

Wardens of Wergild: A Nemmyrl Not-Campaign

Background Notes (last revised 2/15/26):

- **The plot**
- **The character**
- **The place**
- **The time**
- **The seven duchies**
- **The stewards of this land**
- **House rules**
- **Final thoughts**

The plot: The point of this not-campaign is to keep our group playing once per month, playing one-off adventures when we can't get everyone together for one of the actual campaigns. (Knowing us, we'll somehow get embroiled into some kind of hijinks that ends up being its own campaign!) If we can't get everyone together, then we go with this travesty if we have at least three players. At the next scheduling conflict, tie goes to the person who missed last month's game. If you aren't at a game, then your character idles off and has their own little misadventure that strangely enough gives them the same XP as those on the adventure (let us know what that was, we'd love to hear it). But somehow, they end up on the scene the next go-around. Life is funny that way.

The plot: Your character is a misfit cast-off from the normal paths of life. You wander into the town of Lyre with the clothes on your back, a few coins in your pocket, and one item of note from your past (see **The character**). You need work, you're hungry, and you're desperate. That's about it. Watch me turn it into a gaudy, over-wrought, overly-complex plot that makes no sense.

The character: Choose any one of the core character races and classes. Give them:

- a home town from one of the seven duchies (see below); you can choose a major town or city or make up the name of a village
- some kind of livelihood you spent the last few years earning a living from
- three names of people who meant a lot to you back home
- one name of a person or organization that you considered an enemy
- one flaw that really triggers you: either a phobia, something that triggers traumatic memories, an aching addiction or unhealthy attraction to, something that sends you into a blind rage, a hopeless cause you'd do anything for, etc.
- a short saying that has some kind of meaning to you (e.g. "Have you ever danced with the devil in the pale moon light?")

- one item of note (it can be a mundane weapon or piece of equipment or whatever you like, but it has a story). The item may be a relic of more normal times, or it may be allegedly blessed or cursed (your choice, and not proven to be cursed, just allegedly) and the reason you think you ended up in this life.
- the reason you fell on hard times and ended up in Lyre
- everything else we roll up in session zero

The place: This campaign is set in the kingdom of Treviland. It is one of the four Western Kingdoms, which loosely resemble European kingdoms of old: Treviland most resembles medieval England, Tirudor resembles Spain, Plenian resembles France, and Erigoth resembles Germany. Treviland is almost always at the brink of war with its neighbors. Currently all of the kingdoms are still recovering from three hundred years of invasion by the Norgardians.

The time: It is now the five hundred and first year of the Written Age (nine hundred years before the events of the Eight-Pointed Star, three hundred years before the events of the Herlight). It has been thirty years since the end of the **Great Erobring**, a three-hundred-year-long period marked by invasions and occupation by Norgardian warlords throughout all of Western Amadar.

Notable dates:

150 WA3 - The Great Erobring begins: Norgarde raiders invade eastern Treviland and western Tirudor; sack Lyre, Novulum, and Ibilis

150-472 WA3 - The Great Erobring sees Norgardian boats repeatedly sail the riverways of Western Amadar, raiding and plundering; Trevilish forces are constantly out-witted by hit-and-run tactics while the Norgardians make off with fortunes

164 WA3 - King Hardwin falls in battle attacking the Norgardians; end of the Derring lineage

171 WA3 - Alfrun Faintree crowned queen of Treviland; after seven years of squabbling between nobles, Alfrun rides out to challenge each noble individually and defeats or slays them, earning the throne for herself; start of the Faintree lineage

320 WA3 - Norgardian settlers colonize lands from Harth to Culver to the Nary Lands and parts of Ordonia; they build large wooden defensive works to protect their occupied lands

421 WA3 - Jorund Skallagrimsson the Lake-Reaver sets up his own kingdom around Lake Eversong

458 WA3 - Nobles of Treviland band together and defeat Norgarde raiders in the Battle of Keslinga

472 WA3 - End of the Great Erobring: last of the Norgardian warlords driven out of Amadar; Norgardian settlements remain but their people swear allegiance to their new lords

501 WA3 – Present Day

Scildr

The Scildrs dwell in the region governed by Stonbrek. Their lands cover the Valley of the North Winds and some of the Evermore Mountains that encircle it.

Scildren folk tend to be short and lean, their arms sinewy from working the mines. Some say they resemble their Dwarven neighbors, but both take offense to the comparison. Scildrs are dour and colorless people. Their thinking is plain and without imagination. But they are hard workers, stubborn, and a hardy breed. They dress in like fashion to Culvers, wearing drab monotone colors. They wear a liripipe hood most times, including women and children, which is tailored uniquely to this region. The hood can be wrapped about their heads and a flap drawn up to conceal the lower half of the face. Mostly this is for protection in the mines, but it isn't uncommon to see Scildr folk concealing their faces as they shuffle along the streets. Their hands are calloused, their skin almost always covered in a fine dust. They are fond of wearing unfinished stones as ornaments, each of which has a meaning known only to them.

(Stonbrek is Scildren in heritage, but some have Culvren blood)

(Scildren characters get 10 ranks in one of the following skills: Craft: Sculpting, Profession: Mining, or Appraisal.)

Wicla

The Wiclans dwell in the region governed by Wendspire includes Milady. Their lands extend from the eastern flank of the Tredfut Forest in the north to where Lake Eversong spills into the Provender River in the south, and from the Luthia River in the west to the Draana River in the east.

The Swintans dwell in the region governed by Cerrulea. Their lands extend from the Augemere Sea to the north to the Draana River and the northern edge of the Dauniger Hills in the south, and from the Draana River in the west to the Terryllis River in the east, albeit with a bit of land just beyond where the Terryllis and Vestillon Rivers split.

Wiclan folk are a hardy people, more acclimated to the forestlands and the colder north. Some would say they are rustic and dim-witted. They can be dour upon first meeting, but have a lusty laugh and make friends quickly with outsiders who prove themselves capable in the wild. They are accomplished horse masters and hunters. The best cavalry units in Treviland hail from these lands. Wiclans attire often features the color pale gold or yellow. It comes from an ancient tradition honoring the sun and they consider it lucky. It is often worked into their garments whether it be thread, ribbon, or feather adornments.

(Milady and Wendspire are of Wiclán heritage)

(Wiclán characters get 10 ranks in one of the following skills: Riding, Survival: Mountains, or Survival: Forest.)

Swinta

The Swintans dwell in the region governed by Cerrulea. Their lands extend from the Augemere Sea to the north to the Draana River and the northern edge of the Dauniger Hills in the south, and from the Draana River in the west to the Terryllis River in the east, albeit with a bit of land just beyond where the Terryllis and Vestillon Rivers split.

Swintan folk are exceptional farmers and have cultivated their lands into the breadbasket of Treviland. They are considered a bit odd by anyone outside of their borders, for people here are friends to both Elf and Dwarf. All manner of strange creatures are said to live here between the Evermore Mountains and the Tredfut Forest. But the Swintans are curious and are avid explorers of the wild lands. Swintans are known for adorning their clothes with mistletoe. The colors green and red are often worked into their attire and decorations.

(Cerrulea is Swintan in heritage)

(Swintan characters get 10 ranks in one of the following skills: Profession: Farming, Knowledge: Herbalism, or Handle Animal)

Culver

The Culvers dwell in the region governed by Novulum. Their lands extend from the northern banks of Lake Holyoak in the north down to the coastline in the south, and from the Provender River in the west to the coastline of Nereida Bay up along the Terryllis River in the east.

Culvren folk are smaller in stature and slight of build. They tend to be dark of hair and pale in complexion. Culvren are cunning people, prone to gossip and plotting schemes. They enjoy strange riddles and often cite obscure verse known only to them. Their clothing, like their disposition, tends to be dreary and colorless, running from black to light gray and featuring intricate geometric patterns. Culvren tend to carry finely-wrought charms that are in fact puzzles with two adjoining pieces. The pieces are often detached and one sent as a token that uniquely identifies its wearer.

(Culvren characters get 10 ranks in one of the following skills: Bluff, Forgery, or Gather Information.)

Wolder

The Wolders dwell in the region governed by Pelham and includes Bastion. Their lands extend from the lands just north of the Carnor Mountains in the north down to the Howling Hills in the south, and from the western banks of the Ivian River in the west to the western shores of Lake Eversong in the east.

Wolder folk are a rugged and pugnacious lot, having survived centuries of conflict with the neighboring Plenish. They are more reserved than their Wiclan kin, but they befriend any who prove worthy and are keen on codes of honor. They are devoted to their gods whom they believe protect them in war and who have chosen their people to be the protectors of the realm. Wolder Folk fashion is plain and practical, with a muted red worked in that transforms to bright red during war time or during celebrations. Every Wolder carries at least one weapon on their person at all times, with even the small children concealing a sling or a dagger. Their only adornment are their battle pins, wrought in brass, which are awarded even in peace time for training achievements. There are many pins in all shapes and sizes, most of which are a mystery to anyone not from this land.

(Pelham and Bastion are Wolder in heritage)

(Wolder characters get 10 ranks in one of the following skills: Intimidate, Knowledge: , or Knowledge: Warfare.)

Brimmor

The **Brimmorans** dwell in the region governed by Myridon. Their lands extend Ivian River where it is flanked by the Howling Hills in the north down to the southern coastline, and from the Yester River in the west to the Caerwyth River to the east.

Brimmoran folk are at home along the coast as well as in the wetlands around the banks of the Yester River. They are master ship builders and fishermen. They are recognizable from their bright blue stocking caps, which they decorate with family and religious emblems. They are fond of drink and song, and are a garrulous lot with loud voices. Brimmorans tend to make wild boasts, speak in tall tales, and pledge bombastic vows. Brimmoran attire features short breeches capped at the knees and intricate overlapping straps covering their lower legs. Women's skirts are tailored to be pinned up around the knees when needed, making them practical for working in and around water.

(Myridon and Slevvin are both Brimmoran in heritage)

(Brimmoran characters get 10 ranks in one of the following skills: Profession: Sailing, Profession: Fishing, or Profession: Shipwright.)

Hartha

The Harthans dwell in the region governed by Illustrim and includes Lyre. Their lands extend from the northern banks of Lake Eversong in the north down to the coastline to the south, and from the Caerwyth River in the west to the Provender River in the east.

Harthan folk are lake and river people and a merry lot. They have a rich oral and musical tradition and are fond of story-telling. They are natural diplomats and orators, with a long line of leaders of the Volds and Treians hailing from the Harthan tribes. They favor the color purple in their clothing, which often comprise of knee breeches, lacy shirts, and handsome vests. Each Harthan bears a curious nickname, which they were given at a young age for some noteworthy (or sometimes unflattering) exploit. They are also chronic gamblers and often show poor judgment, but they consider themselves lucky and often prove to be so.

(Lyre and Illustrim are both Harthan in heritage)

(Harthan characters get 10 ranks in one of the following skills: Perform: Singing or Musical Instrument, Perform: Gambling, or Profession: Fishing.)

Stewards of Power in this Land

Kings and their armies are not the only wielders of power. There are many unseen friends and foes that shape the destiny of the land. Each of the groups listed below are well known to the people of this region. Some are feared; others venerated. All of them play their part in the grand drama of this land's story.

Merchant Companies

Silver Moon Trade Company - Novulum
Still Cloud Traders - Myridon
Heralds of Provender - Illustrim

Mercenary Companies

The Vanguard - Myridon

Smuggling Rings

Lords of Barley – Slevvin

Centers of Worship (Churches, Cathedrals, Shrines, Lodges, Temples)

Chapel of the Sacred Corbel - Stonbrek
Chapel of the Filling Heart - Milady
Diaphanous Chapel - Wendspire
Cathedral of the Threshing Floor - Cerrulea
Cathedral of the Cudgel - Novulum
Chapel of the Fire Flagon - Pelham
Chapel of the Endless Watch - Bastion
Cathedral of Following Seas - Myridon
Cathedral of Canticle - Lyre
High Cathedral of the Illumination - Illustrim
High Cathedral of the Yondalla - Shyberry (halfling)

Orders of Paladins

Heavenly Host - Wendspire
Order of the Kestrel - Cerrulea
Order of the Gauntlet - Illustrim

Druidic Circles

Circle of the Willow - Milady
Circle of Ennuit - Pelham

Bands of Rangers

Band of the Even Star - Cerrulea

Schools of Magic

Lostros Sanctum - Cerrulea
Orealta Sanctum - Illustrim

Bardic Colleges

The Sardonic - Lyre

Warrior Academies

(none)

Assassins Guilds

Burke Brotherhood - Novulum

Cults

The Unseen Hand – Lyre

Other Guilds

The Grimrodor (stone masons) - Stonbrek

Isernbrest (iron and steel) - Novulum

Epona House (wool and weavers) - Bastion

Nodens House of Shipwrights (shipwrights) - Myridon

Reaper House (casino) – Slevvin

Monasteries

Monastery of the Sorceled Star - head of the Ivian River in the Evermore Mountains

Monastery of the Night Queen - Mt. Forelock

Monastery of the Sacred Grove - Serpsis Valley near the River Hawkturn

Monastery of the Petrichor – Lands of the Wetflesh



Pirates
(none)

House Rules

- **Fortune Points** – Do something cool or clever or something that drives good story without serving the plot and you may earn the DM's favor. Trade in points to help die

rolls. Trade in five points for any die re-roll. Keep track of your points, the DM is not smart enough to be trusted to do that.

- **Morale** – I’m keeping track of morale. Bad things suck, and your whole group is going to feel it. DM will decide how bad the hit is during every adventure. Walk it off or spend some time chilling out and morale returns to baseline (cheering up from a low, coming down from a high). But party a little or do something else that convinces me you live, love, and laugh your way to your happy place and your morale goes up faster.

Morale	Modifier to all rolls
○ -10 or worse	-3
○ -6 to -9	-2
○ -3 to -5	-1
○ -2 to +2	+0
○ +3 to +5	+1
○ +6 to +9	+2
○ +10 or better	+3

- **Lifestyle** – For each night you’re in civilization, declare how high you’re living:

Lifestyle	Price/Day	Morale boost
○ Wretched	---	-2
○ Squalid	1 sp	-1
○ Poor	2 sp	+0
○ Modest	1 gp	+0
○ Comfortable	2 gp	+1
○ Wealthy	4 gp	+2
○ Aristocratic	10 gp	+3
○ minimum but go higher if you want! Live the dream!		

- **Party Time** – Anyone who thinks adventurers retire to their rooms every night to train or pray or research lore are fooling themselves. The biggest way to bump your morale is to drink, party, and fool around (and they create beautiful side plots). So, if you’re going to drink, gamble, or fool around just say so and how much you’re spending. Heck, maybe we’ll roll to see how well you do. If you’re looking to fool around, just say so and who you’re looking to score with and you can pay or roll to see if it works out. And in case it’s needed and we’re all stuck in middle school, the codeword for fooling around is “dancing.” So, if you say you’re going dancing or you asking someone to go dancing, we’ll know what you mean. 😊 A good story has some dancing in it and has huge morale benefits, so take that for what it’s worth.

Final thoughts: This game has always been about fun and adventure. So, this not-campaign is out to do just that. If the story gets campy, so be it. If there are some high-stakes moments, lean

into them and never say die. If your character DOES die, then give us a good death and roll up another one (or prepare to go on a long-ass quest to resurrect them, but seriously just roll up a new character). There may be some heroic moments even, so savor those too. You never know, you may end up with a meandering, memorable, enjoyable story by the end of it. This game is whatever the group wants to make it.