

The Guild Hall 2010

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.

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 casting are all considered to be from Unlimited Scrolls.

Cost: Total of

- 5 gold pieces per level of the scroll to be cast from fee (No charge 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
Spell Book, Recipe Book	1 credit
Production Item	1 credit per 4 levels (16 pp)
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	2 credits 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)	20 credits per Scroll Level (Max 5 charges)
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

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

Item Purchased	Cost
5 silver pieces	2 credits
Spell Book, Recipe Book	5 credits
Production Item	5 credits per 4 levels (16 pp)
Casting from a Limited Formal Scroll	10 credits per (Scroll Level x Charges)
Limited (times ever) Formal Scroll	20 credits per (Scroll Level x Charges)
Casting from Unlimited Formal Scroll	25 credits per Scroll Level
Unlimited (daily or unlimited) Formal Scroll	50 credits per Scroll Level
Formal Component (Common or Uncommon)	6 credits per component
Formal Component (Rare)	25 credits per component
Cantrip Tome	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).
- 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 (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).

See Also

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