

Kalzendil Adventurer's Guild

Area [Kalzendil](#)

The Kalzendil Adventurer's guild made it easy for everyone in the city to post quests.

Background

The Kalzendil Adventurer's Guild is unique in Aestilon. Started long time ago by a retiring adventurer, who always hated having to go around different cities to find quests. They worked together with many of their clients to become the primary location where quests are posted. As time passed, less and less quests were posted in the various taverns their questboards.

Adventurers tend to hang out in the hall, as it also functions as a tavern.

At the same time, the hall also offers various other amenities for adventurers, like a training hall, a representative of [Grandmaster Artisans](#) to help with gear and a system for adventurers to be recognized by quest givers.

Leadership

Despite not being recognized as a faction, the guild still has a Guild Master. The current guild master is [Odin Brock](#).

The Guild Master is traditionally chosen and trained by the previous Guild Master as they retire. Choosing their successor is an active part of their day to day job. They maintain a log for their current choice.

Notable Features

Nothing found

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