Welcome to James Kemp's Wiki

This is a collaborative web platform that allows people to edit[1)] the web pages to provide additional content for some of the stories I have written and the roleplaying games that I am involved in, whether as a player or GM.

There are several namespaces operating slightly different wiki subjects. These are, in no particular order:

- Skyss - Story Background - a fantasy novel I wrote for NaNoWriMo 2016.
- Perfects - background for the near future story and some police roleplaying that I ran in that universe
- Theocracy of Daprav - A D&D campaign that I ran with Glasgow University Games Society around 2002-3.
- Jim Wallman's Universe - a roleplaying by e-mail campaign that I play in, this is an unofficial wiki and none of it is canon unless Jim says it is.
    - Interstellar Freelance Unlimited - subset of the Universe pages covering the activities of a mercenary company that we are currently roleplaying every Full Moon.
    - Earth Imperium pages. These cover the activities of the Government of the Solar republic (aka Earth Empire) in Jim's Humanity Will Prevail campaign, including the Earth Imperium News Items.
    - Free Worlds Alliance - covering the activities of another emerging polity in the *Humanity Will Prevail* campaign. Mostly contributed by Eric Moroney.
    - Universe Background - page collecting the various bits of background info that have come up in various e-mail discussions for the campaigns set in Jim Wallman's Universe.
        - Master map of the Universe (6Mb PDF, as at 3212).
- Delta Green - some roleplaying campaigns about horror and conspiracy. The main one was set in Berlin in 1953.
- AD69 - Megagame Write Up
- Free games rules - a collection of free rules for wargames and other sorts of face to face games that I have designed or run.
    - Wargames rules - I'm not just a player of games, I also do rules for them from time to time as well as one-off games. A primary outlet for this is through Chestnut Lodge Wargames Group.
    - Other free rules - at the moment just those for the 1689 (Orange or Lemon? and Bonnie Dundee, respectively about the debates in the Scots Parliament and then the military campaign of Viscount Dundee during 1689) and The Other Side of the COIN (about what makes people become insurgents). All games that I have have produced for Chestnut Lodge Wargames Group.
- Background for a near future universe where I have written some fiction and also run some roleplaying games in.

Comments and complaints to me at webmaster@full-moon.info please.

James Kemp

Tag Cloud

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Recent Additions

Skyss - Places

This is a web version of the notebook that has the background to my NaNoWriMo 2016 entry '*Yngvild the Fierce*', which is a medium-level fantasy story set in a world of my own creation. These are some of the places that feature in the story.

- Skyss's World

Skyss

- Kingdom of Skyss
- Straven - where our story starts
- Kronstadt - The Capital of Skyss

Salicia

- Beretha - the main port of the Kingdom of Salicia
- citadel - the capital of the Kingdom of Salicia

Cottalem

- Kingdom of Cottalem - the neighbours of Salicia that claim the throne
- Riggin Dale - Significant valley region

Dael Riata

- Kingdom of Dael Riata

Major Cities

- Dalreoch - The Capital and Grand Duchy of Reoch
- Dalmuir - Premier port and shipbuilding centre
- Dalry - Major northern port city
- Norpen - Walled stone city on the Easter Isles
- Dalcot - Regional capital of the south-west

- Caer Riata - The ancient capital
- Caer Linead - Significant northern port city

Notable Sites in Dalreoch

- King's Keep
- Gallows Market
- University of Dalreoch
- Water Gate
- River Fort
- Merchant City
- Berenician Embassy
- The Drum - Tavern on Gallows Street
- The King's Head - Tavern on King's Way

Ancestral Seats and Fortifications

- Caer Alpin - Seat of House Alpin (Ardmor)
- Duffjordhead - Seat of House Sioltach (Duffjord)
- Caer Murchadh - Island seat of House Murchadh (Uisdean Mor)
- Caer Suibhne - Island fortress of House Suibhne (Douglas)
- Caer Aifric - Seat of House Sithech (Aifric)
- Caer Righ - Strategic river crossing guarding the Righ
- Caer Cinead - Seat of House Gilcinead (Craigmuir)

Educational Institutions

- University of Dalreoch
- University of Caer Riata
- University of Dalmuir

Significant Towns and Localities

- Blackwater - Major town and port for the Douglasmouth
- Ardrigh - Royal town within the Grand Duchy
- Eskdale - Agricultural hub of the fertile lowlands
- Eastport - Small eastern port town (not to be confused with the Berenician Capital).
- Knockry - Known for sheep and wool trade
- Glasholm - Seat of the Dukes of Glasholm
- Nordhaven - Northern stopover town for open-ocean travel
- Douglasmouth - Estuary settlement in the south

Geographic Features

- River Reoch
- River Righ

- River Ard
- River Douglas
- River Aodh
- River Esk
- The Easter Isles
- Glen Aifric

Skyss - Story Background	Characters	Skyss - Places	Pantheons of the World	Other Background

25 Nov 2016 12:08 · james

fantasy, world-building, nanowrimo, 2016, noren, skyss, places

The Mother



Heading	Answer
Gender	Female
Pantheon	Nine Gods of Skyss
Affinity	Fertility, love, and harmony
Rune/Word	Red X

Heading	Answer
Colour	Red

Domain

The Mother, often called the Mother of All, is the creator deity who dreamed the world into existence and grew it within her own body. Her primary affinity is fertility, love, and harmony, which defines the natural order of the Continent of Osnines. In the first days, she shaped the foundations of the world and gave birth to the first life forms, the Trolls, whom she fed with her own milk to give them strength. She is the source of all greenery, forests, and animals, having dreamed them into reality while the trolls worked to build her home. Her domain ensures that life continues and that different creatures can live together in a state of balance.

Followers

Followers of the Mother are most often those who deal with the start of life or the care of the land. This includes mothers, midwives, and healers who look to her for safe births and the health of children. Because she created the first crops and livestock, those who perform the work of farming and herding are also devoted to her, praying for the fertility of their fields and animals. People who seek to resolve conflict and restore harmony to their families or communities also follow her teachings, as she represents the love that binds her divine household together.

Celebrations/Observances

Ordinary folk celebrate the Mother through simple daily acts of gratitude for their food and family. During the birth of children or the arrival of new livestock in the spring, it is common to offer a cup of fresh milk or a loaf of bread as a sign of respect for her role as the nurturer of all things. Her name is frequently invoked during weddings to ensure a fruitful and peaceful marriage. Unlike her daughter Malfin, who is celebrated during the dark of the moon, the Mother is often thanked during the height of the day when the sun, created by her daughter Aeolf, warms the life she created.

The Mysteries of the Mother

Those initiated into the higher mysteries of the Mother focus on the sacred act of creation and the maintenance of the world's original harmony. They study the ancient sagas of the first days to understand how the Mother used her divine will to shape reality from her dreams. Initiates are often skilled in healing arts that go beyond simple medicine, using their connection to her life-giving power to mend deep wounds. They also act as senior arbiters in social disagreements, using the Mother's affinity for harmony to bring people back into a state of peace. Many high-grade initiates choose a life of service to the community, mirroring the Mother's own care for her children.

Relationships

People

- The Father: Her consort and the god with whom she populated the world.
- Malfin: Her eldest daughter and goddess of the dark.
- Aeolf: Her eldest daughter and goddess of flames.
- Frijdodr: Her daughter who worked with the trolls to make the world.
- Kari: Her daughter and goddess of the sea.
- Jorunn: Her son and god of the lost and found.
- Fafnir: Her son and god of justice and equality.
- Meniaxter: Her youngest son and god of war and death.
- Heroes: Those of her divine bloodline who possess her creative spark.

Places

- Continent of Osnines: The land she dreamed into existence.
- Kingdom of Skyss: The northern realm where her children are primarily worshipped.
- Trollheim: The northern wastes where her first children, the trolls, reside.
- The Longhouse: The mythical first home she built at the beginning of time.

Skyss - Story Background	Characters	Skyss - Places	Pantheons of the World	Other Background

14 Apr 2026 18:20 · james
fantasy, world-building, skyss, mother, gods, 2026, Player: James

Rolf Wolfson

Gender	Hero status	Allegiance	Role	Apparent Age	Year of Birth
Male	Yes	Electorate of Bledal	Rogue / Merchant / Spy	~50	694 (80)

Stories/Function

Rolf Wolfson serves as a veteran information broker and guide/navigator operating within the Electorate of Bledal. He collects intelligence on what's moving along the Great East Road. He is a practitioner of the “Opener of the Ways” affinity, a divine gift that allows him to excel in scouting, hunting, and the location of hidden paths. Rolf represents the stable but independent middle-tier of the Heroic class; he is a man whose loyalty is governed by contracts and honour rather than ideology.

Rolf has a linguistic quirk: he consistently speaks of himself in the third person, using phrases such as “This wolf is known as Rolf” or “This wolf requires payment.” This behaviour is a direct manifestation of his Freki heritage, which emphasizes the dissolution of the individual ego in favour of pack solidarity. Even though he is currently an outcast from his original pack, his speech patterns reflect a permanent psychological attachment to the communal ideals of the wolf god.

Description

Born during the Long Winter of 694 AM, Rolf possesses a divine bloodline (13% Freki) that grants him a life multiplier of 1.56. While his chronological age is 80, he maintains the physical vitality and apparent age of a man in his early fifties. Physically, he is characterized by striking orange eyes (a

common trait among those of the wolf-bloodline) and a head of hair and full beard that have turned grey with age. His build is notably muscled but wiry, optimized for the physical demands of long-distance overland travel and the quick reflexes required of a rogue.

Attire

Rolf's clothing is designed for the pragmatic requirements of a life spent on the trade routes of The Continent of Osnines. He typically wears a durable travel doublet made of heavy linen canvas, reinforced at the stress points with treated leather to withstand the rigours of the trail. Beneath this, he wears an unbleached linen shirt and woollen hose, often in earth tones or dark blues to maintain an inconspicuous profile. Given his Bledalense origins, his gear incorporates elements of northern tailoring, such as a heavy cloak for the "Long Winter" moons and thick-soled boots suitable for both the muddy swathes of the Riggin Dale and the few paved sections of the Great East Road.

Favoured Possessions

As an "Opener of the Ways," Rolf carries specialised equipment that complements his divine talents:

- **Travel Ledger:** A well-worn book where he records contracts and travel data, reflecting his role as an occasional merchant.
- **Scouting Dagger:** A balanced blade used for both utility and defence, kept sharpened to ensure it can "open" whatever path he requires.
- **Navigation Charts:** Detailed maps of the northern trade routes, likely including notations on the customs terminals of Breite and the various inns along the way.
- **Healing Pouches:** Small bags containing dried herbs and medicinals, used to "open the way" for recovery in accordance with Freki's healing affinity.
- **Amulet:** he carries an amulet dedicated to Freki, made of bone, to amplify his scouting senses and protect him from the mental geasa used by rivals like Rojden.

Personal Life

Rolf's is an outcast from his pack. While the specific circumstances of this separation are not recorded in the Book of Heroes, his continued adherence to the wolf god's philosophy suggests that the exile was not a rejection of faith, but perhaps a consequence of his choice to serve as a "sometime spy" for southern interests or the Board of Trade.

Rolf's presence in Wolfburg indicates a preference for the mercantile stability of the Electorate over the visceral violence of the northern fjords. He has spent decades cultivating a reputation for pragmatic honesty; he is a man who stays bought until a contract is fulfilled, making him a highly valued asset for those who require reliable intelligence without the complications of ideological zeal.

Relationships

People

- Freki: His divine ancestor and the source of his “Opener of the Ways” affinity.
- The Archgraf of Bledal: The elected leader to whom Rolf owes nominal allegiance within the electorate.

Places

- Wolfburg: His city of origin and a primate hub for those of the Freki bloodline.
- Electorate of Bledal: The nation whose low-tax mercantile environment allows his trade to flourish.
- Great East Road: His primary place of **labour** and the source of his influence.
- Breite: The capital port where his mercantile ventures are formalised through customs.

Concepts

- **Honour**: The professional currency that ensures he remains a trusted contractor despite his rogue status.
- **The Pack**: The lost social unit that still defines his speech and psychological makeup.
- **Ego-Death**: The philosophical state he approximates through his rejection of “I” in speech.

Skyss - Story Background	Characters	Skyss - Places	Pantheons of the World	Other Background

15 Apr 2026 16:20 · james
fantasy, world-building, skyss chars, skyss, rolf wolfson, freyki, wolf, hero, bledal, 2026, Player: James

Board of Trade (Dry Hook)

Role	Jurisdiction	Head Office	Personnel	Key Assets
Trade Authority / Intelligence	Kingdom of Zushonia	Kronstadt	50–80 (Estimated)	Numbered Warehouses / Packet Ships

Summary

The **Board of Trade (Dry Hook)** is the regional administrative and commercial hub for the Skyssian Board of Trade within the Kingdom of Zushonia. Sited at the mouth of the volatile River Wackle, it serves as the principal interface between Zushonian riverine commerce and the Skyssian deep-sea merchant fleet. The organisation provides an anchor point for Skyssian interests, managing the export of agricultural surplus while coordinating a vast intelligence network that monitors local circumstances to maintain northern maritime hegemony.

Description

Physical Infrastructure and Facilities

In accordance with the high volume of traffic moving through the Wackle delta, the Board of Trade maintains two distinct facilities within the city of Dry Hook:

- **Main Office:** Located immediately to the south of the **West Dock**, this building serves as the

administrative heart of the mission. It follows the state standard for BoT architecture, being painted a distinctive bright blue and flying the green ship flag. This site includes specialized **warehouses** and **dormitories** to house stationary clerks and transient messengers.
- **Sea Gate Outpost:** A secondary facility situated at the corner of the **Old Market** near the Sea Gate. This outpost is positioned to monitor the entry and exit of hulls and to provide immediate customs services to mariners as they come ashore.

Logistical Operations and the Kit System

The Dry Hook mission is a vital link in the global Skyssian maintenance network. To ensure that the fleet of merchantmen and coastal cogs remains operational despite the hazards of the Wackle delta (such as submerged trees and shifting silt) the BoT uses its **numbered warehouse** system. These facilities store standardised pre-fabricated components to enable swift repairs. This allows vessels that suffer damage to their masts or rigging to be repaired in two to three days through modular swaps, rather than the weeks required for bespoke artisanal repairs.

Estimated Team Scale

The Board of Trade detachment in Dry Hook needs to be sufficient to operate its two separate facilities: the main office south of the West Dock and the secondary outpost near the Sea Gate at the Old Market. The permanent team is comprised of 50 personnel with up to 30 extra during seasonal surges. This personnel count would be divided into several specialised cadres:

- Customs and Factors (25, surging to 35): Tasked with the scrupulous collection of trade data and the enforcement of standardisation in weights and measures used by Skyssian merchants.
- Intelligence and Clerical Staff (15 surging to 25): Responsible for collating “trend data” on commodity pricing (grains, cured meats, dried fruits) to ensure Skyssian merchants trade at the peak of market cycles.
- Messengers and Couriers (10–20 all transient): Using the BoT's high-redundancy protocol where merchants routinely carry despatches, ensuring Dry Hook remains synchronised with Kronstadt despite the 780-mile distance.
- Security (10): Local security and sometimes roving special agents from the Department of Resolutions who operate undercover to prevent political or military disruptions from interrupting the flow of trade.

Intelligence Collection and Dissemination

The primary function of the Dry Hook team is the collection of “trend data” regarding the Zushonian agricultural exports and their more varied import demand data. Agents monitor the production of grain, cured meats, and dried fruits in the 11 provinces, allowing Skyssian merchants to plan their purchases at the peak of the market cycle.

- **Message Redundancy:** To overcome the 780-mile distance to Kronstadt, the office uses a high-redundancy protocol. All critical despatches are duplicated and carried by Skyssian merchants as part of their regular travel.
- **Fast Packets:** For urgent diplomatic or commercial intelligence, the BoT coordinates with the Skyssian Navy to use fast packet ships that can outpace standard cargo vessels.

Security & Resolutions

Hidden within the security structure of the Dry Hook office is a small contingent from the Department of Resolutions. This clandestine unit is comprised of special agents tasked with resolving political or military disruptions that threaten trade stability. These agents operate under cover and are authorised to use “other methods” to protect prosperity. However, recent intelligence suggests that renegade elements associated with Rojden have attempted to subvert local station chiefs to feed disinformation back to the capital.

Relationships

People

- Yngvild the Fierce: A hero whose despatches regarding southern blockades were facilitated by BoT agents.
- Erik: The local agent in Beretha who coordinates regional intelligence with the Dry Hook office.

Places

- Dry Hook: The primate port city where the organisation is based.
- Board of Trade: The parent organisation headquartered in Kronstadt.
- Kingdom of Zushonia: The sovereign territory whose trade the BoT manages.
- River Wackle: The primary waterway monitored by BoT river pilots.

Concepts

- Standardisation: The core goal for all weights, measures, and ship components managed by the office.
- **Trend Data**: The collated intelligence that provides Skyssian merchants with a competitive market edge.

Skyss - Story Background	Characters	Skyss - Places	Pantheons of the World	Other Background

15 Apr 2026 18:19 · james
fantasy, world-building, skyss, bot, trade, dry hook, places, 2026, Player: James

River Wackle

Summary

The **River Wackle** is a major waterway on the Continent of Osnines, forming the international border between the Kingdom of Berenicia and the Kingdom of Zushonia. It flows through the wide and fertile Fruitbar Plain, eventually emptying into the Okkar Sea. The river is notorious for its unpredictable nature, frequently changing its course and flooding the surrounding lowlands. It is a vital artery for the transport of agricultural surplus, specifically grain, cured meats, and dried fruits, which are moved via specialised flat-bottomed barges.

Description

Hydrology and Volatility

The Wackle is characterised by its meandering path and unstable banks. Following heavy rains, the river possesses enough force to burst its banks and divert its entire course, sometimes moving around whole towns within a single season. This geographic instability occurs roughly every decade and has historically been a source of border disputes between neighbouring states. The river bed is prone to rapid siltation, creating shifting channels that require constant maintenance and dredging to remain navigable for commercial traffic.

Hydraulic Engineering

Managing the Wackle is a central component of Zushonian civil engineering. Communities along the river work together to build extensive systems of canals, earth banks, and dykes. A unique method of flood control involves keeping agricultural fields lower than the surrounding farmsteads and towns. This creates a controlled flood zone that enhances soil fertility while protecting human settlements.

At the river's mouth, the people of Dry Hook have completed massive engineering projects to tame the delta:

- **The Tree-Dam:** A historical project where wooden posts were driven into the river bed and whole trees were floated down to create a barrier. This dam traps sediment and rubbish to form stable, reclaimed land. Willow Trees were later planted on top of the dam to provide additional strength.
- **The Oyster Fence:** A reef-like structure built from wicker baskets filled with cockle and oyster shells. This fence calms coastal waves and encourages the formation of beaches, further protecting the river mouth from erosion.

Navigation and Trade

The river is the primary interface between the interior agricultural heartlands and northern maritime markets. Because the delta is shallow and volatile, it is navigated almost exclusively by Zushonian barges and small coastal cogs. Deep-sea vessels, such as those overseen by the Skyssian Board of Trade, must wait at specialised terminals like Dry Hook to exchange cargo. Navigation is hazardous due to submerged snags from the tree-dams and the constant shifting of the deep-water channels.

Settlements

Dry Hook

The primary port city and commercial terminal located at the river's mouth. It is built across three reclaimed islands and is protected by a system of dykes built to six metres above sea level.

The Bend

the_bend is strategically situated on a rocky outcrop where the river turns from flowing westwards to northwards. Its elevated position is a necessity due to the surrounding flood-prone terrain.

North Fruitbar

A bustling agricultural hub on the northern bank of the river, directly opposite the larger Zushonian city of Fruitbar. north_fruitbar relies on extensive canals to protect its iron and wool processing facilities.

Greenbank

greenbank is a riverine settlement that uses Zushonian-style engineering to maintain its position on the lower reaches of the Wackle.

Relationships

People

- **The King of Zushonia**: Relies on the river for national revenue and food security.
- **Queen Eleanor I**: The monarch of Berenicia whose western border is defined by the river's course.

Places

- Continent of Osnines: The broader landmass that the river bisects.
- Fruitbar Plain: The fertile region that provides the bulk of the river's exports.

Concepts

- **Honour**: The social currency governing the blunt and direct communication of the river-folk.
- **Water Management**: The technical expertise that permits permanent civilisation along the volatile banks.

Skyss - Story Background	Characters	Skyss - Places	Pantheons of the World	Other Background

15 Apr 2026 17:34 · james
fantasy, world-building, skyss, river, wackle, zushonia, berenicia, border, osnines, places, 2026, Player: James

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1)
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