



*has met the requirements and has acquired this **Meta-Campaign Certificate**
from the **Dyvers Triad** confirming membership in the*

Merchant's Guild

REQUIREMENTS TO JOIN THE MERCHANT'S GUILD:

- Six or more ranks in Profession (any)
- One-time cost of 5000 gp for a business license and seat on the Merchants Council
- Must spend 2 Time Unit a year participating in official guild business
- Must participate in two Dyvers adventures per year (meta-regional adventures set specifically in Dyvers, interactives mini-missions, special missions and introductory adventures help satisfy this condition)
- Must own a business in the City of Dyvers as per the *Dyvers Town & City Project*
- Must be a Dyvers resident

BENEFITS:

- The chairman of the Merchant's Council is the human Lynella Harbuckle.
- Permanent Influence Point with the Alliance; it's rare that business takes place in Dyvers without some kind of input by the Alliance and the Merchants Guild is one of the few groups that know this beyond a doubt, meeting with the shadow organization and taking significant measures to appease the Alliance guildmasters while ensuring they are not taken advantage of and maintaining profits
- Permanent Influence Point with the Cathedral of Xerbo; the support of this church is essential for business across the Nyr Dyv and the Merchants Guild generates more sea traffic than the Navy, thus ensuring a solid and positive relationship between the two organizations
- Permanent Influence Point with the Cathedral of Zilchus; much of the cathedral's income comes from merchants looking to maximize profit. This relationship has fostered a network of favors and paybacks.
- Permanent Influence Point with the Gentry Council; Merchant Council members are some of the few people who can get time in front of the Gentry Council...it may be 30 seconds next week, but that's more than most
- Permanent Influence Point with the Merchants Guild; the principal goal of the merchants guild is to promote the prosperity of the merchants guild; although the two organizations may compete against each other, they still work closely enough to ensure that the guild maintains its dominance over the city's wealth
- 100% discount on Luxury Lifestyle during adventures set in the Lands of Dyvers

PENALTIES:

- Members that leave the guild may rejoin at any time, but must pay all one-time costs again
- This is not a validation of land ownership. Members may rent a building or use a cart. This is simply proof of membership within the Merchant's Guild. Any title of land has its own cert.

Signature _____ RPGA # _____ Date _____ AR # _____.

This document may only be signed by a current member of the Dyvers Triad.

All yearly expenditures must be made during the first event of the calendar year the character participates in. Failure to meet the requirements above invalidates this certificate.