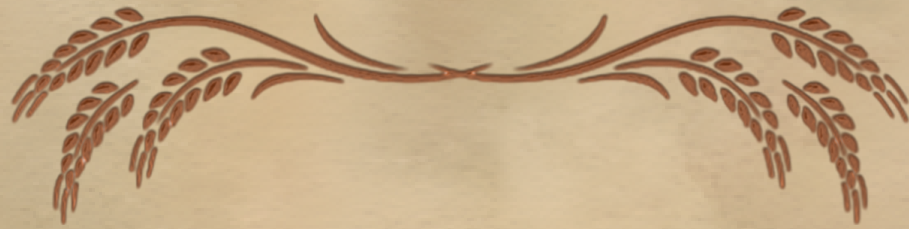




THE MILLERS' GUILD

FROM DUST TO DOUGH

INTRODUCTION



“From bread came the world.”

When Blackmonte first constructed the first great windmills in the countryside, the question was raised on who shall have the privilege to run them. And in response, the various farmsteads around the countryside opted to band together and leverage themselves as a unified force- now known as the Miller's Guild.

They oversee the grain production of the entire country, producing bread in quantities unseen in order to keep up with the ever-growing demand. Recently, they've also managed to wrangle ownership over a multitude of large fields, giving themselves not only the right to mill, but the right to farm as well.

A slew of bad choices in the past seasons threatened to cause the Guild to collapse, requiring intervention with the Lord of Adua, Peter Jonsjottr himself. This restructuring created new loopholes and gaps in leadership that are now filled with individuals who wish to expand the Miller's Guild power and riches... by any means necessary. Being a foundation of life in the post Mist era, many wonder what route the Guild will take, and how they plan on influencing the country with their new ambitions.





RANK & BENEFITS

The head miller is the absolute head of the guild, with beneath him being the granary managers who take charge of the multiple windmills and keep them in working order.

Beneath them are the simple members, who are the workhorses of the guild. They preform a majority of the labor when it comes to producing grain, planting crops, and harvesting fields of wheat.

The Miller's Guild has had quite a

GUILD RELATIONS

reputation from its inception, being instrumental in the production of food back when Blackmonte found itself with a number of refugees. Less than savory elements have used this as cover for other dealings, with the granaries providing excellent cover for night-time meetings. It's largely looked past, though. After all, you can't kill the man who bakes your bread. The millers view their main rival as the Hunters Guild: Their existence threatens to upset the longstanding monopoly over the Aduan dinner table.

OPERATIONS

The Miller's Guild produces flour and bread en-masse, as well as hiring out day-laborers to harvest the fields. They train and instruct new members on how to use the massive granaries and to turn the wheat into flour.

The guild largely allows its members free use of the granaries, so long as the guild taxes are paid in full.

PAYMENT

The Millers Guild standardizes their payments for various goods and services:

- 3 Wheat Bundles → 1 Terin
- Baker's Dozen → 20 Terins
- Wheat bale → 3 Terins
- Fixing Granary → 50 Terins