



This Record Certifies that

Played by

Player

RPGA #

Has joined

The Nemoudian Hounds

A Sunndi Meta Organization



Org Notes:

- First Joined AR # _____
- Left AR # _____
- Deserted AR # _____

Meta Play Record#

596 CY
Organization

Home Region _____

Residency _____

Event: _____ Date: _____

DM: _____

Signature

RPGA #

Requirements

In order to join the Nemoudian Hounds, a member must:

- ❖ The Hounds are a martial group and a member must have a +2 base Fortitude save, worship Trithereon, and have a NG, CG or CN alignment.
- ❖ A Hound must have a basic Diplomacy **check** of +0 (meaning that any penalties due to a low charisma need to be compensated through taking ranks in Diplomacy).
- ❖ A Hound must have 2 ranks in Knowledge [religion].

Recurring Costs

- ❖ A member should always live by the ideals of Trithereon the Summoner
- ❖ A member gets a permanent tattoo on the upper arm of the black outline of the head of a dog with in the background the symbol of Trithereon.
- ❖ The tattoo combined with her devotedness to Trithereon makes it difficult to hide her allegiance to the religion of Trithereon. If she ever wants to hide their faith, the member gains a -2 circumstance penalty to her Bluff and Disguise checks made to achieve that goal.
- ❖ 4 TU per year serving the Hounds for non-adventure purposes, such as training people in self-defense.

Benefits

- ❖ Upon joining, a member receives one silver holy symbol of Trithereon for free. If these are lost for some reason, he needs to replace them himself.
- ❖ +1 circumstance bonus to Diplomacy checks with followers of Trithereon
- ❖ Nemoudian Hounds are well-liked by the Temple of Trithereon, as described in the document 'Divine Spellcasting in Sunndi', available from the Sunndi website.
- ❖ 1 permanent favor with the clergy of Trithereon in Sunndi, as described in the document 'Divine Spellcasting in Sunndi', available from the Sunndi website.
- ❖ When in Sunndi, a member can fall back on the orphans (typically one 1st-level Commoner per regional) to perform a mundane task, such as running errands, shadowing someone, or simply keeping him up to date on local news. The orphans are happy to help and like to make themselves useful. He cannot take the orphan on an adventure or command it to fight on his behalf – only non-combat assignments are allowed.
- ❖ Access to the limited prestige class:
 - Living Greyhawk Journal: Knight of the Chase
 A member who leaves the Hounds loses access to the prestige class, and cannot advance in level in that class unless he finds another way to gain access.

GP

Starting GP

- GP

GP Spent

GP

Subtotal

+ 0 GP

GP Gained

GP

FINAL GP TOTAL

TU

Starting TU

4

TU Cost

- TU

Added TU Costs

TU REMAINING

Residency

This AR does not count when determining Access: Adventure.

XP

CURRENT XP TOTAL