

The Guild Hall 2008

An active town or barony can have a Guild Hall purchased for its location. The cost of starting and maintaining a Guild Hall is 300 gold pieces per year. This fee must be paid annually by the first local event held in a calendar year in order to maintain a working Guild Hall structure. This hall will allow an unlimited number of members in good standing to use workshop, laboratory, and formal library resources. The local Guild Hall Manager will determine who is in good standing according to their local policies. Alternatively, a Kingdom-wide guild system could dictate the availability of the Guild Hall. The Guild Hall brings no direct monetary benefit, but otherwise follows the General Rules for Estates that apply to it as outlined below.

Important: No PC may use guild facilities (formal magic logistics, workshops etc.) at check-in unless membership in the guild is marked on his or her character sheet, or the character has received a temporary pass from the Guild Hall Manager. No guild member may receive any items or formal magic effects produced by logistics unless his character sheet is signed by the Guild Hall Manager indicating that guild dues are paid for that market day.

1. Guild Credits

This function allows guild members to trade items and unused abilities for guild credits that can be redeemed for a variety of guild services. Guild credits can be earned through the following means:

- **Turn in limited formal scrolls:** credits earned equals the level of the scroll times the number of charges
- **Turn in unlimited formal scrolls:** credits earned equals the level of the scroll times the months remaining until it expires.
- **Unused formal magic levels:** 1 credit per level of formal donated to the guild
- **Components:** 1 credit for level 1 components (common and uncommon, including S/R), 2 credits for level 2 (rare), and 4 credits for level 4 (scarce).
- **Unused production levels:** 1 credit per level of production donated to the guild. You can't turn in "workshop" levels. Only unused base production levels can be turned in.
- **Production items:** 1 credit per 6 levels (24pp) of production, including master levels (round down).
- **Production that uses strengthening components:** 1 credit for every S/R required (this includes shatter-resistant items. cumulative with credit for production items and silvered items)
- **Silvered weapons:** 1 credit per 10 silver pieces required (cumulative with credit for production items and strengthened items)

The character must remain in good standing with the Guild in order to keep these credits, and any loss of standing will likely result in loss of credit. This loss of credit is completely at the discretion of the local Guild Hall Manager whether the guild manager is Plot or a PC. All trades for guild credits will be done at character check-out.

2. Guild Resources

Guild Members can trade production items and formal components to the guild for other items or for coin, and use guild credits for increased production. This trading must be done at production check-in (exceptions allowed at the discretion of the Guild Hall Manager).

Production Item Trading: Production items traded for other items will allow the guild member to gain an item or items equal to one half the production levels of those traded in. Special and Master-crafted production items trade at special rates, listed in the table below.

Selling production items for coin: Standard production items can be sold to the guild for coin at a rate of three times their production cost. Base armor and weapons made using the Smithing playtest are considered to have a production cost of 4 copper pieces per level required to create them. Special and Master production is valued according to the following table:

Item Type	Production Trade Value	Coin Value
Silvered Weapons	One half of: Base Production levels + Silvering levels + Additional levels equal to # of silver pieces required/10 (round down, minimum 1)	12 copper per base production level + 12 copper per Silvering level + Value of silver required
Shatter Resistant Items	One half of: Base Production levels (if any) + Shatter Resistant levels + 1 level per S/R Component Required	12 copper per base production level + 12 copper per shatter resistant levels + 1 gp per S/R Component Required
Enhanced Armor Mighty Slayer/ Deceitful Blade Weapons	One half of: Base Production levels + Master levels required + 1 level per S/R Component Required	12 copper per base production level + 12 copper per master level + 1 gp per S/R Component Required

Formal Component Trading: Similarly, formal components can be traded in to receive an amount of components equal to 1/2 the point value of those traded in. The type of components (power, elemental, time, S/R, etc.) traded in or received does not matter. The expiration and transferability of the newly acquired items will be limited to the lowest duration and transferability of the items traded in.

Purchase of Production with Guild Credits: Guild members may purchase extra production capacity for skills they have ability in at the rate of 1 credit per 3 levels (12 pp) of production. This production functions exactly like "workshop production" in every way. If an item requires special ingredients (silver, strengthening components, etc.), the guild member must provide the ingredients. The guild member must also pay the standard copper cost of the production levels, if any. The production must be used at character check-in, just like all other production.

3. Formal Library: Casting

A character in good standing with the local guild can cast any legal (from an in-game perspective) scroll that he wants by using the guild's Formal Library. This casting must be done at check-in as part of Formal Magic Logistics.

Cost: Total of

- 2 gold pieces per level of the scroll to be cast from
- Formal Components required for the ritual.
- Formal levels required for the ritual.
- Guild Credits equal to 5 times the total levels cast **or** an additional 5 gp per level cast (or a combination thereof).

For example, Bledsoe the super-mage wants to cast a Damage Aura scroll from the guild's library. He shows up at logistics with the sword, components, and his character sheet. Bledsoe has ten levels of Formal Celestial Magic, more than enough for the casting, and he is in good standing with the local guild. He only has 15 guild credits however, meaning that he will need to spend two more levels for the casting than he currently has in guild credits. This will require a total of 20 gold to be spent (6gp for the three levels he uses credit to cast, and 14 for the two levels he has no credit for) plus all 15 of his guild credits. Effects that would take the caster into "Dark Territory" cannot be cast via this mechanism.

4. Formal Library: Copying

A guild member can make a copy of any legal (from an in-game perspective) scroll that he wants from the guild library. Scrolls that are illegal in the game area where the guild is located shall of course not be available through the guild. For example, within the kingdom of Stonegate all Golem and Necromantic scrolls are illegal. All

scrolls copied out in this manner will be traveling (Unrestricted) scrolls of a type in accordance with the rules for the Create Limited or Create Unlimited Formal Scroll ritual used to copy them. As above, the local Guild Hall Manager must be present to arrange copying resources. Casters who attempt to petition the guild directly without the Guild Hall Manager's assistance will be turned away.

Base cost for copying from guild library: The base cost to copy a scroll from the guild library is 5 guild credits per level of the scroll to be copied or 5gp per level of scroll to be copied (for any levels for which the caster does not have sufficient guild credits). This assumes the caster is providing the copy scroll, formal levels and components necessary for the copy.

Additional charges apply if the caster wishes the guild to provide additional services:

Use of guild copy scrolls: The guild will provide use of a "Create Limited Formal Magic Scroll" scroll for 5gp or 5 guild credits. The guild will provide the use of a "Create Unlimited Formal Magic Scroll" for 20gp or 20 guild credits.

Copying using guild components: The guild maintains a stock of components. As these are a scarce and difficult-to-obtain resource, the guild charges 2gp or 2 guild credits for any guild component used in the copy.
Important Note: scrolls made using *any* amount of guild components must be marked LCO. No unrestricted scrolls can be made using guild (LCO) components per National policy.

Copying using Guild formal levels: You can have a guild caster perform the copy ritual for 5 gold pieces or 5 guild credits per charge for a "Create Limited Formal Magic Scroll" ritual and 20gp or 20 guild credits for "Create Unlimited Formal Magic Scroll" ritual.

Examples:

- A player who provides his own copy scroll, formal levels, and formal components could copy an unrestricted Greater Extension scroll from the guild by spending 45 guild credits, obtaining either the number of charges or use restrictions as dictated by the rules for the copy scroll used.
- On the other hand, a caster who has no guild credits, available formal levels, formal components or copy scroll could get an LCO 1/Ever copy of Greater Extension for: 45gp (base) + 5gp (Copy Limited) + 20gp (Component cost) + 5gp (Guild formalist casting for 1 charge) = 75gp.
- Or, a caster with 75 guild credits to expend could acquire the same LCO 1/Ever Greater Extension Scroll at no gold cost at all.

- Or, a caster could use guild credits for the base cost, the scroll and the components, but use his own formal levels and receive an LCO Greater Extension scroll with a number of charges as determined by the caster's level for: 45 credits (base) + 5 credits (copy limited) + 20 credits (component cost) = 70 credits (or any combination of credits and gold).

5. Guild Cantrip Library

The guild maintains a library of formal cantrips from which it will allow guild members to copy. The cost to copy any cantrip is 5 guild credits or 5 gp if the caster lacks sufficient guild credits. Use of a guild Copy cantrip is 3 guild credits or 3gp per use -- obviously it makes sense to copy a Copy cantrip first. Guild Bookbinders have appropriate blank, unenchanted tomes available for 10gp or 10 guild credits. Use of a guild Enchant Cantrip Tome cantrip is 3 guild credits or 3gp per use. The guild will not provide components or formal levels for the purpose of copying cantrips or enchanting tomes. All guild cantrip copying must be done at formal magic logistics (exceptions subject to plot and Guild Hall Manager discretion).

6. Laboratory

This function allows guild members to create spell books and alchemical recipe books from scratch. The cost to make a new book is 2 gold pieces or 2 guild credits, while copying an existing book costs 1 gold piece or 1 guild credit. In addition it may work to enhance the ability of characters to learn things about unique items and substances. This latter function is totally at the discretion of the local plot team.

7. Saved Labor

The Guild Hall allows characters to use their Craftsman skills to reduce the amount of coin paid for production point skills. This ability is in addition to and in no way affects other benefits gained from having the particular Craftsman skill. For each purchase of the following skills, the character gets one silver piece off of his cost to produce the appropriate goods for the day. This price break is only applied once and only at check-in, and will apply to the entire batch of items produced, not to each item created. No extra coins can be made by use of this price break, and if items that would cost less than the discount are made they will simply be free.

Craftsman Skill	Good
Wilderness: Flora and Fauna	Alchemy
Wilderness: Furrier	Armor
Artisan: Jeweler	Harmonics Crystal
Artisan: Glass Blower	Potion

Artisan: Parchment Maker	Scroll
Common: Bookbinder	Spell/Recipe Book
Common: Tinker	Trap
Artisan: Metallurgist	Weapon

8. Workshop

This function allows the characters to double their production. This doubling is not limited with regards to how much production can be doubled or how many characters can take advantage of it. This otherwise follows all of the rules as outlined under Workshops in the core rules.

9. Guild Stocks

The guild has a stock of production and magical capability that it can use to provide needed items to the town and to replenish local guild facilities. The size of this stock is determined by the amount of coin turned into the guild bank in dues. However, because there are a finite number of craftsmen and formal casters in an area, the maximum amount of guild dues that can be converted to supplement this stock is equal to .5 gp per day per guild member in attendance at the gathering. For every 2 gp turned in as guild dues, up to that maximum, the local guild receives 10 production levels and 1 level of LCO formal. The guild hall manager turns in guild dues at check-out for each event and the production and LCO formal levels earned are recorded on his or her character sheet. Levels are available for use at production and formal magic logistics at the following event. If not all production and formal levels are used, they can be saved and used at a later date. Distribution of these stocks is at the discretion of the Guild Hall Manager and his superiors. The Guild Hall Manager may charge a reasonable fee for these resources.

10. Guild Hall Manager Duties

- It is strongly encouraged that the Guild Hall Manager be at check-in to collect guild dues of 1 gp per guild member per game day and authorize use of guild workshops and formal resources. It is not preferred, but still acceptable to collect guild dues during the event if not able to do so at check-in, though this inconveniences PCs with production skills or who used formal magic logistics by preventing them from receiving their production items and formal magic effects until they have paid their guild dues.
- Make sure Guild circles are properly phys. repped and have correct Marshall notes (the exception is that the guild circles are not required to list all invested members, as this is logistically impossible. Formal casters using guild circles should be able to show guild membership on their character sheets on demand.
- Set up and run a Market Day. This includes getting PCs and plot to come (advertising on the boards, announcing at PC speech, announcing before the market).

- The Guild Hall Manager may reward PCs with 25 goblin points for every hour they maintain a booth at the Market Day.
- Fill out a sheet at check-out showing who earned guild credit and how much is being deposited in the guild bank. This counts as the Guild Hall Manager's clean up. Guild bank totals should be recorded in a special spot on the Guild Hall Manager's character sheet separate from the PC's personal coin. Guild credit is also recorded on each character's sheet.
- Maintain the guild treasury.
- Other duties as defined by the in-game locality.

11. Guild Manager Rewards

- Up to one half of guild dues may be retained by the Guild Hall Manager as personal income
- 20 levels of LCO formal magic per year (one year extensions on any items produced with this formal are provided at no cost).

12. See Also

Formal Magic Logistics: <http://nerolarp.com/playtests/formallogistics.htm>

Smithing Playtest: <http://www.nerolarp.com/playtests/SmithingPlaytest.htm>

Copyright 2007, 2008, We Are Roleplayers