

This Contract is made this day of in the Year 2505

BETWEEN:

1. The Guild of Alchemists of The Free City of Tehmor of The Alchemists' Guildhouse, Alchemists' Island, Tehmor, represented by its Member, Kazaral of Fort Venture (hereinafter referred to as "The Guild") and
2. The adventurers who have written their full common names and signed this Contract below (hereinafter referred to as "the Adventurers")

WHEREAS:

- A. The Guild is desirous of procuring certain alchemical materials for use in the manufacture of Potions (hereinafter referred to as "Materials"), as listed in (and in the forms specified in) the official Alchemists' Wants List of The Guild, as published from time to time in Alchemists' shops in The Free City of Tehmor and in the Alchemist's Shop in Fort Venture (hereinafter referred to as "the Wants List").
- B. The Adventurers are a party of independent adventurers who are venturing into the Dungeons of Mount Anar at their own risk and have agreed to sell any Materials which they may thereby procure to The Guild for the consideration and on the terms more particularly stated below.

NOW IT IS HEREBY AGREED as follows:

1. The Adventurers hereby agree to sell to The Guild and The Guild hereby agrees to purchase all Materials obtained by the Adventurers on their next Dungeon Expedition commencing after the date of this Contract (hereinafter referred to as "the Expedition"), whether or not all of the Adventurers participate in all or part of the Expedition and/or survive it. The Adventurers agree to use their best endeavours to procure the said Materials.
2. Legal and beneficial title to all such Materials and any such live specimens as mentioned in clause 4 below shall pass to The Guild upon the said Materials and specimens being taken by any means by the Adventurers or any of them and whether the said Materials and specimens are alive, dead or undead and/or located in Reality, the Mirror Maze or any other Plane or Otherworld.
3. In consideration of the Adventurers obtaining the said Materials for The Guild, and provided such Materials are in good and useable condition and as stated in the List, The Guild shall pay to the Adventurers the guideline prices for all such Materials specified in the List plus a premium of ten (10) per cent for the services of the Adventurers pursuant to this Contract. Such payment shall be made on delivery by any member of the Adventurers of the Materials to any member of The Guild and production of this Contract or a certified copy thereof. Materials held in a Mirror (as defined below) or Released from a Mirror to any member of The Guild shall be paid for on request by any member of the Adventurers to Kazaral or the member of The Guild who has Released the said Materials and production of this Contract as aforesaid. The Adventurers agree that payment to any member of the Adventurers in accordance with this clause will be

in full and final satisfaction of the obligation of The Guild to make payment to the Adventurers.

4. The Guild may at its sole discretion also pay the Adventurers for live specimens suitable for use in training dungeons, circuses and arena or pit combats at the rate of 1GP per Monster or other Level. All such specimens must be incapacitated, whether by trapping in a Mirror (as defined below) or otherwise. For the avoidance of doubt The Guild shall not otherwise pay the Adventurers for any potential or alleged alchemical materials which are not specified on the List, whether or not they may appear on any individual wants list published by Kazaral or any other member of The Guild.
5. The Guild may provide the Adventurers with a Mirror of Life Trapping (herein referred to as the "Mirror") on loan for the duration of the Expedition, but is not obliged to do so. The Mirror shall at all times remain the property of The Guild and may not be subjected to Spells or Effects without the prior written permission of the Guild, except to protect it from harm in case of emergency. The Guild shall disclose to the Adventurers the Command Word to activate or deactivate the Mirror and the Adventurers undertake to keep such Command Word secret and not disclose it to any third party. The Adventurers shall use the Mirror in accordance with any instructions provided by The Guild for the trapping of live specimens, which if so trapped shall be deemed incapacitated for the purposes of the List and this Contract. The Adventurers hereby acknowledge that the Mirror has a specified Capacity (which shall be disclosed by The Guild to the Adventurers) and that if such Capacity should be exceeded or the Mirror should be broken, trapped specimens may be Released. The Guild may Release any trapped specimen from any Linked Mirror of Life Trapping at its sole discretion and without informing the Adventurers. Neither party shall be liable to the other party for the consequences of any specimen escaping from or being Released from the Mirror. The Adventurers undertake to take good care of the Mirror and to return it unbroken to The Guild at the conclusion of the Expedition with all remaining trapped specimens. If the Mirror is not so returned to the Guild, the Adventurers shall be liable to pay the cost price of the Mirror or its Capacity times one thousand (1,000) gold pieces (whichever is the higher) to The Guild, which amount may be set off against any sums due from The Guild to the Adventurers or any member thereof under this or any other contract. If any Adventurer becomes trapped in the Mirror, whether voluntarily or otherwise, he does so at his or her own risk and The Guild shall be under no obligation to Release him or to seek to recover him if lost in the Mirror Maze. If any Materials escape the Mirror or become lost in the Mirror Maze, the Adventurers shall not be liable to The Guild for their loss unless due to the Adventurers' negligence and The Guild shall not pay the Adventurers for them.
6. The Adventurers shall be jointly and severally liable under this Contract and acknowledge and accept that they undertake the Expedition at their own risk. The Guild may suggest possible destinations for the Expedition where it believes possible Materials may be located, but gives no warranties or representations as to what (if anything) may be found on an expedition to such destinations or as to the risks thereof or thereat.
7. This Contract begins on its date as stated at its head and shall continue in force for the duration of the Expedition or the period of one calendar month (whichever is shorter). It may be extended by written agreement of the parties. The provisions of this Contract shall continue to apply after its termination in relation to all Materials collected during

the period of the Contract, payment for them, return of the Mirror and all necessary ancillary provisions.

8. The Guild may appoint an agent, Assassin, Demon, Spirit and/or Golem to enforce the terms of this Contract (hereinafter referred to as "the Enforcer"). The Enforcer may enforce the terms of this Contract on behalf of The Guild in such manner as It, He or She may in Its, His or Her sole discretion see fit and determine any points disputed by any of the Adventurers. Any such determinations shall, except in case of manifest error, be final and binding on the Adventurers and the Enforcer shall act as an expert and not as an arbitrator in making them. The Adventurers shall indemnify The Guild against any costs (other than souls) incurred by it in employing the Enforcer, which costs may be set off against any sums due from The Guild to the Adventurers or any member thereof under this or any other contract.
9. This Contract shall be governed by and construed in accordance with the laws of The Free City of Tehmor. Save for any matters determined by an Enforcer, any disputes regarding this Contract shall be resolved by arbitration in Fort Venture or Tehmor in accordance with the Code of Arbitration of The Guild.

AS WITNESS the hands of the parties the day and year first above mentioned.

SIGNED by Kazaral of Fort Venture on behalf of The Guild

SIGNED by (PRINT NAME)

SIGNED by (PRINT NAME)

SIGNED by (PRINT NAME)

SIGNED by (PRINT NAME)

SIGNED by (PRINT NAME)

SIGNED by

(PRINT NAME)