



Perrenland Meta-Org FAQ

V2.0 – 5 Sep 2006

Residency Requirements

- Unless otherwise stated, a character must have a home region of Perrenland and have played at least one Perrenland regional adventure (including interactives, introductory adventures and regular regional scenarios) to join a Perrenland meta-org. The notable exception to this is the Pax Mercuri, which accepts foreign members – see the fighting forces document for details.
- If a PC changes home region to a region other than Perrenland they are deemed to have left any Perrenland meta-org that has a residency requirement as detailed above, losing all benefits. However special rules will apply in 2006 for PCs belonging to a Perrenland meta-org that change their region to Ratik (see below).

Entry Requirements and Costs

- Unless stated otherwise, upkeep is not payable for meta-org TU costs. You are accommodated in meta-org facilities during the time you are contributing.
- Where annual costs are shown on a meta-org cert, the costs are in total. E.g. a Ruby Zauber has a listed cost of 2 TU and 500gp. This is the total cost you pay at the start of a year as a ruby Zauber member.
- As per the LGCS, only the current year's TUs may be used for meta-org costs. If you have run out of TUs you must wait until the following year to join a meta-org or take up a promotion opportunity.
- If you ascend to a new rank part way through the year (i.e. other than on your first AR for a year), you must pay **the difference only** between the annual costs for your current rank and your new rank. E.g. If your current rank costs 2 TUs and 200gp and the new rank is 3TUs and 400GP, when you are promoted mid year you will need to pay 1 TU and 200gp. You cannot be promoted until you have paid the promotion costs. These costs are recorded on the AR on which you are promoted. The promotion should also be noted in the play notes at the top of the AR.

Loss of Qualification

- Unless stated otherwise, if you obtain a rank in a meta-org, but then lose the qualifications to hold the rank (level loss etc), you retain your rank on the assumption that you are working back towards qualifying. If after 12 months you still do not have the prerequisites for your current rank, you will be repositioned at the appropriate rank for your abilities.

Benefits

- All skill bonuses offered by meta-orgs are circumstance bonuses. A character may receive at most +4 to any particular skill as a result of meta-orgs, no matter how many may apply.
- Where a discount to mundane items is listed, this is to items from the Player's Handbook and the 'Complete' books only. Where a character receives multiple discounts, only the higher one applies. I.e. Each membership card has a "May not be used with other discount offers" clause stamped on it.
- Being granted a discount on mundane items in the 'Complete' books does not mean that you have access to all mundane items in those books. You must still find access to those items via meta-org or AR.



Perrenland Meta-orgs and the Region of Ratic in 2006

At SRDU 2006 the region of Ratic rejoins the Living Greyhawk campaign, bringing with it changes to the region of Perrenland. In light of these changes and the effect on players with PCs belonging to meta-orgs, the following special rules will apply for PCs changing their region to Ratic:

- Any PCs wishing to explore the new opportunities in Ratic in can obtain a leave of absence from their meta-org through the expenditure of a Perrenland favour, whilst retaining some of the benefits of membership for the remainder of 2006.
- This leave of absence can include meta-orgs that have special requirements for leaving membership (such as the Fighting Forces), but cannot be applied for members of the Voormannsgardt, who sign on for life.
- This leave of absence must be noted in the play notes section of the same AR that the change of region to Ratic is noted on.
- If the leave of absence is not obtained, any PC that changes their region to Ratic immediately forfeits any benefits gained from membership in a Perrenland meta-org.
- Pax Mercuri members do not need to expend a Perrenland favour, and may retain their membership if they change regions. Their journey to Ratic is considered a tour of duty, but follows the same rules that apply for the leave of absence.
- This leave of absence does not incur a TU cost, nor does it refund any TUs previously spent on meta-org membership in 2006.
- Skill bonuses gained from meta-org membership are retained during the leave of absence.
- Lifestyle benefits, non-magical item access and upkeep discounts gained through meta-org membership only apply in Perrenland regional scenarios and Iuz Border States meta-regional scenarios.
- Also, some other benefits can be redeemed **only** during play of these scenarios (such as the Den Zauber Spell Library access).
- Those PCs belonging to meta-orgs that require a tithe (Old Kerk and Non-Kerk religion meta-orgs) will need to continue to pay the tithe during this leave of absence.

Perrenland and Ratic in 2007

- At the beginning of 2007, PCs that took a leave of absence from a Perrenland meta-org must choose to change their region back to Perrenland, choose to remain in the region of Ratic, or choose to move to another region.
- PCs not choosing to return to Perrenland in 2007 must sever all ties to Perrenland meta-orgs, forfeiting any benefits gained through membership in a Perrenland meta-org. The only exception for this is the Pax Mercuri, which accepts foreign members. Where relevant, this departure from a Perrenland metaorg is treated as an honourable discharge. No TU or gp refund is applicable.
- PCs lose any access to any limited prestige classes that they gained through Perrenland meta-org membership. This means they may not take the limited prestige class, or advance further in the limited prestige class unless they gain access via another means.
- PCs also lose qualification of any core prestige classes offered by their former meta-org they have already taken a level in the prestige class. This means they



may not take the core prestige class unless they qualify via another means, however they may advance further in the core prestige class.–

- PCs returning to the region of Perrenland at the beginning of 2007 can rejoin their meta-org without spending any favours. They are welcome back with open arms.
- When the PC returns to the region of Perrenland, the amount of time spent during the leave of absence does not count towards advancement in Perrenland multi-tiered meta-orgs.