



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 _____

Event: _____ Date: _____

DM: _____
Signature _____ RPGA # _____



Adventure Record#

598 CY
ORGANIZATION

LEVEL OF
ORGANIZATION
& Annual Costs

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 Volverdyva, 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 Volverdyva, 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 Darkhagard:

- Resident of Veluna
- Race: Rhennee (male)
- Base Attack Bonus: +5
- Skills: Knowledge (geography) 1 rank, Profession (boater) 4 ranks, Tumble 1 rank, Use Rope 1 rank
- Feats: Exotic Weapon Proficiency (darkha)
- Language: Rhopan
- Sneak attack +1d6
- 6 months service as a Rhennee Bargeman
- 4 Time Units gaining recognition and acceptance as a Darkhagard (one time cost)
- 3 Time Units per year (training, working the rivers)
- If the Darkhagard owns a vessel worth at least 3000 gp, he must also pay an annual fee of 250 gp (crew payments, docking fees, vessel maintenance, etc.)
- May not participate in any other meta-organization without special permission from the Point of Contact or Triad

Bargeman

Darkhagard
4 TUS when joining;
3 TUs annually

Bargewright

Bargewench

Wise Woman

TU

Starting TU

3 TU

TU Cost

- 4 or 0 TU

Added TU Costs

TU REMAINING

Benefits of Membership:

- A Darkhagard 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 Darkhagard gains a +2 bonus to Diplomacy, Gather Information, and Intimidate checks when dealing with Rhennee on or around the Volverdyva River or Attloi in Veluna
- Access to purchase the following items at normal price: Ballista (Sto), Boot Blade (CS), Clearwater Tablet (CS), Darkha (LGJ #2), Davit (any) (Sto), Float Bladder (Sto), Hilt Hollow (Du), 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, Pinnace
- Access to the **Darkhagard** prestige class

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

GP

Added GP Costs

GP

FINAL GP TOTAL

XP

Starting XP

- XXXXXXX XP

XP lost or spent

XP

Subtotal

+ XXXXXXX XP

XP Gained

XP

FINAL XP TOTAL

NOTE: All bonuses granted by meta-orgs are considered Circumstance bonuses which do not stack with bonuses granted by other meta-orgs (unless otherwise specified). See the latest edition of the VMCS for additional rules regarding this and other meta-organizations.