which go to the upkeep and expansion of the Fort Brotherhood, and equipment for the members. If members take time off to adventure or go on special missions, the company asks for a donation or tithe to help fund the company's activities. Donations can be in the form of weapons, armor, and money to help new members start.

Religions in Veluna

Religion is the heart and soul of Veluna. The worship of Rao makes up about 75% of the temples and priests found in Veluna. St. Cuthbert makes up 15%, and Heironeous rounds out the top three at 5%. You can find small temples and priests to most other gods somewhere in Veluna as Rao is a very open and accommodating god. However, the following religions are frowned upon or illegal in Veluna.

Disliked Gods

Kurrell
Ralishaz
Vatun
Wee Jas

Disliked gods have no temples in Veluna proper. Their priests are looked down upon and service is refused to them at many establishments.

Banned gods have no temples in Veluna proper. Their priests are arrested on sight. If a temple is found it is quickly smashed into pieces by the knights.

Banned Gods

Beltar
Erythnul
Hextor
Incabulos
Iuz
Nerull
Phyremius
Raxivort
Syrul
Tharizdun
Vecna
Wastri

The following is a list of major temples in Veluna and the level of spells that may be purchased there. See the next section for the guidelines and purchasing spells in Veluna.

Rao –	9 th and down - 7 th and down - 5 th and down - 3 rd and down -	Special (triad only) Mitrik, Veluna City, Devarnish, Whitehale Falsridge, Tempont, Grayington, Kempton Any town over 250 people, or DM discretion
St. Cuthbert -	7 th and down - 5 th and down - 3 rd and down -	Mitrik, Falsridge Devarnish, Whitehale, and Lorrish any town of 400 or more, or DM discretion
Heironeous -	7 th and down - 5 th and down - 3 rd and down -	None Mitrik, Whitehale Northern areas of Veluna. DM discretion
Fharlanghn -	7 th and down - All others -	Devarnish If listed in module only
Zilchus -	5 th and down - 3 rd and down -	Devarnish, Mitrik any large caravan type town otherwise if listed in module only
Corellon Larethain -	5 th and down - 3 rd and down -	Asnath Mitrik
Pelor -	3 rd and down -	Falsridge
Garl Glittergold -	5 th and down -	Lorrish
Ehlonna -	3 rd and down -	Whitehale

Rules for Divine Spellcasting in Veluna

Below you will find the rules for the casting of Divine spells before, during, or right after a Veluna regional or adaptable module. If you have any questions or problems with these rules you can contact me at wavester@neo.rr.com.

All PC's in Veluna fall into one of three categories. For the purpose of spellcasting it is the class of the recipient that counts, not who is doing the asking.

Class One – Paladins and Priests who worship the same god as the caster, and/or members of a meta-game group that have the benefit of counting as class one.

Class Two - Worshippers of the same god as the caster, and/or members of a meta-game group that have the benefit of counting as class two.

Class Three – Everybody else <Note: The judge can refuse service based on a situation that would make the chance of casting virtually impossible>

All spells list two different ways to pay for them. The first is an influence cost. The class of the recipient does not matter for this. You pay the influence and the spell is cast. The second is a gold cost. Figure out what class the recipient falls into and charge the appropriate amount.

Some spells are listed as Not DM useable. If you need one of these spells cast you must contact your local triad member for the spell. They may require additional costs, special missions, or may just not be available at this time.

Influence certs of a higher type may be traded in for 3 of a lower type of Influence if wanted. Any left over points are lost if not used. You can never trade any amount of lower influence points for a higher one.

Any situation written into a Veluna regional module always takes precedent over these rules. The judge at the table always has room to make small changes if things seem out of place or unreasonable. Small changes could be limiting of lower spells available, cost of lower spells, and such. This does not include changing the price of any spell over 3rd level. Especially any sort of raise dead type spells.

Chart for Costs of Divine Spellcasting

Spell Name	Level	Base Cost	DM	Cost in Influence			Class 1	Class 2	Class 3
		Gold	Useable	Lesser	Greater	Major			
Cure Minor Wounds	0	5	Yes	1	-	-	Free	5	10
Detect Magic	0	5	Yes	1	-	-	Free	5	10
Detect Poison	0	5	Yes	1	-	-	Free	5	10
Purify Food and Drink	0	5	Yes	1	-	-	Free	5	10
Cure Light Wounds	1	10	Yes	1	-	-	10	10	20
Identify ¹	1	110	Yes	2	1	-	55	110	220
Cure Moderate Wounds	2	60	Yes	4	2	-	30	60	120
Delay Poison	2	60	Yes	4	2	-	30	60	120
Lesser Restoration	2	60	Yes	4	2	-	30	60	120
Cure Serious Wounds	3	150	Yes	9	3	-	75	150	300
Dispel Magic	3	150	Yes	9	3	-	75	150	300
Remove Blindness/Deafness	3	150	Yes	9	3	-	75	150	300
Remove Curse	3	150	Yes	9	3	-	75	150	300
Remove Disease	3	150	Yes	9	3	-	75	150	300
Speak with Dead	3	150	Yes	9	3	-	75	150	300
Cure Critical Wounds	4	280	Yes	16	4	1	210	280	560
Neutralize Poison	4	280	Yes	16	4	1	210	280	560
Restoration	4	280	Yes	16	4	1	210	280	560
Atonement	5	3000	No	N/A	6	2	2250	3000	N/A
Break Enchantment	5	450	Yes	N/A	6	2	340	450	900
Raise Dead ²	5	950	Yes	N/A	6	2	700	950	1900
Greater Dispelling	6	660	Yes	N/A	15	3	500	660	N/A
Heal	6	660	Yes	N/A	15	3	500	660	N/A
Stone to Flesh	6	660	Yes	N/A	15	3	500	660	N/A
Greater Restoration	7	3410	No	N/A	24	4	3410	5115	N/A
Regenerate	7	910	Yes	N/A	24	4	910	1365	N/A
Resurrection ³	7	1410	Yes	N/A	24	4	1410	2115	N/A
Mass Heal	8	1200	No	N/A	N/A	N/A	1200	1800	N/A
Miracle	9	26530	No	N/A	N/A	N/A	N/A	N/A	N/A
True Resurrection	9	6530	No	N/A	N/A	N/A	N/A	N/A	N/A
Wish	9	26530	No	N/A	N/A	N/A	N/A	N/A	N/A

1 – Identify is an Arcane spell. It is included here for ease of use.

2 – Raise Dead has an additional cost of 4 TU's of service if class 2 and 8 TU's of service if class 3. Also note any PC's bringing the body to the priest for raising must spend 1 TU to represent their travel time in Veluna (unless already in the proper town)

3 – Resurrection has an additional cost of 8 TU's of service if class 2 and is not available to class 3. Also note any PC's bringing the body to the priest for raising must spend 1 TU to represent their travel time in Veluna (unless already in the proper town)

All Time Unit costs are waived if the PC's use influence to pay for the spell.

Character Death

As much as most characters try to avoid it, death is something that happens in the Living Greyhawk campaign. Below are rules on how to handle this situation in Veluna as a judge and a player. The only people who have the power to change any of these rules are the Veluna Triad. If you believe you have been wronged in some fashion involving a character death or anything else see the Process for Appeals section on how to file a complaint through the proper channels.

Judges:

Remember, losing a character is tough for some players so be respectful when it happens. The following guidelines will help you out in the situation.

- There are no 'Character Wills'. When a PC dies unless he is raised all his certs are destroyed. He may not give them to other players nor may the other players loot them from his body.
- All certs say 'Property of Wizards of the Coast' on the bottom of them. PC's must hand them over to you when requested. If they refuse, let the Convention Coordinator or Triad member (if there) know right away.
- For the current time if a PC dies and is not raised at the table or immediately after he has two choices.
 - 1 If she does not want to be raised at a future time then the judge collects her certs and voids them all. He then marks her log sheet that she has died permanently on the tops of all of them in large black ink.
 - 2 If she wants to be raised in the future then the judge needs to collect her log sheets and certs and put them all in a large envelope and turn them over to the Veluna Triad. The PC then will contact us at a later date.
- The rules for this will most likely be changing as of the first of the new year. So if you have died you will want to make sure you take care of bringing your character back before the end of the year just in case something changes to no longer make it possible.

Players:

Do not take out dying on your judge. If you have a problem with how it happened or a judgment call you think was incorrect then you need to follow the procedure in Process for Appeals to file a complaint.

- The DM has a right to void your certs if your character had died and is not coming back. If you feel uncomfortable giving him your certs you can ask to turn them over to the convention coordinator instead. Please do not do this often as they have a lot to do already.
- Hiding certs from a judge to prevent them from being destroyed is illegal. If you are found out those certs will be destroyed and you will be reprimanded. If reprimanded, you could be barred from meta-game activities or playing in the Living Greyhawk campaign entirely. You have been warned!

Process of Appeals in the Living Greyhawk Campaign

In a game where a judge must make interpretations or decisions not covered by the rules, not everyone is going to agree on every decision. We have developed a format for handling and processing disagreements. This document describes the process and appeals hierarchy for handling disagreements in the campaign.

At the Game Table

A small debate between player and judge or between two players can take place at the table but shouldn't take up too much time. This is disruptive to the other players at the table. As a player, if you feel than an unjust decision is made at the table, a process of appeals has been set up to ensure a fair course of action. Please remember, everything must be submitted in writing from both sides of the dispute. Also please remember that the appeal process will take some time. Not everyone involved is on site at the game day or convention, and the final decision, if taken beyond the judge level, will not take place on site.

Appeal to the Triad

The first appeal step is to the Triad for the region in which the dispute occurred. You must contact the Point of Contact (POC) for that region and provide the written documentation, judge's name, event name, game-day/convention name, date, time, and slot number, along with a written explanation of the dispute. If the dispute occurs at a large convention not covered by a Triad, such as Gen Con, Winter Fantasy, or Origins, the appeal should be sent directly to the Circle of Six for either review or reassignment to a Triad for judgment. Contact information for the POC for each region is identified on the RPGA web site at <http://www.rpga.com>. In addition, you may obtain the POC's name and e-mail address from your Regional Director. The POC will communicate the Triad's decision to all parties about a week after all documentation is turned in.

Veluna Triad POC Contact Information: David Christ – wavester@neo.rr.com

Appeal to the Living Greyhawk Circle of Six

If you have appealed to the Triad and you are still dissatisfied with their judgment, you can take the appeal to the next level by contacting the Living Greyhawk Circle of Six. Please send the same documentation described above to the Communications Director, Cheryl Llewellyn. Cheryl will forward the information to the Circle and to the Regional Director and a judgment will be issued during the next regular Circle meeting. Cheryl will communicate the circle decision to you after the meeting. This may take as much as one month.

Circle of Six Contact Information: Cheryl Llewellyn – cheryl@arnak.com

Final Appeal to RPGA HQ

The last and final appeal must be made to RPGA HQ. All material should be sent to HQ and they will render their decision in a timely manner to all involved parties and the Co6. All judgments issued by RPGA HQ are final.

Convention Staff in the Appeal Process

Convention and Role-playing coordinators have **no** official capacity in the appeal process. Their job is to ensure that there is safe play environment, and thus have no authority to over-rule the RPGA judge in the campaign.

Contact Information

All people listed above can be contacted via e-mail. If you do not have access to e-mail, please contact RPGA HQ for further contact information for the parties listed above.

Wizards of the Coast, Inc.
1801 Lind Ave.
Renton, WA 98055
Attn: RPGA/Robert Wiese.