

# Standardised Contractual Agreement for Induction and Enrolment in the Azurean Adventurers Guild

This BINDING CONTRACT establishes a formal and irrevocable agreement between the undersigned party ("the Adventurer") and the Adventurers Guild (hereafter referred to as "the Guild" acting under the auspices of the Azurean League.

## Article I: Obligatory Induction and Participation

The Adventurer agrees to undertake Guild-sanctioned Quests (hereinafter "Quests") and to report their findings, activities, and outcomes to the Guild.\*

\* The minimum expectation is one (1) Quest per calendar week, except where explicitly exempted by the Guildmaster or due to incapacitation, verifiable by no fewer than two (2) Guild-approved Dealers.

Failure to meet participation requirements will result in the imposition of penalties as defined in Article IV.

## Article II: Reporting and Taxation of Assets

The Adventurer must declare and surrender all items, treasures, earnings, or materials acquired during Quests to a Guild Registrar for appraisal and taxation.

Undeclared findings will be deemed contraband and subject to confiscation, alongside penalties including temporary suspension of Adventurer privileges and/or fines to be determined by the Guildmaster or acting Senior Guild Representative (hereinafter "Representative").

In addition, the Guild reserves the right to impose the following deductions:

- a. A 20-40% Taxation Rate on all monetary quest rewards, to be determined upon collection of said reward at a guild house registrar's office.
- b. Additional surcharges for maintenance of Guild operations and provisions, not exceeding 5 gold pieces weekly.

c. Damage restitution fees in the event of material or immaterial damages to the Guild or its operations, be they determined by the **G**uildmaster, the acting **R**epresentative, or imposed upon the guild by third parties as a consequence of negligence on the part of the Adventurer, unnecessary collateral as byproduct of Guild operations, magical mishaps or unforeseen circumstances.

### **Article III: Passage, Lodgings, and Meals**

**T**he Guild acknowledges its obligation to provide the Adventurer with transport to the Evershroud Isles, along with lodgings and three daily meals for the duration of their tenure.

The Adventurer henceforth agrees that the quality, condition, and specific nature of said lodgings and meals shall be determined exclusively by the Guild and may vary depending on resource availability, administrative priorities, and operational needs.

Complaints or disputes regarding the adequacy of provisions will be dismissed as frivolous and subject to penalties equal to those layed out in Article IV section b.

### **Article IV: Passage and Induction Fee**

**B**y boarding the Azurean vessel designated for transportation to the Evershroud Isles, the Adventurer affirms acceptance of all terms and conditions herein.

Once embarked, this **C**ontract is deemed irrevocable and binding, negating any claims of misunderstanding, coercion, or duress.

Should the Adventurer abandon their duties or terminate their membership without prior authorisation, they shall be subject to:

a. A repayment fee of 750 (seven hundred and fifty) gold pieces, representing costs incurred by the Guild for transport, training, and onboarding.

b. **I**nability to pay will result in mandatory service, penal labour or if no agreeable\* settlement can be reached, imprisonment\*\*.

\*on behalf of the Guild as defined in the Azurean Adventurers Guild Charter, Chapt. XII, art. IV, Clause VII B.

\*\*up to and possibly including torture and/or death.

### **Article V: Liability and Indemnification**

**T**he Guild assumes no responsibility for harm, injury, permanent or temporary demise, curses, illnesses, or any other misfortune suffered by the Adventurer in the course of their duties.

The Adventurer indemnifies the Guild against all claims or liabilities, regardless of circumstance.

### **Article VII: Dispute Resolution**

**D**isputes or grievances must be submitted in writing to the Guild Tribunal, accompanied by a processing fee of 50 gold pieces.

Tribunal rulings are final and binding. Appeals are strictly prohibited.

### **Article VIII: Guild-Sanctioned Health Provisions**

The Guild, may, in its magnanimity, offer rudimentary remedies to ensure

**A**dventurers remain marginally capable of fulfilling their duties. The following provisions are made available under strict conditions and at the discretion of the Guildmaster and/or Senior Guild **R**epresentatives:

Basic wound dressings, poultices, and leeching services are available at all Guildhouses, free of charge but subject to availability.

Adventurers suffering grievous injuries may receive restorative magic upon formal approval. Fees for such services will be deducted from future earnings.

Each Adventurer is entitled to one (1) dose of Guild-standard medicinal tonic per week. Effectiveness is neither guaranteed nor refundable.

Broken limbs may be set at a Guildhouse infirmary for a nominal fee, with no assurance of full mobility thereafter.

**T**reatment of pestilence, poison, or curses is available, provided the Adventurer pays all associated costs upfront. Those unable to pay will be directed to local apothecaries or clerics for further assistance at their own expense.

Adventurers injured during Quests shall bear the burden of proof that such injuries arose from Guild-sanctioned activities. **F**ailure to provide evidence will result in denial of claims and potential penalties for malingering.

**L**ong-Term Care: Adventurers incapacitated beyond recovery will be released from Guild service and transferred to a charitable hospice, where they may contemplate their failings. Such cases will result in forfeiture of any outstanding rewards or shares.

**E**xclusions: Injuries resulting from recklessness, unauthorised duelling, excessive drunkenness, or willful disobedience of orders are deemed self-inflicted and exempt from treatment at Guild expense.

The Guild will not fund resurrection services or the treatment of chronic ailments under any circumstances, save for those deemed strategically beneficial by the Guild.

### Article VIII: Amendment and Interpretation

The Guild retains the right to unilaterally amend this **C**ontract at any time, with or without notice.

Interpretation of ambiguous clauses shall default to the Guildmaster's discretion, which shall be deemed final and absolute.

**B**y signing below, the Adventurer acknowledges that they have read, understood, and irrevocably agreed to all terms herein. Furthermore, by boarding the Azurean transport vessel, they affirm this Contract's legality and binding nature.

Signed on this \_\_ day of \_\_\_\_\_, in the Year \_\_\_\_\_ Y.S.

Adventurer's Name: \_\_\_\_\_

Adventurer's Signature: \_\_\_\_\_

Witnessed by:

Guild Representative: \_\_\_\_\_

