



The Bannerless Campaign Primer

The **Farloth Peninsula** bleeds, still recovering from a catastrophic war three years distant. Yet your character realizes opportunity in this disarray. As banners of the remaining nobility and greedy organizations vie for power and influence across the realm, the truly adventurous few band together and flock to the call of a new faction known only as [the Bannerless](#).

Nestled along the border between the duchies of Einstol and Destaine, the Bannerless build their keep, led by two former knights: **Revan Talo** and **Zarnosk Belzift**. Their renown across the fallen kingdom's lands continues to mount—and your character has heard their call for intrepid adventurers. Their quests are deadly, their demands high, but the reward is unmatched: glory, gold, and the greatest of all, magical relics of the past.

Will your character join other potential Bannerless and venture to their keep, prepared to adventure across the tumultuous Farloth Peninsula and to build a faction to rival the self-proclaimed kings and queens of the realm?

The Bannerless awaits.

Four Truths of the Bannerless

1. *The Bannerless is a new faction, ready to carve its mark on the dangerous world.*
2. *Risky adventures define the life of Bannerless: death is a likely outcome of any quest.*
3. *Allies and close friends are the keys to success in this world.*
4. *Outside forces notice the impact the Bannerless is beginning to make. They may interfere—kindly or violently.*

History of the Farloth Peninsula

Seven years ago, the kingdom of **Glessar** ruptured. The nine dukes and duchesses of the realm butchered the royal Glessarwelms, leaving none alive. Afterward, they turned on one another and forced the entire peninsula into a bloody war. The conflict raged for four years and only ended thanks to a treaty brokered by the **Ular**, high elves who offered to teach the people of the Farloth Peninsula **arcane magic** in

exchange for peace. As their divine magic faltered and the war seemed a stalemate, all sides agreed to the truce.

Even three years after the **War of the Nine** the realm remains split. Kings, queens, and dukes rule over slices of the former country, from the duchy of Einstol to the Emmelhof Monarchy. Greedy factions vie for influence across the region, in courts and below the surface: the **Martial Alliance** seeks to end the use of all magic, while the **Clawed Cabal** whispers ancient lies into the ears of passersby. Outsiders from beyond the Farloth Peninsula sense weakness and make forceful power grabs, from either the Realm Below or beyond the Towerpeaks.

Your character has always been a part of this world. Where are they from? Did they fight in the War of the Nine? Why do they seek to join the Bannerless? Who or what do they care most for? Think about each of these questions as you make your character. For a bit more depth, relate them to each of the four truths of the campaign. Sometimes, it helps you flesh out your character when connecting them **both** to the setting and the campaign.

Your Character

Characters begin at **3rd level**. This gives you a total of six Orrery Points to spend. Do note: magic users are **very rare and frightening** in this setting. You may **only** start as one of the following races: human, dwarf, halfling, orc, kobold, or minotaur. However, each ancestry has certain **preconceptions** placed upon it due to the setting we're playing in.

The Broader Setting

This campaign takes place in the low fantasy setting of [Golgifell](#). In Golgifell, arcane magic is very rare, magic items are legendary, certain creatures or races simply do not exist, and the life of most is quite mundane, medieval.

Your character is an adventurer. Though they break many of the generic rules of the realm and encounter more mystifying threats than usual, there are still certain bounds they must fall within during creation. Please ask your World Master any questions you might have about the setting.

