

The Guilds

Neverwinter is a city of artisans and skilled laborers. Referred to sometimes as the "jewel of the north" or "the city of skilled hands", Neverwinter is unusual in that most of the artistic endeavors in the city are Guild-based, and it is unusual that a person would go outside of the Guilds to contract someone for work.

The Artisan's Guild

The Artisan's Guild is run by various and sundry artists of the city who do not fit into one of the larger Guilds. Those that find their craft more artistic than what a Guild catering to their talent would otherwise support may find themselves here. Members are present include visual artists, as well as those that undertake 3D art (including sculpture, metalworking, and pottery) and fiber arts.

The Guild focuses primarily on helping those dues-paying members find patronage and assists in selling of merchandise, including running a gallery (open year-round) and various pop-up events such as the Fall Festival (held in Neverwinter Wood).

Membership is limited to those that have completed apprenticeship in their chosen field and have demonstrated competency and artistic vision.

The Bards Guild

The Bards' Guild is run by Mor, a tall stern-looking Orc woman. She is assisted by Grania, a Dwarven woman who (according to Mor) "plays more instruments than there are stars in the sky." The guild typically puts on outdoor concert series for the spring and summer seasons.

They lost their guild status a year or so ago after one of its members wrote an unflattering song about Harmonium Kindwinter and sang it in front of her. They recently reformed and Mor and Grania are trying to avoid future incidents.

There's currently a discussion about if the guild should separate into a Bards' Guild and a Professional Musicians' guild.

Unlike many other Guilds in the city, the Bards do not require demonstration of competence in the form of a completed apprenticeship or similar to join, relying instead on an audition. Those that pass are given full membership, while those that do not are encouraged to come back next quarter and try again.

Membership in the Bard's Guild confers insurance for instruments, chances for patronage, and guaranteed performance schedules, and as such it is considered one of the more lucrative Guilds for performers to join, despite its somewhat storied history.

The Builder's Guild

Unusual in that it is run by committee instead of one formally elected Guild Head, the Builder's Guild is a loosely-affiliated group of tradespeople in the city. Drawing from other Guilds, including the masons, the Builder's Guild is a professional society that offers insurance and regular contracts to members in good standing. Joining is a matter of demonstrating journeyman-level competence in one of several core areas: carpentry, plumbing (including indoor and outdoor), masonry, roofing (thatch, tile, slate or shingle), general building (framing, etc), flooring (tile, wood, carpeting), plaster, or similar.

Those looking to join must demonstrate competence through letters of recommendation given by a member in good standing, or else via letter from an affiliated Guild affirming their skill in one of the select areas.

The Mage's Guild

The Mage's Guild is a loosely-affiliated group of magic users that differentiates itself from the College of Neverwinter by focusing on all forms of magic. Welcoming arcanists as well as those that practice divine or natural magic, the Guild is led by Lena Featherstone and is open to any and all who are interested in magic, regardless of their professional status as mages or their skill level.

The Guild offers classes to those that are so inclined, with a pay-as-you-go basis and a focus on technique and practice over theory.

During the temporary hiatus of teaching at the College of Neverwinter, the Guild saw a large increase in students, and instructors such as Khallain, Dandy, and Eimar Daj found themselves teaching there.

The Mason's Guild

Led by Kit Bonegrip, the Mason's Guild consists of those that undertake tasks and jobs related to masonry, including brick-making, brick-laying, stone work and other masonry and repair work. They are one of the professional guilds, with full membership limited to those that have completed apprenticeship and moved to journeyman status. Masonry jobs in the city are typically contracted through the Masons. Jobs that are not contracted through the Mason's Guild are few and far between, and usually involve some extra danger or complication that the Guild is unwilling to underwrite.

The Painter's Guild

Painters of the city, from sign and advertisement painters, to those that create landscapes and portraits, are invited to join the Painter's Guild, led by Emmanuel Marshall with assistance from Serena Longstead. The Guild offers basic classes in painting, including abstracts, still lifes and landscapes, and portraiture, as well as providing recommendations for portrait painters for those wealthy enough to contract one.

Membership is limited to those with a portfolio demonstrating competence across all areas of painting. Formal apprenticeship is not common, but some master painters of the Guild, including Mr. Marshall, have been known to take apprentices from the more promising students in public classes.

Of late, the Guild has begun offering Paint and Sip nights, which have proven quite popular with certain members of the elite.

The Printer's Guild

Those in the city interested in publishing and the written word, whether that be newspapers or more traditional books, are encouraged to join the Printer's Guild. Unusual in that full guild membership is granted upon undertaking of an apprenticeship, the Guild aims to prepare those that are interested in the art of printing, from maintaining printing presses to actually producing documents and binding books.

Rumors that the Printer's Guild is tied to the so-called *Neverwinter Voice* are exaggerated and not based in fact.

The Smith's Guilds

Iron, silver, and gold working are overseen by Guilds in the city, with ironwork being split between traditional blacksmithing and more complicated building projects (but both being served by the same Guild), while the silver and goldsmith's guilds liaison more commonly with the jeweler's guild to attain contracts and find work.

As with other professional Guilds in the city, full membership is limited to those that have completed apprenticeship.

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