

CREATING AND  
LEVELING A GUILD

# LEVELING UP GUILDS

THROUGH BUILDING A GUILD HALL AND HAVING ITS MEMBERS BE ACTIVE WITHIN THE REALM IT CAN BECOME A WELL KNOWN ESTABLISHMENT WITHIN ITS TOWN OR THE KINGDOM IT RESIDES IN BUT FIRST IT MUST BE BUILT. BUILDING A GUILD HALL REQUIRES THE EXPENDITURE OF 50,000GP AND A PERIOD OF 3 MONTHS BEFORE IT CAN OPEN TO THE PUBLIC. UPON OPENING TO THE PUBLIC THE GUILDHALL ATTRACTS THE ATTENTION OF A SINGLE ADVENTURER. TO ATTRACT FURTHER ADVENTURERS A PLAYER MUST EXPEND 5,000GP ON THE SCHOOL. AN ADVENTURER CAN BEGIN COLLECTING EXPERIENCE FOR THE GUILD BY GOING OUT ON MISSIONS. AN ADVENTURER COLLECTS EXPERIENCE BASED ON THE DIFFICULTY OF THE MISSION THEY GO ON. ROLL 5d100. EACH ROLL REPRESENTS A DIFFERENT MISSION THE ADVENTURERS CAN ATTEMPT. THE LEVEL OF DIFFICULTY FOR THESE MISSIONS CAN BE DETERMINED ON THE CHART BELOW:

EASY:	1-44
MEDIUM:	45-84
HARD:	85-100

TO BUILD THE REPUTATION OF A PLAYER'S GUILDHALL THE GUILD'S ADVENTURERS MUST GO ON MISSIONS. EACH MISSION OFFERS A REWARD OF EXPERIENCE THAT HELPS TO LEVEL UP THE GUILDHALL. THE HIGHER THE LEVEL, THE MORE RENOWNED THE ESTABLISHMENT IS. A MISSION OFFERS DIFFERENT LEVELS OF EXPERIENCE BASED ON THE DIFFICULTY OF THE MISSION. AMOUNTS ARE DETERMINED ON THE CHART BELOW:

EASY:	5EXP
MEDIUM:	10EXP
HARD:	15EXP

ONCE THE 5d100 ARE ROLLED, THE PLAYERS CAN DECIDE WHICH OF THE MISSIONS TO PURSUE. FOR EACH MISSION THE ADVENTURERS ARE SUCCESSFUL WITH, THEY BRING BACK EXPERIENCE AND HAVE A CHANCE OF GAINING A TREASURE. THE FOLLOWING CHART DETERMINES AN ADVENTURER'S CHANCE OF SUCCESS OR FAILURE:

EASY:	1-34% FAIL, 35-60% SUCCESS, 70% SUCCESS AND TREASURE
MEDIUM:	1-44% FAIL, 45-79% SUCCESS, 80% SUCCESS AND TREASURE
HARD:	1-54% FAIL, 55-89% SUCCESS, 90% SUCCESS AND TREASURE

THE DM WILL ROLL TO DETERMINE AN ADVENTURER'S CHANCE OF SUCCESS OR FAILURE. THE PLAYER CAN RAISE THEIR CHANCE OF SUCCESS BY CHOOSING TO SEND MORE THAN ONE ADVENTURER ON A MISSION. PLAYERS CAN SEND UP TO FOUR ADVENTURERS ON A SINGLE MISSION. FOR EACH ADDITIONAL ADVENTURER ADDED APPLY A +5 BONUS TO THE SUCCESS ROLL. IF THE ADVENTURERS MANAGE TO SUCCEED AT THE HIGHEST PERCENTILE THEY BRING A TREASURE BACK TO THE GUILD WITH THEM. TO DETERMINE WHAT TREASURE IS BROUGHT BACK LOOK AT THE CHART BELOW:

EASY:	ROLL ON MAGIC ITEM TABLE A ONCE
MEDIUM:	ROLL ON MAGIC ITEM TABLE B ONCE
HARD:	ROLL ON MAGIC ITEM TABLE C ONCE

THE TREASURES BROUGHT BACK CAN BE ADDED TO THE PLAYERS' LOOT OR CAN BE SOLD FOR HALF PRICE AND USED TO HELP BRING NEW ADVENTURERS TO THE GUILDHALL. INITIALLY THE GUILD CAN ONLY HAVE 4 ADVENTURERS. FOR EACH LEVEL THE GUILD GOES UP ANOTHER ADVENTURER CAN JOIN THE GUILD. THE FOLLOWING TABLE SHOWS THE GUILD LEVEL BY EXPERIENCE:

LEVEL 1:	OPEN THE GUILDHALL
LEVEL 2:	15EXP
LEVEL 3:	30EXP
LEVEL 4:	60EXP
LEVEL 5:	120EXP
LEVEL 6:	240EXP
LEVEL 7:	300EXP
LEVEL 8:	600EXP
LEVEL 9:	1200EXP
LEVEL 10:	1800EXP

## DEALING WITH FAILURE

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IF AN ADVENTURER FAILS ON THEIR MISSION THEY DO NOT GAIN ANY EXPERIENCE FOR THE GUILDHALL AND THE ADVENTURER IS DEALT 1/3 DAMAGE TO THEIR HEALTH. A PLAYER CAN CHOOSE TO HAVE THAT ADVENTURER SIT OUT THE NEXT TIME MISSIONS ARE ROLLED. DOING SO ALLOWS THE CHARACTER TIME TO HEAL FROM ITS PREVIOUS FAILURE RETURNING IT TO FULL HEALTH. A PLAYER CAN ALSO CHOOSE TO CONTINUE SENDING THE ADVENTURER ON MISSIONS. IF THEY DO IT DOES NOT HEAL AND CONTINUES TO STAY AT THE CURRENT HEALTH LOSS. IF THE ADVENTURER FAILS THREE MISSIONS BEFORE IT GETS A CHANCE TO SIT OUT AND HEAL THAT ADVENTURER IS CONSIDERED DEAD AND THE SLOT BECOMES OPEN. A PLAYER CAN THEN REFILL WITH A NEW ADVENTURER. IF A GROUP OF ADVENTURERS ARE SENT ON A MISSION AND THE GROUP FAILS, EVERY ADVENTURER THAT ATTEMPTED THE MISSION TAKES 1/3 DAMAGE.

IF THE ADVENTURERS ARE ALL SUFFERING FROM DAMAGE, THE PLAYERS CAN CHOOSE TO NOT DO ANY MISSIONS AND HAVE ALL OF THEIR ADVENTURERS HEAL BUT REFRAINING FROM DOING MISSIONS CAUSES THE GUILDHALL'S REPUTATION TO DETRACT. FOR EVERY WEEK A PLAYER CHOOSES TO NOT DO ANY MISSIONS FOR THE GUILDHALL IT LOOSES 15EXP.