



THE LOGGERS' GUILD

CRAFTSMEN AND HARVESTERS OF TIMBER

INTRODUCTION



"Fell a tree to feed a fire, cut the log to make a home. Remove the woods from Thrakis and a barren land you shall roam!"

The loggers guild is one of the easiest guilds to join, with the constant demand for lumber growing exponentially with the desire for housing outside of the city, especially by the natives of the slum. The woods are a dangerous place though, and many novice lumberjacks have their tenure cut short by ambushes from wild animals and being generally unprepared for the elements beyond the town.

The Logger's guild is the only organization with a specific founding date: That of Former Fall, Mourn, Day 30, Year 117 of the fifth era. It was on this date where the families of Adua selected a sole group of woodsmen to care for and take from the woods, giving only them a legal right to the forests. Ever since, they've taken great care to ensure the beauty of nature without stifling the growth of the guild, but that may not last forever. As Adua gains more of its cultural influence from Blackmonte, the younger generation are shunning the traditions of yore in favor of a future of riches, something the elder members of the Guild contend with daily.





OPERATIONS

By joining the guild, new members are given ideal locations for good quality lumber and are also provided with axes to ensure they don't hurt themselves trying to punch a tree with their bare hands.

Many experienced lumberjacks recommend that they spend their first paycheck on a weapon and some heavy clothing, in case of attack from wolves or a wild boar.

PAYMENT

Joining the Loggers Guild is free, but in order to stay in it's good graces one must actively maintain a good quota of logs to be processed at the sawmill.

- Individual logs → 1 Terin
- Chairs → 10 Terins
- Containers → 15 Terins
- Tables → 20 Terins



RANK & BENEFITS

The Logger's Guild is ran by a foreman, who keeps order and designates which sections of forest are to be chopped down and which are to be left alone. Below the totem pole are the carpenters, skilled craftsman that turn logs of wood into planks of wood that can be used for crafting or building purposes.

At the bottom is a simple logger, able to make money off their labor. The logger's guild have significant discounts for any woodcraft.

GUILD RELATIONS

The Loggers Guild doesn't have many enemies, with few of the other guilds finding its existence as threatening to their own. They are well liked by local Aduans, the wider Blackmonte community, and even criminal elements in the slums don't mess with them. Their greatest enemy comes from change: The old guard and the new guard arguing over the best past to take for the guild's future.