

FREE PREVIEW

THE LAST WILD

A Narrative Hall Campaign Codex

HEROIC FANTASY · WONDER VS SAFETY · SYSTEM-AGNOSTIC ·
THE END OF AN AGE

A few opening pages of the campaign. The full campaign, with every scene, NPC, map note, and handout, is the complete download on narrativehall.com.

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HOW TO USE THIS CODEX

This is not a rulebook. It contains no statistics, no encounter math, and no system mechanics. It is a **story bible**: a complete heroic-fantasy world, a season-long quest, a full cast, mapped places, and a session-by-session shape you can run with any tabletop system you already own.

You only need three things in your head before the first session.

1. **The premise.** The age of wonders is ending. One great enchanted wilderness remains in all the world, the **Last Wild**, a realm of living forest, fair folk, old guardians, and elder ruins, beautiful beyond telling and genuinely deadly. Around it, a young, bright, well-meaning empire called the **Concord** has built a vast engine, the **Loom**, that fells wild magic and weaves the land into something safe and ordered and prosperous, where no child is stolen by the fae and no village is eaten by the dark. The Concord is winning. The Wild is dying, wonder by wonder. The players are a band of heroes sent into it, and by the season's end the fate of the last magic place in the world will be in their hands, for reasons that are earned, not handed down.
2. **The tone.** Heroic high fantasy with wonder and a melancholy undertow. A sweeping journey-quest of fae courts and monster-haunted ruins and impossible beauty, run as a genuine adventure, not a dirge. But under the adventure is a real question with no clean answer, and the campaign trusts the players to feel its weight.
3. **The fair-play promise.** This is a real choice, set up honestly. The two sides are both right and both wrong, and the truth of what the Loom actually does and what the Quick at the Wild's heart actually is can be discovered, scene by scene, by players who look. The campaign never stacks the deck. It lays out the wonder and the danger, the mercy and the cost, and then it asks the players, who alone can reach the place where the question is answered, to decide.

A note on the choice. The Last Wild has no Dark Lord. The Concord's builder is not evil, she is grieving, and right that the Wild kills. The Wild is not innocent, it steals and devours, and is also the last wellspring of every wonder the world has. Keep both true. The heroism here is not in slaying the villain. It is in being the few people who reach the heart of the question and refuse to let anyone else decide it for them. Wherever a moment turns on a roll, you will find a short **Light GM Hook** sidebar on staging it in your system. No stat blocks. The campaign is won by courage, wit, and conscience, not by who hits hardest.

CAMPAIGN BACKGROUND

The world is growing safe. For an age it was wild, and wild meant wondrous and wild meant deadly in the same breath: the fair folk who granted gifts and stole children, the old guardians who blessed a valley or drowned it, the forests that dreamed and the roads that wandered. People lived shorter, stranger, more frightened lives, and a few of them lived lives lit with a magic the world will not see again.

The Concord ended that, and meant well doing it. It is a young federation of the once-frightened, and it built the **Loom**: a great slow engine, part machine and part working, that unweaves wild magic from the land and weaves in its place a steady, ordered, generous country where the seasons keep their schedule and the dead stay buried and no one's daughter walks into the trees and never comes home. Where the Loom has passed, people are safe and fed and free, and they are grateful, and they are right to be.

The Loom has eaten almost all the wild there ever was. One realm remains: the **Last Wild**, the deepest and oldest, ringed now by the Concord's tamed lands and shrinking every season as the Loom grinds inward. And here is the thing the Concord has learned, and kept quiet: the Loom can fell the outer Wild, the marches and the verges, but it cannot finish. At the center of the Last Wild is its living source, a thing the fair folk call the **Quick**, and from the Quick the whole Wild grows, its wonder and its danger both. The Wild will not let an army near the Quick, it swallows them, it always has. The Loom cannot reach what the Wild guards with itself. To finish the taming, someone small and quiet and very capable must walk to the Quick and unmake it by hand.

That is where the players come in, and it is the whole reason the choice will fall to them. The Concord cannot send a legion, so it hires a band: rangers, wildwardens, the rare folk who can survive the deep Wild, sent in as guides and exterminators to open the road to the Quick so the Loom can finish its work. And the Wild, dying and desperate, opens its paths to that same band, because the fair folk have run out of armies and prophecies and have only this left: a hope that the mortals walking to its heart might, when they get there and see, choose to be something other than the blade the Concord paid for. Both sides believe the players are their instrument. Neither has imagined the players might reach the Quick, understand what it is and what each side truly wants, and stop, and think, and decide for themselves. That failure of everyone else's imagination is the door the players walk through. By the season's end they will stand at the heart of the last magic place in the world, the only hand that can touch it, holding

the means to end it, save it, or make of it something new, and the whole question of whether the age of wonders is worth its terrors, or whether safety is worth a world with the magic gone out of it, will be theirs and theirs alone to answer.

ADVENTURE HOOKS

Give each player one. Each is a reason to walk into the Last Wild and a reason the choice at its heart will cost them personally.

- **The Wildwarden.** You are one of the few who can survive the deep Wild, and the Concord has hired your skill to guide the band to the Quick. You took the coin. You did not, at the time, ask what they meant to do when you got there.
- **The Bereaved.** The Wild took someone from you: a sister into the trees, a child to the fair folk, a village to the dark. You want it ended, and you have wanted it ended your whole life, and you are about to meet the thing you blame and find it is not what you thought.
- **The Changeling.** You were a foundling, raised safe in the Concord's tamed lands, and you have always been a little wrong, a little other, and you are about to walk into the Wild and feel it know you, and learn what you are, and where you are truly from.
- **The Believer.** You serve the Concord and its bright order with your whole heart, because you remember the fear before it, and you are sure, you are *sure*, that ending the Wild is a mercy. You are about to have that certainty tested by everything you see.
- **The Last Romantic.** You came for the wonder. You are the one who still reads the old tales, who aches for a world with magic left in it, and you walked into the Wild half to do the job and half to see it, just once, before it is gone.

The thread that binds them: the Concord hires them to open the road to the Quick and end the Last Wild, and the Wild lets them in hoping for something else, and somewhere on the long walk inward they will realize that the decision everyone assumed belonged to the Concord, or to the Wild, or to fate, has quietly become theirs, because they are the only ones who can reach the place where it is made.

Want the rest?

This is just the opening. **The Last Wild: Campaign Codex + GM Kit** is ready to run: a complete, system-agnostic kit you can drop into any tabletop game.

Get the full download at

[NARRATIVEHALL.COM](https://narrativehall.com)