

## Guzvik: The Meeting Place Between the Iridescent Hills and Brukostad

Cold and lonely in the harsh winters, Guzvik is a vibrant spring and summer stopover. Strategically situated between the Iridescent Hills and Brukostad, it has become a vital resupply point for caravans, merchants, and adventurers traveling through these lands. Its origins can be traced back to a single building: the legendary Inn of Mister Guzvik.

### 1 - Growth and Culture

The story goes that Mister Guzvik, a shrewd and charismatic human, saw potential where others saw only empty land. With a small herd of cattle, a supply of strong drink, and an entrepreneurial heart, he built a sturdy inn that offered shelter, food, and security. Over time, travelers began to flock to it, and merchants realized the value of a safe resting place. Orcs from the Iridescent Hills and humans from Brukostad met here, trading goods and stories along the roads, and other buildings soon sprang up around the inn.

### 2 - The Foundation of the City

Today, Guzvik is a multicultural settlement, where chaos and coexistence go hand in hand. The orcs mostly run repair shops and workshops for various services, while humans lead the trade. The half-orcs, in turn, take on various roles often as mediators or guardians, given their ability to navigate between both cultures.

However, its buildings and streets reflect the residents' lack of appreciation for beauty and order. The ground is often covered in mud, food scraps, and debris left by passing caravans. Piles of trash accumulate in corners, and the strong odors coming from workshops and stables overpower the aroma of spices brought by merchants. Even the houses and establishments, often hastily built, seem improvised and worn by time, giving the place an air of constant neglect.

The city is also known for its flexible laws, where "the strongest" often decides the outcome of disputes. Fighting is common but rarely fatal, serving both to settle differences and to entertain the inhabitants. However, when conflict threatens stability, an informal council formed by local leaders intervenes to maintain peace.

Curiously, this town transforms during the cold season. Much of the population, made up of temporary workers and adventurers, abandons the settlement during this time, migrating to other more lucrative or safer locations. This leaves the town in an almost ghostly state, with only the most resilient residents - or those with no other option - remaining to endure the icy winds and empty streets. Then it becomes even more somber, a place where cold-hardened mud and eerie silence dominate the landscape.

### 3 - Guzvik's Inn

The original inn still stands, now run by the founder's descendants. It is the heart of the town, with its welcoming hall filled with hunting trophies, old flags, and all manner of trinkets hanging on the walls to decorate the place. It is here that travelers exchange rumors, merchants negotiate contracts, and swordsmen recruit or are recruited. It is said that Mister

Guzvik's secret recipe for Aquavit is still in use, and drunkards report seeing his shadow occasionally lurking in the hall, overseeing the legacy he built.

#### 4 - Annual/Seasonal Characters

**Ralvik the Silent:** A solitary half-orc, he is a constant figure at Guzvik's Inn. Always in the same corner, he drinks in silence, lost in memories he never shares. He is said to have been a great adventurer, but something terrible in his past broke him, forcing him into a life of solitude. Despite his incessant drinking, his memory is impeccable, and he remembers secrets, rumors, and stories he hears in the tavern.

**Oldrik the Innkeeper:** A friendly and storyteller, he is the proud owner of Guzvik's Inn. A direct descendant of the visionary who founded the city, he keeps alive the tradition of hospitality that made Guzvik a landmark for travelers. Married to Grelka, a skilled orc baker, the two form an unbeatable duo, with her preparing the breads and pies that complement Oldrik's ale and aquavit. Always with a smile on his face, he charms customers with his repeated tales of the town's early days and the legends of the Iridescent Hills. Despite the town's chaotic atmosphere, Oldrik is a natural peacemaker, mediating fights in the tavern with firmness and good humor.

**Nimor, the Human Merchant:** He has been coming to Guzvik for over 17 summers, always with the same grumpy demeanor. A specialist in spices and exotic fabrics, he considers the town a "necessary evil" on his trade route. While he never hides his disdain for the filth and disorder of Guzvik, Nimor acknowledges that the good profits make up for his temporary stay. Known for his meticulousness and ruthless business sense, he negotiates steadily but rarely socializes outside of trade. Despite his dislike of the place, many local merchants eagerly await his arrival, knowing that he brings rare goods and lucrative opportunities.

**Uthgar, the Orc Fighter:** A living legend during the winter months in Guzvik. With arms as thick as logs and a strength capable of crushing rocks with his bare hands, he dominates the city's makeshift arenas, where fights serve as entertainment and dispute resolution. Adored by the public, Uthgar combines his brutality with an unexpected sense of humor and charisma, which makes him even more popular. He is known for lifting two opponents at the same time, just to make the crowd laugh. Despite his intimidating appearance, he is an honorable warrior who never strikes an opponent who has already been defeated.

**Grelka, the Orc Baker:** Known for her robust breads, famous for being so heavy that they can be used as both food and weapons. Married to Oldrik, the half-orc innkeeper, she runs the town's small bakery with a firm hand and an intimidating gaze. Despite her questionable technique, no one dares to criticize her baking, fearing her reaction. Some joke that her breads are a testament to the strength of those who consume them, but the truth is that, in difficult times, they have become indispensable for their durability and ability to feed for days.

**Kolrik, the Human Storyteller:** A figure awaited every summer in Guzvik. A gray-haired wanderer with a mesmerizing voice, he carries with him a chest full of scrolls, relics, and musical instruments that he uses to bring his

stories to life. A vast connoisseur of ancient legends, both of orcs and humans, Kolrik is a bridge between the two cultures. He narrates epics of fearless orc warriors, human tragedies, mysteries of the Iridescent Hills, and legends of the Enchanted Valley. Respected by all, his visits are a rare moment of unity in the city. They say that, behind his stories, Kolrik hides a mysterious past.

Morg, the Orc Musician: A notable presence in the place, he leads the chaotic band Morg and the Thunder Goblins, known for their deafening and unpredictable sound. A percussionist of improvised drums with brutal and out-of-step beats. At his side, Zik "Nimble-Fingers", a restless goblin flute player, who tries in vain to bring some melody with his bone flute. Completing the trio is Gruk "Spark", a pyrotechnic goblin who turns each performance into an explosive show with his rusty bells and destructive sparks. Together, they create music as wild as Guzvik itself, captivating or terrifying audiences with their unique and unmistakable chaos.

Druk, the Wandering Orc Smith: A rugged traveler who spends his winters in Guzvik, offering his services to locals, hunters, and warriors. With calloused hands and immense strength, he repairs tools, armor, and weapons with skill and speed. Despite his intimidating appearance, Druk is known for his honesty and a strangely dry sense of humor.