

Celestial Guild of New Irongate

Laws

Guild Laws

1. Within the Demesne of this Guild, the casting of Celestial Magic above the Fourth Circle is Prohibited to all who are not Guild Members.
2. Assaulting , Stealing From, or Allowing Harm to Come to a Guild Member is Prohibited.
3. The Use of Powers that Destroy Individual Will such as Charms, Dominations, or Memory- Alterations is Prohibited.
4. The Guild Master, Head Master, or Three Guild Members in good standing will try infractions against Guild Law. Punishment may include confiscation of property, forced participation in an Arena Battle, Torment, Death, or Obliteration.

Guild Services

1. Identifications: For a fee of One Gold Coin the Guild will use the properties of the Celestial Circle to identify a formal enchantment on an item. The fee will be charged per enchantment identified, not per item.
2. Banking and Storage: For a fee of One Gold Coin, Beings and Persons may contract for the storage of their valuables within the Guild. All items stored must be Legal and Safe. No guarantee against theft is provided.
3. Library: Access to the Tomes and Scrolls in the Guild Library for the Purpose of Beneficial Research will be provided for a fee of One Gold Coin per Hour.
4. Protective Magic: The Guild will cast the spells Shield, Greater Shield, Magic Armor, Shield Magic for a charge of Nine Silver Coins at the discretion of a Guild Member.
5. Magic Scrolls: Individuals may Purchase or Contract for the production of Magic Scrolls. The price will be set by the Guild.
6. Magic Items: Individuals may Purchase or Contract for the production of Magic Items. The price will be set by the Guild.
7. Formal Magic: The Guild may be contracted to cast formal magic rituals. The price for this service will be set by the Guild.

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Charter

Guild Hierarchy

1. Shard is the Guild Master, and Shard's word is law.
2. There shall be one second, called Head Master, appointed by Shard. The Head Master will maintain the Guild Roster and will act as the voice of the Guild Master as required.
3. The Head Master may, in turn, appoint a First.
4. There shall be a keeper of the Library, called Keeper, appointed by Shard. The Keeper shall be responsible for maintaining the Guild Library, for granting access to said library, and for keeping track of the Guild property.
5. The leader of the Celestial Fighters, ranked Celestial Colonel, is appointed by Shard.
6. The head of the Celestial Rogues, called the Spy Master, is appointed by Shard. His identity and the identity of other Celestial Rogues will remain a secret at the discretion of the Spy Master and Shard.

Guild Members may challenge for any Guild position except Guild Master via an Arena Battle to be judged by Shard or the Head Master. The terms of the contest will be set by the judge, and will be appropriate to the position being challenged for.

Guild Member Duties

1. *Tithe:* All earnings made by Guild Members are to be turned in to the Guild. Monies and treasure will be distributed as the Guild Master sees fit by himself or the Head Master.
2. Guild Members are to assist in the preparation and casting of Formal Magic as required by the Guild. These duties include harvesting components, defending casters and aiding in the casting itself.
3. Guild Members are required to enforce Guild Law and to aid fellow Guild Members against Guild enemies.
4. Guild Members must perform Guild Services to the best of their ability, charging appropriately.

Guild Benefits

1. Guild Members may identify items for their own benefit without charge.
2. Guild Members may use the Guild's Celestial Book in order to memorize spells.
3. Guild Members may copy spells from the Guild's Celestial Book into their own with permission from the Guild Master or Head Master.
4. The Guild will provide for half of the training (loose) for its members. In addition to this general instruction, specific training in Celestial skills is available from the Guild.
5. Guild members will be invested in the permanent Celestial Circle of Power located in the Guild House.
6. Guild Members may stay in the Guild House, subject to seniority and availability.
7. Guild Members may store valuables in the Guild House, and may request access to Guild items and monies.