

Welcome to the North Watch Campaign!



What is this game about?

North Watch is a fairly standard high fantasy role-playing campaign. It is probably more Lord of the Rings than Game of Thrones in tone. The players will be playing characters that live in a frontier region between declining and feuding kingdoms to the south and barbarian and monstrous hordes to the north. The villages and towns are points of light in the dangerous wilderness that surrounds them. The characters in this game are the ones Fate has chosen to decide whether civilization and safety are established in the region or whether everything descends into chaos. No pressure and good luck with all that.

What will we be doing?

Combat: Let's be honest. D&D, Pathfinder, and other similar games are Action Fantasy games. They are very much about fighting bad guys and monsters. That's not all characters will be doing but it is a significant part.

Exploration: The North Watch is a frontier where civilizations have declined and been lost to time. There are cool things out there to find in the wilderness. Lost knowledge, unknown magics, powerful items, and unexpected neighbors.

Building: Characters will be building their own personal power by leveling up and making character progression choices. Characters will also be building relationships with the other folks who inhabit The North Watch. Perhaps your characters will build a stronghold or an organization or some magic items or any number of other things. This game is about building something out of the chaotic frontier.



What am I like as a DM?

That's sometimes a tough question, since most people, including me, are pretty terrible at self-evaluation. Let's see if I can give some insight here.

First, I play the world and the inhabitants like they are real people with goals and wants and I have them pursue those things. This means that the bad guys and monsters want to win. They will act as intelligently as appropriate to do so.

Second, I don't try to "balance" the game. There are things out there in the world that your characters can easily defeat. There are also things out there that are beyond your characters' capabilities. I won't just drop players into a no-win situation without warning but your own choices could get you in over your head. Retreat is often a good option when things look hairy.

Third, as the game progresses, I prefer and encourage my players to create their own goals and plans and pursue them. I don't particularly want to just lead the players around by the nose from adventure to adventure. I'm hoping that players will engage with the setting and be about their own business.

North Watch: An Overview

The Raggedy Edge of the Frontier

Long ago, the area known as North Watch today was The North Watch Military District. It was a borderland between the Telurian Empire and the barbarians and humanoids of the Dawnforge Mountains and Winterbole Forest. The District was ruled by the Lord Warden, who also happened to be the military commander of 4th Expeditionary Legion. 200 years ago, that all changed with The War of the Twins.

With the Telurian Empire divided by civil war and in rapid decline, the North Watch was all but forgotten by the wealthy and powerful in Koningstad. Left unsupported and ignored, The Lord Warden took charge and instituted his independent rule of the region. With the legion gone, he raised local militia to guard the roadways, villages, and towns of The North Watch. He established cordial relationships with the Dwarves of Hammerfast and the Winterbole Tribes. Things went quite well for a while.

80 years ago, the Bloodskull Orcs poured out of the Dawnforge Mountains in a horde. They sacked Fastormel, which remains a ghost town to this day, and swarmed across the region. They were finally stopped at Fallcrest by an alliance of Hammerfast and Fallcrest troops. Much of Fallcrest was damaged or destroyed but the orc horde was turned back and disappeared into the mountains once again.

Today, North Watch is still recovering. Fastormel is a ruin. Nenlast and Harken have been repopulated but are a shadow of their former selves. Fallcrest still hasn't completely rebuilt its walls or many of its buildings. The North Watch was taken to the brink of utter destruction and is still clawing its way towards something resembling civilization once again. It's a time of opportunity for those with the courage and foresight to take advantage. Succeed and be remembered as the architects of a new era. Fail and be just one more set of bones mouldering on the refuse heap of history.

The Dawnforge Mountains

Home to orcs, giants, drakes, wyverns, and other monsters too numerous to name. The mountains are steep, tall, and rocky. The dwarves of Hammerfast are the lone light of civilization in these dangerous crags. Although, Harken has once again opened the copper mines in the mountains near the village.

Gardbury Abbey

Gardbury Abbey was once a large abbey dedicated to Iomedae. 150 years ago something terrible happened. The abbey was magically sealed and all the monks that called it home were never seen again. It is unknown whether they were trapped inside the abbey or whether some remnant made it out and quietly relocated.

The Barrow Downs

These hills contain the ancient tombs of the Winterbole Tribes and other older civilizations. Raiding the tombs is an infrequent but not unknown activity for both scholars and treasure hunters. This activity is the cause of some of the tension between the Tribes and the people of The North Watch. The Lord Warden has outlawed the activity but he lacks the manpower to truly enforce the ban.

The Winterbole Forest

This is the home of the Barbarian Tribes. The tribes have an uneasy relationship with the villages and towns of The North Watch. It has been several hundred years since the Empire drove them out of these lands but a significant portion of the tribes remember and consider the people of North Watch to be interlopers on what is their territory.

The Spiderfell

This forest is filled with goblins and giant spiders. Both are ruled by a powerful goblinoid with potent magical powers called The Spider. The Spider has lived within the woods for over a hundred years and suffers no one to encroach on his domain. Spider riding goblins raid the nearby roads and rivers from time to time.

Fallcrest

Population: (1500) Primarily human with a community of halflings and the odd dwarf.

Ruler: Lord Warden Diederik Koning
Militia: 60 Fallcrest Guard (Captain Raphael Dumas)

Inns: The Fallcrest Inn (common), The Silver Stag (expensive), The Rusty Dragon (good)

Religion: Our Lady of Flame (Sarenrae), House of Fate (Pharasma)

Merchants: Multitudinous Marvelous Marvels (Thornapple), Kuiper's Stable & Smithy, Kana the Smith, Van Durin's Bows, Barend's General Store

Resources: Docks and river traffic to Bard's Gate, Farming

Harken

Population: (600) Primarily human and dwarven. A few halflings.

Ruler: Baron Kerstan Raes

Militia: 25 North Watch Guard (Captain Sander Groen)

Inns: The Hungry Hound (good)

Religion: The Iron Anvil (Torag), Harken Festhall (Cayden Cailean)

Merchants: Devos Winery and Spirits, Hargest the Copper Smith, Corlaer's Store

Resources: Copper Mine, Vineyards, Fishing

Nenlast

Population: (350) Primarily human and Halfling. A small gnome settlement right out of the village.

Ruler: Baron Gerrit Nagel

Militia: 15 North Watch Guard (Sgt Pasman), 10 Nenlast Rangers (Espan Mulder)

Inns: The Forest Queen (common)

Religion: Hallowed Hunt (Erastil), The Old Grove (Gozreh)

Merchants: Wooden Wonders (Laurier), Winterbole Lumber Consortium

Resources: Lumber, Fishing

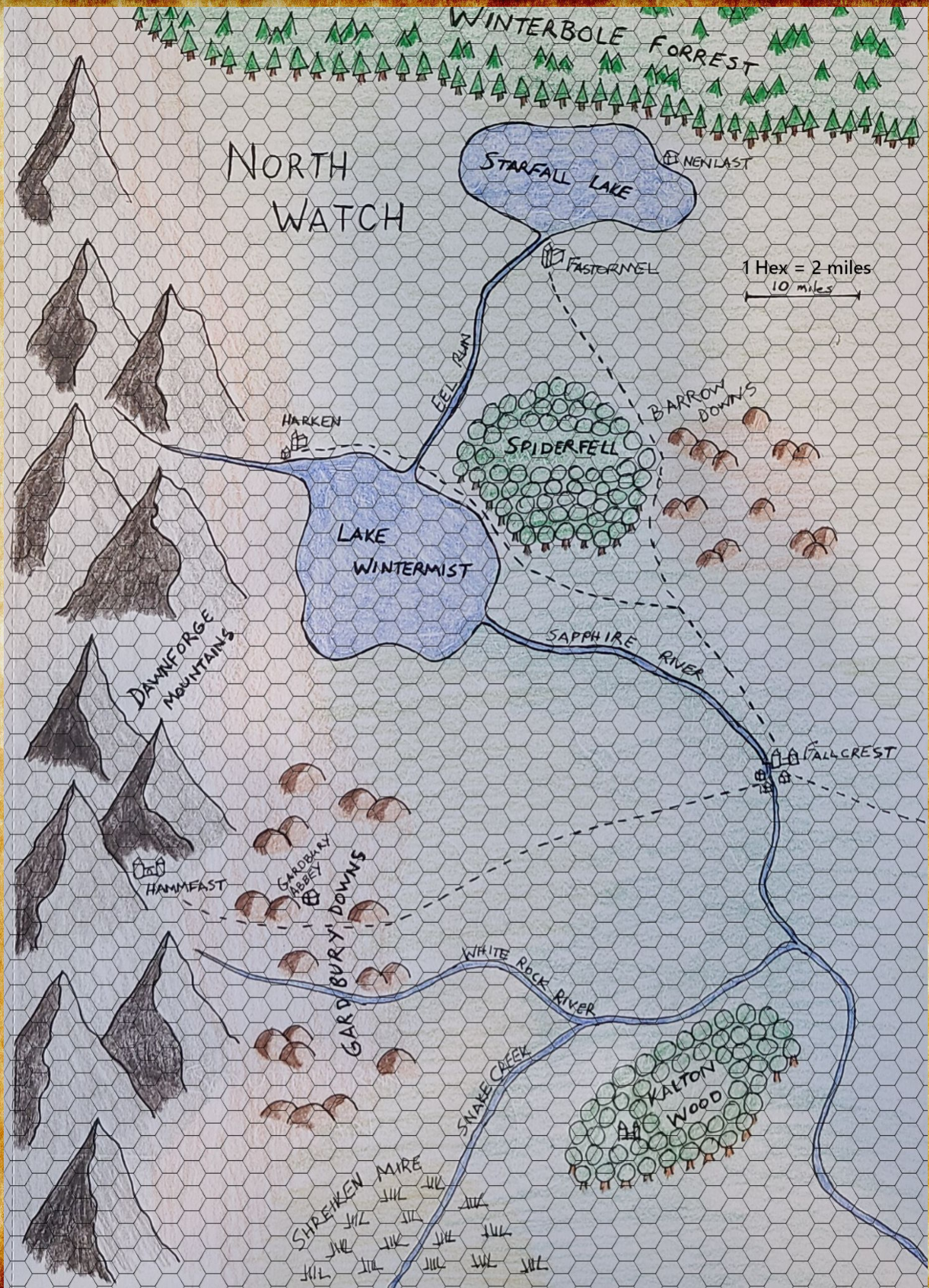
Fastormel

Once the second largest town in North Watch, Fastormel is now a literal ghost town. Unquiet dead roam the ruins. At the center of the town is the Misttower, the home of the now dead wizard who ruled Fastormel before the Bloodskull War. This Misttower is sealed and no one has been able to open it in 80 years.

NORTH WATCH

WINTERBOLE FORREST
STARFALL LAKE
NENLAST

1 Hex = 2 miles
10 miles



North Watch: Demographics

It is a world of Men... sorta.

North Watch is dominated by humans for the most part. The dwarves have a presence but it is primarily around Hammerfast and Harken. Halflings are fairly populous and tend to form small communities within the larger human enterprise. There is a small gnomish community near Nenlast in the Winterbole. Other racial stock is few and far between and tend to be either outsiders there on some business from elsewhere or loners who are there to escape some trouble from the civilized lands.

The biggest threat to the humans in North Watch are the humanoid tribes of orcs, goblins, kobolds, hobgoblins, and giants. A horde of orcs from the Dawnforge Mountains nearly destroyed the human society in the region 80 years ago. Who knows when such a thing might happen again.

Dwarves

The dwarves of North Watch are generally found in Hammerfast and the mines of Harken. However, you can find dwarven merchants plying their wares in Fallcrest as well. The dwarves are an insular bunch. They don't let any non-dwarf past the Gate Market of Hammerfast. No non-dwarf knows how big Hammerfast is or what it's like and no dwarves are talking.

Male Names: Aled, Cai, Carwyn, Dafydd, Dylan, Elis, Emyr, Gareth, Gethin, Iwan, Jac, Osian, Owain, Rhodri, Rhys, Sion, Steffan, Tomos

Female Names: Alys, Angharad, Beca, Bethan, Catrin, Ceri, Efa, Elin, Ffion, Gwen, Heledd, Lowri, Mari, Nia, Rhian, Sara, Sian, Sioned



Halflings

While the halflings have a culture of their own they don't tend to create their own settlements. They live in or beside the human towns of the region, blending into human life on a daily basis. They live in a mutually beneficial symbiotic relationship with their larger neighbors. Halflings are excellent farmers, bakers, brewers, and merchants. They are a hospitable and friendly people on the whole.

Male Names: Conor, Oisin, Cian, Liam, Cillian, Fionn, Rian, Eoin, Aidan, Senan, Ronan, Cormac, Ciaran, Niall, Oran, Colm

Female Names: Aoifa, Saoirse, Ciara, Niamh, Roisin, Aisling, Eabha, Aine, Fiadh, Laoise, Eimear, Oria, Sinead



Elves

Elves are few and far between. They have been in conflict with the humans of Eldir for millenia. They are viewed with suspicion if not fear.

Male Names: Amiri, Hahona, Irirangi, Kauri, Mahuta, Manaaki, Rawiri, Rua, Tane, Tangaroa

Female Names: Anahera, Aroha, Atarangi, Hahana, Hauku, Manaia, Mahuika, Marama, Pania, Tui



Gnomes

There is a small community of gnomes near Harkin. They get along well with the community and serve as liaisons with the fey of the forest.

Male Names: Elio, Enzo, Mateo, Luca, Dante, Orsino, Thadeo, Sansone, Cesare, Alvino, Donatelli

Female Names: Tersa, Bionda, Chiarina, Rosana, Cadenza, Agata, Raffaella, Domenica, Amata, Sancia



Humans

Humans in North Watch come in 3 main varieties: native Watchmen, Tribesmen, and those from Bard's Gate.

Native North Watchmen

Male Names: Aart, Barend, Bartel, Bram, Cas, Diederik, Dirk, Elmo, Espen, Floris, Gerrit, Hans, Hendrick, Isaac, Johan, Joost, Kees, Kirstan, Lars, Ruben, Sander, Schyler, Timo, Van
Female Names: Aleid, Anika, Annelies, Arabella, Beatrix, Betje, Brandie, Dael, Evi, Famke, Fenna, Gusta, Ilse, Lara, Marion, Marit, Maud, Noa, Nora, Skylar, Sofi, Tess, Verena

Winterbole Tribes

Male Names: Arne, Birger, Bjorn, Bo, Erik, Frode, Gorm, Halfdan, Harald, Knud, Kare, Leif, Njal, Roar, Rune, Sten, Skarde, Sune, Svend, Troels, Toke, Torsten, Trygve, Ulf, Odger, Age
Female Names: Astrid, Bodil, Frida, Gertrud, Gro, Estrid, Hilda, Gudrun, Gunhild, Helga, Inga, Liv, Randi, Signe, Sigrid, Revna, Sif, Tora, Trove, Thyra, Thurid, Yrsa, Ulfhild, Ase

Bard's Gaters

Male Names: Jules, Gabriel, Mael, Raphael, Emilien, Leon, Sacha, Louis, Yanis, Nael, Leo, Theo, Noe, Mathis, Antione, Maxime, Clement, Valentin
Female Names: Cloe, Salome, Lea, Manon, Juliette, Camille, Zoe, Adele, Agathe, Jeanne, Lilou, Mathilde, Anaïs, Leonie, Elise, Romane, Elodie, Margaux