

Guardraw

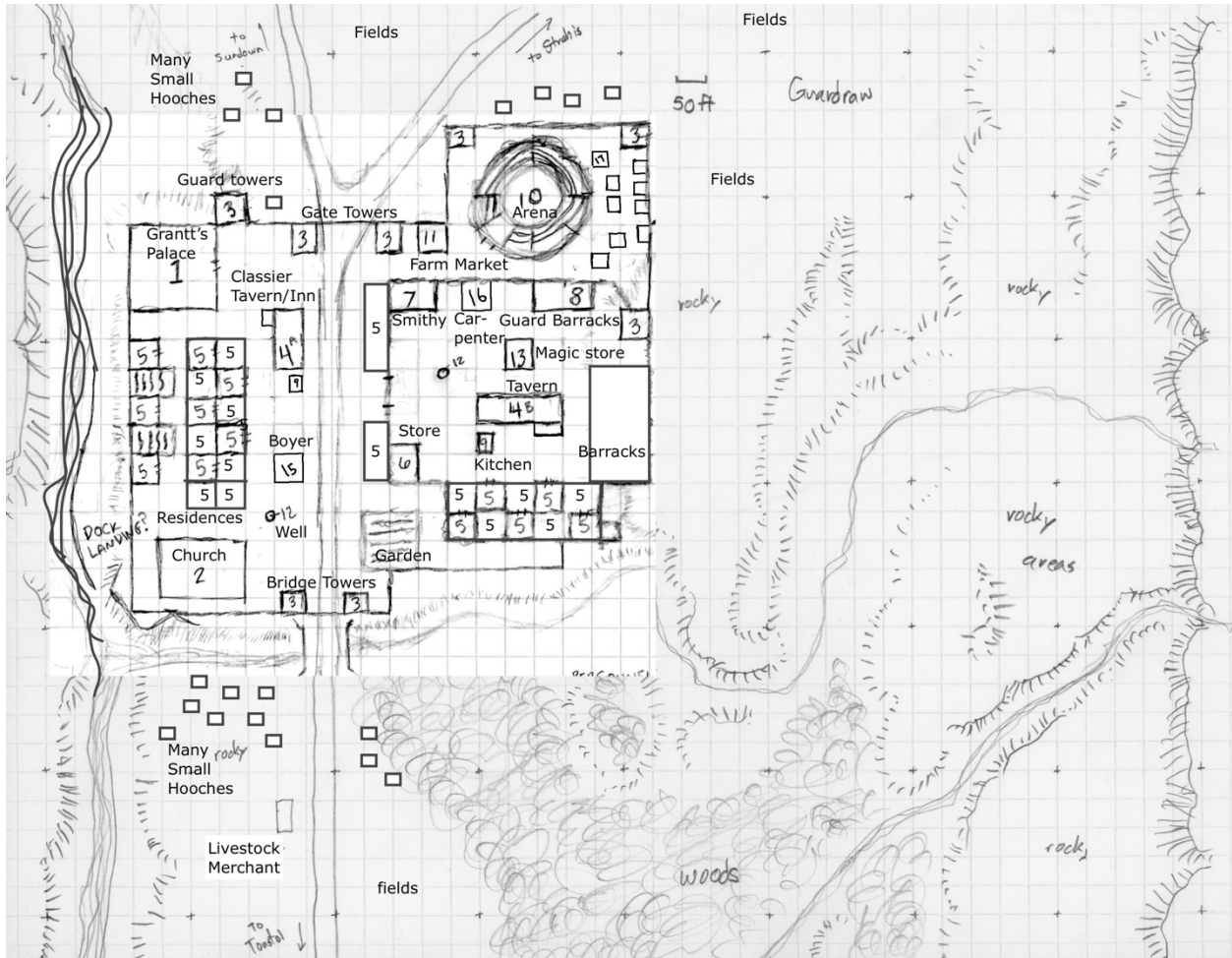
Guardraw was once just a few abandoned buildings inhabited by those with no place to go, or by various monsters on occasion, back two decades ago. When Grantt was elevated to being a Lord, he needed a fief. Guardraw was it. Meanwhile, he was chartered with a consortium of merchants of Selleze to open a trade route to the city of Circe, far to the north. That entailed dealing with various orcs, nomads, and other monsters on the way. Lord Grantt now controls as a matter of fact not just Guradraw, now a town to rival Tonstol, but also the town of Sundown, “Dervish”, the nomad fortress further north, and “Orctown,” a somewhat ruined but functioning town half way to Circe.

These territories north of Sundown are not officially recognized as being in the Kingdom of Aarbat, but the King would like to make it so, and also covets other lands to the east and west of the Circe Road. For the present, Grantt is holding the office of the “Chamberlain of the Circe Road.” He actually controls more territory than the Earl of Ghatt, his nominal superior in the nobility of Aarbat. However, the King bypasses the Earl and deals with Grantt directly, as do the merchants of Selleze with whom Grantt has agreements on the conduct of business. Technically Grantt is licensed (by his appointment as Chamberlain) to exert his authority on lands within five miles of the Circe Road from Guardraw to Myelin Manor, which is beyond Orctown. Beyond Myelin Manor the Road is controlled by Circe.

Some of the important persons in Guardraw are:

Lord Grantt: The Lord of Guardraw and Chamberlain of the Circe Road. He maintains a Hold in the northwestern corner of Guardraw, next to the creek. He is from Stone Circle originally. He worked his way up to his current position as an “adventurer,” having done several important missions in dealing with the threats from orcs and nomads, having reestablished Sundown, and having captured Dervish and driving the orcs out of Orctown. Grantt has five children, four daughters and the youngest, a son. The oldest daughter is not “out” (and officially in circulation.)

Lady Aliatha: Wife of Lord Grantt, daughter of Mayor Laffin of Tonstol. She is now usually at home caring for and supervising the Lord's and her children, and assisting the Lord with certain kinds of problems. Dandilion (Aliathah's maid), and Freidha (Alaithah's bodyguard) report directly to her. Freidha isn't content with idle guard duty, although she can help with that and serves as a trusted messenger. What she wants is to kill dervishes. (She doesn't have the "animal



handling" proficiency. Freidha does have some unique skills. Norse language among them. That could be valuable. And fluent in nomad as well.) Aliatha also has a horse holder/groom.

Steward Urtles. Urtles is a long time retainer of Lord Grantt, who is trusted to manage Lord Grantt's business affairs so that His Lordship need not be bothered by such matters. He is generously rewarded for doing so, and is wealthy in his own right by now. Lord Grantt retains ownership or at least an interest in many of the businesses and concerns in Gildegulch, so merchants local and those from Selleze and other places as well come and go constantly as Urtles manages these things. He has a staff of clerks, messengers, and guards to help with these matters. Urtles has an assistant and bodyguard named Bulmuse.

Urtles is a "Rogue" (Thief) with useful skills. Bulmuse is a Fighter. Bulmuse doubles as a pack mule for Urtles, carrying a tent and three extra waterskins (6 waterskins and 10 rations between the two of them).

Mistress Exzema – Special Aide for magical matters. She assists Grantt when such things come up, and otherwise does research or tries to find out things that may be useful.

Yuberry – a Young and wealthy fighter (paladin?) who admires Grantt, and has been given a position on his staff. Yuberry serves as an honorary guard and escort for important visitors and sometimes undertakes special missions (usually with a select group under the direction of Urtles or, occasionally, someone else).

Kaykenyon Kept on staff in sage role. Organizes information about northern area. Maintains a library for the use of Grantt and his staff. Researches issues as directed.

Acacia: Lord Grantt and Lady Aliathah's oldest daughter. She was just recently presented at court, and is now officially "out", meaning available to be courted by eligible bachelors of noble position. Lady Aliathah is very interested in possible matches. Locally, Lord Kingston's son is not important enough. "Come back when you have killed the dragon or the minotaur." Lady Lopida's grandson Lupo, a Captain in the Army is a possibility, but he is stationed south of Selleze. Most likely, though not quite noble, are a few rich merchants of Selleze, or their sons. She's got a mind of her own, though, but is not attached. Aware of importance of not being compromised. She likes a good mystery.

Second daughter: Sassafras. Third daughter: Hydrangea. Grantt and Aliathah's other daughters are not yet in circulation. His son is about ten now.

Guard Captain of the Guard Heinrich, Dipstick and Erlang are guard Lieutenants. There are 9 sergeants (one is normally on duty at each gate when open). There are 18 guardsmen (9 each of F1 and F0's). Normally an F1 and an F0 is at each gate when open. During the night guardsmen patrol the town. Guard towers are not normally manned. If there is an emergency, all townsmen are expected to report to one or the other gate for assignment to wall towers or other duties.

St. Aether's Church: Father Rupert; Brother Onesimus, Brother Seth who has multiple language knowledge. There are three more junior clerics as well. Sister Rahab.

Guardraw Tavern: This establishment is owned by Grantt and supervised by Urtles. There was originally a tavern manager Bartles, three bartenders, eight barmaids, two cooks, two horse handlers, and eight drudges and handymen. Typically several entertainers are resident. These are mostly dancers and musicians, who tend to come and go. Both cooks, Lotharo and Milichka, are excellent. Four barmaids are both talented and attractive. Quinta is a skilled musician, and Prisca is not only a good singer but dances occasionally. Bea and Ivy have extra talents too. The other four are less experienced and are mainly just servers.

The tavern charges 2 gp for a basic room for two, 5 gp for a larger room, and 8 gp for the largest. The rooms are on the second floor, accessed by the south door of the common room. Also there is a men's and a women's bunkroom, both near the head of the stairs. The charge is 5sp per day, including basic meals that are adequate. Clients in normal rooms get good meals. Also near the head of the steps is an office for Foxconner (below) and a bunkroom for the (female) entertainers. There is a third floor with small rooms for short term use by entertainers, and bunkrooms and rooms for others of the staff, and store rooms. (Still needs to be detailed.)

The tavern manager later is a Mister Apertin. He works directly with Urtles, and manages the tavern and several other properties in which Lord Grantt has an interest. He stays in the shadows most of the time, and lets others manage. In the case of the tavern, Liquidity, the lead bartender, manages the common room, and there is a chief cook and a head housekeeping maid. Foxconner manages the entertainment.

Platinum Palace: This is a high class inn with a dining room suitable for nobles and other very important people. It is relatively small, with room for two or at most three such parties at a time. Rooms are finely furnished and include meeting rooms and quarters for servants. (Lynette works there. Otherwise not yet detailed out. Probably loses money, but Grantt's important guests need a good place to stay.)

Leatherworker: Foverall uses his leatherworking skills to provide carriage springs, saddles and other equipage, leather armor, and a variety of other leather goods. He has a staff of ten. Grantt has an interest in this business.

Tailor: Kneadles has a small shop, and mostly sells clothing made piecemeal to order, but especially before parties like equinoxes has a stock of decent clothes for sale. Clever but cuts corners to get a decent fit at the last minute. Prices are high compared to most other towns on stock items, but reasonable on custom items. No armor or similar wares.

Boyer shop: Ramala she's not a "ranger" but is a good fighter and sometimes goes with a ranger in to do scouting scouting to the north. Less so recently, now that things have quieted down. She makes all kinds of bows, and has three assistants who help her.

Herbalism shop and potionsmistress: Castona is a friend of Freidha, and also has a Norse background. Has three children and decided she needed to stay with them someplace safer. She was originally in Sundown. Freida recommended to Urtles long ago to take her in as one of Grantt's people in Guardraw. She is skilled with healing and herbalism, which is both useful and profitable. She knows Norse and nomad. She also has been to Circe, and that might be helpful. She has two young helpers. Castona's daughter Ambrosia works in the shop and is a herbalist.

Guardraw magic Emporium: Actinium runs Guardraw's magic store. Grantt has a big interest, about 75%, but Actinium also has the rest, and manages things. He answers to Urtles, but is not closely supervised. (Urtles isn't a magic expert.) Urtles does check the books carefully and discusses the values of various items being offered for sale or that someone is trying to sell. Generally any transaction above 1000 gp. needs Urtles's approval if he doesn't know the buyer or seller. Mellioney: Small pretty commoner girl with blonde hair. Attends parties at the tavern. Works in magic shop.

Construction crew: Tannidus, supervisor. He is also responsible for routine maintenance on existing structures. His work is supported by Grantt, but charges as appropriate to concerns that don't belong to Grantt. His staff includes.

Samar, stonemason; Nials, carpenter, Smitty, smith, + 8 others

Blacksmith: Bludgeon is primarily known for his blacksmith skills, but also has some masonry skills. He has 75% interest in his business, Grantt owning the other 25%. He is asking Urtles to buy out that remaining Grantt interest. Has 6 helpers.

Jewelry and gem merchant: Besparkel: buys and sells.

Alchemy shop: Felix Minimus practices alchemy and runs this small shop. His alchemy skills extend to more basic products, but he avoids competing with Castona on healing and antivenom potions. He has provided potions for the magic shop, as well as things like lightsticks, smoke bombs, and a variety of other odd items. Felix Minimus is also useful for his general intelligence and ability to speak multiple languages, notably including draconic and orcish. He has a bit of interest in dragons, and hopes to be able to observe one. Also, there are rumors that there are elves somewhere in the northern border areas, and he hopes to find out more about them, too, and see what he might learn that might enhance what he can provide.

Tax agent, works for Urtles: Irsus

General Storie's General Store. The "General" is actually a dismissed lieutenant who embellishes his story enormously, claiming all sorts of experiences and victories in the Great Rock Mountains. He sells ordinary wares at ordinary prices, while somewhat exaggerating claims of quality. He seldom has masterwork items (1/6 chance if it's a commonly used item). He does have ordinary weapons and armor, but not in large quantities. (Only 1/3 chance of female leather, 1/6 for studded, breastplate, chain shirt.) For animals, he acts as an agent for Lubber's in Tonstol. He can have a horse delivered within a day's time, and will buy animals of interest at a discounted price. He generally has d6 mules and 50% chance of a riding horse available for sale locally.

Grantt's Army:

The Grey Cloak Scouts include Lt. Tabard (4th level), Two sergeants (2nd level), 4 corporals (1st level) and 12 soldiers (0 level), and three pack mules. They wear studded leather armor, and are armed with longswords and longbows. They have small shields for use when fighting in melee(?). Normally a "company" would be bigger, at least 20 and usually many more, led by a captain, and would have a chaplain and maybe even another specialist or two. Your impression of Lt. Tabard's company is generally positive. (Grantt intended only a short term employment at first.)