

Imperial Healers Guild

The Imperial Healers Guild was founded with the goal of helping the people of the Malin Empire to prosper through the salvation of healing hands. The guild requires members to become more skilled at their field as they move up in the guild. All guild houses will be provided a means by which to create a Life Well as well as a Minor Laboratory, that can be used by members.

Services

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

- Sells Basic Potions for Market Price
- Sells Advanced Potions for Market Price
- Spell casting of protectives @ 5 Copper/level
- Laboratory Rental 3 Silver/Hour.
- Casting of healing for donations.
- Ritual Casting- 3 gold for most rituals (Player Scroll and Components)
- Resurrection- Donation of 1 gold is what he asks for the service

Membership

Membership requires a one time 5 silver membership fee for registration allows the access to Minor workshops right away. Membership requires *Diagnose, and two of the following: The ability to cast Life, Resurrection 10, Knowledge Cycle 5, Brew Potion Rank 2, Signature Spell (Healing) or Healing Arts.*

In addition all members must tend to the guild for 1 hour each day. Performing healing or others tasks needed.

Membership Benefits

Initiate- 0 to 3 months
Novice- 3 months to 6 months
Journeyman- 6 months to 1 years
Adept- 1 Year to 2 Years
Master- 2 Years to 4 Years
Grand Master- 4 Years +

Initiate

- No bonus
- Access to Minor Laboratory
- Access to the Life Well

Novice

- Training in available Non-Advanced Guild related skill
- Can purchase items from the Guild at Guild Cost- of those in stock

- Access to Potion Recipes up to 5th level

Journeyman

- Training in available Advanced class skills
- Training in available Non-Advanced Everyman skills
- Can Purchase Recipes for their Craft skill at Guild cost - of those in stock
- Can schedule time to work in higher level workshops based on Availability.
- Access to Potion Recipes up to 9th level

Adept

- Training in available Non- Guild related Advanced Everyman skills
- Training in unavailable Non-Advanced Everman skills
- Can use the guilds Focusing Brazier. Lowers the Spell Slot consumed when casting a spell that is affected by *Chain Spell*, by up to 1 level (min. 1)
- Guild members receive 40% of the profit for all services they perform for the guild.
- Access to Advanced Potion Recipes

Master

- Training in unavailable class skills
- Guild members receive 75% of the profit for all services they perform for the guild.
- Receive priority on workshop space.
- Gains the added benefit of *Expeditious Resurrection*- when using a Life Well to perform a resurrection the time is reduced to 5 minutes.

Grand Master

- Training in any skill
- Gains the ability of *Field Resurrection* through the use of Bind Form, however unlike normal they do not suffer a penalty and instead are treated the same as the Life Well resurrection.