

## Alchemist Guild Laws (Revised Gathering 1108)

- 1 **Excessive profiteering from guild created liquids is illegal** as we practice a strong economy system within the guild (The guild considers 100-150% profit after ingredients costs to be within fair limits)  
Those breaking this rule will be banished from using all guild labs in future. Other punishments may be added at the guild masters discretion
- 2 **Theft of guild magical items is forbidden.** Punishable by execution
- 3 **Theft of guild property during guild service** is punishable by banishment to mushroom fields
- 4 **Attacks on guild members** whilst on guild duty and/or wearing guild colours is an attack on the guild itself. Any faction doing such will be immediately declared a non guild land and all service personnel and guild help will be immediately withdrawn from that land, any individuals committing the crime will be sentenced to execution
- 5 **Any crimes committed outside the guild** stay outside the guild. Failure to disclose will result in Banishment from the guild and the stripping of all guild protection
- 6 **Production of 'true' alchemical formula** outside a recognised guild facility or the use of non guild authorised ingredients is Rogue Alchemy and is punishable by Death (Alcohol is considered exempt from this)
- 7 **Don't take the piss..** Taking the piss is punishable by the guild masters at their discretion but usually involves the mushroom fields
- 7.1 **Unless its funny.** as decided by the Guild Masters
- 8 **The Guild has no bias** towards or against any faction, creed, colour or state of life unless it is a danger to the guild
- 9 **Murder of a Guild Member** on duty by a faction will result in a total withdrawal of services to that faction
- 9.1 **Murder of a Guild Member or Master** on duty by an individual or group is punishable by death of ALL those involved (Guild Masters are always on duty unless they declare otherwise)
- 10 **Don't upset Qui Gon** see rule 7. Punishment will be inventive
- 11 **Revealing Guild secrets** is punishable at Masters discretion, up to and including death
- 12 **Attacks by one faction against another** on guild land will be treated as factional disputes but the factions involved will be fines to clear up the mess. (Fines will be proportionate but will be a minimum of 50 gold)
- 13 **Any sentient creature may become a member of the guild:** Any creature that can be trained to a suitable level to be useful to the guild may be afforded the guilds protection and treated as a possession of the Guild
- 14 **Bringing the guild into disrepute** is punishable at Masters discretion, up to and including death
- 15 **A master may,** at their discretion mete out any punishment they deem fit for any crime they identify not listed above. Up to and including death
- 16 **Damaging Guild labs:** punishment will be decided by the Head of the Laboratory's
- 17 **Qui Gon Makes the rules** and can change them as he sees fit
- 18 **Use of Guild colours outside of Guild Duty** is forbidden and the punishment will be decided by the Guild Masters