

# THE NEOTHERA SAGA

## GUILDS OF NEOTHERA

VERSION 4.0



## **VERSION 4.0**

This book is for use in official Neothera Saga UK LARP games only.  
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This version of Guilds of Neothera is written by Thomas Hackett-Brown.

All photography by Hannah and Thomas Hackett-Brown and Neothera Saga UK LARP staff.

*The Neothera Saga team would like to thank our friends, family and everyone who has helped or attended the system over the years. We are eternally grateful for your dedication and support!*

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# GUILDS OF NEOTHERA

Many guilds in the world of Neothera are comprised of like-minded individuals working towards a common goal or simply enjoying the security offered by the alliance of their comrades. The purpose of each guild is as different as the last. Some guilds may have strict recruitment policies, whereas others will draw numerous members to their banners to bolster their ranks and form a solid community. Through commitment, patience and teamwork, a guild can nurture its members, ensuring that as the organisation becomes more renowned, its members' physical and mental abilities are beyond those who walk the dangerous path of life in this world alone. This book explains the process of starting and managing a guild. It also covers the benefits offered by joining an existing one.

## JOINING A GUILD

There are many established guilds in Neothera, some with more integrity than others. If you are considering joining a guild, you should find out some information about the organisation's cause. Once you are happy with the guild's principles, it is wise to ask about the benefits of becoming a member, and if there are any requirements you must fulfil to join or once you are signed up. Any player character may form or join a guild providing they are not already a member of an existing one. If a player has more than one character, the additional characters may not belong to the same guild (without permission from the game staff). This is due to potential exploits that would upset the balance of the game. Remember to choose a guild wisely. You are making a contractual obligation to the organisation upon signing up, and some guilds may not take lightly to members who are not team players or want to abandon their cause without good reason!

## FORMING A GUILD

A would-be guild master must make several considerations before forming his or her guild, because running one is not easy, and certainly not cheap! Members of a guild should be aware that to get the most out of the organisation they will need to cooperate and be prepared to offer their time and resources to allow the guild to perform to its full potential. It is wise to consider the following if you are to attract members and form a successful guild:

- **Do you have the time and ability to lead and manage a guild?**
- **The purpose and goals of your guild**
- **The name of your guild**
- **Your recruitment processes and requirements**
- **Will members be assigned roles, such as quartermaster and paymaster, for example?**
- **Do players pay a membership fee or offer a percentage of their income/resources to pay for the guild's upkeep and investments?**
- **Will your guild favour certain classes, races or realms?**
- **Will you design a guild crest or emblem?**

## GUILD CHARTER

When you are ready to form your guild, you must register it with the Tutela Syndicate Bank, an independent and neutral organisation that exists to safeguard the possessions and earnings of the denizens of Neothera, as well as enforce the law.

Registering a guild is free of charge and the guild master will be issued an official document known as the Guild Charter. The charter is primarily used to record the names of members who have joined your guild; when someone is accepted into your ranks their character will need to sign it. A digital copy of the charter (similar to your online character sheet) will also be created by the staff for all members to view, with the guild master (or other nominated members) having access to make edits to it. You should be aware of the following when you are ready to purchase your guild charter:

- **The charter must be purchased from the Tutela Syndicate at an event. Alternatively, you can email us (neotherastaff@gmail.com) and we'll get you set up**
- **The charter is an official document and can be presented to the relevant authorities in-game as and when needed**
- **As well as the guild master's signature, you must have at least one other player prepared to join your guild who must also sign the charter before the guild becomes officially formed**
- **The guild name must be noted on the charter before the Tutela Syndicate will declare your guild officially recognised**
- **A guild bank account is opened with the Tutela Syndicate, which all guild members can access, making deposits and withdrawals following your guild rules**
- **A retired or dead player character should be removed from a guild charter**

## RECRUITING GUILD MEMBERS

As mentioned previously, a guild must have at least two members to declare it officially formed; at this point, you may choose to start recruiting more members to join your cause. A guild can have a maximum of 20 members, and it is worth choosing new recruits wisely.

Your guild has a reputation to uphold, and the actions (be they honourable or not) of members will undoubtedly influence the opinions that other inhabitants of Neothera have towards your organisation. Here are some important things to consider when thinking about recruiting new members to your cause:

- **All recruits must sign your guild charter to become an official member and understand what values the guild upholds (if any)**
- **It is advisable to establish a chain of command so members know who to report to**
- **Think about issuing roles or jobs to members to keep them keen**
- **The more active members you have in your guild that are attending events, the faster your guild will accumulate wealth**
- **NPCs can join player-led guilds providing they have a good reason to do so**
- **Players can join NPC-led guilds should they meet the required recruitment standards**

## GUILD ATTENDANCE BONUSES

All official guilds will receive bonus loot after completing an event which is added to their bank vaults during markup by the staff. This loot represents a payment made by the Tutela Syndicate for work carried out in the location the guild operated. Providing at least TWO guild members were present for the duration of the event the following rewards will be granted:

### SINGLE DAY ADVENTURE AWARDS

- **X2 (RANK 1) RESOURCE TOKENS**
- **X1 (RANK 2) RESOURCE TOKEN**
- **X25 LLANDIES**

### WEEKEND EVENT AWARDS

- **X3 (RANK 1) RESOURCE TOKENS**
- **X2 (RANK 2) RESOURCE TOKEN**
- **X1 (RANK 3) RESOURCE TOKEN**
- **X75 LLANDIES**

# GUILD PROPERTIES

## GUILDHALLS

A Guildhall is primarily used for role-playing purposes and represents a residence where guild members live, meet to train, study, relax and discuss any guild-related issues. A Guildhall could take the form of a house in a city, a castle, a church, or a network of caves, to name but a few examples. The choice here is up to you; however, you should speak with a member of staff (via email at neotherastaff@gmail.com) so we can discuss your idea before anything is set in stone. See the points below on the benefits a Guildhall offers:

- **Once your guild is officially formed, a Guildhall is automatically acquired free of charge**
- **You must decide the world/realm location of your Guildhall**
- **Will you name the Guildhall and/or write some history or interesting facts about it to enhance your role-play?**
- **Purchase up to two Guild Resource Sites (GRS) and attach them to your Guildhall so that all members may benefit from them**
- **If all guild members are dead, the Guildhall becomes the property of the Tutela Syndicate Bank**

## GUILD RESOURCE SITES (GRS)

Any guild can purchase or acquire a Guild Resource Site (GRS) during its adventuring career. A GRS represents a location or premises that provide natural resources and is particularly useful to crafters because they provide the raw materials (Resource Tokens) used for making items. If your guild owns a GRS, Resource Tokens will automatically be extracted from it every month to allow your members to trade or sell them with other players or NPCs or craft items with them.

Guilds can own up to THREE GRS, and each one must be different. For example, owning a rank one, rank two and rank three GRS is acceptable, but you cannot own two rank one and one rank three GRS. These sites do not require upkeep to maintain and do not deplete over time. However, be aware that certain events that occur in the gameworld may boost or reduce the number of Resource Tokens a site produces!

Resources from all GRS owned are automatically harvested, added to your guild bank vault, and to your total amount of Resource Tokens on your guild sheet on the first day of each month. GRS can be sold or traded with other players or NPCs during events, and if this happens you must ensure you state this on your checkout form before leaving an event site. The Llandie cost to purchase a GRS, as well as the number of Resource Tokens they produce each month is listed below:

	LLANDIE COST TO BUY SITE	RESOURCE TOKENS PRODUCED EACH MONTH
RANK ONE GRS	75	3
RANK TWO GRS	115	2
RANK THREE GRS	145	1

## ADDITIONAL GRS NOTES

- **Guild members may acquire their own PRS in addition to the ones owned by the guild**
- **A guild member's PRS remains the property of the player and not the guild unless it is donated to the guild**
- **If all guild members are dead or otherwise incapacitated (due to imprisonment, for example), no Resource Tokens will be collected until a guild member is considered physically able to visit the Guildhall and GRS in person**
- **If all guild members are dead, all GRS become the property of the Tutela Syndicate Bank**

# GUILD EQUIPMENT

When a guild is formed it gains access to a variety of new equipment and perks that benefit its members. The Guild Charter, Inheritance Contract, Guild Banner and Void Pouch are all acquired free of charge, whereas seals, runes and artefacts must be paid for with cash, Resource Tokens or other items. Be aware that it is the guild's responsibility to Phys-Rep everything except the Guild Charter/Inheritance Contract, which will be supplied to you by the game staff.

## GUILD CHARTER

*See page 5 for more information.*

## INHERITANCE CONTRACT

The Guild Charter also acts as an inheritance contract with the following rules applied. When a member of your guild dies (unless they have specified otherwise in any other legally binding document), the entire contents of their personal Tutela Syndicate bank vault will automatically be transferred to the guild bank vault. Providing a member of the guild (ideally the guild master or someone else in a position of authority within the guild) can present the official guild charter to any questioning bodies of authority present at the time of death (in-game), the dead player may be looted and their wares legally kept by the guild. If the player had any Personal Resource Sites (PRS), these become the property of the guild master. They may then decide to donate them to the guild, distribute them amongst existing members or sell them to another player, NPC or the Tutela Syndicate Bank should any guild members be unable to make use of them. This contract does not apply if a player retires a character that is a member of the guild.

## GUILD BANNER

A guild banner is one of the most treasured possessions of any guild. It often displays the guild crest and motto and is carried by a guild member or placed in a prominent location to show the guild is on official business there. Not only does the guild banner allow an organisation to proudly fly their flag, but it also offers special benefits to any guild members who are nearby. A guild can only possess ONE banner at any time.

## SEALS

Seals are magically empowered, and once attached to a guild banner, offer all guild members within a 200 METRE radius their beneficial effects.

- **Seals only affect guild members**
- **A guild can own as many seals as they like. Once purchased, they remain with the guild**
- **Seals cost 200 LLANDIES each**
- **Up to FOUR seals can be applied to a guild banner**
- **Seals can be removed from a guild banner at any time**
- **If a seal is removed with the intent of replacing it with a new one, this can only be done ONCE per hour**
- **It is possible to replace all FOUR seals with different ones ONCE per hour**
- **Seals must be Phys-repped in the form of an inscribed paper or cloth vellum, wax (faux or real) stamp, or any other easily removable tag etc.**
- **If a seal (or the banner) is lost or stolen IC, it must be purchased again from the Tutela Syndicate - Protect your banner!**

*See page 9 for a list of SEALS.*

## RUNES

Sometimes it is not possible for a guild to march with its banner, perhaps due to logistics or wishing to remain covert. Should a guild still wish to benefit from the perks offered by the seals attached to their guild banner, they may do so via the use of RUNES.

- **Once a guild has purchased a SEAL, they may purchase the Runic form of that seal**
- **Runes must be purchased for 5 LLANDIES (for each guild member requiring them) at the start of an event**
- **Runes must be Phys-repped in the form of a temporary tattoo applied to the skin or in the form of an inscribed paper or cloth vellum, wax (faux or real) stamp**
- **Runes can only be applied to guild members' armour, equipment, skin or weapons**
- **A single guild member can benefit from up to FOUR runes at any time**
- **Guild members can benefit from runes IN ADDITION to seals currently applied to their guild banner**
- **A rune's power is lost if the temporary tattoo or Phys-rep is lost OOC**
- **The power of a rune will last for ONE WEEK once applied and CANNOT be overwritten with another rune**

## UNIQUE SEALS & RUNES

A guild master may submit a proposal for a unique seal that is not listed as an official seal in this rule book. Once you have submitted a proposal to us via email (neotherastaff@gmail.com) the game staff will review it to ensure that it fits with the lore regarding your guild and the game world, and also ensure that it will not upset any game mechanics by being too powerful, for example. A guild can learn up to THREE unique seals. Unique seals cost 500 LLANDIES to learn once approved by the game staff, and the runic form of a unique seal costs 10 LLANDIES to produce for each guild member whenever they require it.

## VOID POUCH

The Void Pouch (which you must Phys-rep) is an enchanted bag issued by the Tutela Syndicate, which allows you to make deposits and withdrawals directly to/from your guild bank during events. The user may reach into the pouch to pull out items stored in the guild bank vault. Similarly, items may be magically squeezed into the pouch so that they arrive via strong teleportation magic into your guild bank vault.

- **ONCE PER DAY, you may WITHDRAW any amount of items or Llandies you currently have stored in your guild bank vault.**
- **ONCE PER DAY, you may DEPOSIT any amount of items or Llandies into your guild bank vault, meaning they are safe from being stolen or looted during an event.**

ALWAYS consult a game referee before making deposits or withdrawals. A Void Pouch CANNOT be used to transfer living or undead creatures of any type. Nor can it be used to transfer a full-size dead body into your guild bank! It is also your responsibility to keep a note of items you are transferring or depositing. Changes to your guild bank vault as a result of deposits/withdrawals should ALWAYS be noted on a paper checkout form at the end of an event for the staff to refer to when performing markup. Using Void Pouch is NOT limited to guild members, meaning if your pouch is stolen others may take your wares. Misuse of a Void Pouch comes at a high price. Beware, the Tutela Syndicate monitor all transactions that occur!

## GUILD RELICS

Guild relics are unique items often designed by players that can only be used by individuals that belong to the guild. A relic could take the form of a weapon, tome, trinket or portable tent, to name but a few examples. Whatever form your relic takes, you must be able to Phys-rep it during events, as and when you wish to make use of it. Guild relics can offer a bonus to all guild members, or to a single member that holds it. Relics could have an effect that lasts permanently, for an entire day or a single encounter. All guilds gain their first relic for free, and this takes the form of the GUILD BANNER (*see page 7 for more information*).

- **Members of the guild may design and propose their own guild relics, perhaps according to the theme of their guild**
- **The effects of relics are up to you to decide, and it does not necessarily have to be combat-orientated**
- **Equipping a guild relic (if it is designed to be carried), does not use up one of a player's four well-made enchanted/modified item slots**
- **Proposals for relics should be emailed to us (neotherastaff@gmail.com) by the guild master. Once the staff has considered your relic proposal, they will contact you to advise of its success or if any alterations need to be made due to it being too powerful, or not fitting within the dynamics of the game rules**
- **A guild may possess up to THREE relics (including the GUILD BANNER), and it is possible to acquire relics as soon as a guild is officially formed**
- **The cash and/or raw materials required to construct a guild relic will be decided by the game staff**
- **A guild MUST provide a Phys-rep of their relic if it is to be used at events**



# SEALS & RUNES

**SEALS COSTS 200 LLANDIES EACH TO PURCHASE  
RUNIC VERSIONS OF SEALS COST 5 LLANDIES EACH**

## **BOUNTIFUL POWER**

**DESCRIPTION:** The guild member may equip a FIFTH WELL-MADE ENCHANTED and/or MODIFIED item.

## **ENDURANCE**

**DESCRIPTION:** The guild member may add +1 to their base Global Hit Points (GHP).

## **HARDINESS**

**DESCRIPTION:** The duration of the CRITICAL STATE count of the guild member is increased by 30 SECONDS.

## **INTERMINABLE WILL**

**DESCRIPTION:** The duration of the MORIBUND count of the guild member is increased by 30 SECONDS.

## **SCHOLAR**

**DESCRIPTION:** The guild member (mage or crafter) may teach a single student TWO SPELLS or TWO PROJECTS in a single day. In addition to this, it only takes 15 MINUTES to teach a student.

## **SERENITY**

**DESCRIPTION:** When a guild member performs the MEDITATION ability, it only takes FIVE MINUTES.

## **SPIRIT**

**DESCRIPTION:** The guild member may add +2 to their base Life-Force (LF).

## **STONE-SKIN**

**DESCRIPTION:** The guild member can call RESIST against the CRUSH effect ONCE PER DAY.

## **SUFFERANCE**

**DESCRIPTION:** The guild member can call RESIST against the AGONY effect ONCE PER DAY.

## **VALOROUS**

**DESCRIPTION:** The guild member can call RESIST against the FEAR effect ONCE PER DAY.

## DISBANDING A GUILD

Guilds can be disbanded at any time; however, it is the duty of the guild master to approach the Tutela Syndicate, hand in the guild charter and declare the guild officially closed. A percentage of Llandies paid for any guild properties will be returned. The guildhall and any other resource sites then become the property of the bank. There are several other reasons a guild may disband, as noted below as follows.

A guild is disbanded if all members are dead. It is wise to establish a chain of command, for if the guild master dies, is imprisoned, or otherwise unable to deal with guild affairs, the ownership or command of a guild will fall to the next person in the chain of command you have specified. If a new leader has not been established before the guild master's death or imprisonment etc. the remaining members must decide who will control the guild. When a guild is disbanded by choice, the guild master will receive 25% (in Llandies) of the current value of any properties owned by the guild. These properties then become the property of the Tutela Syndicate. The contents of the guild bank will be transferred to the current guild master's personal bank account. If there are no surviving guild members then the contents of the bank, along with any guild properties (such as resource sites) will become the property of the Tutela Syndicate.



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