



METAGAMING ORGANIZATION REFERENCE:

Gen'Ri

Developed by Dawn Coakley
Revisions and Edits by Ramon Guillen, Stewart Larsen, and Justin Hamill
Version 2.1
Valid 3 December 2006

Based on the original Blackmoor Setting, associated characters and places owned by Wizards of the Coast, Inc. Used with permission, all rights reserved© 1975 Wizards. Dave Arneson's Blackmoor: Metagaming Organization Reference Document: Gen'Ri is ©2006 Zeitgeist Games, Inc. Zeitgeist Games is a trademark of Zeitgeist Games, Inc. All Rights Reserved. This product contains no Open Gaming Content.

Introduction

The elves have long been recorders of history and information. The records of the Cumasti nation predate the settlements of humans in the North and tell of a single grand elven nation. With the encroachment of other races into the Redwoods and the dwindling of the elven culture, the need for an information web into the politics and temperament of their non-elven neighbors is apparent.

Centuries ago, the Cumasti nation began to spread out its agents and emissaries to become acquainted with its new neighbors and send news back to Ringlo Hall. Many of these representatives enmeshed themselves with their local neighbors within the Redwoods. As time passed, they became as indigenous as those they lived among. The elven words "Gen'ri" translates as "native Veil" to the Common tongue.

The location and existence of the Gen'ri is a matter of rumor and myth. The home base of the Gen'ri remains obscured through centuries of feeding misinformation to the populace. Most residents of the Redwoods, if asked about the Gen'ri will answer with a gentle shake of their head and "It's just a fairy tale to mock gullible outsiders. Surely you don't believe such a ridiculous group could really exist?"

The Cumasti Kingdom maintains strong ties with the Kingdom of Blackmoor and as such, aligns itself more often than not with the allies of King Uther although this is not always the case. Agents of the Gen'Ri are always interested

in news regarding the Realm of the Egg. Members are instructed to gather information at all costs regarding this realm, but are warned never to enter its inhospitable lands.

To protect the authority of Ringlo Hall in the Redwood, spies are often dispatched against the Northern Redwood Resistance located near the Sweetwater River.

Membership

Membership of this organization is limited to those of elvish descent. Members are inducted via a blood ritual in which the member must make an oath know as the Vow of Seven.

Upon the completing the ritual, members receive a tattoo of a Lanishee Flower. The Lanishee Flower has seven burgundy petals and grows in many an elven garden. From this ritual of the Gen'ri, comes the elven saying, "The Lanishee listens," which means to the common elven folk that "secret ears are listening."

Levels of Membership

Entry Level

Requirements

- Elf or half-elf
- Must have had contact with an agent of the Gen'ri.
- Five (5) Ranks in Gather Information or any Knowledge:Local.
- Must spend two (2) time units for induction into the order.
- Take Vow of Seven.

The Vow of the Seven

"I commit to the Vow of Seven:

LOYALTY

Upon acceptance to the Gen'ri, I hereby pledge my loyalty for the remainder of my life.

DEDICATION

Upon acceptance to the Gen'ri, I hereby pledge all my energies to the Gen'ri.

DUTY

Upon acceptance to the Gen'ri, I pledge to support the Gen'ri in any way I can.

OBLIGATION

Upon acceptance to the Gen'ri, I pledge to honor all obligations the Gen'ri demands.

HONOR

Upon acceptance to the Gen'ri, I pledge to bring only honor to the Gen'ri.

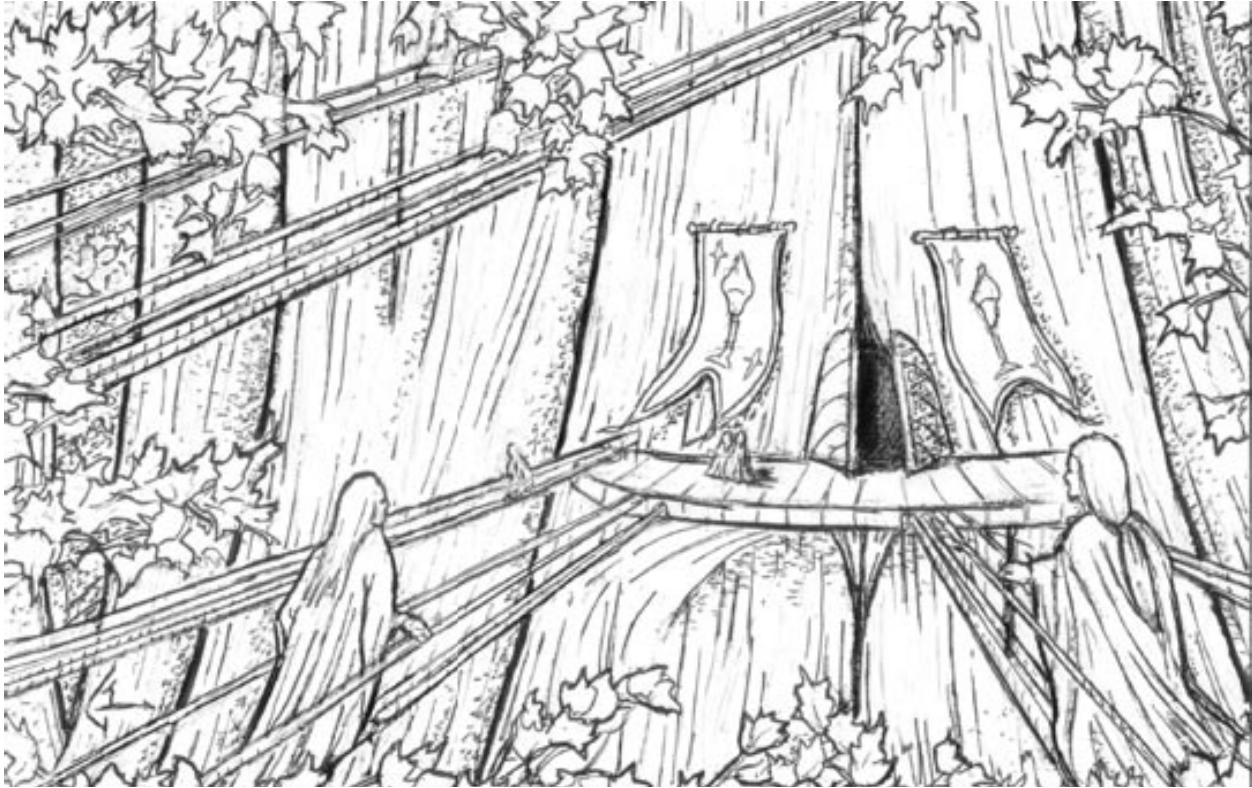
BROTHERHOOD

Upon acceptance to the Gen' Ri, I pledge to be brother/sister to every member of the Gen'ri.

SECRECY

Upon acceptance to the Gen' Ri, I pledge to keep all rituals, techniques, and aspects of the Gen'ri secret.

May the Veil of Death conceal my secrets and the Warhammer of Terra judge my spirit worthy."



Benefits

- As part of the Gen'ri network, a member has access to information not readily available to others. A member of the Gen'ri gets a +1 competence bonus on Gather Information and any Knowledge: Local check.
- When in a location with a Gen'ri agent known by the member, he/she also gains a +1 circumstance bonus.

Agent Level

Requirements

- Must meet all the prerequisites of prior levels.
- Must have completed one mission successfully for the Gen'ri.
- Six (6) Ranks in Gather Information or any Knowledge: Local.
- Four (4) Ranks in Bluff.
- Must spend two (2) time units for training.
- Must spend one (1) time unit for every eighteen (18) time units used to report on activity to superiors in the organization.

Benefits

- An agent level member of the Gen'ri gets a +2 competence bonus on Gather Information and any Knowledge (Local) checks.

- When in a location with a Gen'ri agent known by the member, he/she also gains a +1 circumstance bonus to these checks.
- Masterwork Disguise kit – replenished twice per year (received when expending the time unit to report on activity to superiors in the organization.)
- A semi-annual stipend of 250 gp (this is received when expending the time unit to report on activity to superiors in the organization.)

Field Agent Level

Requirements

- Must meet all the prerequisites of prior levels.
- Must have completed three (3) missions successfully for the Gen'ri.
- Four (4) Ranks Diplomacy.
- Must spend two (2) time units for training.
- Must spend one (1) time unit for every twelve (12) time units used to report on activity to superiors in the organization.

Benefits

- A field agent level member of the Gen'ri gets a +3 competence bonus on Gather Information and Knowledge (Local) checks.
- When in a location with a Gen'ri agent known by the member, he/she also gains a +1 circumstance bonus to these checks.

- Masterwork Disguise kit – replenished six times per year (received when expending the time unit to report on activity to superiors in the organization.)
- A stipend of 500 gp each time you spend a TU to report back.
- Access to purchase the following:
 - Elixir of Hiding
 - Elixir of Sneaking
 - Elixir of Vision
 - Elven Cloak
 - Elven Boots
 - Eyes of the Eagle
 - Goggles of Minute Seeing

Proven Agent Level

Requirements

- Must meet all the prerequisites of prior levels.
- Must have completed five (5) missions successfully for the Gen’ri.
- Eight (8) Ranks in Gather Information or any Knowledge: Local.
- Must spend two (2) time units per year training other members.
- Must spend one (1) time unit for every six (6) time units used to report on activity to superiors in the organization.

Benefits

- A proven agent level member of the Gen’Ri gets a +4 competence bonus on Gather Information and Knowledge (Local) checks. When in a location with a Gen’Ri agent known by the member, he/she also gains a +2 circumstance bonus on these checks.
- The Proven Agent’s presence during a Blackmoor episode provides his/her table members and additional +1 to all Gather Information and any Knowledge (Local) checks. (This benefit should be adjudicated by the judge privately as this is a secret membership.)
- A stipend of 500 gp each time you spend a TU to report back.
- Access to purchase the following: (Maximum of 3 items)
 - Amulet of Health +2
 - Cloak of Charisma +2
 - Gloves of Dexterity +2
 - Headband of Intellect +2
 - Periapt of Wisdom +2
 - Potion of Nondetection
 - Upgrades to armor of Shadow and Silent Moves.
 - Plus Item Access from Agent Level.

Master Agent Level

Requirements

- Must meet all the prerequisites of prior levels.
- Must have completed ten (10) missions successfully for the Gen’ri.
- Sixteen (16) Ranks in Gather Information or any Knowledge: Local.
- Must spend four (4) time units per year training others.
- Must spend one (1) time unit for every three (3) time units used to report on activity to superiors in the organization.

Benefits

- A master level agent of the Gen’Ri gets a +5 competence bonus on Gather Information and Knowledge (Local) checks. When in a location with a Gen’ri agent known by the member, he/she also gains a +2 circumstance bonus to these checks.
- The Master Agent member’s presence during a Blackmoor episode provides his/her table members and additional +2 to all Gather Information and any Knowledge Local checks. (These benefits should be adjudicated by the judge privately as this is a secret membership.)
- A stipend of 500 gp each time you spend a TU to report back.
- Access to purchase one of each of the following:
 - Amulet of Health +4
 - Cloak of Charisma +4
 - Gloves of Dexterity +4
 - Headband of Intellect +4
 - Periapt of Wisdom +4
 - Upgrades to armor of Shadow and Silent Moves
 - Amulet of Proof against Detection and Location
 - Crystal Ball
 - Elixir of Hiding
 - Elixir of Sneaking
 - Elixir of Vision
 - Elven Cloak
 - Elven Boots
 - Eyes of the Eagle
 - Goggles of Minute Seeing

DAVE ARDESOT'S BLACKMOOR™

The above named character has joined the following Metagaming Organization:

Gen'ri

Entry Level - Date Attained _____ GM Signature: _____

- +1 Competence bonus on Gather Information and any Knowledge: Local checks.
- +1 Circumstance bonus to Gather Information and any Knowledge: Local checks if in a with a Gen'ri agent known by the member

Agent Level - Date Attained _____ GM Signature: _____

- +2 Competence bonus on Gather Information and any Knowledge: Local checks.
- +1 Circumstance bonus to Gather Information and any Knowledge: Local checks if in a with a Gen'ri agent known by the member
- Masterwork Disguise Kit - Replenished when expending a TU to report activity (2x per year)
- 250 gp stipend paid when expending a TU to report activity (2x per year)

Field Agent - Date Attained _____ GM Signature: _____

- +3 Competence bonus on Gather Information and any Knowledge: Local checks.
- +1 Circumstance bonus to Gather Information and any Knowledge: Local checks if in a with a Gen'ri agent known by the member
- Masterwork Disguise Kit - Replenished when expending a TU to report activity (6x per year)
- 500 gp stipend paid when expending a TU to report activity (6x per year)
- Access to purchase the following: Elixir of Hiding, Elixir of Sneaking, Elixiiir of Vision, Elven Cloak, Elven Boots, Eyes of the Eagle, Goggles of Minute Seeing, Potion of Invisibility, Potion of Undetectable Alignment

Proven Agent - Date Attained _____ GM Signature: _____

- +3 Competence bonus on Gather Information and any Knowledge: Local checks.
- +1 Circumstance bonus to Gather Information and any Knowledge: Local checks if in a with a Gen'ri agent known by the member
- +1 to all Gather Information and any Knowledge Local checks to all allies at the table. (This should be adjudicated by the judge privately)
- 500 gp stipend each time you spend a TU to report back (6x per year)
- All item access from Agent Level
- Access to purchase the following: Amulet of Health +2, Cloak of Charisma +2, Gloves of Dexterity +2, Headband of Intellect +2, Periapt of Wisdom +2, Potion of Nondetection, Shadow and Silent Moves upgrades to Armor

Master Agent - Date Attained: _____ GM Signature: _____

- +4 Competence bonus on Gather Information and any Knowledge: Local checks.
- +2 Circumstance bonus to Gather Information and any Knowledge: Local checks if in a with a Gen'ri agent known by the member
- +2 to all Gather Information and any Knowledge Local checks to all allies at the table. (This should be adjudicated by the judge privately)
- 500 gp stipend each time you spend a TU to report back (6x per year)
- All item access from Field Agent Level
- All item access from Proven Agent level
- Access to purchase the following: Amulet of proof against detection and location, Crystal Ball