

# The Explorer's Guild

## **faction**

**Blurb** Exploration and Re-exploration

As there is still a lot of wilderness, there is also a lot of interest of those who want to discover it. Those ancient sites and dungeons are “preserved” for future explorations, the explorer's guild is filled with bards and wizards that set up a good show for nobles that want the adventuring experience, without all the risks. It's the worst kept secret of The Explorer's Guild.

## Beliefs

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

## Goals

To explore the unknown. Collecting Relics and chart out the secrets. To go on brave and exciting expeditions.

## Notable Members

Nothing found

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Last update: **2025/10/15 21:29**