

Guyarde

Population: 563

Ruler: Mayor Orvok Crafthammer

Temples: Avandra, Moradin (shared)
and The Raven Queen.

Main industry: copper, textiles,
fishing and pear brandy.



Background

Guyarde is a town that has recently seen a major change in power. The balance is restored for now, but only barely so. The town is plagued with the poverty and unrest that follows failure in war. Many have died, others have fled — only a few determined ones have vowed to rebuild.

Set in the frontier lands of Corennia, Guyarde rests on the shore of Corennia Bay. It is a young village, settled only seven decades ago by the Guyarde clan. These warriors ruled with absolute power, until recently when prince Arogar and his son made an unfortunate decision. He allied himself with the nearby Orcs, **The Bloodeye Tribe**, in an attempt to stop a neighboring noble from forming an alliance which could threaten the balance of power in the entire region.

Prince Arogar Guyarde led a full fledged attack on neighboring Espoir, supported by his savage allies, but he was defeated and fell during the fight. His only son, **Norric**, was also slain, leaving Guyarde without a ruler for the first time in its brief history.

Shortly after Guyarde's death, order in the village began to break down. Fear of the Bloodeye orcs drove many to leave. Others took to crime, plundering the homes of those who had left, turning to violence in order to survive as the town guard effectively ceased to exist. In the meantime, two opposing factions sought control of Guyarde: the merchant guild, then led by Guild Master **Orvok Crafthammer** (see the Stonegrove Copper Mine below), and

three clerics representing the temples in town.

The merchants wanted their guild to elect the mayor to run the town, to focus on growth and trade. The clerics wished to turn the castle into a center for divine study, hoping to attract powerful and influential clerics and make Guyarde into a holy place.

Eventually, a solution was reached were the mayor was indeed elected by the guild, but that each of the three temples would get their own vote as to whom should hold the title. Not surprisingly, Orvok Crafthammer won the first election and is now official ruler of Guyarde. Upon acceptance of his new title, the Halfling textile merchant **Arodo Shortgrove** took over as Master of the Merchant's Guild.

There is a rumor that prince Arogar had a younger brother who was sent away, to serve as a knight in a neighboring kingdom. Should he return, he would be able to make claim to the title of Prince.

Story Themes

Guyarde can be the starting point for several adventures, but given the town's situation, the following themes are particularly well suited for gaming in the region.

- ♦ **Power Games** - because of the politically weak situation, there are plenty of opportunities for the various traders and clerics

to use the heroes in their internal struggles for power.

- ✦ **Orc Threat** - The Bloodeye Tribe already has a history with Guyarde. One that could easily turn into fighting and possibly turn into an all-out war with the orcs.
- ✦ **Rebuilding** - Guyarde recently lost its ruling family and a third of its population. Many houses are boarded up and abandoned. Well suited for adventures centered around rebuilding the town and/or dealing with unwanted settlers.

Map Locations

1. Guyarde Castle

This former home of the Guyarde family is now under the control of two masters. Since it now serves as the town hall, mayor Crafthammer runs the castle.

However, what remains of Guyarde's personal guard has also claimed the castle as its headquarters. After Prince Guyarde's demise, the guard kept the castle running until a mayor was elected. Their loyalty is not to mayor Crafthammer but to the town itself. The guard is led by **Captain Brendic Dawnlancer**, who remains loyal to the Guyarde family.

Hook: Captain Brendic believes in the rumor that the prince had a younger brother, who went away to serve as a knight in far-away Arathor. Since he cannot leave Guyarde himself, he might ask the heroes to track down the rightful heir to the

title and land of Guyarde, suggesting they begin by looking for clues in and around Guyarde.

2. Stonegrove Copper Mine

Orvok Crafthammer is not only the mayor of Guyarde. He also owns the Stonegrove Copper Mine just north of town, that provides about half the townfolk with work.

The mine itself is not very old, and therefore not very deep. It was started as a digsite by Dwarven prospector **Grommir Stonegrove** a mere ten years ago. Stonegrove himself left only two years ago, without telling anyone but Orvok why. It is said that Orvok bought the mine outright to finance some other venture of Grommir's.

The mine itself is very profitable and taps into a rich copper vein of ore.

Hook: Grommir left town because he found something while digging. Something that scared him enough to sell the mine and leave. Grommir never did tell Orvok exactly what it was he found, so when miners start disappearing inside the mine, Orvok asks the heroes to investigate.

3. Temples of Avandra & Moradin

The temple building is one of only a few stone buildings in town. It has a belltower, three stories tall, and large windows to fill the central room with light. The temple is open to the public as long as the light comes in.

There are two gods represented here, Avandra and Moradin, each with its own dedicated altar, placed on either side of a central pulpit. Services

are held twice daily, an hour after sunrise and an hour before sunset.

The goddess Avandra is represented by **Larya Wiseheld**, a quiet Eladrin with seemingly endless patience. Moradin is represented by **Gergor Keepbound**, a Dwarven paladin.

Gergor would prefer to find a suitable cleric to take over the job, but since old brother Morras who used to perform the services passed away, Gergor has stepped up. The paladin can come off as boisterous and stubborn when he is uncomfortable.

4. Temple of the Raven Queen

Father **Farhir Netherstand** is a human cleric of the Raven Queen. He seems soft-spoken and almost shy, except when he talks to a congregation of worshipers. Then his true passion is visible for all to see. Farhir takes great pride in his work, his goddess and the beauty of passing that she represents. Farhir is a little bit strange and can come off as quite creepy, but he is not evil or villaneous in any way.

5. The Graveyard

Guyarde's graveyard is attached to the temple of the Raven Queen on the Northern edge of town, dangerously close to the Bloodeye Orc forest. For this reason it is not the kind of place where visitors linger to mourn dead relatives. For the most part, the graveyard is empty.

Hook: Someone has been digging up fresh corpses in the middle of the night. The Bloodeyes are blamed at first, but evidence suggests ghouls might be involved. Father

Netherstand asks the heroes to keep watch over a fresh grave to learn more.

6. Gallow's Hill

Situated between the temple of Raven Queen and the copper mine is Gallow's Hill, on top of which is an enormous Oak tree. This is where outlaws have met their end since the town was founded. Though most of the time, the tree is just a tree, a strong iron cage is permanently suspended from one of its thickest branches, as a reminder to everyone of this particular Oak.

Hook: The ghost of a man wrongfully hung to death 20 years ago now haunts the hill. He was found guilty of murder, but the real killer is still alive and well. The ghost will hint at great treasure and knowledge, should the heroes decide to dig deeper.

7. Textile Mill

The second largest provider of trade in Guyarde is **Arodo Shortgrove's** textile mill. Here cotton grown on outlying farms south of town is turned into bolts of cloth, dyed and shipped. The local mountaineous cotton plant produces an extra sturdy cloth, yet can be processed to feel nearly as fine as silk. This combination has made the Shortgrove clan extremely wealthy and influential in Guyarde.

The Shortgroves are a lofty bunch, considered arrogant by most, but also fair in business.

Arodo is proud to carry the title of Guild Master of the Merchant's Guild and has no ambition of becoming

mayor. He has no interest in dealing with the petty squabbles of the townsfolk and other administrative work. He just wants to produce the best, most profitable cloth.

8. The Copper Foundry

This is where the copper from the Stonegrove mine is processed into bars which are then shipped off. The foundry is owned and operated by **Thavis Whitehand**, an ambitious man who is tired of standing in the shadow of Orvok Crafterhammer. In fact, he dreams of one day taking over control of Crafterhammer's business - one way or the other. But until the time is right, Thavis bides his time.

Most townsfolk see the foundry as an extension of the mine itself, which frustrates Thavis Whitehand to no end. He has been known to throw tantrums, when someone mistakenly assumed that the foundry belongs to Crafterhammer.

Hook: Thavis hires a group of henchmen to disrupt Crafterhammer's business at the mine, but even more so by causing trouble around town. He hopes to turn the merchant's guild against Crafterhammer, forcing him to step down as mayor and pass the title on to Thavis. The party could be hired to cause these problems for the mayor, or by Orvok himself - to reveal and put an end to Thavis' plans.

9. Anora's Exotic Equipment

This little shop is packed full of all manner of strange gear and equipment. Being a retired adventurer herself, Anora Ravenhunter opened up shop in Guyarde thinking its

remote location would attract enough adventurers to provide her enough business. Not that she needs it - most of her wares are from her own adventuring days, and rumor has it that Anora has a nice treasure stashed away somewhere.

Inside Anora's store, the heroes may find magical items, spell components and work.

10. Merchant's Guild

The guild headquarters is a simple building, which would have been almost anonymous if it were not for the fact that it is made from stone, whereas most of town is all wood.

The guild house was built when the guild was first founded. The ruling prince at the time was taxing the traders beyond what they could afford, so they formed the guild in response. This briefly caused uprising in town, as the prince opposed the demands made by the merchants. Over the years however, the traders and rulers found ways to compromise and get along, and with the Guyarde clan no longer in power, the guild effectively runs the town.

Only members are allowed inside the guild house, except in special cases where outsiders have been specifically invited. This would typically be foreign dignitaries, visiting traders of note and heroes of the land. It is said that nothing happens in Guyarde, without the guild allowing it to happen.

All resident merchants can apply to join the guild, but will only be allowed in if two thirds of the current members vote yes. Notable guild members include **Arodo Shortgrove**

(Guild Master), **Orvok Crafthammer** (mayor), **Gimrin Fastrunner**, **Anora Ravenhunter** and **Thavis Whitehand**.

The Merchant's Guild elects the mayor of Guyarde every 5 years. The three temple leaders each have a vote in this election, even if they are not usually allowed influence into guild business.

Hook: The annual Harvest Festival is coming up and the guild needs to make the town ready to receive visitors. This means getting rid of the criminal element. Arodo hires the party to make sure visitors can attend the festivities without fear of getting robbed or worse. To achieve success, they will have to make a deal with Sh'lina Bravefoot (see below).

11. The Burning Pony

Guyarde's only functioning inn, owned and operated by **Gimrin Fastrunner**. A rotund, foul-smelling dwarf, whose food is known as some of the worst in the region. But in spite of his unappealing hygiene and sad cooking skills, Gimrin is very personable and friendly. He loves to talk and listen, and spends most of his time playing the good host to his patrons.

Life at the Burning Pony is at times full of song, dance and lots of ale. This is usually whenever there's a market in town, or some of other special celebration. For the most part, it is a quiet place where locals go to forget their harsh lives, fears and worries. Locals play games, drink and gossip, and outsiders must be mindful of their place.

12. The Closed Inn

"The Silver Whale" was the name of the other inn in Guyarde. Following the thinning of the population with the skirmishes and attack on neighboring Espoir, the Whale went out of business. The windows and doors are boarded up and the family that owned it have all left. The property now belongs to the Merchant's Guild.

The inn may be closed down, but that doesn't mean nobody is using it. **Sh'lina Bravefoot** has used it on more than one occasion, to house meetings and fugitives. She hopes to some day re-open it as an inn and headquarters for her criminal organization.

13. The Orchards

Just west of town is a small pear orchard. These produce the only true luxury item in Guyarde, a wonderful pear brandy. The orchard is run by **Tothos Brandyman**, though technically the land belongs to the Guyarde family, who also used to be the sole recipients of the brandy. With the Guyarde family gone, Brandyman stands to become a very wealthy man.

14. Bloodeye Forest

The orcs of the Bloodeye tribe are few in number but more resourceful than most orcs. Under the leadership of **Chief Morkor**, the tribe allied themselves with Prince Guyarde to take down neighboring Espoir. They failed, the tribe suffered heavy losses and retreated back into the woods.

Now they plan their revenge. The orcs feel that they were taken

advantage of and used as pawns by prince Arogar.

For a long time, the people of Guyarde accepted the alliance with the orcs, because it meant an end to the almost weekly raids into town by the tribe. Since the alliance was dissolved, nearly all outlying houses and farms have been abandoned or destroyed by raiding orcs. Most think it is only a matter of time, before the Bloodeye orcs attack in full force.

15. Town Barracks

Deren Strongsmith was a petty thief who fled Arathor to become a town guard in far away Guyarde, eventually promoted to sergeant, he was one of only a handful of guards left behind, when prince Arogar led the assault on Espoir. Which meant that he also became one of only 5 remaining guards, when Arogar's forces were all but wiped out.

With the unstable conditions in Guyarde, it wasn't long before the town guard completely dissolved and Deren took to the hills with a couple dozen fearful villagers in tow.

Now that a mayor has been put in power, Deren has returned to Guyarde and to his duties as town guard. He has been promoted to captain of the guard and given the task of recruiting and training new guards. So far he barely has enough guards to patrol the town, but Deren remains optimistic. As long as the orcs don't attack before the first new guards have completed their training.

Hook: The heroes are asked to take a unit of fresh recruits on a training mission south of town. The recruits start to go missing, only to

show up as horribly mangled corpses and they must now face whatever lurks in the Wild.

16. Crafthammer House

Orvok Crafthammer is head of the Crafthammer clan, but since he now lives at the castle, the wealthiest clan in Guyarde is now effectively run by Orvok's sister, **Aeita Crafthammer**.

Aeita is an old-school dwarf. Her main interest is the copper mine, honoring the work that Stonegrove began and working with Thavis Whitehand to create the best and purest copper possible. She disapproves of her brothers pursuit of political influence, but sees the advantage of both the influence and the fact that it has left her in charge of day to day decisions. Aeita is highly respected and is the only woman to ever have a vote on the merchant's guild (she is Orvok's voice, when he cannot be present himself).

Shady Characters

Sh'lina Bravefoot, Gang Leader

Tiefling, former guard and friend of Deren Strongsmith. But where Deren is eager to rebuild the town, Sh'lina gathered a gang of criminals. She is busy organizing and training her gang, forming what in time will become a thieves' guild. Sh'lina has already reached out to other guilds, to establish black market trade.

While both Deren and Orvok are aware of Sh'lina's gang, neither has any plans to intervene any time soon.

Some say they underestimate her ambitions, others speculate that they are counting on her non-guild regulated trade to attract more business in general. As long as she keeps a fairly low profile, both Deren and Orvok have more pressing matters to attend to.

While Sh'lina has control over most of the thievery that goes on within Guyarde, there are more outlaws in the surrounding wilderness as well; desperate people who have turned to robbing travelers for their own survival.

Kerloc Windbringer, Orc Spy

A regular at The Burning Pony, Kerloc is a multi-ethnic washup who likes his drink. Half half-orc and half half-elf, Kerloc was always the outsider, a clumsy misfit who dreamt of being a brave adventurer, but just didn't have the chops.

Instead, Kerloc took to running errands for anyone looking sufficiently "adventurous". He is eager and friendly, always asking about adventures past and foes bested. Most find him to be somewhere between mildly annoying and mildly amusing.

Either way, Kerloc found friends who would accept him when the prince allied himself with the Bloodeyes. Having orc lineage, Kerloc accompanied the first diplomatic contact with the tribe, a peaceful encounter that nevertheless had moments of tension — which Kerloc likes to tell about again and again.

In truth, Kerloc is a spy for the Bloodeye tribe. Every month, when the moon is new, he meets with one

of them at the edge of the orc forest. He delivers news and updates on the situation in town, which the orcs use in the plans for one day launching an assault that will result in the destruction of Guyarde.

Fendel Timestinger, Elementalist

This wily warlock has a small house in town and does occasional scribe work for those in need. However, most of Fendel's time is spent studying and experimenting with raw power. Beneath his home, he has constructed a multi-room study and a tunnel that runs all the way into one of the oldest parts of the copper mine. This part is no longer in use, and no one knows about Fendel's entrance.

The reason for all of this is an ancient power source that Fendel suspects is located somewhere in the mine. In fact, he is positive that Grommir Stonegrove skipped town after discovering this power source, afraid of the consequences of his find.

Fendel hopes to tap into the power source and discover its secrets. He knows it is tied to the abundance of copper in the area, but has yet to discover exactly what that link is.

Adventure Ideas

Quelling the Outlaws

To restore Guyarde to its former glory, or at least make it a functioning society, the criminal element must be dealt with — and the freshly trained guards just aren't up to the task. The

party will be pitted against Sh'lina Bravefoot and her cronies.

The Bloodeye Revenge

During the Harvest Festival, when the town is full of bounty and the guards are stretched thin from dealing with the rowdy crowd, the Bloodeye tribe will launch its all or nothing attack on Guyarde. Will the heroes be able to stop them in time?

Rescue at the Mine

Fendel Timestinger thinks he might have found the power source he was looking for. The only problem is that the mine became unstable, when he attempted a ritual made to derive magical power from the source. Now part of the mine has collapsed, trapping miners with horrible abominations from the elemental realm. The heroes are asked to save the trapped miners using the only route available, through Fendel's secret tunnel.

Expanding Guyarde

If you want to build on Guyarde, the Harvest Festival is a good place to start. It's the biggest event of the year, where traders come from far away to make deals on copper and cotton primarily.

Another option, if you like the political intrigue type of game, is to expand on the rumor that the deceased prince had a brother. What would happen if, just as order has been restored, someone claims to be that brother - and thereby rights to the land and castle?

You can also build on the relationship with neighboring Espoir. Will it be possible to resume trade with this neighbor, even after prince Guyarde led his attack on the town?

Parting Words

For notes from my own game, the Sundering Wrath campaign, feel free to explore the following links.

◆ [Posts tagged: Guyarde](#)

◆ [Posts tagged: Espoir](#)

Comments are highly appreciated. Feel free to drop me a line at rasras@gmail.com. Thank you for reading and have a great game!