

# MAGESTRY GUILDS

## MASTER ADVANCEMENT FORM

This form must be printed out and signed off by guild member witnesses at guild meetings and by the Guildmaster at guild meetings or Magestry events. Any Game Master's signature will suffice if the Guildmaster is not present.

REQUIREMENTS TO ADVANCE TO GRAND MASTER STATUS:	DATE	WITNESS SIGN	GM SIGN
Show mastery of Effective Communication by leading a group discussion in presence of Guildmaster or other GM. In addition, you must not have justified Constructive Feedback in the past 3 months.			
Leave your guild and create a new one composed of all new members.			
Organize, prepare, and execute an intense and highly involved module for new players. (Your guild members should help, but this is your project.)			
Play 10 consecutive Magestry events without being reported as talking out-of-game, breaking character, cheating, or boffer fighting too aggressively.			
Teach a series of skills within an approved area of study to no less than 7 other people at a guild meeting.			
Arrange for your guild to do an activity with at least three other guilds.			
Prepare dinner for a Magestry event.			
Organize and lead a Community Service project.			
Organize and lead you guild in one overnight outdoor activity.			
Organize and run a mini-Magestry game with your guild. (Being sure to prepare pamphlets for all of your guild members to distribute to passersby.)			