

# The Explorer's Guild

<b>faction</b>
<b>Blurb</b> Exploration and Re-exploration

As there is still a lot of wilderness in Aestilon, there is also a lot of interest in those who want to discover it. The Explorer's Guild has spent generations mapping that wilderness — contracting adventuring parties to chart unknown territories, catalogue ancient sites, and push back the edges of what is known. Their maps hang in navigator's cabins and council chambers across the great cities. Their discoveries have opened trade routes and founded settlements. The genuine explorers in their ranks are the real thing.

What most people politely don't mention is that the Guild's primary income, for at least two centuries, has not been discovery at all. Those ancient sites and dungeons are “preserved” for future explorations — and the Explorer's Guild is filled with bards, illusionists, and druids who stage magnificent shows for nobles who want the adventuring experience without the genuine risk. The worst kept secret in Aestilon. The Guild simply finds it easier not to be asked directly.

**Base of power:** [Toru](#), where the Guild's founder operates alongside his casino interests. City managers run local operations in each of the great cities.

## Beliefs

- No stone unturned.
- Boldly go where no being has gone before.
- Preserve the ancient sites for future “explorations”.

## Goals

**Openly:** To map the unknown, push back the wilderness, and make the thrill of discovery accessible to those with the means to appreciate it.

**Privately:** To monetize every corner of Aestilon. The Guild controls what gets “discovered,” in what order, and at what price. The map is not just knowledge — it is leverage.

## Structure

The Explorer's Guild operates through three distinct arms that present, to the outside world, as largely separate institutions.

- **The Adventurer's Guild** is the street-level face of the operation — quest boards, adventurer contracts, rank systems, and the classic guild hall experience that adventurers across Aestilon recognize. It recruits capable adventurers, posts real exploration quests, and manages the Guild's relationships with independent contractors. Adventurers in this arm do genuine work: mapping territories, cataloguing sites, and occasionally catching monsters for other purposes. The Adventurer's Guild also feeds specialized talent — illusionists, druids, performers — into the Staging Office for side contracts.
- **The Registry** is the noble-facing sales arm. It informs wealthy patrons of new expedition

opportunities, matches them to appropriate experiences, and handles all noble-facing communication. Nobles interact with the Registry; they rarely see the machinery behind it. The Registry commissions work from both other arms and takes a margin on everything it sells.

- **The Staging Office** is the backstage engine. It prepares sites, manages set dressing, coordinates performers, and ensures the noble experience delivers exactly what was promised. Druids provide environmental atmosphere. Illusionists provide spectacular effects. Trained adventurers make flashy magic and showy combat look effortlessly heroic. The Staging Office also handles monster procurement — working with the [Lanista Gladiatoria](#) for supply — and decides which sites are suitable for shows and which are too genuinely dangerous to open.

Adventurers do not formally belong to one arm, but gravitate by temperament. A scout who prefers gathering intelligence on noble tastes drifts toward the Registry. A monster-catcher works primarily through the Adventurer's Guild. A performer who has learned to time a fireball for dramatic effect finds a home in the Staging Office — and likely moonlights in Lanista spectacles for the visibility.

## Power and Politics

The Explorer's Guild is not a political heavyweight — and it prefers it that way. Manageable and useful is a comfortable position for a faction whose real business depends on access and goodwill rather than authority.

- **Order of the Sages** — The Guild requires Order allowances to run in-city events. In exchange, the Order receives useful cartographic intelligence and a harmless-looking institution it can point to as evidence of civilization's adventurous spirit. The Order considers the Guild manageable. The Guild considers the Order's goodwill worth maintaining.
- **The Triumvirate** — Primarily clients. A divine miracle loses something without the right lighting and a dramatic reveal. The Triumvirate has learned this, and the Staging Office has learned what the Triumvirate's congregations find moving.
- **The Gilded Hand** — Supplier of show equipment, outfits, and props. The Hand's network makes sourcing specific and spectacular items straightforward. A comfortable transactional relationship.
- **Grandmaster Artisans** — Direct providers of equipment and costumes where the Hand's sourcing is too indirect. The Staging Office maintains standing contracts with several Artisan workshops.
- **Treant's Roots** — Set dressing and occasional monster-adjacent flora. Treant's Roots does not always cooperate happily, but they need the income, and the Staging Office pays well. The Guild also commissions body modifications for high-tier performers — plant grafts and controlled lycanthropy that make show adventurers more visually striking than any costume could. Treant's Roots handles this. The arrangements are not advertised.
- **Lanista Gladiatoria** — The Guild's closest operational partner and occasional competitor. The Lanista supplies monsters for Staging Office shows and shares a pool of talented performer-adventurers who build their reputations across both institutions. Some of the Guild's best show adventurers are also Lanista regulars.
- **The Beholders** — Set dressing and magical R&D. The Beholders' interest in ancient sites creates occasional friction, but their expertise in spectacular spellwork is too useful to ignore. The Staging Office quietly funds Beholder research into new visual effects.
- **Shadows of Spefur** — The Guild's preferred instrument for reputation management. When an adventurer discovers something the Guild would rather stay quiet and declines the NDA, the Shadows handle the follow-up. The Guild keeps its hands clean. The Shadows are compensated.

The arrangement is never discussed.

- **The Windriders** — [TO WRITE]

## Hooks

- **The Show Goes Wrong.** The party is hired for a Guild show — experienced adventurers adding authenticity to a noble expedition. The site was supposed to be safe. A Cartographer found something three weeks ago and didn't fully report it up the chain. Something in the dark is not a Guild performer, and the nobles are already inside.

## Advancement & Perks

Rank	Perk	Renown Requirement
[TO DESIGN]		3
[TO DESIGN]		10
[TO DESIGN]		25
[TO DESIGN]		50

Rank names and perk mechanics to be designed in the faction advancement pass.

## Notable Members

**Odin Brock** — Head of the Adventurer's Guild in [Kalzendil](#).

Nothing found

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