

GUILD FOUNDING

by Uud

Guild Founding · First Campaign



STORY

CAMPAIGN PITCH

Thistlewick is a small frontier town at the edge of the King's Road, too far from the capital for royal patrols to reach quickly and too close to the old Blackroot Woods for comfort. When bandits began raiding wagon trains last season, a handful of locals pooled what coin they had and chartered a new adventuring guild — someplace ordinary folk could turn when the watch couldn't help. You're among its first members: the ink on the guild charter is barely dry, and already the first real job has come through the door.

WORLD LORE

Thistlewick sits where the King's Road crosses the Millbrook, a shallow ford that's made it a natural stop for traders for generations. The town itself is modest — a market square, a tavern, a scattering of houses — but Blackroot Woods to the north has always had a reputation. Old-timers say the woods were logged out a century ago and never fully recovered; what's left is tangled, half-wild, and easy to get lost in. An abandoned mill still stands somewhere in there, unused since the current mill was built closer to town. Nobody official has checked on it in years.

FACTIONS & VILLAINS

The Guild — newly founded, small, still finding its feet. Backed informally by a handful of Thistlewick merchants who pooled coin for the charter, but has no official standing with the crown yet.

The Ashen Claws — a loosely organized bandit gang that's taken to raiding wagons along the King's Road near Blackroot Woods over the past few months. Leadership and numbers unconfirmed as of session 2.

GAMEPLAY

TABLE SETUP

Game System	D&D 5e
-------------	--------

CHARACTER RULES

Starting Level	1
Leveling Rule	Milestone
Equipment Rules	No Equip

GUIDANCE FOR NEW CHARACTERS

- Every character has a reason for joining a brand-new guild with no reputation yet — think about what that reason is.
- Ties to Thistlewick are encouraged but not required; newcomers passing through are just as welcome.
- Standard class/background starting equipment — no extra guild-issued gear yet, the guild itself is still broke.

HOUSE RULES

- Roll only when the outcome is actually in doubt — no need to roll for opening an unlocked door or paying for a meal.
- Critical Success (natural 20): something great happens, maybe better than you asked for.
- Critical Failure (natural 1): something goes wrong, ideally in an interesting way rather than just 'you fail.'
- Guild dues: after every completed job, a small cut of the reward goes back into the guild's coffers — Corin will absolutely remind you.

LOCATIONS

THE BROKEN WHEEL TAVERN



A squat timber-and-stone building near the market, named for the cracked wagon wheel nailed above its door. Warm, a little smoky, and always good for gossip.

BLACKROOT WOODS



Dense, tangled forest north of town, grown wild since the old logging operation shut down a century ago. Easy to lose the trail if you're not careful.

OLD MILL RUINS (BLACKROOT WOODS)



A collapsed water mill on a dry stretch of the old millrace, roof long since caved in. Smoke was spotted rising from it two days ago — the first solid lead on where the bandits are holed up.

THE GUILDHALL



A modest hall serving as the new guild's home base — a meeting room, a notice board, and a few spare bunks upstairs.

HUNTERS' CAMP (BLACKROOT WOODS)



A small, well-hidden campsite Old Sil has used for years — a fire pit, a lean-to, snares checked daily.

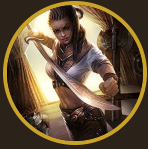
NPCs

MIRA ASHFORD **FRIENDLY**

Guild Founder · Found at: [The Guildhall](#)

Warm but pragmatic — believes in the guild's mission, but keeps one eye on the ledger.

Voice: Measured, encouraging, a little tired.



CORIN VALE NEUTRAL

Guild Quartermaster · Found at: [The Guildhall](#)

Gruff, precise, allergic to wasted coin.

Voice: Clipped, no-nonsense.

Medium, humanoid (any race), any alignment

Armor Class 18 (Plate Armor)

Hit Points 52 (8d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16	11	14	11	11	15
+3	+0	+2	+0	+0	+2

Saving Throws CON +4, WIS +2

Senses Passive Perception 10

Languages any one language (usually Common)

Challenge 3 (700 XP)

TRAITS

Brave. The knight has advantage on saving throws against being frightened.

ACTIONS

Multiattack. The knight makes two melee attacks.

Greatsword. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) slashing damage.

Heavy Crossbow. Ranged Weapon Attack: +2 to hit, range 100/400 ft., one target. Hit: 5 (1d10) piercing damage.

Leadership. For 1 minute, the knight can utter a special command or warning whenever a nonhostile creature that it can see within 30 ft. of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand the knight. A creature can benefit from only one Leadership die at a time. This effect ends if the knight is incapacitated.

REACTIONS

Parry. The knight adds 2 to its AC against one melee attack that would hit it. To do so, the knight must see the attacker and be wielding a melee weapon.

QUESTS

TROUBLE AT THE OLD MILL ACTIVE

Given by Old Sil

Old Sil spotted smoke rising from the long-abandoned mill in Blackroot Woods, and wagons have been going missing on the north road for weeks. Find out who's using the ruins and put a stop to the raids.

Reward: Guild reputation, plus a cut of anything recovered from the bandits' stash.

BLACKROOT WOODS

OLD MILL RUINS

THE GUILD'S FIRST CONTRACT ACTIVE

Given by [Mira Ashford](#)

The guild's very first real job — replace this with whatever local problem fits your campaign. A chance for the party to prove the guild is more than just an idea.

Reward: Coin, plus the guild's growing reputation.

THE GUILDHALL

MARKET SQUARE

ABOUT



Made with Dalang - Campaign Dashboard

DISCLAIMER

This document was generated by Dalang from campaign content written by its Dungeon Master. Dalang provides the tool, not the content, any world lore, characters, or story elements are the DM's own creative work and Dalang has no ownership over them. This export is for the personal use of this campaign's players, not for redistribution beyond that.

ABOUT DALANG

 bukanpawkemon.itch.io/dalang-campaign-dashboard

 [Discord community](#)

 trakteer.id/BukanPawkemon/tip

 bukanpokemon.github.io/Campaign-Dashboard

Dalang is free software. If it's useful to you, you can support its development at trakteer.id/BukanPawkemon/tip, entirely optional.