



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 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 Wise Woman:

- Resident of Veluna
- Race: Rhennee (female)
- Skills: Bluff 3 ranks, Gather Information 3 ranks, Spellcraft 2 ranks, 1 rank in Craft (alchemy) OR Heal
- Feats: Craft Wondrous Item
- Language: Speak Rhopan
- Spells: Able to cast arcane spells without preparation
- Must earn coin after at least one adventure using the Craft (Alchemy) or Perform skills
- 12 months as Bargewench
- 5 Time Units per year (tending to the needs of the bargefolk)

Bargeman

Darkhagard

Bargewright

Bargewench

Wise Woman
5 TUs annually

Benefits of Membership:

- A Wise Woman 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 Wise Woman gains a +4 bonus to Diplomacy, Gather Information and Intimidate checks when dealing with Rhennee on or around the Velverdyva River or Attloi in Veluna
- Access to purchase the following items at normal price: Clearwater Tablet (CS), Float Bladder (Sto), Oilskin Suit (Sto), Sleeve Blade (CS), Smuggler's Boots (AE), Swimming Goggles (Sto)
- Access to purchase the following vessels (all from Sto): Barge, Coracle, Keelboat, Launch, Pinnace
- A Wise Woman may use the CAd rules for using bardic music with masterwork instruments for one of the following instruments (circle one): Fiddle, Lute, Mandolin
- Access to the **Vetha** 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

XXXXXX GP

Added GP Costs

GP

FINAL GP TOTAL

TU

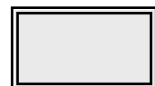
Starting TU

5 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