The adventurer's guild for the Federation of Heorot. It is ran by Etheldred and is located in the town center of Karvargr's Barrow. In order to become an adventurer in Heorot one must join the guild. Before joining the guild, one must pass a combat test.

Members of the guild recieve a Herotian Crest that signafies them as a guild member and they are allowed to partake in guild activities and perks. They also must pay a yearly due of 100 gold. This yearly due is often waived for the first year as many do not have the funds to pay it until they have been adventuring for some time.

#### Guild Activities

- Taking quests
- Frequent adventurer parties where adventurers are encouraged to drink and tell grand stories

#### Guild Perks

- Travel through the teleportation circles for free
- Ability to take weapons and other dangerous items through the teleportation circles
- Staying at the guild's inn for free
- Discount at the guild's tavern
- Union protection from guard harassment

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