

## Imperial Mage's Guild Charter

The Imperial Mages Guild was founded with the goal of helping to strengthen the power base of the Malin Empire through raw force. The guild requires members to master at their skills as they move up in the guild. All guild houses will be provided a Minor Reliquary and a Glyph Circle, that can be used by members.

### Services (for non-members)

Between the members they have all paths, though some in lower qualities. They will make and sell

- Sell available Runes for Market value
- Spell casting of protectives @ 5 Copper/level
- Reliquary Rental 3 Silver/Hour
- Create Forge Items @ 3/5/7 Gold (Formula and Components must be provided)
- Ritual Casting- 4 gold for most rituals (Scroll and Components must be provided)
- Spell Slots from the vault 4 Silver/3 Spell Levels

### Membership

Membership requires a onetime 5 silver membership fee for registration allows the access to Minor workshops right away. 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. Should a player wish to join the guild they must have at least 2 of the following skills: *Ritualism with 2 Rank 5 Knowledge Areas*, must have purchased two 8th level *Spell Slots*, *Forge Item Power*, *Scribe Rune Rank 3*, *Open Portal*.

In addition each gathering they must donate to the Vault, Spell Slots or Knowledge Points to the pool based on their character level.

- 3 Spell Levels/10 character levels to the guild or
- 4 Production Points/10 character levels to the guild.

### 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
- Spell casting of protectives @ 2 Copper/level

#### Novice

- Training in available Non-Advanced Guild related skill

- Can purchase items from the Guild at Guild Cost- of those in stock
- Ritual Casting- 1 gold for most rituals
- Access to Rune recipes up to 5th level.

### **Journeyman**

- Training in available Advanced class skills
- Training in available Non-Advanced Everyman skills
- Can Purchase Recipes for their Craft skill at Guild cost - of those in stock
- Can schedule time to work in higher level workshops based on Availability.
- Spell Slots from vault 3 Silver/3 Spell Levels
- Access to Rune recipes up to 9th level

### **Adept**

- Training in available Non- Guild related Advanced Everyman skills
- Training in unavailable Non-Advanced Everyman skills
- Guild members receive 40% of the profit for all services they perform for the guild.
- Spell Slots from vault 2 Silver/3 Spell Levels
- Access to Advance Rune recipes

**Master-** Requires four 8th level Spell Slots in addition to 2 other skills from the member list for this rank or higher.

- Training in unavailable non- cross classes skills
- Guild members receive 75% of the profit for all services they perform for the guild.
- Umbral Power- When casting rituals in a Glyph Circle inside the guild house they can take advantage of the structures power, lowering the cost of negating harmful effects of rituals by 50% of the standard fuel cost.

**Grand Master-** Requires six 8th level Spell Slots in addition to 2 other skills from the member list for this rank or higher.

- Training in any skill
- Greater Umbral Power- When casting rituals they can lower the cost of negating harmful effects of rituals by 50% of the standard fuel cost.