

# The Guild System

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## **Masters**

Owned their own shop.

Trained apprentices.

Ran the guild.

## **Journeyman**

Worked for any master for wages.

Knew most of the skills of the trade.

Could become a master if he demonstrated great skill (masterpiece) and had enough money to afford guild fees and buy his own shop.

## **Apprentices**

Worked for a single master for housing and meals.

Learned the skills of the trade.

Was young, generally under 20.

Served a set time.

