

# *MetaGaming 3.5 Organization FAQ*

*Ver 2.0 by Scott Moore, 12/12/10*

## *Invitations*

Some MetaOrgs require a character to have an “Invitation” to order join, such as:

- The Gen’ri
- Guest level membership in the Skandaharian Cultural Society
- The United Thieves’ Guild of the North

To make character membership in these MetaOrgs easier for players who would like their PCs to join, any one of the following are now considered acceptable alternatives for this requirement in lieu of an “Invitation” certificate:

- Any certificate indicating “You have earned the notice of” the specific MetaOrg or one of its members.
- Any certificate indicating you have made contact with an agent of the specific MetaOrg (“the thanks of”, “the gratitude of”, etc.)
- The character may spend one time unit in order to seek out and make themselves known or get themselves noticed by the MetaOrg. This time unit must be recorded on your character log as spent for this purpose. Each MetaOrg that requires this requires separate time unit expenditure.

## *Conflicts*

While it is certainly possible to belong to multiple MetaOrgs, one of the disadvantages is the combined time unit demand they place on a character during any given game year. In addition, there are several MetaOrgs that may be “suspicious” of each other’s activities and some that are just outright opposed to each other. Because of this, there are some limitations on belonging to multiple MetaOrgs, as detailed below.

- **Blackmoor Military:** members of the Skandaharian Cultural Society must spend an extra time unit before joining as part of a “background check”. Members of the Gen’ri who join must be under a Cumasti Elven command.
- **Eldritch Underground:** members may not belong to the Topaz Eye (unless they exclusively use divine spells during their “work week”) or the Wizard’s Cabal.
- **Gen’ri:** members who join the Blackmoor Military must do so under a Cumasti Elven Command. Members may not be Followers Of The Gnome Pantheon due to religious differences.
- **Followers Of The Gnome Pantheon:** members may not belong to the Perihelion Chorus or the Temple of Pacuun, due to religious differences, or the Gen’ri, due to racial differences.
- **Perihelion Chorus:** followers of Baldin may not belong to the Temple Of Pacuun or the Followers Of The Gnome Pantheon due to religious differences. Followers of Paccun may belong to the Perihelion Chorus or the Temple Of Pacuun, but not both, due to subtle differences in religious beliefs.
- **Scroll And Blade:** members may not belong to the Blackmoor Military as they prefer to operate as mercenaries.
- **Silent Guard:** members of the Skandaharian Cultural Society must spend an extra time unit before joining as part of a “background check”.

- **Skandaharian Cultural Society:** members must spend an extra time unit before joining the Blackmoor Military, Silent Guard, or Uther's Coastal Defense as part of a "background check". If several of these MetaOrgs are joined, each one will require a separate time unit expenditure.
- **Temple Of Pacuun:** followers of Paccun may belong to the Perihelion Chorus or the Temple Of Pacuun, but not both, due to the subtle differences in beliefs. Members may not be Followers Of The Gnome Pantheon due to religious differences.
- **Topaz Eye:** members may not belong to the Eldritch Underground, unless they exclusively use divine spells during their "work week".
- **Uther's Coastal Defense:** members of the Skandaharian Cultural Society must spend an extra time unit before joining as part of a "background check".
- **Wizard's Cabal:** members may not belong to the Eldritch Underground.

### *New MetaOrganizations*

The final three MetaOrgs (as of December, 2010) that were released for the MM&PG were Followers Of The Gnome Pantheon, Scroll And Blade, and Ordo Elementarum, bringing the total number of available MetaOrgs within the MM&PG to nineteen.

### *Updated MetaOrganizations*

There was a final update to the Blackmoor Military and Skandaharian Cultural Society MetaOrgs in August 2008 which revised the MetaOrg membership certificates.

The Fairwind Circus MetaOrg was also updated at that time to clarify progression between levels.

Finally, as of January, 2009, the Silent Guard was updated to include a new entry-level membership tier named "snitch". The requirements for snitch are that the applicant cannot be evil, they must spend 1 TU to join, and they must have at least 1 rank in each of Gather Information, Sense Motive, and Knowledge (local). The benefit is a +1 on Listen checks to pick out pertinent information during an overheard conversation.