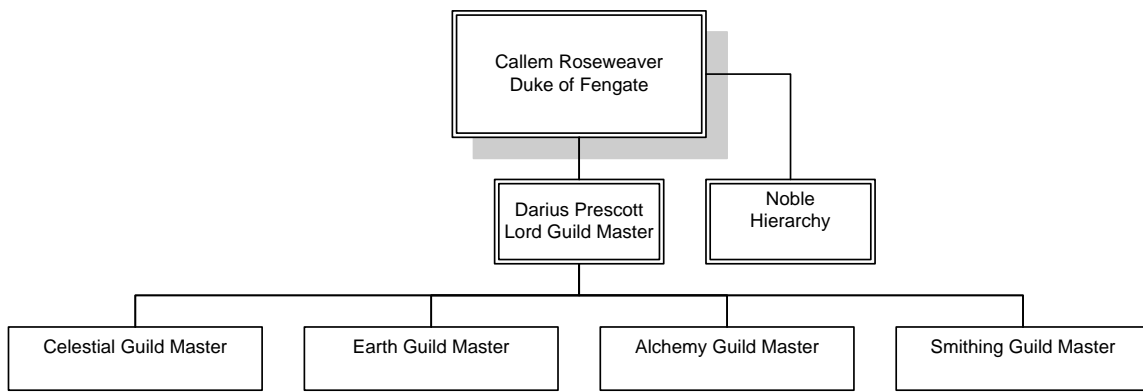


# Fengate Guild Structure

*“It is the intent of this guild structure to create a Duchy-wide Guild that will help the people of the lands, both commoner and noble, to excel in trade and commerce of all sorts. Duke Callem Roseweaver recognizes that by providing resources to be made available to all citizens, both guild members and non-guild members, he is strengthening the unity of our land”*

## ***Guild Hierarchy:***



## *The Guild Leaders:*

### Lord Guild Master

- Reviews and approves all requests for appointments within the Adventuring Guilds
- Reviews and approves all Guild Policy changes and submissions
- Reviews and approves all Guild Charter changes and submissions
- Reviews and approves all outside related Guild questions
- Act as liaison between the Guild and Fengate Nobility on the change or removal of Guild Master

### Guild Master

- Position is not one of nobility, yet Guild Masters should be given the same respect as a High Commoner
- Collect all Guild dues and fees
- Maintain the Guild Treasury
- Coordinate the use of Guild resources by members
- See to the safety of Guild members and resources
- Supervise Guild members and Guild functions
- Act as liaison between the Guilds and Adventurers
- Act as liaison between the Guild and the local Nobility to help maintain the laws of Evendarr

### Guild Members

- Given privilege of Guild protection
- Allowed use of Guild circles and workshops
- Allowed to purchase Guild items for the appropriate cost
- Pay Guild dues and fees, when appropriate, based on members greatest ability
- Represent the Guild in lawful and appropriate actions

## *The Guilds*

Note: These rules are specific to the guild activity within the Duchy of Fengate.

- Within the Duchy there are four guild types: the **Earth Guild**, the **Celestial Guild**, the **Alchemy Guild** and **Smithing Guild**.
- Membership in the Guild will be on a Duchy-wide basis, meaning that if you belong to the Fengate Guild, you will be able to use any Fengate Guild facilities/resources wherever they are located.
- The Guild Masters will provide members with access to the appropriate Guild resources, workshops or circles.
- Guild membership is open to nobility and commoner alike. To join, speak with the appropriate Guild Master and inform them of your desire to join the Guild.
- Each Guild member will pay a set fee per market day based on his/her rank. All dues are paid to the Guild Masters or their representative.
- Guild resources are to be used for lawful purposes according to the Laws of Evendarr. Anyone caught using guild resources in an unlawful manner will be removed from the Guild and will also answer for punishment according to the Laws of Evendarr.
- The appropriate Guild Master reserves the right to remove any non- Noble members at any time. If any member is a Noble or another Guild Master, it is required of them to send all reasoning and requests to Lord Guildmaster Darius Prescott to follow up on the matter.

## *The Guild Charter*

- To supervise the use of and prevent the misuse of the skills which fall under their purview
- To provide Guild good and services, potions/scrolls/alchemy/traps/weapons and armor, resources allowing, to the community for a fair price
- To provide Guild services, healing/resurrections/identifications and defensive measures, resources allowing, to the community for a fair price
- To Safeguard the Guild, the Land, the Duchy, and the Community against threats both foreign and domestic, in that order

## *The Guild Dues:*

For Potions, Scrolls, Alchemy, Traps and Smith Members

| <u>Title</u>   | <u>Requirement</u>                                      | <u>Member</u> |
|--|---|---------------|
| <u>Apothecary/Scriber/Alchemist/Trapsmith/Smith</u>                  | You must be able to create some base item in your craft | 2sp/day       |
| <u>Master<br/>Apothecary/Scriber/Alchemist/Trapsmith/Smith</u>       | You must have ten levels of skill in your craft         | 5sp/day       |
| <u>Grand Master<br/>Apothecary/Scriber/Alchemist/Trapsmith/Smith</u> | You must have twenty levels in your craft               | 1gp/day       |

For Earth and Celestial Members

| <u>Title</u>             | <u>Requirement</u>   | <u>Member</u> |
|--------------------------|--|---------------|
| <u>Apprentice</u>        | Able to cast one Earth/Celestial spell from memory   | 0/day         |
| <u>Journeyman</u>        | Able to cast one Earth/Celestial spell of the 5th sphere from memory   | 2sp/day       |
| <u>Adept</u>             | Able to cast one Earth/Celestial spell of the 9th sphere from memory   | 5sp/day       |
| <u>Wizard</u>            | A person skilled in Earth/Celestial Formal Magic   | 1gp/day       |
| <u>Arch Wizard</u>       | A person who is able to cast 9 Investitures of Earth/Celestial Formal a day without entering Dark Territory  | 2gp/day       |
| <u>Grand Arch Wizard</u> | A person who is able to cast 20 Investitures of Earth/Celestial Formal a day without entering Dark Territory | 5gp/day       |
| <u>Arch Mage</u>         | A formal caster who is also capable of casting formal magic spells in more than one school                   | 1pp/day       |

## *The Guild Fees:*

All requests should be sent through the appropriate Guild Masters. By keeping the Guild Masters as the central point of contact, it will allow a better flow of production from Logistics back into the game.

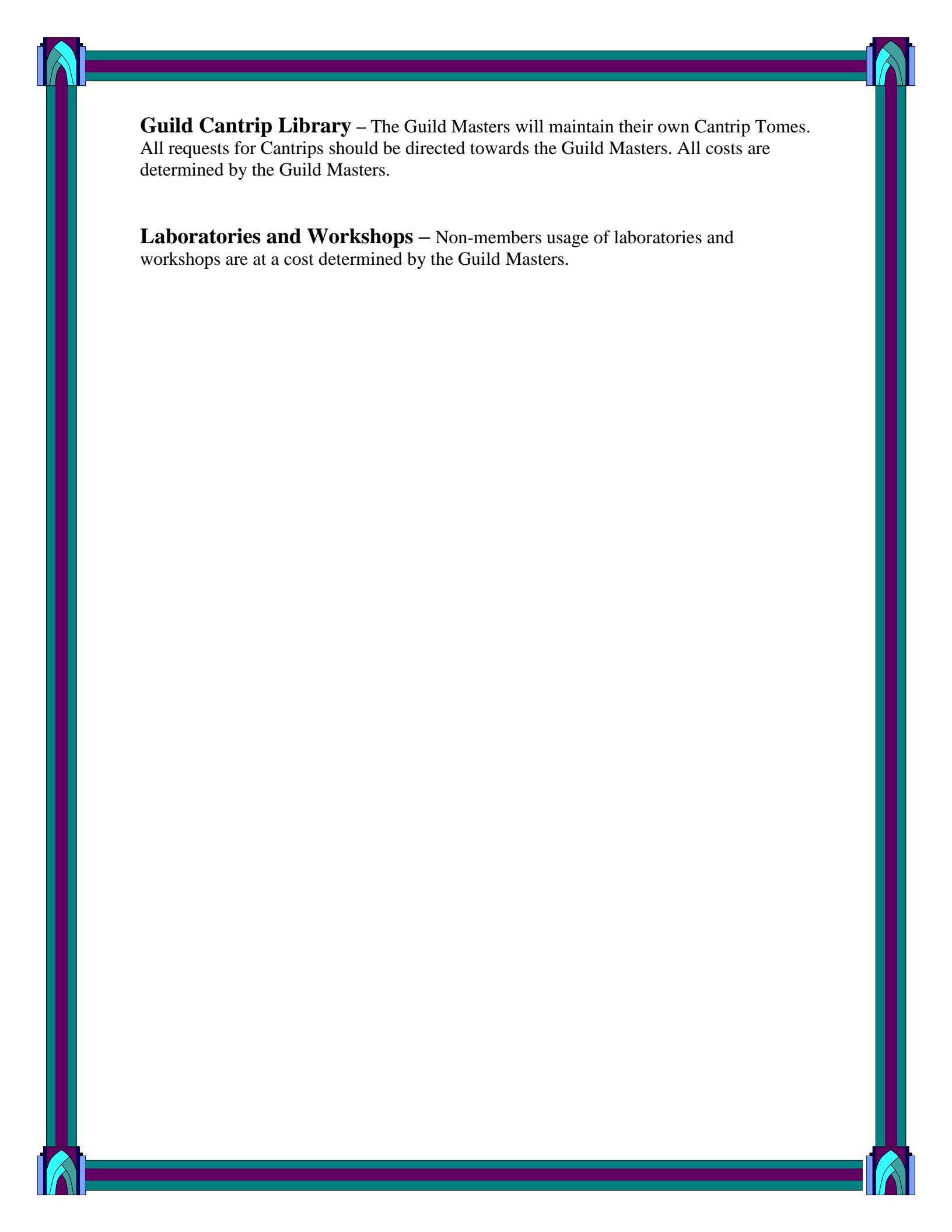
**NOTE: All pricing is BASE pricing and can be changed at the discretion of the Guild Masters**

For Potions, Scrolls, Alchemy, Traps and Smiths

| <u>Item</u>             | <u>Member</u>      | <u>Non-Member</u>  |
|-------------------------|--------------------|--------------------|
| Potion                  | 1 silver per level | 2 silver per level |
| Scroll                  | 1 silver per level | 2 silver per level |
| Alchemy (Elixir or Gas) | 1 silver per level | 2 silver per level |
| Traps                   | 1 silver per level | 2 silver per level |
| Weapon                  | 1 silver per level | 2 silver per level |
| Armor                   | 1 silver per level | 2 silver per level |

For Formal Magic Members

| <u>Item</u>                                      | <u>Member</u>   | <u>Non-Member</u>  |
|--|---|--|
| Formal Scroll Use                                | 1 gold per level of the scroll to be case from<br><br>Caster must have appropriate formal levels<br><br>Caster must provide all components                          | 3 gold per level of the scroll to be case from<br><br>Caster must have appropriate formal levels<br><br>Caster must provide all components                           |
| Copying a Formal Scroll from Formal Library      | 2 gold per level of the scroll to be copied<br><br>Caster must have appropriate formal levels<br><br>Caster must provide all components                             | 6 gold per level of the scroll to be copied<br><br>Caster must have appropriate formal levels<br><br>Caster must provide all components                              |
| Use of Guild Copy Scroll (Limited and Unlimited) | 5 gold per use of Create Limited<br>10 gold per use of Create Unlimited<br><br>Caster must have appropriate formal levels<br><br>Caster must provide all components | 15 gold per use of Create Limited<br>20 gold per use of Create Unlimited<br><br>Caster must have appropriate formal levels<br><br>Caster must provide all components |



**Guild Cantrip Library** – The Guild Masters will maintain their own Cantrip Tomes. All requests for Cantrips should be directed towards the Guild Masters. All costs are determined by the Guild Masters.

**Laboratories and Workshops** – Non-members usage of laboratories and workshops are at a cost determined by the Guild Masters.