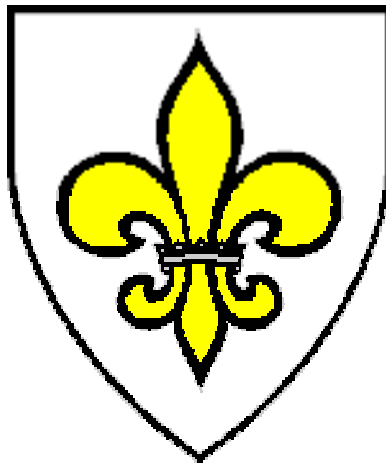


The Adrian Empire, Inc.

JEWELERS & GOLDSMITHS GUILD

Guild Charter and Rules



Chartered 1996
Amended August 2002

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Anyone is welcome to point out any error or omission that they may find.

Guildmaster Jeweler@adrianempire.org

Empress empress@adrianempire.org

Emperor emperor@adrianempire.org

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CHARTER

The Jewelers and Goldsmiths Guild was chartered in 1996 by Their Imperial Majesties Nikolai and Dorothea. This document shall serve as official endorsement of that charter. According the laws and customs of the Adrian Empire, a proposed guild must provide a stated purpose, membership requirements, methods for joining and leaving the guild, and have submitted arms to the Sovereign of Arms. Having found all these requirements to be contained herein, We are satisfied and do hereby officially acknowledge, charter, and grant existence to the Imperial Jewelers and Goldsmiths Guild on this, the 26th day of August, 2002.

So say We,
Maedb Hawkins, Empress of Adria
Karl von Katzburg, Kaiser of Adria

I. PURPOSE

Our goal is to put a fine piece of jewelry on every noble's hand or around their necks.

II. MEMBERSHIP

A. REQUIREMENTS

Membership to the Guild is open to all paid members of the Empire.

B. JOINING THE GUILD

1. Request entry
2. Submit skills and qualifications
3. Approval by current members
4. Take oaths

The rank of Master and above shall be authorized to induct new members into the guild.

C. LEAVING THE GUILD

A member may request release from guild and oaths.

It shall take 99% of the current guild members to remove anyone from the guild. A 30-day notice will be given to all guild members indicating when and where the vote will be taken so the can send their written proxies, or attend in person.

III. OATHS

A. MEMBER'S OATH

Here do I swear by mouth and hand, by ring and gem:

To uphold the rules of the guild: To price fairly and never gouge:

To garnet no favors for my work: To be crystal clear in all things involving the guild:

To strive to be as flawless as possible in my work: To grade others as I would be graded:

And never pass off flawed or imperfect information about the guild or its members.

So say I, <name>

B. GUILDMASTER'S OATH

On my part, I hereby swear to protect you in all things guild:

To grade you fairly: To provide you that knowledge that I can:

To seek out that knowledge I can't: To accept any and all flaws:

And to live by the oaths sworn to here this day. So say I, <name>

IV. RULES

A. BASIC CONDUCT

Guild members will refrain from bad-mouthing other guild members.

Guild members will freely give advice, suggestions and help when asked by other guild members.

The guild oaths and rules come first in all things(but after the Imperial, the Kingdom, the Chivalry, the Squires, or any other guild's oath).

All guild members are entitled to vote on any subjects presented to the Court of Masters, or at the annual guild meetings.

B. RANKS

Guild ranks and quantities are as follows:

- Imperial Guildmaster: 1
- Regional Guildmaster: unlimited
- Assistant Regional Guildmaster: unlimited
- Guildmaster: unlimited
- Assistant Guildmaster: unlimited
- Master Artist/Craftsman: unlimited
- Journeyman Artist/Craftsman: unlimited
- Apprentice Artist/Craftsman: unlimited
- Artist/Craftsman: unlimited

The title of Imperial Guildmaster is permanent, unless voluntarily turned over. Should the title-holder resign from Adria, a new Imperial Guildmaster will be selected by a 75% majority vote of the current membership.

C. QUALITY OF WORK

All work presented to any noble by a guild member as a product of the guild (or in any way associated with the guild) is to be guaranteed and approved by a quorum of at least 5 current guild members, or by the Imperial Guildmaster.

D. MEETINGS

Guild meetings will be held once every month at a local event. All guild members must be current and up-to-date members of the Adrian Empire in order to have a vote in all things guild.

E. COURT OF MASTERS

A Court of Masters shall be called for the breaking of any of the guild rules. Breaking any of these rules shall be punishable by not less than 6 months, up to a year, banishment from the guild. This shall be determined by a Court of Masters.

A Court of Masters must consist of at least one Regional Guildmaster and six guild members of the rank of journeyman or above.

F. CHANGES TO THE RULES

It shall take 75% of the current guild membership to add to or remove any guild rules. The only rule that may not be altered or changed in any way is that which says it shall take 99% of the membership to remove anyone from the guild.