

## Imperial Artisans Guild

The Imperial Artisans Guild was founded with the goal of helping the people of the Malin Empire to grow as craftsmen, not only to improve their quality of life, but to create a name for the people. The guild requires crafters to become more skilled at their trade as they move up in the guild. All guild houses will be provided a Minor workshop for each trade that can be used by members.

### Non-Member Services:

- Sells crafted items at Market Value- Of those in stock
- Repair Items 2 Silver
- Forge Rental 3 Silver/Hour
- Sells recipes at 110% Market Value- Of those in stock

### Membership:

Membership requires the character to have at minimum 1 rank of a Crafting skill that is not cooking. A onetime 5 silver membership fee for registration allows the access to Minor workshops right away. They can sell their wares at Market Rates only, with a 10% tithe to be made to the guild vault. There are benefits to membership of the guild, upon joining they get access to minor workshops, and after 3 months the rest of the benefits kick in.

Each event members must donate production time, 3 production points per 10 levels of adventurer, must be made per gathering help to maintain the guild needs.

### Membership Benefits

Initiate- 0 to 3 months
Novice- 3 months to 6 months
Journeyman- 6 months to 1 years
Adept- 1 Year to 2 Years
Master- 2 Years to 4 Years
Grand Master- 4 Years +

#### Initiate

- No bonus
- Have items Repaired for 1 Silver

#### Novice

- Training in available Non-Advanced Guild related skill
- Can purchase items from the Guild at Guild Cost- of those in stock
- Access to Recipes up to Rank 2

#### Journeyman- Requires Rank 2 Crafting Skill

- Training in available Advanced class skills
- Training in available Non-Advanced Everyman skills

- Can Purchase Common Recipes for their Craft skill at Guild cost
- Can schedule time to work in higher level workshops based on Availability.
- Access to Recipes up to Rank 4

#### **Adept- Requires Rank 4 Crafting Skill**

- Training in available Non- Guild related Advanced Everyman skills
- Training in unavailable Non-Advanced Everyman skills
- Can Purchase Advanced Recipes for their Craft Skill at Guild Cost
- Guild members receive 40% of the profit for all services they perform for the guild.
- Access to Advances Recipes

#### **Master-Requires Advanced Crafting Skill**

- Training in unavailable non- cross classes skills
- Guild members receive 75% of the profit for all services they perform for the guild.
- Receive priority on workshop space.
- Can Learn Skill: ***Craft of Quality***- This skill allows their creations to have extended duration, no additional cost for basic items for an additional 3 months and advanced items cost an additional 5 Uncommon Components for 2 additional months of duration up to 3 times.

#### **Grand Master**

- Training in any skill
- No matter what grade workshop they always receive the time reduction of a Major workshop