

FREE PREVIEW

THE WEARY WYVERN

A Narrative Hall Campaign Codex

COZY FANTASY · RETIRED ADVENTURERS · FOUND FAMILY ·
SYSTEM-AGNOSTIC

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 warm, complete cozy-fantasy world with a season of gentle troubles, a found-family 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.** Four retired adventurers have hung up their swords to run the Weary Wyvern, a crossroads inn at the edge of a small village called Pennycross. Travelers come through with small troubles; the players solve them with a good meal and a kind ear instead of a drawn blade. And across the season, one soft threat to the home they've built, a guild re-routing the road that feeds them, and a piece of their old adventuring past come knocking, tests whether four old heroes can make something gentle that lasts.
2. **The tone.** Cozy fantasy. Golden, warm, gently funny, low on combat and high on heart. The stakes are real but soft: a homesick courier, a feuding pair, a debt come due, an old friend who never retired. Nobody has to die. The bravest thing anyone does here is choose the quiet life on purpose, and make room at the table for one more.
3. **The promise.** Problems in the Weary Wyvern are solved with **empathy, hospitality, and cleverness, not violence.** A player who reaches for a sword has usually misread the scene. The reward isn't loot or levels; it's trust, belonging, a regular who becomes family, a village that becomes home.

A note on stakes and safety. This is comfort gaming: a respite, not a grind. Keep the threats gentle and the resolutions kind. If a heavier note comes up (grief, an old wound from the adventuring days), a quick session-zero chat about tone keeps the warmth intact. Wherever a touch of fantasy or a soft conflict needs adjudicating, you'll find a **Light GM Hook** sidebar, but the truth is you can run the whole Wyvern on description, character, and a warm heart, in any system or none.

A note on combat. There can be danger at the edges of the map, the road has bandits, the old life has old foes, but the campaign is built so that the *interesting* path is almost never the fight. If your table wants a scuffle now and then, let it be brief and consequential and quickly back to the fire. The Wyvern is what the heroes earned by surviving all those battles. Don't make them fight for it twice.

CAMPAIGN BACKGROUND

Once, they were the talk of the kingdom: the Lantern Company, four heroes who went into the dark places and came back out, again and again, until the day they decided they'd come back out one time too many to keep pushing their luck. So they took the last of the hoard, bought a rambling old inn at the crossroads outside the village of Pennycross, hung a new sign over the door, a wyvern with its boots off and its feet up by the fire, and became, of all things, innkeepers.

There's **Halgrim Stout**, who used to break down doors and now breaks bread, a mountain of a man who wields a ladle like he used to wield a warhammer and feeds people's feelings whether they asked him to or not. There's **Mirabel Quince**, who once threw lightning and now keeps the books, the wards, and the dry remarks, and pretends the inn is a foolish indulgence while quietly loving it more than any of them. There's **Sefton Lark**, who used to pick locks and now picks up gossip, charms the regulars, remembers everyone's name and order and trouble, and hides the softest heart in the company behind the lightest manner. And there's the Wyvern itself: warm, golden, a little crooked, the fire always lit, the stew always on, a place that has become, almost without anyone deciding it, a home, for the four of them, and for whoever the road brings to the door.

The players are part of the Wyvern: the new hire who answered the help-wanted notice, the fifth chair the company didn't know was empty, a traveler who came for a night and somehow never left. Most of what happens here is small and warm: a homesick courier who can't pay, a pair of feuding neighbors who both order the same dish, a runaway who needs a meal more than a lecture, a tired hero passing through who's forgotten how to rest, a bit of gentle magic gone sideways in the cellar. The players solve these the Wyvern way, with food, patience, cleverness, and kindness, and in the solving, build something: a found family, a clientele, a village that comes to love the inn as much as the inn loves it.

But a season at the Wyvern has a shape, and a shadow. The **Greenway Company**, a trade guild with ledgers for a heart, is building a great modern waystation up the valley and re-routing the high road to run past it, a road that would carry every traveler, and every coin, clean around Pennycross and leave the Weary Wyvern a charming ruin on a road to nowhere. And at the same time, the past the company thought they'd retired comes walking up the lane: **Tamsin Rook**, the fifth of the old Lantern Company, the one who never hung up her sword, world-weary and a little wounded and quietly certain that her old friends have gone soft.

Across the season, the small warm troubles and these two larger ones braid together into a single gentle question, *is the quiet life a smaller one, or the bravest thing a hero ever chose?*, answered, in the end, not with a battle but with a festival, when the village the Wyvern has fed all season decides whether a home is worth saving, and four old heroes decide, out loud, that it is.

ADVENTURE HOOKS

Five ways to seat a party at the Weary Wyvern. Mix them, the warmest tables give each player their own reason to stay.

The New Hire. A player answered the notice nailed to the Pennycross noticeboard: *Help wanted at the Weary Wyvern, cook's hands, strong backs, kind hearts; ask for Hal.* The pay is room, board, and a strange amount of love. *Best for parties who want to learn the inn from the apron up.*

The Fifth Chair. One or more players *are* retired adventurers themselves, old comrades of the Lantern Company, or a younger band who hung up their own swords, who've thrown in with the Wyvern. The company's been waiting for them without knowing it. *Best for parties who want to be the heroes who chose rest.*

Came for a Night, Stayed for a Life. The players were just passing through, and then there was a trouble that needed hands, and a meal that tasted like home, and a morning where leaving felt wrong. The Wyvern has a way of keeping the people it needs. *Best for parties who want belonging to sneak up on them.*

The Inheritance. A player has inherited a share of the Wyvern from one of the company, a long-lost relative, an old mentor, a debt of friendship come due, and arrives to find a home, a found family, and a season of trouble they didn't know they'd signed up for. *Best for parties who want roots from day one.*

The Village's Own. The players are of Pennycross, the baker's kids, the herbalist's apprentice, the retired guard, the young folk with one eye on the horizon, drawn into the Wyvern's orbit and its season, learning that the most interesting place in the world turned out to be the inn at the end of their own lane. *Best for parties who want the whole village to be theirs.*

Want the rest?

This is just the opening. **The Weary Wyvern: 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)