

Imperial Merchants Guild

The Imperial Merchants Guild was founded with the goal of helping the people of the Malin Empire have a stable economy and a way to ensure the movements of goods. The guild requires members to become more skilled at their trade as they move up in the guild.

Non-Member Services

- Sells Crafted Items at 110% Market Price
- Sells Components at 110% of Market Price
- Sells Recipes at 120% of Market Price
- Sells Forge Item Scrolls at 110% of Price

Membership

Members must pay a one time fee of 5 silver to join the guild. All members are required to have the following as they all play a part in the business of the guild. *Must have Estimate Value and one of the following: Background Merchant, Background Sailor, Knowledge Nautical 5, Background Aristocrat, or be a Human of at least 10th level with Knowledge Nobility 3.* All of these play an important role in the operation of the guild, be it through skills, contacts, or the ability to blend in the Imperial trade hubs.

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

Novice

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

Journeyman

- Training in available Advanced class skills
- Training in available Non-Advanced Everyman skills
- Can Purchase Recipes for their Craft skill at Guild cost
- Guild members receive 15% of the profit for all services they perform for the guild.

Adept

- Training in available Non-Guild related Advanced Everyman skills
- Training in unavailable Non-Advanced Everman skills
- Guild members receive 40% of the profit for all services they perform for the guild.
- *Merchant* receives a 10% bonus on quantity they can trade

Master- Must have at least 1 Rank of Merchant to attain this or higher abilities.

- 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.
- Members gain the benefit of *Fence* through the guild house, though it is at 80%. Fast sales.
- *Merchant* receives a 20% bonus on quantity they can trade

Grand Master- Must have at least 5 Ranks of Merchant to attain this rank

- Training in any skill
- *Merchant* receives a 30% bonus on quantity they can trade