

# The Mangai

## Preface

This document is part of the "Hârn-Guild-Team"-project (HGT), initiated and coordinated by the European Hârn Guild (EHG). The goal of the HGT is to elaborate all the guilds and societies forming the hârnic Mangai.

If you have any kind of comments, please send me an email to:  
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## Introduction

The following passages can be found in the published HârnWorld modules:

*"Mangai, The – The joint association of all Hârnic guilds. Its primary functions are to regulate guilds, settle any disputes between them, and make any recommendations it deems appropriate concerning guild rights and privileges to the governments of Hârn. The association functions under a charter, first proclaimed in the City of Coronan in 493, but since adopted by most other realms, Orbaal, Azadmere, and Erael excluded. A crucial function of the Mangai is its exclusive right to sponsor and organize all fairs and markets in towns and settlements, appropriate fees being paid to whomever governs the settlement for this right. The Mangai recoups its investment by charging fees (usually 1d per day) to all who wish to sell their wares in the markets and fairs. The Mangai holds triennial conventions, attended by the syndics of every Hârnic guild, and functions democratically. This convention moves from one town to another; one is scheduled for the city of Thay in 721." (HârnWorld, HÂRNINDEX)*

*"The Mangai is the association of all guilds. Grand chapters exist in Hârnic states in one form or another. The Mangai's principal function is to regulate guilds, settle disputes between them, organize and regulate town markets and fairs, and lobby with governments concerning guild rights and privileges. The Mangai operates under the CHARTER OF THE MANGAI, a law that has been enacted by most civilized governments of western Lythia. It is this charter which fosters and protects the legal monopolies held by all guilds.*

*A Mangai chapter is comprized of (at least) one representative of each local guild. This assembly generally elects an executive council. Different chapters have various modes of operation, but most are democratic. Although it wields enormous power, the Mangai stays out of politics. Governments respond by limiting their involvement in guild affairs to taxation." (HârnWorld, HÂRN 10/HÂRNNIC GUILDS)*

## Signs

The Mangai does not use a uniform badge or sign.

## History



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## Monopolies and privileges



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### **Ranks**

□

### **Organisation**

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## Members

The Mangai is formed by 34 guilds. The following table provides some informations on their size and political importance:

Guild	Date of Accession	Size	Influence	
			Mangai	Society
<i>Apothecaries' Guild</i>		1	***	**
<i>Guild of Arcane Lore</i>	526-556 TR	4	*	***
<i>Chandlers' Guild</i>		2	***	***
<i>Charcoalers' Guild</i>		2	***	***
<i>Clothiers' Guild</i>		3	****	***
<i>Courtesans' Guild</i>		1	**	***
<i>Embalmers' Guild</i>		2	**	**
<i>Glassworkers' Guild</i>		2	***	***
<i>College of Harpers</i>		2	*	***
<i>College of Herald's</i>		2	***	****
<i>Hideworkers' Guild</i>		5	***	***
<i>Innkeepers' Guild</i>		4	***	***
<i>Jewelers' Guild</i>		2	***	***
<i>Lexigraphers' Guild</i>		2	*	*
<i>Guild of Litigants</i>		1	****/*	****/*
<i>Locksmiths' Guild</i>		1	***	***
<i>Masons' Guild</i>		3	*****	*****
<i>Mercantylers' Guild</i>	493 TR	6	****	*****
<i>Metalsmiths' Guild</i>		7	****	****
<i>Millers' and Millwrights' Guild</i>		7	*****	*****
<i>Miners' Guild</i>		3	*****	*****
<i>Ostlers' Guild</i>		2	***	***
<i>Perfumers' Guild</i>		2-3	**	**
<i>Society of Physicians</i>	509 TR	1	**	**
<i>Pilots' Guild</i>		1	***	****
<i>Potters' Guild</i>		4	****	**
<i>Salters' Guild</i>		2	***	***
<i>Seamans' Guild</i>		3	**	**
<i>Shipwrights' Guild</i>		1	***	**
<i>Tentmakers' Guild</i>		1	***	**
<i>Guild of Thespians</i>		1	**	**
<i>Timberwrights' Guild</i>		2	***	***
<i>Weaponcrafters' Guild</i>		2	***	****
<i>Woodcrafters' Guild</i>		7	****	****

Litigants: high influence only within urban areas, but weak in rural ones

## Known chapters

The following table contains information on Mangai chapters known from HårnWorld publications.

[NOTE: By now, informations from the modules RETHEM, EVAEL, CITIES OF HÅRN and IVINIA have not been listed.]:

Grandchapter	Chapter	Location
	Kaldor	
	Kanday	
	Chybisa	
	Melderyn	
	Thardic Republic	
	Rethem	

(f) freemasters; (b) bonded masters; (g) guildhalls; (u) unguilded; (t) temple

### Influence

Two ratings are given for influence: within the Mangai and within the society. Ratings are:

Influence Rating	
*	weak
**	low
***	moderate
****	high
*****	very high

### Size

Size is given in guildmembers per 1000 households (*according to the FAMILY OCCUPATION TABLE*)

## Politics



*Although it wields enormous power, the Mangai stays out of politics. Governments respond by limiting their involvement in guild affairs to taxation.*

## Current heads



## Connections to Churches/Clerical Orders



## Influence on Governments and Clans



## Products

The following table lists typical fees and prices:

<i>Service/Product</i>	<i>Price</i>
stand fee on a market/fair	1d per day



## Wages

The elected members of a Mangai chapter's executive council are usually unpaid. In major chapters, the Mangai employs bonded master mercantylers, master scribes and other personnel as book-keepers, tax-collectors, and market/fair supervisors.

These jobs are paid in accordance with the appropriate local guilds' standard wages, though sometimes, additional boni or shares of collected fees are granted as special provisions.

## Craftsmanship and Knowledge



## Markets

*"Town Markets – Towns are essentially defensible markets, where the countryside trades its agricultural surplus for the civilized artifacts of the city. The relationship is symbiotic; each has its own monopoly, but the countryside could exist without towns while the converse is untrue.*

*The heart of the town is its marketplace, the place where money and goods are exchanged more or less freely. It is illegal to sell anything within five leagues of most towns except within its marketplace. Impromptu highway sales within this zone are forbidden by royal laws – the minimum penalty is confiscation. The marketplace itself is administered by the MANGAI who rent space for a penny or two per day. Vendors can*

*sell from their own carts, tents, or stalls, or rent them from tentmakers or woodcrafters.*

*Local guildsmen have an advantage in the town economy. For one thing the aldermen and mayors for most towns are usually local guildsmen. For another, they are the only ones permitted to freely sell their goods within the town. Goods imported into a city are subject to payment of hawking taxes and, if they are covered by a local guild monopoly, they must be offered first to local guildsmen handling such wares to be marked up and resold." (HårnWorld, HÅRN 9-10/TOWNS & CITIES)*

## **Fairs**

