

# GUILDS

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## Guild Types

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# GUILD INFORMATION

## Guild Tiers

Tier	Price	Min PCs	Max PCs	Days to Build	Base Weekly Taxes	Modules Allowed	Aides Allowed
1	200gp	5	10	5	3gp	1	1
2	200gp	5	15	3	7gp	3	2
3	500gp	10	25	3	10gp	4	3
4	750gp	10	40	5	20gp	6	4
5	1000gp	15	50	7	30gp	8	5

## Forming a Guild

To form a guild you must fill out the Guild Registration Form below and post it in #guild-registry. The initial tier of the guild determines the minimum members needed, per the Guild Tiers table above. The Guild Hall cost is the cumulative sum of the Charter cost (50gp) and the Guild Hall costs for each of the initial tier and below. The Guild Hall will open at the lowest tier and continue building afterward. For example, a T3 guild will cost 950gp to build, open a T1 guild hall in 5 days, and finish a T3 guild hall in 11 days.

When choosing a guild type, choose from among the types listed later in this document. In character, however, the Snowhaven Senate does not have the specific nature of your guild registered in any official capacity. (Note that the 7 day joining/leaving of guild cooldown does not apply during the initial forming of the guild.)

When listing founders, include their character name, Discord tag, and (if applicable) if they are a leader/co-leader. The default guild channel name is #guild-hall-<guild-name>. A private channel can only be entered by players with the appropriate guild role (staff can be solicited to grant the role temporarily for RP purposes). All guilds created must be based in Snowhaven and cannot be branches of other guilds.

## Upgrading a Guild

Once a guild hall is built, you may build or upgrade a module by filing a Module Form in #guild-registry. Read the "Modules" section found later in this document for more info. You may only upgrade a guild hall or module after completing the last tier's upgrade. Additionally, you may change your guild type or 2nd Type DTD after being a guild for more than 30 days. Once you file the appropriate form and pay 50gp to repurpose your hall and connections, the change is completed 30 days after as to prevent guilds from changing too often.

## Guild Member Registration/Resignation

When a player is looking to join a guild, there is paperwork required for the guild to declare their new member to the senate. The process costs a fee of 5gp, paid by either the guild or the applicant, and is completed after a seven-day waiting period. During this waiting period, the applicant may not benefit from the modules, aides, DTD, or other boons granted by the guild, but do count as a member for the purpose of the maximum members allowed. Consequently, they also do not add to the taxes of a guild via Kitchen or Barracks. After the period passes, the applicant may fully join and benefit from the guild.

A similar process must take place when a character wishes to leave a guild. The resignee must abide by another seven-day waiting period while the senate processes their departure from the guild. During this time, the same conditions outlined above apply, and additionally the resignee may not join another guild.

A character can only be part of one guild at a time. A player cannot join the same guild with more than one character. Example: Player has Character A and Character B. Character A has joined Prismatic Wizards. Character B cannot join Prismatic Wizards anymore but can join a different guild. If Character A leaves Prismatic Wizards, then Character B can now join Prismatic Wizards.

# GUILD FORMS

## Guild Registration Form

### Guild Registration Form

@gradientx

\*\*Guild Name\*\*:

\*\*Initial Guild Tier\*\*:

\*\*Type\*\*:

\*\*Founders\*\*:

(must be 5+)

- Kerr Actor, Co-Leader (@Example#0000)

\*\*Guild Channel Name\*\*:

[#knights-exemplar-hall]

\*\*Permissions\*\*:

<Public | Private>

\*\*Cost for Charter and Labor to build Hall\*\*:

- A private channel can only be entered by players with the appropriate guild role.

## Guild Member Form

### Guild Member Form

\*\*Guild Name\*\*:

\*\*Character Name\*\*:

\*\*Discord ID\*\*:

\*\*Action\*\*:

<Joining | Leaving>

\*\*Registration Fee Paid\*\*:

<link | N/A>

\*\*Submission Date\*\*:

\*\*Approval Date\*\*

(Seven Days after Submission):

- On the approval date, react to the Guild Member Form message with 🗝️:key: to beam it to a task list for staff, and the role will be given or taken away manually by a staff member.

## Guild Representative Form

### Guild Representative Form

\*\*Guild Name\*\*:

\*\*Character Name\*\*:

\*\*Discord ID\*\*:

\*\*Reason for Needing Representative Permissions\*\*:

- React to the Guild Representative Form with 🏢:office: to beam it to a task list for staff, and the role will be given manually by a staff member.

# GUILD MANAGEMENT FORMS

## Module Form

### Module Form

\*\*Guild Name\*\*:

\*\*Module Name\*\*:

\*\*Building/Upgrading/Downgrading/Destroying\*\*:

\*\*Link to Payment\*\*:

\*\*Duration\*\*:

## Aide Form

### Aide Form

\*\*Guild Name\*\*:

\*\*Action\*\*:

<Hiring | Firing>

\*\*Aide Type\*\*:

\*\*Link to DTD Result\*\*:

<link | N/A>

\*\*Link to Payment\*\*:

<link | N/A>

## Guild Type Change Form

### Guild Type Change Form

\*\*Guild Name\*\*:

\*\*Guild Type Slot\*\*:

<Main | 2nd | Both>

\*\*Current Type(s)\*\*:

\*\*New Type(s)\*\*:

\*\*Submission Date\*\*:

\*\*Completion Date\*\*:

\*\*Link to Payment\*\*:

## Guild Info Change Form

### Guild Info Change Form

@gradientx

\*\*Current Channel Name\*\*:

\*\*Changing\*\*:

<Guild Name | Channel Name | Channel Description>

\*\*To\*\*:

- Add more **Changing** and **To** field pairs to the same post as needed.

# Guild Tax Form

### Guild Taxes

\*\*Guild Name\*\*:

\*\*Total Taxes Paid\*\*:

X gp

- X gp - Guild Hall T<#>

[- X gp - Barracks T<#>]

[- X gp - Kitchen T<#>]

[- X gp - Stables T<#>]

[- X gp - Other Modules]

[- X gp - Aides]

\*\*Stabled Mounts\*\*:

- <Mount Name>, <Statblock> (<Size>) - <Owner> (<Level>)

- ...

]

\*\*Payment Link\*\*:

# The Guild Disbandment Process

For whatever reason, a long-standing institution might fall apart, and the same can be said for the many guilds of Snowhaven. Disbanding a guild entails relinquishing the land and properties of the establishment to the Senate. This comes with proper compensation equal to half the price of your guild's current tier plus the compounded cost of any modules it may have, granted to the current guild leader and divided as the guild sees fit.

However, disbandment isn't light, and it requires plenty of oversight involving all related parties. First, the guild leader must formally initiate the process through a guild-wide vote, which will later be verified for validity. A majority of members must be in agreement before the disbandment may proceed. If reached, the form below must be filled in and sent to #guild-registry with an 🗳️ emoji reaction.

The Senate may review the guild's activities prior to the submission of the disbandment request and deem whether the guild is fit to dissolve. The guild continues as normal and only enters the one-week disbandment process after the disbandment request is approved.

When this week passes, the guild is officially dissolved.

## Guild Disbandment Form

### Guild Disbandment Form

\*\*Guild Name\*\*:

\*\*Tier\*\*:

\*\*Members\*\*:

[Name of Member] | [Discord ID]

\*\*Modules\*\*:

[Name of Module] | [Tier of Module]

\*\*Link to vote conducted\*\*:

\*\*Recipient of Compensation\*\*:

\*\*Discord ID\*\*:



# ACADEMIC GUILDS

## Perks

Tier	Bonus
1	Unlock Type Downtime: Scribe Documents, Seekers of Knowledge
2	Knowledge Sharing
3	Unlock a Type Downtime of another Type
4	Tutors for Hire
5	Renowned Scholars

## Type Downtime: Scribe Documents

Members of this guild can be contracted to work as scribes, aiding those who, for whatever logical reason, need a few books, letters, and even maps written. No need to find the contractor though, as a guild, they require your services, and thus seek you out!

- Roll 1:** Arcana, History, Religion, Nature Check  
**Roll 2:** Calligrapher's Supplies, Investigation, or Perception Check  
**Reward:** 6gp per success

To perform this downtime, run the **!guild scribe** command in **#dtd-automated-log**.

## Seekers of Knowledge

Members of your guild are capable of finding information on just about anything, and gain access to the **Scholarly Research DTD**.

Members of your guild can find unique weaknesses, strengths, and specifics on different varieties of creatures as long as you know the name of the type of creature, or a very well documented physical description of it or its identifying characteristics.

You may also use research to learn the specific effects of spells as long as you have the name, or a specific enough description of the spell to differentiate it from different spells of a similar vein. (I.E- You may research Fireball if you're looking for a fire spell that explodes in roughly a twenty foot radius, but you couldn't research Fireball if you only knew it was a spell that could set things on fire). This type of learning does not count against the maximum number of instruments, languages, or tools you can learn.

The required Research Points needed are listed as followed:

- **Monster Information:** 10 + (CR rounded up x 5)
- **Spell Information:** 10 + (Spell level, minimum 1 x 5)

### Downtime Activity: Scholarly Research

**Character:** [character name]  
**Current Lifestyle:** [list]  
**Subject:** [Monster/Spell Info]  
**Total Needed:** [Monster/Spell Info]  
**Checking:** [Intelligence]  
**Rolled:** [result from #manual-dtd-log]  
**Total Progress:** [total rolled/total needed]  
**Notes:** [Library, Knowledge Sharing, etc.]  
**Remaining DTD this week:** [list]

## Knowledge Sharing

Once per day, a guild member can aid another player character who is performing the Learning DTD. If the player character being helped is attempting to learn an instrument or tool that the guild member has proficiency with or a language they know, they can add their Intelligence modifier to their check.

## Tutors for Hire

When using the Learning DTD, guild members can pay 2gp to hire a tutor for a +5 bonus to their Intelligence or Charisma check. This can only apply once per DTD.

## Renowned Scholars

Guild members have access to documents that reduce the points needed by 20% to research a spell or learn a new instrument, language, tool. The new Research and Learning Points required are listed below:

- **Instrument:** 60 Learning Points
- **Artisan Tool:** 68 Learning Points
- **Misc. Tool:** 80 Learning Points
- **Standard Language:** 72 Learning Points
- **Exotic Language:** 100 Learning Points
- **1st-level Spell:** 40 Research Points
- **2nd-level Spell:** 80 Research Points
- **3rd-level Spell:** 120 Research Points
- **4th-level Spell:** 320 Research Points
- **5th-level Spell:** 400 Research Points
- **6th-level Spell:** 480 Research Points

# ALCHEMY GUILDS

## Perks

Tier	Bonus
1	Unlock Type Downtime: Produce Consumables, Unlock Downtime: Craft Consumable
2	A Way with Tools
3	Unlock a Type Downtime of another Type
4	Fountain of Wonders
5	Improved Downtime: Craft Consumable

### Type Downtime: Produce Consumables

Members of this guild can be contracted to produce various consumables for merchants. No need to find the merchants as they come to you to find products. This kind of work is slightly dangerous due to its nature so you do run a risk of injury.

- Roll 1:** Alchemist's Supplies, Brewer's Supplies, Cook's Utensils, Glassblower's Tools, Herbalism Kit, or Poisoner's Kit Check
- Roll 2:** Arcana, Medicine, or Nature Check
- Roll 3:** Investigation or Perception Check
- Reward:** 5gp per success, risk of injury

To perform this downtime, run the `!guild alchem` command in `#dtd-automated-log`.

### Downtime: Craft Consumable

Guild members can spend downtime days crafting consumables if they have the appropriate tool proficiencies. Choose an item from this list: [Alchemy Document](#).

**Downtime Activity: Craft Consumable**

**Character:** [character name]

**Current Lifestyle:** [list]

**Item:** [consumable being crafted]

**Tool:** [tool being used]

**Payment Link:** [link to #transaction-log]

**Progress:** [DTDs spent/DTDs needed]

**Notes:** [expertise/additional tools/special ingredient]

**Remaining DTD this week:** [list]

### A Way with Tools

Using artisan tools is much easier for members of this guild due to specialized workshops and assistance from other experts. Members of this guild receive advantage on all checks with artisan tools when done within their guild halls.



### Fountain of Wonders

You've managed to construct a magical alchemical fountain in your guild hall! How does it work? You're only, honestly about 30% sure you understand, but why look a gift horse in the mouth? Alchemy is just as much of an art as it is a science, after all. Your fountain can and does, no matter how much you try to get it to stop, produce the following liquids in the following amounts each day: 4 gallons of beer, 1 gallon of honey, 2 gallons of mayonnaise, 1 quart of oil, 2 gallons of vinegar, 8 gallons of fresh water, 12 gallons of saltwater, and 1 gallon of wine.

### Improved Downtime: Craft Consumable

The list of consumables able to be crafted at the guild is expanded to the Improved Craft Consumable List.

# ARMAMENT GUILDS

## Perks

Tier	Bonus
1	Unlock Type Downtime: Produce Equipment, Unlock Downtime: Craft Equipment
2	A Way with Tools
3	Unlock a Type Downtime of another Type
4	Natural Armory
5	Improved Downtime: Craft Equipment

### Type Downtime: Produce Equipment

Members of this guild can be contracted to produce various equipment for merchants to sell. Being as you're well known for your crafts, you have no need to find the merchants as they come to you. This kind of work is slightly dangerous due to its nature so you do run a risk of injury.

**Roll 1:** Cobbler's Tools, Jeweler's Tools, Leatherworker's Tools, Smith's Tools, Tinker's Tools, Weaver's Tools, or Woodcarver's Tools Check

**Roll 2:** Athletics or Sleight of Hand Check

**Roll 3:** Investigation or Perception Check

**Reward:** 5gp per success, risk of injury

To perform this downtime, run the **!guild armam** command in **#dtd-automated-log**.

### Downtime: Craft Equipment

Guild members can spend downtime days crafting equipment if they have the appropriate tool proficiencies. Choose an item from this list: [Equipment Crafting Document](#).

**Downtime Activity: Craft Equipment**  
**Character:** [character name]  
**Current Lifestyle:** [list]  
**Item:** [consumable being crafted]  
**Tool:** [tool being used]  
**Payment Link:** [link to #transaction-log]  
**Progress:** [DTDs spent/DTDs needed]  
**Notes:** [expertise/additional tools/special ingredient]  
**Remaining DTD this week:** [list]

### A Way with Tools

Using artisan tools is much easier for members of this guild due to specialized workshops and assistance from other experts. Members of this guild receive advantage on all checks with artisan tools when done within their guild halls.

### Natural Armory

The guild is naturally suited with an Armory giving the guild room for storing all of their materials and created equipment.

### Improved Downtime: Craft Equipment Improvement

The list of equipment able to be crafted at the guild is expanded to the Improved Craft Equipment List.

# ASSASSIN GUILDS

## Perks

Tier	Bonus
1	Unlock Type Downtime: Assassination Contract, Reputable Behavior
2	Masters of Disguise
3	Unlock a Type Downtime of another Type
4	Thieves' Talk
5	Notorious

### Type Downtime: Assassination Contract

Members of this guild can be contracted to work as assassins, to take on dangerous jobs that are meant for the killer types. No need to find the contractor though, as a guild, they require your services, and thus seek you out! However for every failed check you run a risk of receiving Infamy Points!

- Roll 1:** Deception or Stealth Check
- Roll 2:** Insight, Investigation, or Perception Check
- Roll 3:** Attack Roll
- Reward:** 5gp per success, risk of infamy points

To perform this downtime, run the **!guild assassinate** command in **#dtd-automated-log**.

If you receive IP for failing a check on this downtime, the stated reason for your accrued infamy is: "Conspiracy to engage in dangerous or violent behavior."

### Reputable Behavior

Guild members receive 3 less Infamy Points when committing a crime unless they are caught by a guard.

### Masters of Disguise

Guild members have advantage on making a disguise with a Disguise Kit check when done within the guild hall.

### Thieves' Talk

Guild members have access to notes that allow them to learn Thieves' Cant as an exotic language using the Learning DTD.

### Notorious

Guild members receive 0 Infamy Points when committing a crime in a Tier 2 or 3 area unless they are caught by a guard.

# CRIMINAL GUILDS

## Perks

Tier	Bonus
1	Unlock Type Downtime: Fencing Goods, Contraband Vendor
2	Criminal Underground
3	Unlock a Type Downtime of another Type
4	Thieves' Talk
5	Bribe Senate

### Type Downtime: Fencing Goods

Members of this guild are able to take jobs fencing illegal and stolen goods. The underground criminals know of you all so you don't need to find people to buy and sell from. Be careful though, getting caught can cause you to gain Infamy Points!

**Roll 1:** Disguise Kit, Forgery Kit, or Thieves' Tools Check

**Roll 2:** Deception, Insight, or Persuasion Check

**Roll 3:** Sleight of Hand or Stealth Check

**Reward:** 5gp per success, risk of infamy points

To perform this downtime, run the **!guild crime** command in **#dtd-automated-log**.

If you receive IP for failing a check on this downtime, the stated reason for your accrued infamy is: "Possession of dangerous or contraband materials."

### Contraband Vendor

Guild members gain access to purchasing contraband from a special vendor. The list of items can be found here: [Criminal Contraband Vendor](#). Additionally at Tier 5, you gain access to the Improved Contraband Vendor listed in the document.

### Criminal Underground

Guild members have access to a number of yet undiscovered tunnels in underhaven and the ability to connect them to a guild member's residence.

### Thieves' Talk

Guild members have access to notes that allow them to learn Thieves' Cant as an exotic language using the Learning DTD.

### Bribe Senate

Guild members gain the ability to pay the Senate a bribe to reduce Infamy Points on a player character by 1. The cost increases the more Infamy Points a character has and the cost is higher for non guild members. The prices are listed as followed:

#### Cost for Reducing 1 Infamy Point

Current Infamy Points	Cost for Members	Cost for Non-Members
1-3	10gp	15gp
4-7	15gp	20gp
8-11	20gp	30gp
12	N/A	N/A

# CULTIST GUILDS

## Perks

Tier	Bonus
1	Unlock Type Downtime: Otherworldly, Curry Favor
2	Blackening Bond
3	Unlock a Type Downtime of another Type
4	Den of Secrets
5	Dark Blessing

### Type Downtime: Otherworldly Contracting

Members of this guild have frequent contact with creatures from other planes, and those creatures often need help doing all manner of mysterious tasks on the mundane realm where they cannot reach themselves. Be warned, such tasks never take the local body of law into consideration. Half of them don't even know what laws are, really.

- Roll 1:** Arcana, Insight, or Religion Check  
**Roll 2:** Deception or Stealth Check  
**Roll 3:** Intelligence, Wisdom, or Charisma Saving Throw  
**Reward:** 5gp per success, risk of infamy points

To perform this downtime, run the **!guild cult** command in **#dtd-automated-log**.

If you receive IP for failing a check on this downtime, the stated reason for your accrued infamy is: "Unusual and disruptive behavior."



### Curry Favor

Members of your guild can make small deals with minor extraplanar entities for magical favor. While within your guild hall, you can sacrifice a small trinket worth at least 5gp to receive a boon. This boon can be spent to gain advantage on one skill check. You can choose to use this boon after seeing your roll on the skill check, but not after being told the result. This boon lasts for 8 hours.

### Blackening Bond

Guilds members can make Intelligence (Religion) checks at advantage when praying at a cultist shrine.

### Den of Secrets

Whether it be by a deal with a planar entity, a collection of esoteric magical artifacts buried in just the right places and hung behind just the right paintings, or a ritual written on the underside of your floorboards, your guild hall is under the effect of a powerful enchantment that protects the inhabitants from outside interference. When your guild receives this benefit, you may choose the boundaries of your warded area. The boundaries within your warded area gain the following effects:

- Sensors created by divination spells can't appear inside the protected area or pass through the barrier at its perimeter.
- Creatures in the area can't be targeted by divination spells.
- Nothing can teleport into or out of the warded area.
- Planar travel is blocked within the warded area.

The boundaries of the warded area cannot extend past the walls of your guild's indoor structures. In addition, you may change the boundaries of your warded area by performing a short ten minute ritual once per day, seven days in a row.

### Dark Blessing

Members of your guild can obtain dark blessings while within your guild hall, or bestow a dark blessing onto another. This may require money, spiritual sacrifices, or strange ingredients. The list of Dark Blessings and their requirements can be found here: [List of Dark Blessings](#)

# DEFENDER GUILDS

## Perks

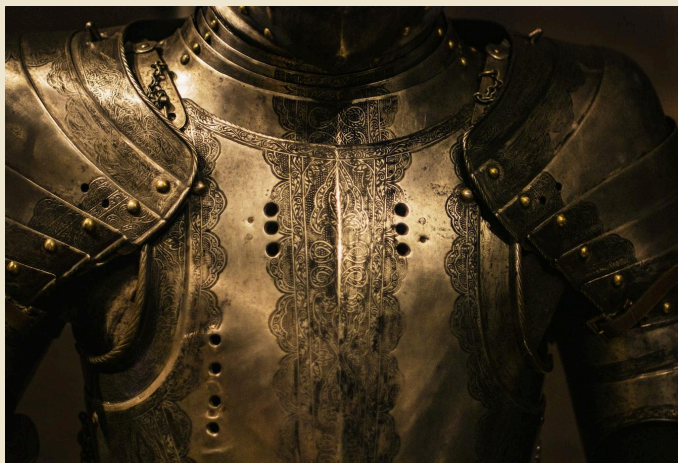
Tier	Bonus
1	Unlock Type Downtime: Snowhaven Patrol, Bounty Hunter
2	Information Network
3	Unlock a Type Downtime of another Type
4	Rumors of Crime
5	Law Enforcer

### Type Downtime: Snowhaven Patrol

Members of this guild can patrol the town looking for small crimes that the town guard can't find or solve. Being as this is contract work, you have no need to look for the job so go out and find those bad guys! However for every failed check you run a risk of receiving an injury!

- Roll 1:** Athletics, Acrobatics, or Intimidation Check  
**Roll 2:** Perception, Insight, or Persuasion Check  
**Roll 3:** Attack Roll  
**Reward:** 5gp per success, risk of injury

To perform this downtime, run the **!guild patrol** command in **#dtd-automated-log**.



### Bounty Hunter

Guild members have access to the Snowhaven criminal records, and are aware of any information than can be found in the **#infamy-log** channel. They're also made aware of anyone with outstanding bounties or fines. Members of this guild are exempt from charges of threat and assault against wanted criminals, as long as it's in service of bringing that criminal into the city hall to pay their fines and serve their sentences. In addition, they receive 20% of any fine paid as thanks for their efforts.

### Information Network

Members of this guild are recognized as protectors of Snowhaven, and commonfolk will generally take your side against potential targets. When tracking someone or something through Snowhaven, the information you freely gather gives you advantage on Survival, Investigation, and Perception checks you make to find them.

### Rumors of Crime

Members of this guild tend to hear about matters revolving around characters with 4 infamy points or greater that happen in channels of T2 or lower.

### Law Enforcer

When bringing in a wanted criminal, instead of 20% of any fine paid for your efforts you receive 50% instead.

# ENTERTAINER GUILDS

## Perks

Tier	Bonus
1	Unlock Type Downtime: Show Time, Renowned Entertainers
2	Shift Drinks
3	Unlock a Type Downtime of another Type
4	Tools of Entertainment
5	The Greatest Show

### Type Downtime: Show Time

Members of this guild are well known for their exuberant showmanship and crafts. People come from all over to witness their amazing shows, so no need to find work!

- Roll 1:** Calligrapher's Supplies, Carpenter's Tools, Disguise Kit, Instrument, Mason's Tools, Painter's Supplies, or Potter's Tools Check
- Roll 2:** Acrobatics, Investigation, Perception, or Performance Check
- Reward:** 6gp per success

To perform this downtime, run the **!guild showtime** command in **#dtd-automated-log**.

### Renowned Entertainers

Guild members are given free rooms at the taverns they perform at, allowing them to have the housing portion of their lifestyles paid for. Aside from that, your guild's connections to high society grant you contributions from wealthy patrons and access to workers who normally only work with a discerning clientele. If your guild barracks would provide a comfortable lifestyle, it instead provides a wealthy one. If your guild barracks would provide a wealthy lifestyle, it instead provides an aristocratic one. Sponsors supporting the guild's artforms also pay for the weekly upkeep of the guild's lodgings, waiving the guild tax incurred by the barracks.

### Shift Drinks

Due to their reputation as great performers, members bring in more business for taverns they perform at. This causes the tavern owners to grant members of this guild free alcoholic beverages at taverns they perform at.

### Tools of Entertainment

Guild members have access to documents that reduce the points needed by 20% to learn a new instrument or tool. The new Learning Points required are listed below:

- **Instrument:** 50 Learning Points
- **Artisan Tool:** 68 Learning Points
- **Misc. Tool:** 80 Learning Points

### The Greatest Show

Once every two weeks, your guild may throw an incredible party. Pulling on all the strings your guild has with every noble house, tavern, hotel, venue, and brewery you put on an incredible show. The show can be any kind you like, and can be as short as one hour or as long as eight hours. For the duration of the party your guild hall has the full menu of the Drunken Yeti available. Your party is attended by noble NPC patrons who want to continue funding your guild, but donate more if you impress them with your ability to induce revelry. As such, at the end of the party your guild receives donations of 30gp as a base, and an additional 5gp for every Player Character attendee you get to reach an intoxication level of 5 or higher over the course of the show.

# EXPLORER GUILDS

## Perks

Tier	Bonus
1	Unlock Type Downtime: Exploration, Renowned Explorers
2	Wilderness Scouts
3	Unlock a Type Downtime of another Type
4	Travelling Gear
5	Treasure Find

### Type Downtime: Exploration

Members of this guild can be contracted to explore various locations, find treasure, and sometimes to clear out an area for a non-combatant. No need to find the contractor though, as a guild, they require your services, and thus seek you out! However for every failed check you run a risk of receiving an injury!

**Roll 1:** Cartographer's Tools, Investigation, or Perception Check

**Roll 2:** Acrobatics, Athletics, or Survival Check

**Roll 3:** Attack Roll

**Reward:** 5gp per success, risk of injury

To perform this downtime, run the **!guild explore** command in **#dtd-automated-log**.



### Renowned Explorers

Guild members have advantage on Intelligence (Investigation) and Wisdom (Perception) checks when performing the Find DTD. Additionally, a guild member can lend their aid to another character performing the Find DTD once per day by adding the member's proficiency bonus to the character's roll.

### Wilderness Scouts

The guild becomes recognized for its excellent exploration skills. Thanks to its recognition members are allowed to role play in the Tundra and Misty Forest channels (unless a session is currently going on in either channel). They may also bring along others if they choose, but a member of the guild must be present.

### Travelling Gear

Guild members are well known for their exploration skills, causing the Senate to have prepared packs for them for when they leave town. Members can bring along either a dungeoneer's pack or an explorer's pack whenever they go on a bounty. Any unused items are returned to the guild afterwards and cannot be sold.

### Treasure Find

Guild members can choose to try to find treasure whenever they perform the Exploration DTD. At a higher base risk of injury, regardless of the number of successes, a guild member can earn an additional 2gp per use of the Exploration DTD.

# HEALER GUILDS

## Perks

Tier	Bonus
1	Unlock Type Downtime: Medical Work, Unlock Downtime: Recover Illness or Injury
2	House of Healing
3	Unlock a Type Downtime of another Type
4	Healing Aura
5	Special Diamond Vendor

### Type Downtime: Medical Work

Members of this guild can be contracted to provide healing and medical treatment, aiding those who are injured or sick. No need to find them, as a guild, they require your services, and thus seek you out!

- Roll 1:** Herbalism Kit or Medicine Check  
**Roll 2:** Alchemist Supplies or Nature Check  
**Reward:** 6gp per success

To perform this downtime, run the **!guild med** command in **#dtd-automated-log**.

### Downtime: Recover Illness or Injury

Guild members can spend a downtime day to recover a single character's illness or injury.

To perform this downtime, run the **!guild healer** command in **#dtd-automated-log**.

### House of Healing

Members of your guild are given a healing kit marked with your guild icon. This healing kit is identical to a regular healing kit in every way. This kit contains 10 charges, and upon returning to the guild hall a member of this guild can refill their healing kit to max capacity, replacing any spent charges.

Your guild is especially suited for rest. When taking a long rest in your guild hall, a creature reduces their level of exhaustion by 2 per long rest instead of 1. In addition to this, you have extra beds to provide rest for potential patients of the guild. On invitation, a creature may stay at your guild for a night, but will not benefit from its lifestyle.

### Healing Aura

While inside the guild hall, when someone would roll one or more dice to restore hit points, they instead use the highest number possible for each die.

### Special Diamond Vendor

A special vendor resides at the guild selling diamonds of special quality at a 20% discount to guild members. These diamonds sell for the same value you purchased them at.

# MAGIC CIRCLE GUILDS

## Perks

Tier	Bonus
1	Unlock Type Downtime: Experimental Arcana, Component Vendor
2	Protective Arcana
3	Unlock a Type Downtime of another Type
4	Place of Power
5	Hidden Stock

### Type Downtime: Experimental Arcana

Members of this guild can be contracted to do sensitive, complex work solving magical mysteries and dealing with arcane conundrums. As a known Magic Circle, people seek out your guild members to solve these mystical, sometimes dangerous problems on their behalf!

- Roll 1:** Arcana or Religion Check
- Roll 2:** Insight, Investigation, or Perception Check
- Roll 3:** Spell Attack Roll
- Reward:** 5gp per success, risk of injury

To perform this downtime, run the **!guild arcana** command in **#dtd-automated-log**.

### Component Vendor

Guild members gain access to purchasing discounted spell components from a special vendor. The list of components can be found in the first section of the [Magic Circle Guild Vendor Document](#). These components sell for the same value you purchased them at.



### Protective Arcana

Through the collective work of your guild and the favor of some outside patrons, you've been able to layer artifacts into the base of your guild hall that create a warded area. Your guild has access to a password that, when spoken aloud, makes the speaker immune to these warded effects.

- **Corridors.** Fog fills all the warded corridors, making them heavily obscured. In addition, at each intersection or branching passage offering a choice of direction, there is a 50 percent chance that a creature other than you will believe it is going in the opposite direction from the one it chooses.
- **Doors.** All doors in the warded area are magically locked, as if sealed by an arcane lock spell. In addition, you can cover up to ten doors with an illusion (equivalent to the illusory object function of the minor illusion spell) to make them appear as plain sections of wall.
- **Stairs.** Webs fill all stairs in the warded area from top to bottom, as the web spell (save DC 12 + Guild Tier). These strands regrow in 10 minutes if they are burned or torn away.

The wards can temporarily be lowered and raised by the current master of the grounds, usually the guild leader. This process takes ten minutes of dedicated ritualing, and you cannot perform other tasks while engaged in this ritual. The position of master of the grounds can be passed down freely from one master to the next, and if there is no master it can be claimed by the current standing guild leader.

### Place of Power

With the assistance of some outside help, your guild has some more artifacts built into its foundations. Your guild now has its own unique teleportation circle. The unique key to this teleportation circle is first only told to the guild leader, who can share it as they like. A spell component is also installed in the hall, a structure of your choice such as a table or pedestal that cannot be moved from its place. This structure is infused with a crystal suitable for the scrying spell.

### Hidden Stock

Better merchants begin to show up offering deals on components for some of the more powerful spells. The list of discounted spell components expands to the Improved Component Vendor section.

# MERCANTILE GUILDS

## Perks

Tier	Bonus
1	Unlock Type Downtime: Mercantile Work, Aggressive Haggling
2	Special Order
3	Unlock a Type Downtime of another Type
4	Merchant Favors
5	Skilled Sellers

### Type Downtime: Mercantile Work

Members of this guild are well trusted merchants who are hired to perform various tasks for merchants. Tasks ranging from as simple as helping a sale or selling items for merchants for a cut.

**Roll 1:** Deception or Persuasion Check

**Roll 2:** Insight or Intimidation Check

**Reward:** 6gp per success

To perform this downtime, run the **!guild merchant** command in **#dtd-automated-log**.

### Aggressive Haggling

Guild members can attempt to gamble their earnings. Members can choose to spend 2gp when performing Mercantile Work. Roll a d4 and earn that much gp.

### Special Order

Guild members get 20% off custom orders at NPCM-ran shops, 30% off mundane items from the Market Document, and 10% off spell components, including diamonds.

### Merchant Favors

Guild members gain access to small business suppliers, providing them the rates of material costs for food and drink as outlined in the “Categories of Business” portion of the [Dnd World Business Document](#).



### Skilled Sellers

Guild members can sell mundane items for 60% value. This does not apply to spell components.

# MERCENARY GUILDS

## Perks

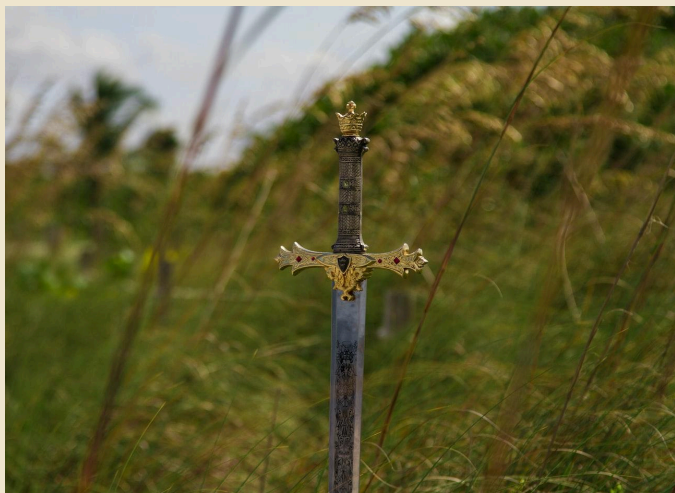
Tier	Bonus
1	Unlock Type Downtime: Mercenary Work, Big Reputation
2	Equipment Vendor
3	Unlock a Type Downtime of another Type
4	Intimidating Work
5	Renowned Mercenaries

## Type Downtime: Mercenary Work

Members of this guild can be contracted to work as mercenaries, aiding those who, for whatever logical reason, need a few armed guards that they just don't have time for, or trust the town guards. No need to find the contractor though, as a guild, they require your services, and thus seek you out! However for every failed check you run a risk of receiving an injury!

- Roll 1:** Acrobatics or Athletics Check  
**Roll 2:** Insight, Investigation, or Perception Check  
**Roll 3:** Attack Roll  
**Reward:** 5gp per success, risk of injury

To perform this downtime, run the `!guild merc` command in `#dtd-automated-log`.



## Big Reputation

Word spreads fast of your guild, and as a result they get quite a bit of attention... including inquiries for morally dubious work. Members can choose to gain a risk of infamy points for an additional 2gp when performing the Mercenary Work DTD. Roll an additional d100. If the result is 30 or lower, gain 1 infamy point.

If you receive IP when choosing to take this risk during downtime, the stated reason for your accrued infamy can be one of the following depending on your character:

- "Unusual or disruptive behavior."
- "Unwarranted intimidation and threats."
- "Suspicious of impersonation and forgery."
- "Inappropriate public behavior."

## Equipment Vendor

Mercenaries are well known for their need for equipment which causes vendors to come by with great offers. Guild members have a 20% discount for weapons and armor.

## Intimidating Work

Being known for their grit and strength, guild members have advantage on Charisma (Intimidation) checks against humanoids local to Nanam.

## Renowned Mercenaries

Your guild's influence in the city has made your membership just short of socially unassailable, causing levels of infamy to not apply to members of this guild until Level 3: Menace.

Additionally, guild members who have 0 Infamy Points are rewarded for their good reputation. As the faces of the guild, your services are more highly sought after in less dubiously legal affairs. With additional gold when finishing an arena, hunt, bounty, or tower fight(unless the DM feels it is inappropriate for the game; i.e. a morally questionable job).

The amount of additional gold gained is listed below:

Player Level	Reward
1-8	bonus gold equal to your level
9-15	bonus gold equal to twice your level
16+	bonus gold equal to three times your level

# NATURE GUILDS

## Perks

Tier	Bonus
1	Unlock Type Downtime: Nurture Farm, Sacred Farm
2	Home to Animals
3	Unlock a Type Downtime of another Type
4	Druidic Notes
5	Tree of Life

### Type Downtime: Nurture Farm

Members of this guild have an avid connection to nature, Koume, and her innermost workings on the effect of nature. They maintain their farm and sell excess crops to the town for money. Merchants and citizens come on their own so no need to find buyers!

**Roll 1:** Animal Handling, Athletics, Herbalism Kit, or Nature Check

**Roll 2:** Investigation or Perception Check

**Reward:** 6gp per success

To perform this downtime, run the **!guild farm** command in **#dtd-automated-log**.

### Sacred Farm

Guild members produce their own food at the guild on a farm blessed by nature itself, allowing them to have the food portion of their lifestyles paid for. Cooking checks made within the guild halls using the harvest from the sacred farm are done at advantage. Apart from that, the guild's innate connection to nature causes food and other organic items stored within the guild hall to maintain an unnatural freshness, allowing them to keep for twice as long within the area. This effectively extends the time required for spells such as Reincarnation and Raise Dead to take effect.

### Home to Animals

Your guild hall is fashioned with an area suited for pets and mounts of the guild members. Mounts owned by members can stay at the guildhall for free.

### Druidic Notes

Guild members have access to notes that allow them to learn Druidic as an exotic language using the Learning DTD.

### Tree of Life

Your guild's reverence for nature has been returned in kind. A unique species of tree that originates from the Feywild has grown into full bloom on your guild grounds, exuding a magical aura that permeates the grounds of your guild hall.

Guild members may pluck a fruit from the tree once per day each, which spoils after 8 hours and loses all properties. This fruit may be used as the 'ungents' portion for the Reincarnate spell, fulfilling 500gp of the total gold cost for components. Additionally as an action, a creature may instead consume this fruit; when they do so, roll on the Fruit of Life table to determine the magical effect it has on the consumer. After consuming this fruit, a creature may not benefit from any of the effects of the Fruit of Life table until they've taken a long rest. If the tree is damaged or destroyed, it will regrow over the course of a week. During that time, it provides no benefit to the guild.

### Fruit of Life

#### d6 Effect

- 1 You gain the benefits of the speak with animals spell for 1 hour, and have advantage on ability checks to interact with beasts during that time.
- 2 You gain the benefits of the speak with plants spell for 1 hour, and have advantage on ability checks to interact with plants during that time.
- 3 You gain advantage on saving throws against poison for 1 hour.
- 4 You regain one expended spell slot, the level of which can be no higher than half your proficiency bonus (rounded up). If you have no expended spell slots you can regain, you instead gain a number of temporary hit points equal to twice your proficiency bonus.
- 5 You gain the benefits of the barkskin spell for 1 hour.
- 6 Roll twice on the table, rerolling any more 6s or duplicate rolls.

# RELIGION GUILDS

## Perks

Tier	Bonus
1	Unlock Type Downtime: Good Work, Divine Connection
2	Deity Worshiping
3	Unlock a Type Downtime of another Type
4	Home of the Gods
5	Blessings

### Type Downtime: Good Work

Members of this guild can engage in ‘good works’ as defined by their Deity. By engaging in these good works and spreading divine inspiration, gold just... always seems to happen to find its way to your pocket. Divine intervention, one might say.

**Roll 1:** Perception or Investigation Check

**Roll 2:** Insight or Religion Check

**Reward:** 6gp per success

To perform this downtime, run the **!guild works** command in **#dtd-automated-log**.

### Divine Connection

While in the guild hall, guild members can cast the spells bless, ceremony(material cost also waived), detect evil and good, detect poison and disease, protection from evil and good, calm emotions, lesser restoration, and zone of truth without expending a spell slot.

### Deity Worshiping

Your guild's dedication has its perks with the gods. Guilds members can make Intelligence (Religion) checks at advantage when praying at a temple or shrine.

### Home of the Gods

Elementals, Fey, Fiends, and Undead cannot enter your guild hall unless expressly permitted, nor can such creatures charm, frighten, or possess creatures within it. Any creature charmed, frightened, or possessed by such a creature is no longer charmed, frightened, or possessed upon entering the area. Affected creatures cannot move or travel using teleportation or by extraplanar or interplanar means.

In addition to the above benefits, dead bodies interred in the area cannot be turned into undead.

### Blessings

Guild members gain access to obtaining minor blessings for gold. The blessings can be found in the [Religion Guild Blessings Document](#).

# MODULES

Modules are additional rooms that you can add to your Guild Hall to help define what your guild is about. Each module grants different bonuses to the members of the guild. You may only have a certain amount of modules equal to the chart stated in the Guild Hall Sizes chart.

Additionally, a guild may find that some modules have lost their merit for their theme or needs. You may send in a form to the Town to order the deconstruction or downgrading (per tier) of a module, which takes 24 hours. Afterwards you are refunded 50% of the Upgrade Cost, and you may rebuild a new module in the stead of a deconstructed module. The processing time and refund accumulate together; a T2 Barracks that is downgraded to T1 before being deconstructed takes 48 hours and refunds 100gp, whereas deconstructing a T2 directly takes 24 hours and refunds 50gp.

## Arcane Study

**Cost:** 100gp, 48 hours  
**Guild Tax:** 5gp a week  
**Upgrade Cost:** 100gp, 24 hours  
**Description:** The Arcane Study provides a place to store your books and perform your research here. This module grants guild members a +1 bonus to their Arcana checks when using the Research spells DTD. This bonus increases by 1 each time you upgrade the Arcane Study up to Tier 4. Upon upgrading this module to Tier 5, members can use the Research Spells DTD with no gold cost.

## Armory

**Cost:** 100gp, 48 hours  
**Guild Tax:** 5gp a week  
**Upgrade Cost:** N/A  
**Description:** The armory provides room for the whole guild to store gear. This module grants guild members room for 3000 lbs of gear to be stored at the guild. Additionally, while a guild member is inside the Armory it takes half the time to don and doff armor and equipment. Additionally, the armory can come with a guard that causes the PvP Tier of your guild hall to change by up to 1.

## Bar

**Cost:** 100gp, 48 hours  
**Guild Tax:** 5gp per week  
**Upgrade Cost:** N/A  
**Description:** The Bar provides drinks for the guild at a better price. This module grants guild members half priced alcoholic beverages at their guild. The bar comes with a bartender.

## Barracks

**Cost:** 100gp, 48 hours  
**Guild Tax:** see table below  
**Upgrade Cost:** 100gp, 24 hours  
**Description:** The Barracks provide a place for guild members to relax and sleep. This module grants rooms for a modest lifestyle to up to 10 members at Tier 1. The capacity increases by 10 each time you upgrade the Barracks up to Tier 5. Upon upgrading this module to Tier 3, members who benefit from this module have a Comfortable lifestyle (or Wealthy if already benefiting from a Tier 3 or higher Kitchen).

Tier	Guild Tax (Weekly)	Member Capacity
1	4gp	10
2	6gp	20
3	12gp	30
4	14gp	40
5	18gp	50

## Garden

**Cost:** 100gp, 48 hours  
**Guild Tax:** 5gp a week  
**Upgrade Cost:** N/A  
**Description:** The Garden provides an excellent place to plant and grow various herbs and other vegetation that the guild chooses. This module grants guild members the ability to automatically succeed when using the Forage For Herbs DTD.

## Guild Library

**Cost:** 100gp, 48 hours  
**Guild Tax:** 5gp a week  
**Upgrade Cost:** 100gp, 24 hours  
**Description:** The Guild Library provides a place to peacefully study various subjects. This module grants guild members a +1 bonus to their Intelligence or Charisma Check when using the Learning DTD. This bonus increases by 1 each time you upgrade the Guild Library up to Tier 4. Upon upgrading this module to Tier 5, members can reroll 1s on Intelligence or Charisma checks when using the Learning DTD.

## Kitchen

**Cost:** 100gp, 48 hours  
**Guild Tax:** see table below  
**Upgrade Cost:** 100gp, 24 hours  
**Description:** The Kitchen provides a place for guild members to cook and eat food. This module grants food for a modest lifestyle to up to 10 members at Tier 1. The capacity increases by 10 each time you upgrade the Kitchen up to Tier 5. Upon upgrading this module to Tier 3, members who benefit from this module have a Comfortable lifestyle (or Wealthy if already benefiting from a Tier 3 or higher Barracks).

Tier	Guild Tax (Weekly)	Member Capacity
1	4gp	10
2	6gp	20
3	12gp	30
4	14gp	40
5	18gp	50

## Lookout Tower

**Cost:** 100gp, 48 hours  
**Guild Tax:** 5gp a week  
**Upgrade Cost:** 100gp, 24 hours  
**Description:** The Lookout Tower provides a place for guild members to look over the town. This module grants guild members a +1 bonus to Perception checks when using the Find DTD. This bonus increases by 1 each time you upgrade the Lookout Tower up to Tier 4. Upon upgrading this module to Tier 5, you can gain a special watcher to cause the PvP Tier of your guild hall to change by up to 1.

## Medical Tent

**Cost:** 100gp, 48 hours  
**Guild Tax:** 5gp a week  
**Upgrade Cost:** 100gp, 24 hours  
**Description:** The Medical Tent provides a place to recover from injuries quicker. This module grants guild members a +1 bonus to their Constitution saving throws when recovering from an injury. This bonus increases by 1 each time you upgrade the Medical Tent up to Tier 4. Upon upgrading this module to Tier 5, members can reroll 1s on Constitution saving throws when recovering from an injury.

## Shrine

**Cost:** 100gp, 48 hours  
**Guild Tax:** 5gp a week  
**Upgrade Cost:** N/A  
**Description:** The Shrine provides a sacred domain to worship deities. This module grants guild members advantage to their Intelligence (Religion) checks when praying. Additionally, this allows a guild member to speak with their deity inside their guild.

## Stable

**Cost:** 100gp, 48 hours  
**Guild Tax:** see table below  
**Upgrade Cost:** 100gp, 24 hours  
**Description:** The Stable provides a nice place for your pets and mounts to sleep and eat. It grants a free lifestyle cost for mounts of guild members. The Stable can house up to 3 mounts and 5 pets at Tier 1. The capacity increases by 3/5 each time you upgrade the Stables up to Tier 5.

In addition, the food and treats provided to mounts by the stable are hearty, resulting in more healthy mounts. At Tier 1, guild member mounts that eat at or stay in the stables start each day with 1 thp per owner level. Upon upgrading this module to Tier 3, this bonus increases to 2 thp per owner level. A mount can only benefit from one Stables module at a time, and only when they are logged as stabled on the guild's latest Guild Taxes form. At the DM's discretion, the bonus might be considered null if a payment has not been made in a significant amount of time.

Upon upgrading this module to Tier 5, a stablehand will help pamper mounts. Mundane barding made for guild member mounts cost 25% less than usual market price.

Tier	Guild Tax	Mount Cap	Pet Cap
1	2gp	3	5
2	3gp	6	10
3	6gp	9	15
4	7gp	12	20
5	9gp	15	25

## Stage

**Cost:** 100gp, 48 hours  
**Guild Tax:** 5gp a week  
**Upgrade Cost:** N/A  
**Description:** The Stage provides an excellent place to show off your skills performing. This module grants guild members the ability to reroll 1s for their gold earned when using the Street Performance DTD. Additionally, guild members ignore the risk of injury when using the Street Performance DTD.

## Training Yard

**Cost:** 100gp, 48 hours  
**Guild Tax:** 5gp a week  
**Upgrade Cost:** 100gp, 24 hours  
**Description:** The Training Yard provides a place for guild members to hone their athletic abilities safely. This module grants guild members a +1 bonus to their Dexterity saving throw when using the Combat Training DTD. This bonus increases by 1 each time you upgrade the Training Yard up to Tier 4. Upon upgrading this module to Tier 5, members can perform the Combat Training DTD at half gold cost.

# AIDES

Guild aides provide various benefits to guild members in different DTDs. To hire a Guild Aide, a member must use the Find DTD to locate one. Each of the Aides have their own requirements and DCs. If you find that an Aide isn't useful to your guild any longer or that you can't afford them, you can remove them from your guild with no backlash. You will still need to pay them for the remainder of the week (letting them go on a Monday will still charge you for the full weekly tax.)

## Artist

**Requires:** Show Time DTD  
**Cost:** 50gp signing fee, +5gp a week to tax  
**Bonus:** An artist provides guild members the ability to reroll one roll when using the Show Time DTD. You can choose which roll to use.

## Botanist

**Requires:** Nurture Farm DTD  
**Cost:** 50gp signing fee, +5gp a week to tax  
**Bonus:** A Botanist provides guild members the ability to reroll one roll when using the Nurture Farm DTD. You can choose which roll to use.

## Chef

**Requires:** Kitchen  
**Cost:** 50gp signing fee, +5gp per week to tax  
**Bonus:** A chef provides guild members with a reduced cost to lifestyle. The guild tax for the kitchen is halved.

## Clerical Worker

**Requires:** Good Works DTD  
**Cost:** 50gp signing fee, +5gp a week to tax  
**Bonus:** A clerical worker provides guild members the ability to reroll one check or attack roll when using the Good Works DTD. You can choose which roll to use.

## Custodian

**Requires:** Barracks  
**Cost:** 50gp signing fee, +5gp per week to tax  
**Bonus:** A custodian provides guild members with a reduced cost to lifestyle. The guild tax for the barracks is halved.

## Hired Assassin

**Requires:** Assassination Contract DTD  
**Cost:** 50gp signing fee, +5gp a week to tax  
**Bonus:** A hired assassin provides guild members the ability to reroll one roll when using the Assassination Contract DTD. You can choose which roll to use.

## Healing Assistant

**Requires:** Medical Work DTD  
**Cost:** 50gp signing fee, +5gp a week to tax  
**Bonus:** A healing assistant provides guild members the ability to reroll one roll when using the Medical Work DTD. You can choose which roll to use.

## Hired Explorer

**Requires:** Exploration DTD  
**Cost:** 50gp signing fee, +5gp a week to tax  
**Bonus:** A hired explorer provides guild members the ability to reroll one roll when using the Exploration DTD. You can choose which roll to use.

## Hired Guard

**Requires:** Snowhaven Patrol DTD  
**Cost:** 50gp signing fee, +5gp a week to tax  
**Bonus:** A hired guard provides guild members the ability to reroll one roll when using the Snowhaven Patrol DTD. You can choose which roll to use.

## Hired Mage

**Requires:** Experimental Arcana DTD  
**Cost:** 50gp signing fee, +5gp a week to tax  
**Bonus:** A hired mage provides guild members the ability to reroll one roll when using the Experimental Arcana DTD. You can choose which roll to use.

## Hired Mercenary

**Requires:** Mercenary Work DTD  
**Cost:** 50gp signing fee, +5gp a week to tax  
**Bonus:** A hired mercenary provides guild members the ability to reroll one roll when using the Mercenary Work DTD. You can choose which roll to use.

## Lackey

**Requires:** Fencing Goods DTD  
**Cost:** 50gp signing fee, +5gp a week to tax  
**Bonus:** A lackey provides guild members the ability to reroll one roll when using the Fencing Goods DTD. You can choose which roll to use.

## Medic

**Requires:** Medical Tent  
**Cost:** 50gp signing fee, +5gp a week to tax  
**Bonus:** A medic provides guild members with advantage on their Constitution saving throws when recovering from an injury.

## Outfitter

**Requires:** Produce Equipment DTD  
**Cost:** 50gp signing fee, +5gp a week to tax  
**Bonus:** An outfitter provides guild members the ability to reroll one roll when using the Produce Equipment DTD. You can choose which roll to use.

## Producer

**Requires:** Produce Consumables DTD  
**Cost:** 50gp signing fee, +5gp a week to tax  
**Bonus:** A producer provides guild members the ability to reroll one roll when using the Produce Consumables DTD. You can choose which roll to use.

## Research Assistant

**Requires:** Arcane Study  
**Cost:** 50gp signing fee, +5gp a week to tax  
**Bonus:** A research assistant provides guild members with advantage on their Arcana checks when Researching Spells.

## Ritual Assistant

**Requires:** Otherworldly Contracting DTD  
**Cost:** 50gp signing fee, +5gp a week to tax  
**Bonus:** A ritual assistant provides guild members the ability to reroll one roll when using the Otherworldly Contracting DTD. You can choose which roll to use.

## Scout

**Requires:** Lookout Tower  
**Cost:** 50gp signing fee, +5gp a week to tax  
**Bonus:** A scout provides guild members with advantage on their Perception checks when using the Find DTD.

## Sparring Partner

**Requires:** Training Yard  
**Cost:** 50gp signing fee, +5gp a week to tax  
**Bonus:** A training partner provides guild members the ability to reroll 1s and 2s when rolling for their experience gain when using the Training DTD.

## Trading Assistant

**Requires:** Mercantile Work DTD  
**Cost:** 50gp signing fee, +5gp a week to tax  
**Bonus:** A trading assistant provides guild members the ability to reroll one roll when using the Mercantile Work DTD. You can choose which roll to use.

## Tutor

**Requires:** Guild Library  
**Cost:** 50gp signing fee, +5gp a week to tax  
**Bonus:** A tutor provides guild members with advantage on their Intelligence or Charisma checks when using the Learning DTD.

## Writing Assistant

**Requires:** Scribe Documents DTD  
**Cost:** 50gp signing fee, +5gp a week to tax  
**Bonus:** A writing assistant provides guild members the ability to reroll one roll when using the Scribe Documents DTD. You can choose which roll to use.

# CHANGELOG

## 1.0

- Alphabetized the list of Guild Types.
- Changed Nature guild's Natural Food Production perk into the Sacred Farm perk. Added nonperishable clause and cook's utensils advantage effect.
- Changed Entertainer Guild's Renowned Entertainers perk to work with the barracks as well as improve on what the barracks does.
- Changed Type DTD Aides to no longer have the restriction of being a Guild type but rather just having the Downtime.
- Added a line in Forming a Guild that states: "In character, however, the Snowhaven Senate does not have the specific nature of your guild registered in any official capacity."

## 1.1

- Changed Nature Guild's Close to Nature perk into the Tree of Life perk.
- Changed Cultist Guild's Safe Names perk into the Den of Secrets perk.
- Fixed a typo showing Athletics instead of Acrobatics in Roll 2 of the Type Downtime Show Time.

## 1.2

- Updated the Armament Guild's Craft Equipment DTD list with Custom Items normally only accessible through Stonethrow Smithy and added a Modification section.
- Added a new column in the Craft Equipment and Craft Consumable lists to show some items being able to craft multiple at once.

## 1.3

- Corrected spelling errors.
- Added in exact weight reduction for weapons and armor in the Craft Equipment List.
- Added a radius to the blessing "Gift of Inspiration".
- Changed Explorer's "Approved for Travel" perk into "Wilderness Scouts".

## 1.4

- Updated the DTD descriptions of the assassin, criminal, and cultist guilds to specify what is listed if a character accrues IP.
- Changed the name of the cultist "Devil Worship" to "Blackening Bond" to allow for a wider range of flavor interpretations.
- Hid a secret message somewhere in the document that possesses the key to my immortality.(Rae!!!!!!)
- Allowed Spell Components to be purchased via Mercantile's Merchant Favors perk.

## 1.5

- Alphabetized the list of Guild Modules and Guild Aides.
- Added a minor feature to Renowned Mercenaries that can benefit those without Infamy Points.
- Changed Mercenary's Dirty Contracts to have a much slower rate of IP gain with a change to its additional gold earned.(Working on renaming

Dirty Contracts and changing its flavor description some)

- Updated name of "Dirty Contracts" to "Big Reputation" to soften the negative connotations.
- Updated the flavor text of "Big Reputation" and "Renowned Mercenaries" to offer a little more flexibility in roleplay interpretation.
- The Defender guild DTD "Snowhaven Patrol" has been reworked to be a bit more flexible, as well as include perception and insight checks.

## 1.6

- Added alias inputs for the DTD automation under each of the guild DTD descriptions.
- Modified "Protective Arcana" to allow the wards to be lowered and raised after being established.

## 1.7

- Added format for the "Seekers of Knowledge" Scholarly Research DTD.
- Made the unique guild DTDs consistent in format across the document.
- Dropped the last of my sanity on the ground and it rolled under the desk. Woops.

## 1.8

- Replaced the [Magic Circle Guild Vendor](#) document link with a new, more updated one.
- On that note, new spells were added to the [Magic Circle Guild Vendor](#) list (Summon Draconic Spirit, Fizban's Platinum Shield and Draconic Transformation).
- Renamed this section from Hotfixes to Changelog

## 1.9

- Replaced the [Alchemy Crafting](#) document link with a new, more updated one to account for the changes.
- Mercantile Guild's "Special Order" now includes buffed features of the old "Merchant Favors." This means that on top of the 20% discount off custom orders at NPCM-ran shops, they get 30% off mundane items from the Market Document and the old 10% off spell components.
- The new "Merchant Favors" feature now grants Mercantile Guilds access to the rates Businesses use for their material costs of food and drink.
- Reduced rate of DTD consumption for Alchemy Crafting and reduced costs to be 75% off the base price of mundane drinks.
- "Gold Required (Each)" portion of the [Alchemy Crafting](#) document has been renamed to "Material Cost Required (Each)" to be in line with the recent updates.
- Added Potion of Watchful Rest, Potion of Comprehension and Potion of Climbing to the [Alchemy Crafting](#) list.

## 1.10

- Converted this document from Homebrewery to Google Docs.
- Added the Greatsword to the [Equipment Crafting List](#).
- Added Modifier for Awakened Animal armor to the [Equipment Crafting List](#).

- Converted and replaced the links to the following documents:
  - [Alchemy Document](#)
  - [Equipment Crafting List](#)
  - [Criminal Contraband Vendor](#)
  - [Cultist Dark Blessings](#)
  - [Magic Circle Guild Vendor](#)
  - [Religion Guild Blessings](#)

### 1.11

- Removed *Incite Greed* from the Magic Circle Guild Vendor list.
- Added Hunts to the list of DM Events applicable to Mercenary Guilds: "Renowned Mercenaries".
- Updated Religion Guilds: "Home of the Gods" to allow Elementals, Fey, Fiends, and Undead to be granted permission to enter the guild hall.

### 1.12

- Updated the Armament and Alchemist T2 perk "A Way with Tools" to grant advantage on artisan tool checks done within their guild halls.
- Added modifier for silvering existing items to the [Equipment Crafting List](#).
- Codified Magic Circle's "Protective Arcana" Stairs feature has a save DC of 12 + Guild Tier.

### 1.13

- Updated the Barracks, Kitchen, and Stable to have a flat tax rate based on tier instead of a per member tax rate.
- Added Aide form.
- Added option to Downgrade and deconstruct modules for 50% refund.
- Added modifier for winter-proofing existing armor to the [Equipment Crafting List](#).