

The Guilds Package 2011

Available Guilds

There are 2 categories of guilds for use in this package: Kingdom Guilds and Underground Guilds.

Kingdom Guilds are official guilds that are maintained by the kingdom and ruled over by the Lord High Steward.

Underground Guilds are guilds that are not sponsored in any way by the kingdom. This may be because they engage in illegal activities or because their purpose has been deemed as unnecessary by the Lord High Steward of the kingdom. Underground Guilds may be very small or very large, but their resources and activities are dependent solely upon the actions of its members.

These guilds should be used by local plot teams as well as by the PCs as a means to introduce political strife, dynamic role-playing situations and alternative means to solve problems that face the local barony.

Kingdom Guilds and Their Purposes

The difference of each guild is strictly for role-playing purposes. Any person who is a member of one Kingdom Guild will have access to all the services provided by each guild through the local Guild Hall, except when it would not make sense for a guild member to acquire those services. For example, a person who is a known Necromancer would not be permitted to access the services available through the Healer's Guild. The reason for this is to put more emphasis on potential down-falls of in-game, role-playing based decisions. It would make sense that a Necromancer would not be permitted access to the Formal Scroll Library of the Healer's Guild. This could also be used as additional punishment for crimes committed against the Kingdom or Barony, which might force a character to become a member of an Underground Guild or even perhaps start his/her own Underground Guild.

Smithing Guild – This guild supports all weapon and armor smiths and allows access to workshops.

Alchemists Guild – This guild supports the activities of all alchemists and provides access to laboratories.

Tinkerer's Guild – This guild supports the activities of trap-makers and lock smiths and provides access to workshops.

Healer's Guild – This guild supports the activities of Earth Formal casters and potion makers. This guild provides access to laboratories, Formal Scroll libraries and the acquisition of Formal Magic Components.

Mage's Guild – This guild supports the activities of Celestial Formal Casters and scroll makers. This guild provides access to workshops, Formal Scroll libraries and the acquisition of Formal Magic Components.

Naturalist's Guild – This guild supports the activities of Nature Magic Casters and runic tattoo makers. This guild provides access to workshops, Formal Scroll Libraries and the acquisition of Formal Magic Components.

Underground Guilds and Their Purposes

Underground Guilds do not necessarily engage in illegal activities in every case. Some Underground Guilds are simply considered to be undeserving of being a Kingdom Guild or do not wish to have their practices controlled by the Kingdom. There are of course advantages and disadvantages to being a member of an Underground Guild. Most Underground Guilds do not have the seemingly limitless resources that Kingdom Guilds do, so guild dues are typically much more. However,

Underground Guilds are not controlled by the Kingdom, so their practices are virtually limitless.

Necromancer's Guild – Supports the activities of Earth Formal Casters and potion makers who specialize in necromantic undertakings. This guild can provide access to Earth Formal scrolls that would typically be considered illegal as well as access to laboratories for the purpose of creating necromantic potions. The location of any particular Necromancers' Guild will NOT be common knowledge and should always be considered secret except to its members. The existence of any Necromancers Guild in any local area will be a decision that is left up to the local plot team. Any person who has a character that is a member of the Necromancers' Guild should check with the local plot team to see if they can access any services provided to its members.

Thieves' Guild – The thieves' guild will support the activities of thieves but will always favor the rogue class. It will provide access to laboratories and workshops for the purpose of creating alchemy and traps as well as provide access to wares that may be available through the black market. Any goods that may be acquired through the thieves' guild (such as purchase through the black market) will be completely controlled and dictated by the local plot team. The location of any particular Thieves' Guild will NOT be common knowledge and should always be considered secret except to its members. The existence of any Thieves' Guild in any local area will be a decision that is left up to the local plot team. Any person who has a character that is a member of the Thieves' Guild should check with the local plot team to see if they can access any services provided to its members.

Slavers' Guild – The Slavers' guild provides no outright services to its members except that it provides a means to buy and sell slaves easily. The location of any particular Slavers' Guild will NOT be common knowledge and should always be considered secret except to its members. The existence of any Slavers' Guild in any local area will be a decision that is left up to the local plot team. Any person who has a character that is a member of the Slavers' Guild should check with the local plot team to see if they can access any services provided to its members.

Merchants' Guild – The Merchant's Guild is considered an Underground Guild because it is not supported by the Kingdom, this is because the Guild does wish to have its activities controlled by the Kingdom. However, the Merchant's Guild usually works very closely with the other Kingdom Guilds. Many members of the Merchant's Guild are also members of Kingdom guilds. The Merchant's Guild is typically responsible for the establishment of shops and stores during any market gathering. Members of the Merchant's Guild are permitted to establish shops and stores at a significant discount compared to non-members. See the ***shops and stores*** section of this package for more information.

Others – Many other types of Guilds may exist that are not specifically mentioned in this package. These guilds may include, but are not limited to, guilds such as the Miners' Guild, the Scouts' Guild, the Cartographers' Guild, the Brewers' Guild, and so on. The practices of these guilds are completely determined by its members and PCs may be permitted to create their own guilds. Local plot teams will also make aware the existence of any such NPC guilds in the area through the course of their plot.

The Guild Hall: Kingdom Guilds

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. Any guilds that are considered to be "Kingdom Guilds" may have their resources accessed through the local Guild Hall.

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.

Item Transferability and Expiration: All items created by use of the Workshop, Laboratory, and/or PC Skills as outlined in the core rules are Unrestricted in nature, and have the maximum allowable expiration. Items created by Trade-In or with Guild Credits at the listed credit cost will be Unrestricted. Characters may opt to create LCO items for half the credit cost.

Both Unrestricted & LCO items will be issued with the maximum allowable duration.

Out of Chapter Items: Items that originate in any chapter other than NERO Ohio or NERO WV will never be allowed to be turned in for credit or items as part of this packet.

Note: Due to the nature of this package and its affect on treasure distribution, these rules are subject to change at any time without prior warning

Guild Hall Amenities

Workshop

The Guild Hall comes with a host of fully functional workshops - this allows members in good standing 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.

Laboratory

This function allows guild members with the appropriate skill to create spell books, alchemical recipe books, and cantrip tomes from scratch. The cost to make a new spell/recipe book is 2 gold pieces, while copying an existing book costs 1 gold piece. The cost to make a new, blank Cantrip Tome is 10 gold pieces – the book must still be enchanted, however, into the Cantrip Tome of the appropriate school. In addition a Laboratory 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.

Formal Scroll Library

The Guild Hall maintains a Formal Scroll Library that can be used by members. This allows the casting and copying of Formal Magic Scrolls.

Casting - A member can use any legal (from an in-game perspective) scroll, except those designated as unavailable by the local chapter. This casting may be done at check-in as part of Formal Magic Logistics or may be role-played IG at the Guild Hall circles with the guild master's knowledge. These castings are all considered to be from Unlimited Scrolls.

Cost: Total of

- 5 gold pieces per level of the scroll to be cast from fee (Unlimited scroll)
- Formal Components or guild credits to buy components required for the casting.
- Formal levels required for the casting.

Copying - A member can make a copy of any legal (from an in-game perspective) scroll that he wants from the guild library. 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 formal spell used to copy them. Cost:

- No cost in Gold Pieces
- The caster provides the copy scroll, formal levels, and components necessary for the copy
- All scrolls created in this manner are Unrestricted in nature, and follow the rules of the particular copy scroll used per the latest edition of the formal magic rules.

Purchasing – A guild member can purchase a copy of any legal (from an in-game perspective) scroll that he wants

from the guild library. Cost:

- For Limited scrolls (times ever) the cost is 10 gold pieces per spell level times the number of charges
- For Unlimited scrolls (daily or unlimited use) the cost is 50 gold pieces per spell level
- All scrolls purchased in this way are Unrestricted in nature and must come from the treasure allotment for the current event.

Guild Market

The Guild Market allows characters to trade goods in for credit or use credit to purchase goods.

Trade In – Members can trade items into the guild to receive the following rewards:

Item Traded In	Yield
Production Item	1 credit per 4 levels
Master Crafted Production Item	1 additional credit per 2 S/R components required
Silvered Weapons	1 additional credit per 10 silver pieces required
Limited (times ever) Formal Scroll	1 credit per (Scroll Level x Charges) (Max 5 Charges)
Cantrip Tome	10 credits (blank, +1 if enchanted) + 1 credit per Cantrip
Unlimited Formal Scroll (Daily or Unlimited)	5 credits per Scroll Level
Formal Component	1 credit per 2 levels of components
Limited Magic Item	1 credit per Formal Effect Level
Unlimited Magic Item	10 credits per Formal Effect Level
Unused formal levels	1 credit per level (No Dark Territory levels)
Unused production level	1 credit per level (No workshop levels)

The following general restrictions apply:

- Items with less than six months left on their duration will garner half of their typical yield
- All items traded in at once will be tallied together, any remaining decimals will be rounded to the nearest whole number
- Trade Ins must be made at check-in, check-out, or at the purvey of plot
- Limited scrolls may only receive credits for up to 5 charges even if more than 5 charges are present
- **Only Unrestricted items issued by WAR may be turned in for Guild Credit excepted as follows:**
 - LCO production items using the WAR Nature Magic system may be turned in for full credit value
 - LCO scrolls using the WAR Nature Magic system may be turned in for half the normal credit value

Purchase - Members can use credits to purchase listed items from the guild at the following cost:

Item Purchased	Cost
5 silver pieces	1 credits
Casting from a Limited Formal Scroll	10 credits per (Scroll Level x Charges)
Purchase Limited (times ever) Formal Scroll	20 credits per (Scroll Level x Charges)
Casting from Unlimited Formal Scroll	25 credits per Scroll Level
Purchase Unlimited (daily or unlimited) Formal Scroll	50 credits per Scroll Level
Formal Component (Common or Uncommon)	6 credits per component
Formal Component (Rare)	15 credits per component
Cantrip Tome, Un-enchanted (IE: 10 gold book)	10 credits
Cantrip Tome, Enchanted	50 credits (blank, enchanted) + 10 credits per Cantrip
Copy a Guild Cantrip	1 credit per Cantrip copied (caster supplies all materials)

The following rules apply:

- Purchases must be made at check-in, check-out, or at the purvey of plot
- Credits can be used as soon as they are awarded, even within the same check-in
- LCO items may be obtained for ½ the above cost
- **All items may be limited or unavailable at any time, for any reason, at the discretion of plot**

The character must remain in good standing with the Guild in order to keep these credits, and any loss of standing will 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.

Guild Treasury

Over time The Guild will accumulate a stockpile of goods that it can use to provide needed items to the town and to replenish local guild facilities. The size of this stockpile is determined by the amount of coin turned in to the guild bank in dues. For every 1 gold pieces turned in as guild dues, the local guild receives 4 credits that cannot be used to purchase coins. The guild hall manager “pays” a portion of the guild dues at check-out for each event and the credits earned are recorded on his or her character sheet. The remaining portion of the guild dues will be recorded as a separate bank on the guild master’s character sheet. This bank can still be accessed by the Guild Master’s superiors or predecessors upon his permanent death. Distribution of this stockpile is at the discretion of the Guild Hall Manager and his superiors.

Guild Hall Manager

Duties

- It is strongly encouraged that the Guild Hall Manager be at check-in to collect guild dues 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).
 - With the approval of local plot, he may run a guild booth in which he can take order for use in the Guild Market (per the rules above). While running the Guild Market he may accept items to issue guild credits & take orders using guild credits which will be filled immediately after the close of the Market Day. Guild credits issued shall be recorded on the player’s character sheet & initialed by the Guild Master
- The Guild Hall Manager may reward PCs with 25 goblin points for every hour they maintain a booth at the Market Day. He may also issue 10 guild credits per hour to any guild member who runs such a booth.
- 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 (don't abuse this, please). Guild credits should be recorded in a special spot on the Guild Hall Manager's character sheet separate from the PC's personal credits. Guild credit is also recorded on each character's sheet.
- Maintain the guild treasury.
- Other duties as defined by the in-game locality.

Rewards

- Up to one 1gp of guild dues per paying guild member 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).

Shops and Stores (Merchants’ Policy)

Any player may (and is encouraged) to establish a “shop” or “store” within the local Barony for the market gathering. This shop may sell in-game items and tags for in-game coin or trade as well as out-of-game items for out-of-game money. In either case, the shop owner’s items should be well physically represented. For example, if Geno the Potion-maker sets up a table of wares in the tavern, he may sell “phys-reps” for potion bottles or he may simply sell tags for potions, however the table must be set up with potion bottles and any other reps that are appropriate for his wares. The purpose of this is to enrich

the overall atmosphere of the game and the local setting. So, Geno the Potion-maker does not need to have a rep for every single one of his potions, but he should have enough to make a proper display amongst his table.

Benefits

Of course, any player who chooses to set up an in-game shop or store will be rewarded for their contribution to the atmosphere of the game and the local economy. Any player who maintains a “shop” area during any particular game weekend will gain an additional 2 levels of production per level of production skill their character has purchased. In addition, the player responsible for setting up their shop will receive a \$5 discount per game day of the event from their event fee. The local plot team should also provide a secure in-game location for the shop area to be established in the means of a “temporary” circle of power (lasting for 5 days) or a ward. The local plot team may establish this location at their discretion and if it does not meet the desires of the merchant, then it will be the merchant’s responsibility to make other arrangements.

Requirements

“Shops and “Stores” are not required to sell production items or “phys-reps” to qualify for the previously mentioned rewards. Other merchant based locations may also be established, such as ale-houses, gambling tables or other custom-type places. Anyone who chooses to establish a merchant location must meet the following requirements:

- The merchant location is “open for business” for at least 8 hours over the course of a typical 2-day event and at least 4 hours during any one full game day (a full game day being any event day that starts before Noon)
- Merchant location hours will only be counted between the hours of 10 AM and 2 AM.
- The Merchant “store” owner does NOT need to be present for the location to be open, but someone in his/her hire must be available to sell/trade wares to count toward the necessary time.
- Merchant “shops” MUST have “phys-reps” on their table that are consistent with that which is being sold at the shop. Every tag is NOT required to have a “phys-rep”, but a merchant may not simply have a table covered with tags to qualify for the previously mentioned rewards.
- Merchant tables that are only selling “phys reps” for out-of-game money such as latex weapons, armor, or costuming are NOT required to have tags that match their items.

Please check with any of the WAR owners before you come to an event if you are unsure that your “shop” will qualify.

Shops and the Merchant’s Guild

From an in-game standpoint, “shops” and “stores” are legally maintained by the barristers of the Merchant’s Guild and the Merchant’s Guild also provides the necessary resources to provide that character with the ability to create extra production. Therefore, characters who are members of the Merchant’s Guild will not be required to pay anything in addition to their guild dues which will be 4 gold per event. Non-Members of the Merchant’s Guild must pay a fee of ten gold to the Merchant’s Guild to receive the additional production yielded by their services and to be considered “legal” in terms of the necessary Merchant’s License. Guild dues and Merchant fees will be paid at check-in, otherwise the additional production will not be rewarded and in-game consequences may arise.

See Also

<http://warweb.org/nero/NERO.htm> - Game Rules for the latest play-test information.

Change Log

03/22/2011

- Removed production items, spell books, and recipe books from “purchasable” items through guild credits
- Removed spell books and recipe books from items that can be traded in for guild credits
- Added the sections describing the Kingdom Guilds and the Underground Guilds
- Added a new “Merchant’s Policy” under the heading “Stores and Shops”
- Guild credits can no longer be “purchased” with gold