



This Record Certifies that

Played by _____
Player _____ RPGA # _____

Is a Member of the
Rhennee
A Meta-Organization of Veluna



Play Notes:

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

Home Region _____



Adventure Record#

598 CY
ORGANIZATION

LEVEL OF
ORGANIZATION
& Annual Costs

Event: _____ Date: _____

DM: _____
Signature _____ RPGA # _____

The Rhennee are not native to Oerth; rather, they are accidental travelers from another plane or world, citizens of a lost homeland they call Rhop. Their legends say that they appeared first in the Great Kingdom, in or near the Adri Forest. Pursued monsters and hostile Aerdi, they fled west to the shores of the Lake of Unknown Depths, where they took to life on the water. They now expertly ply the great rivers that cross the Flanaess and migrate between the three great lakes.

In Veluna, the bargefolk can be found along the length of the Velverdyva, and as far up the Fals River as Mitrik (although barges have been known to navigate the river at least as far as Thornward). Though generally unwelcome on the northern shores of the Velverdyva, people on the Veluna side of the river have slowly developed a tolerance for the Rhennee presence and culture; however, a degree of mutual distrust and antagonism persists, and keeps the Rhenn-folk relatively unmixed with other races.

Requirements to become a Bargewright:

- Resident of Veluna
- Race: Rhennee (male)
- Base Attack Bonus: +5
- Skills: Knowledge (geography) 4 ranks, Profession (boater) 8 ranks, Use Rope 4 ranks
- Language: Rhopan
- Sneak attack +1d6
- Earn coin after at least one adventure using Profession (boater)
- Must own a barge, keelboat, or other ship worth at least 3,000 gp
- 12 months service as a Rhennee Bargeman or Darkhagard
- 4 Time Units per year (plying the rivers)
- Annual fee of 250 gp (crew payments, docking fees, vessel maintenance, etc.)

Bargeman

Darkhagard

Bargewright
4 TUs annually

Bargewench

Wise Woman

Benefits of Membership:

- A Bargewright suffers a -1 penalty to Diplomacy and Gather Information checks when dealing with non-Rhennee inhabitants of Veluna, except with members of the Church of Rao (landfolk prejudice)
- A Bargewright gains a +3 bonus to Diplomacy, Gather Information, and Intimidate checks when dealing with Rhennee on or around the Velverdyva River or Attloi in Veluna
- A Bargewright gains a +2 bonus to Knowledge (geography) and Profession (boater) checks when on the Velverdyva and other rivers of Veluna (including to determine gold earned from non-adventuring activity)
- Access to purchase the following items at normal price: Ballista (Sto), Boot Blade (CS), Clearwater Tablet (CS), Darkha (LGJ #2), Davit (any) (Sto), False Bottom (CS), False Hold (CS), Float Bladder (Sto), Forger's Papers (CS), Navigator's Kit (AE), Oilskin Suit (Sto), Smuggler's Boots (AE), Swimmer's Kit (AE), Swimming Goggles (Sto)
- Access to purchase the following vessels (all from Sto): Barge, Coracle, Keelboat, Launch, Pinnacle
- Access to the **Darkhagard** prestige class

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.

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

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

250 GP

Added GP Costs

GP

FINAL GP TOTAL

TU

Starting TU

4 TU

TU Cost

- TU

Added TU Costs

TU REMAINING

XP

Starting XP

- XXXXXXX XP

XP lost or spent

XP

Subtotal

+ XXXXXXX XP

XP Gained

XP

FINAL XP TOTAL