

# ARTISANS



*To our newest apprentice,*

Welcome to our brother and sisterhood of free crafters! Whether you're a blacksmith or a baker, a jeweler or a mason; we encourage all skilled folk equally, providing tools and lodgings as well as business connections and favourable markets.

## **Principles**

The guild of Artisans was created by craftsfolk for craftsfolk and that continues to be our goal. Our members should seek to assist other Artisans wherever possible and to better themselves in their own trade. We work to create, not destroy - there is no place in our halls for those who would damage the work of another.

## **Skills**

All Craftsfolk begin with a particular trade that they are apprenticed in, be this the making of shoes or swords. The majority of Craftsfolk will then continue to become more and more skilled in that chosen trade, eventually becoming a master crafter in their own right. Others will chose to diversify, becoming a journeyman of many trades and techniques on their road to greatness.

## **Strength in numbers**

Although it's been a long time since it was necessary, the Artisans are always ready to lay down their tools and peacefully cease working to protect our members and their trade, whether from exploitative merchants or the creation of worker golems. We ask that all members keep an eye open for such harmful practices and so keep all members safe.

*I look forward to seeing you in our halls,*

*Master Wheelwright Stebbing*

# OOC: Playing an Artisan

You can find out the details of being in the Artisans on the website:

Player Rules > The Kingdom > Guilds > The Artisans

The Artisans are a cross between a trade union and a workers co-operative, but at the end of the day they seek to earn money, something they do very well. As a player character you will most likely be a weaponsmith, armoursmith, fletcher or leather-worker, producing weapons and armour for yourself and others.

Things you might want to think about when making an Artisan are what your relationship to the guild is. Do you hold them in high regard, providing (or having provided) you with somewhere to live and work within the law? Or, conversely, or you despise their greedy guild-fees and improbable scare-mongering of magic replacing skilled labour?

Although Manufacture skills are your character's main focus, there's no set ideal of what an Artisan should be. A character who makes weapons and armour is likely to know how to use them, and with the Guild's dislike of anything that destroys the hard work of another Craftsperson, characters tend to lean towards Order rather than Chaos. It's important that your character can function as a useful member of a patrol; your character may be a world class baker, but if they can't contribute to a mission it will quickly get frustrating, both for you and other characters who wonder why you're out of the workshop in the first place.

Your strength is that you will, as a superior craftsman, earn a reasonable amount of money to spend on magic items and superior equipment for yourself. Your weakness is that a large proportion of your skill set is of little use on a game- and making equipment takes up a lot of your character's downtime.

There's no real special knowledge that guild members would have beyond an understanding of their particular trade, and perhaps a somewhat more practical attitude than other characters who may never have done hard work in their life.