

Entry Requirements:

Region: Must be a resident of Verbobonc

Deity: Must have Zilchus as patron deity.

Special: While the Church of Zilchus accepts all that revere the Money Counter, only those that receive divine spells or abilities from Zilchus are eligible to rise above the rank of Bookkeeper

Titles, Benefits, and Duties: As you advance in the Church of Zilchus, you learn to win converts and spread the faith of the Great Guildmaster. All benefits are cumulative, with the exception of skill bonuses and spellcasting - which overlap (do not stack).

The Money Counter's faithful do not want their influence in all things. They want their influence in all things that can gain them prestige and power. Making large financial gains are important, but the church would much rather experience a moderate monetary gain accompanied by heightened prestige or favors owed. It is better to have someone of power owe the church over a long period of time than pay them off with lump sums of gold. "In the world of men, the desire for money can be overwhelming. Control that desire in yourself and exploit it in others - that is the key to success and power. Anything done in the world can be better done for profit, and those who recognize these opportunities are one step ahead of any competition."



Score Title: Benefits and Duties

3 or lower	No affiliation
4-10	Bookkeeper: You receive one (1) temporary influence point with the Church of Zilchus. This influence is renewed at the start of each Verbobonc regional adventure and must be used during that adventure or is lost. Getting it wholesale: The Church of Zilchus will wave their customer mark up of adventuring goods. You receive a 20% discount of all mundane items from the <i>Player's Handbook</i>. In addition you gain access to a Jeweler's Loupe ^{A&EG} and Money Belt ^{A&EG}. A Bookkeeper spends 3 TU per year in service to the Church.
11-20	Accountant: Accountants receive a +1 circumstance bonus to Appraise, Craft (any), Diplomacy, Profession (any) and Sense Motive skill checks. This bonus is increased by an additional +1 for skill checks made while negotiating a contract or a purchase. Accountants also receive free spell casting of spells up to 3rd level by the Church of Zilchus. Because of their canny abilities at finding good deals, Accountants of Zilchus receive a 50% discount on all lifestyle cost when within the borders of Verbobonc. An Accountant spends 5 TU per year in service the Church
21-30	Auditor: the bonuses to skills increase to +2. In addition Auditor receives one (1) additional temporary influence point with the Church of Zilchus (for a total of two (2)) per regional adventure. Auditors also receive free spell casting of spells up to 5th level by the church of Zilchus. Shipping Contacts: Auditors deal with all manner of merchants and tradesmen and, as a result, accumulate many connections. An Auditor may call in favors to purchase items that the common adventure could not. An Auditor may voluntarily reduce their Affiliation score by 9 points to extend the access for any Frequency [Adventure] item found during a Verbobonc regional adventure by one additional adventure. If this reduction would result in a change in rank, then you may not make use of this ability. An Auditor must spend 7 TUs a year service the Church.
31+	High Numerator: The skill bonuses increase to +3. High Numerators receive one (1) additional temporary influence point with the Church of Zilchus (for a total of three (3)) per Verbobonc regional adventure. High Numerators also receive free spell casting of spells up to 7th level by the church of Zilchus. High Numerator know how to diversify their wealth. Should the High Numerator ever need to invoke the <i>Charity of Friends</i> clause from the LGCS, they may voluntarily reduce their Affiliation score by 15 points to receive a 25% more gold. If this reduction would result in a loss of rank, then you may not make use of this ability. A High Numerator spends 9 TU per year in service to the Church of Zilchus.

Criterion

Modifier

Levels in cleric or paladin	+1/level
Ability to cast 3 rd level divine spells or possess the lay on hands class ability	+1
Ability to cast 5 th level divine spells or possess the class ability to summon a special mount	+2
Ability to cast 7 th level divine spells	+3
Played a Verbobonc regional adventure as a member of the Church of Zilchus	+1/2/adventure
Possesses 5+ ranks in Knowledge [Religion]	+2
Possesses 5+ ranks in a Craft or Profession skill	+2
Possess Skill Focus for a Craft or Profession skill in which you have 5 or more ranks	+3/feat
Successfully negotiate a higher payment for services	+1/instance (max of +2 per adventure)
Own a business in a Verbobonc Town Project town	+1/business unit
Failed to fulfill an agreement for services [†]	-5/instance
Have outstand debt	-1/1,000 gp
Destroy an item of value	-1/1,000 gp

Notes:

1. Overlaps (does not stack) the bonus for casting divine spells of 3rd level or higher.
2. Each time this occurs, the penalty increases by 2, and is cumulative for each additional occurrence. Should this penalty result in a reduction of rank within the Church of Zilchus, you are considered to have 'hit the ceiling' and may no longer advance within the Church of Zilchus. Likewise, you may no longer increase your Affiliation score with the Church of Zilchus.



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This certificate certifies that

A character played by

Signature of Player

RPGA Number

Date

AR

Has fulfilled the requirements for membership in this Verbobonc regional metaorganization.

Membership must be renewed annually at the beginning of each calendar year. Please keep all previous certificates of membership together along with this one so an accurate account of your membership can be made in the event of an audit.

Signature of DM

RPGA Number

Date

This regional documentation has been issued by the Triad of the region of Verbobonc and must be turned over to them upon request. It may be revoked, altered, changed, or otherwise modified at any time by the Verbobonc Triad for any reason deemed necessary.

Rev. 2006-10-23