



*Patreon Kingdom Project
May 2021*

The Adventurers' Guild

*Maps: The Adventurers' Guild
The Adventurers' Guild (Night)
The Adventurers' Guild (Winter)
The Adventurers' Guild (Rural setting)*

Adventurers' Guild

How to use these resources

With our Kingdom Project	Begin a full Old Kingdom sandbox game at the Adventurers' Guild and use these resources to get your players up and running with the setting and local characters.
In your own games	Any city that players visit can have an Adventurers' Guild! Welcome your adventurers home to this useful common base and use our resources for side-quests, NPCs and adventure preparation.

In this GM's Adventure Supplement:

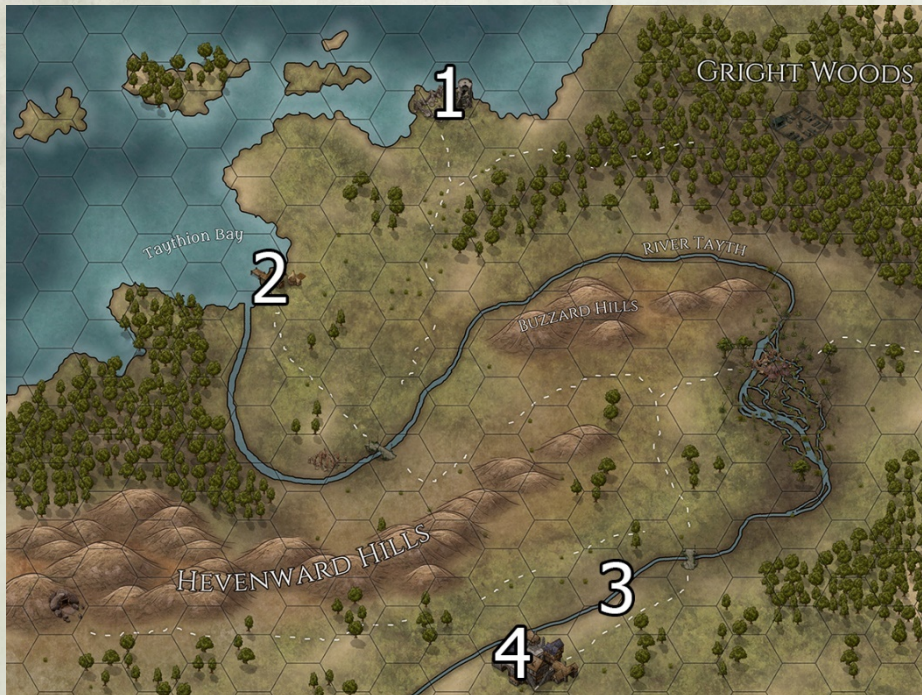
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Patreon Map of the Month GM's supplement

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Regional map made using Inkarnate (www.inkarnate.com).

SETTING



Regional Map

Locations in the area known as the Old Kingdom

- | | |
|---|--------------------------|
| 1 | Baroncliffe Castle ruins |
| 2 | Port Periwinkle |
| 3 | Beavers' dam |
| 4 | The city of Kingsalter |

Setting description - Kingsalter

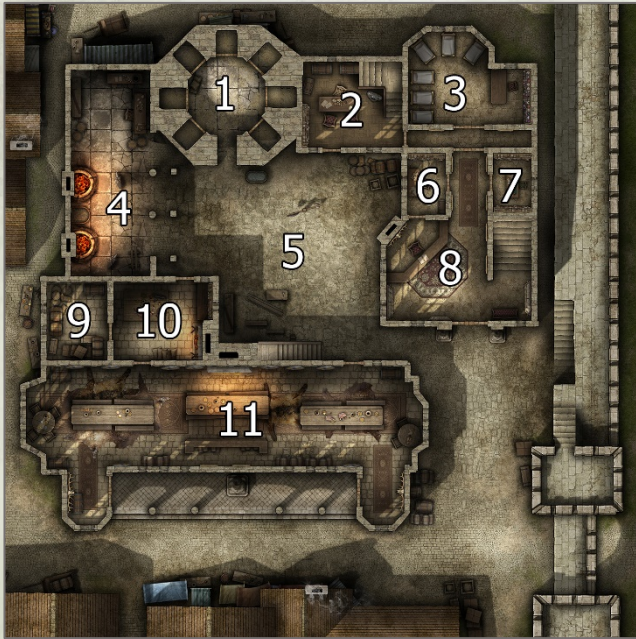
The small, walled city of Kingsalter sits on the edge of a wilderness, the last remnant of a once-wealthy Kingdom long since abandoned by its rulers. A lively place, the city is imbued with that boisterous spirit of adventure that proximity to wild places confers. It is little surprise then, that the adventurers of Kingsalter are in possession of a strong Adventurers' Guild, with a large guild house by the city's East Gate, from which members can prepare for a trip or rest upon their return. Although Kingsalter itself is not often threatened by the dangers of the wilderness, there is much work for adventurers outside the city walls.

Once the site of the Cathedral of the Kings, Kingsalter is now a small, independent city state that acts as a gateway from the southern lands into the wild and abandoned country known as the Old Kingdom. It is nigh on five hundred years since the fall of the monarchy here and the land is peppered with ruins, hastily abandoned as the Royal Guard disbanded and the Kingdom was overrun. From tumbled-down rural houses, to the grand, haunting ruins of Baroncliffe Castle, there are many places to explore, treasures to uncover and many foes to tackle in the process.

Despite the rivalry that such exploration can induce among adventurers, the Kingsalter Adventurers' Guild has built an organisation where camaraderie flourishes within the walls of its guild house (if not always outside of them). The Guild was formed by local adventurers keen to legitimise and professionalise their work. Sited near the East Gate, the guild house consists of a handful of buildings of varying age and former usage, obtained over several decades. Now, the Guild has the facilities to support guild members with a wide range of useful services at reduced or no cost. Experienced adventurers can easily obtain membership, for a monthly fee and a small cut of any payment for Guild-arranged quests.

In the Half and Hearth bar, open to members and non-members alike, friends and rivals recount their exploits in the countryside of the Old Kingdom. From navigating the winding River Tayth down to the small harbour at Port Periwinkle, to hunting in the Hevenward Hills, plucky guild members have many tips they can share. But their numbers have dwindled of late. Questing in the Old Kingdom is hard and dangers seem only to have increased in recent years. Adventurers looking for some solid leads on a range of paid jobs could do worse than travel to Kingsalter, join the local Adventurers' Guild and take their chances in the wilds of the Old Kingdom.

GUIDE



A guide to the Adventurers' Guild House

- 1 Stables – seven stalls built into the remaining level of a tower that one stood here. Stableman: Morlin Carter.
- 2 Appraisal Office - provides appraisal for treasures and other items. Will also broker sales with clients. Guild Appraiser: Franca Essmith GGJA.
- 3 Infirmary – provides healing and medical services to members. Staffed by Rianya, Apothecarist.
- 4 Crafting workshops – equipment that members can use for smithing, alchemy, carpentry or other crafts.
- 5 The Yard – an open courtyard used for training and martial exercises. The Yard Page is usually found here.
- 6 Office – holds guild membership and financial records.
- 7 Office of the Guild Secretary – administers guild membership, business and correspondence. Current postholder: Dr Corin Omarie.
- 8 Reception and Jobs Board – has a main desk manned by the clerk and boards with available jobs and quests. Clerks: Jann Vilder and Sooth Beetlebottle
- 9 Storeroom – contains barrels and crates with ale, grain, salted meat, cheese and other staple items.



A guide to the Adventurers' Guild House

- 10 Kitchen – prepares food for bar customers on the roaring fire and spit. Cook: Gidriddil Longstrides
- 11 The Half and Hearth bar – the large Guild tavern filled with long benches where food and drink are served.
- 12 Training Roof – a flat roof used for archery, fencing and other weapons training. Overlooks the Yard.
- 13 Adventure Supplies Shop – sells useful adventuring equipment at cheap rates. Shopkeeper: Neas Frith.
- 14 Secure Storage – locked chests that can be booked for a set time and used to store surplus equipment.
- 15 The Guild President's Office – with waiting area.
- 16 The Riverlark Library – members' library, with material on flora/fauna, tactics, dangers, history & cartography.
- 17 West Wing Bedrooms – rooms that Guild members can rent for short or long-term stays.
- 18 The Brantley Lounge – a cosy common room where Guild members relax. Above the fireplace is the skull the mighty dragon slain by Harrick the Boneluster.
- 19 East Wing Bedrooms – more member accommodation.

SERVICES

Items for sale in the Adventurers' Guild shop

The shop sells all the usual items one would expect to find available in an adventuring shop – equipment, general supplies. The following items of note are also on sale. Preferential discounts for guild members run at 30%.

- 1 Marsh belt – a wide belt made from floatbark, to be worn by those who need to wade through deep water. Helps to keep a person afloat and upright.
- 2 Disc of purestone – a water filter made from a fine porous sandstone. Removes poisons, diseases and toxins from drinking water.
- 3 Claw-proof tent – a 2-person tent made from drake-skin. Able to resist claw damage from most large creatures.
- 4 Echo Rings – a pair of magically bonded rings, each able to repeat a short sound or phrase made near the other, up to a distance of 300 miles.
- 5 Healer's Boon – a powder that can be added to healing potions to swell its quantity, allowing two people to share the potion yet still gain the full measure of the effect.
- 6 Chatterwhelk – a living mollusc worn in a pendant, trained to translate words to Common. When the pendant is open the whelk will translate short phrases using amplified shell vibrations to imitate Common speech. Choose a whelk skilled in goblin, draconic or sylvan. Please feed.
- 7 Darkstar Compass – a navigation tool that shows the position of the stars during the day and underground.
- 8 The Botanist's Lens – a small glass lens that becomes opaque if positioned above a plant containing toxic substances. Ideal for foragers.

The Half and Hearth Bar

The Guild bar is housed in an old feast hall and runs the width of the building that fronts onto East Gate Street. The Half and Hearth is a warm, noisy space presided over by the head barkeeper Goss Eilaran.

House Rules - Unaccompanied non-members are welcome. Food is subsidised for Guild members, who may eat at a 50% discount. Music and performances may only be conducted by Guild bards.

Food served

- 1 Chestnut and pickcabbage soup, with blackgrain bread hunks and salted butter
- 2 Hot pastry pie of roots and ewe cheese
- 3 Spicy boar cheeks in ale broth, served on a trencher
- 4 Yellow barley salad with forest mushrooms, acorns and spring chard
- 5 Steamed sponge with pipberry and apple jam
- 6 Berries of the forest pie (hot) with custard (cold)

Drinks available

- 1 Salter's Brewhouse Moonlight – a smooth, milk stout
- 2 Salter's Brewhouse Ruby – a light, cherry beer
- 3 Half and Hearth's own Wild Apple Cider
- 4 Half and Hearth's own Goss's Lemon Ferment – sparkling and refreshing
- 5 Hot malt cream fortified with a sweet spice-mix
- 6 Golden cold-brewed tea with marigold petals
- 7 Tankard of spring water with apple and lemon slices

Guild member services and facilities (quick guide)

- | | |
|--|---|
| 1 Hot food & drink at the Half and Hearth bar | 7 Crafting workshops (smithing, carpentry & alchemy) (free) |
| 2 Sleeping accommodation (book a room at the main desk) | 8 Stabling and livery services |
| 3 Infirmary, for treatment, recovery & recuperation (free) | 9 Adventuring supplies shop |
| 4 Reference library and study spaces (free) | 10 Item appraisal and sales brokering |
| 5 Members-only socialising rooms (free) | 11 Job procurement (including negotiation services) |
| 6 Secure storage (locked and guarded chests) (free) | 12 Martial training spaces (free) |

NPCs

Notable staff at the Adventurers' Guild

Damsin Kilvalour, Guild President

In the fifth year of her tenure of eight, the Guild President cuts an efficient figure, buttoned-up and smart. Guild administrative work may keep her at her desk most days, but Kilvalour doesn't let her Presidency get in the way of her true love, adventuring. On her off days, hair and buttons loosened, she is out the city gates like an arrow from a bow. Indeed, bow in hand, Kilvalour will hunt for days in the hills and is happy to take members with her. Seeking treasure, not blood, Damsin has turned up many great finds, though she admits she often kills and maims in the process. A popular choice for president, Damsin has worked hard to advertise opportunities here to adventurers from the south. There is an abundance of work and few locals who successfully take it on. There's gold in these old ruins and Kilvalour is happy to encourage adventurers out there to get it – just as long as they bring back a cut for the Guild!

Gosslevathi Eilaran, Barkeeper

Goss, as he is known to everyone in Kingsalter, is a founding member of the Guild who has lived on the premises for over 120 years. A treasure hunter from elven lands who got used to the rough and tumble company of his party of human friends, Goss used his riches to purchase and renovate the old feast hall for the Guild and has enjoyed running the lively bar here ever since. Watchful and with a long memory, he knows almost every adventurer who has walked through the doors. Having initially bristled at the familiar way in which people here speak, Goss has learned to enjoy gossip. He doesn't miss his time in the field – he's still got his nest egg (a golden one he stole from a griffin) and chatting with Guild members is just as rewarding.

Hedgely Pitt, Yard Page

Working hard in the yard and around the building to help members as they need, young Hedgely is desperate to prove he too can be an adventurer. Helpful, if a little slow and distracted, he always has his eye on a cash tip, yet earns one infrequently. Bites his nails until they bleed.

Adventurers' Guild members who are currently on the premises

Libertin
Weskott Fyn A brash youngster who moved here seeking glory and riches, both of which have thus far eluded 'LWF' (the tag Libertin scratches everywhere). Undeterred, LWF takes on too many jobs and has bungled a number of them. A spiky-haired, guffawing nuisance.

Grayce
Lyeleacher An experienced but tired adventurer in the twilight of her questing years, Grayce knows this country too well. Famed for her cave exploration and her long rivalry with the caver Freidie Hawthorpe, she has lost her verve and purpose since he drowned and now rarely ventures out of the bar.

Thom and
Gerran Alard Twins who grew up on a small, fortified farm not far from here, they trained as orc-hunters after their parents' farm was attacked and destroyed. They bicker ceaselessly about their exploits and brag shamelessly to others.

Cuth
Snowmonte A quiet Kingsalter, skilled in sea and river navigation, diving and fishing. Cuth's knowledge of water creatures is unparalleled. Sleek, with large dark eyes and slicked black hair, Cuth is friendly and helpful, but prefers to work alone.

Haldewyn
Ingrolde A former Guild President, hunter Haldewyn is highly, yet needlessly, critical of Kilvalour's tenure. A dwarf with neat, shoulder-length flaxen hair, he strives (with little success) to overcome the cliched grumpy persona he is saddled with.

Valindi of
Chikkoy and
Muddu Kav On a lengthy quest of which they refuse to speak, the otherwise convivial conversationalists Valindi and her healer-guard have travelled to Kingsalter from the far south-west and have been resting here for some months. They seem to be waiting for something and take on minor jobs in the meantime, having joined the Guild.

ADVENTURE

Adventurers' Guild Jobs Board

A list of short quests or simple tasks requested by locals who offer a cash fee for completion.

Register at the desk if you intend to undertake any of these jobs procured by the Guild.

- 1 **Wanted:** Dinrah's Tannery is always in need of wolf pelts. Dinrah will pay handsomely for each one brought to her in the best of condition. Inferior pelts may be purchased at lower fees.
- 2 **Needed:** runner to deliver a message to my sister in Port Periwinkle. No reply needed. *(K. Hemle, Lawyer)*
- 3 **Wanted:** Tarney Street Apothecary seeks to replenish supplies of Grimeroot. This rare herb is found only in the open moorland of the Buzzard Hills.
- 4 **Lost:** Pochu, my precious companion, has run out of the city gate and hasn't returned. Please find my good boy! Huge reward. *(Dr Dovorison)*
- 5 **City Council Request:** The merchant caravan from Port Periwinkle was due in four days ago and is yet to arrive. Team needed to investigate its whereabouts.
- 6 **Help required:** My sword was sadly dropped in a panic after a terrifying assail by an owlbear on my person somewhere near the Gright Woods whilst I was seeking to hunt an owlbear. As a future heirloom of my future family, they would appreciate someone assist me in its recovery. *(Gordon Greatwisse, Adventurer)*
- 7 **City Council Request:** Giant beavers have dammed the Tayth just a few miles downstream of Kingsalter. The city is at risk of flooding. Team needed to remove both dam and beavers.
- 8 **Needed:** Person retrieval. My master, Balvonwick the Wizard, has suffered a magical mishap (not of my making this time) and lost their memory. I believe they're wandering in the Hevenward Hills. I seek people to retrieve Master safely and return them to the city. Beware: quite powerful. *(Al-Wirris, apprentice)*

Adventures to have in the Adventurers' Guild

Try these plot hooks if you want players to experience some action while at the Adventurers' Guild. Don't forget the maps come with night and winter versions too.

- 1 At midnight on the Festival of Eight Wing, a curse triggers that has been placed on the healer-guard Muddu Kav, turning her into a giant birdlike carnivorous monstrosity. Her friend Valindi is distraught and begs no one harm Kav. She requests instead help pacifying the bird and curing the curse.
- 2 During a rousing chorus of And We'll All Remember To Die, the Guild bar seemed to shake. Was it the wonderful, sonorous voices of the drinkers rattling the rafters? No...it was gnomes, burrowing up through the floor, tooled up and on a beer raid.
- 3 Lord Fellgin has been elected head of the City Council and has declared the Adventurers' Guild illegal, unnerved by the martial skills of members. His new regiment of City Custodians have arrived to arrest any Guild members still on the premises...
- 4 Bored and boastful, the Alards have called for a Guild training contest. Their scrawled notice reads: "Sign up to go *mano a mano* and show your skills in archery, swordsmanship, magic, bare-knuckle or equestrianism. We'll pool entry fees and pay out cash to winners."
- 5 Everyone crowded round in the bar to hear the tales of the famous adventurer Jonath the Brave Bard. His battle with the dragon in the Hevenward Hills! His trick on the Witch of the Gright Woods! His rescue of the Ghost Princess in Baroncliffe Castle. Everyone's enthralled, but something just doesn't add up. What's this grifter up to really?
- 6 The adventurer Libertin Weskott Fyn has brought a strange, small creature to the Guild for identification. Unfortunately, the scuttling, slippery scale-ball has escaped its cage and is now lost in the building somewhere. Even more unfortunately, it seems to eat metal. Perhaps you'd better find it.