



www.daylands.blogspot.com /// Special thanks to Chris for fixing my grammar!

*"They choose the path where no-one goes
They hold no quarter"
—Led Zeppelin*

You're one of those kind that crosses the world, like waves combing the ocean; who knows after which obscure quest?

Why is your character on the road? To retrieve an object? To visit a loved one? On a mission from your king? Or are you an exiled king in disguise? You don't have to speak it aloud if you don't want to yet--just state your name, and describe yourself.

You must pick for yourself a career. It can be anything: blacksmith, swordsman, soldier, rover, druid, thief, dryad, ghost. etc. It will usually be the way your character earns his or her living.

Your career will let you attempt things that other people won't get to do.

Also, whenever you roll within one of the domains of your career, you can't miss. On a six or less, treat it like a seven to nine, but with a harder complication or cost.

Some careers may also carry limitations or responsibilities too. You start with the tools of your trade, 2d6 worth of silver coins, and some spare change. Bargain with your GM about what the domains and tools of your trade are!

Now, divide three points among Toughness, Dexterity, Eeriness and Wisdom (Min= -1, Max= +3):

You will roll **Toughness** for fighting with raw power; and for enduring exhaustion, cold, wounds, or sicknesses.

You will roll **Dexterity** for fighting at long range, or with technique and speed; crafting; and acting on your reflexes.

You will roll **Eeriness** for relying on your inner charm; and for speaking spells.

You will roll **Wisdom** for discerning things, for remembering old stories, and for using the proper customs--words and rites--along your travels.

Every change of season, you can reallocate 1 point from one stat to another; as those who drift far from home and live enough time to tell it, irrevocably end up filled with scars, but being tougher, dexterous, wiser or a little eerie.

Finally, **you get a wanderer's knack**: a personal ability that has helped you along your way. Choose one that fits your character; or roll on this table:

1 You get an **extra career**. Choose which one.

2 You have a **faithful ally**. He may be human

(a squire, a patron, etc), animal (you can understand each other), spirit (wind, thunder, darkness, etc.) or any other: describe your ally. Explain whether your ally walks with you, or is somewhere to be called.

3 You get a **special piece of gear**--describe it. The GM can add limitations or requirements for it to work; as he or she sees fit. In case of doubt, you may just take a weapon, cloak, armor, amulet, tool, etc; imbued with any pattern you choose.

4 You get a pattern of **deceit and stealth**

5 You get a pattern of **heart and soul**

6 You get a pattern of **arcane shenanigans**

Other knacks can be found or earned through the game (travelers are always learning new things!).

Rolling in the Deep

Once you're on the road, just say what you want to do, and you'll do it. Your GM will tell you what happens, or which requirements you must fulfill first.

When you attempt something risky or uncertain, roll 2d6 + the most appropriate stat depending on the situation (your GM will tell you which one).

On a 12+, you succeed beyond expectations. You get an extra advantage or a boon.

On a 10+, you succeed, or get an advantage that moves you towards your success.

On a 7-9, you succeed, but there is a cost, a complication or an ugly choice to be made.

On a 6 or less, you miss; the GM tells what happens next (usually something bad for you).

Having any advantage (information, better position, help, a proper tool, etc) grants you +1 on any roll!

At all times, only players roll: To fight an opponent, to avoid a danger, to analyze a situation, to craft a work, or to remember a tale, etc. When there is no real risk, you don't have to roll at all; and either way the GM will just say "yes". Sometimes, you'll succeed even if you miss a roll; but with a great cost. Sometimes the question is not "will you be able to do it?" but "what will it take?".

On injuries:

When the situation demands it (especially when you fail a roll) the GM may impose a condition on your character:

Weak (-1 Toughness)

Shaken (-1 Dexterity)

Unmasked (-1 Eeriness)

Confused (-1 Wisdom)

Badly hurt (-1 to all rolls)

Defeated (Out of the scene)

Conditions stack, but the same condition cannot be taken twice.

Depending on the nature of the injuries, they may generate new problems (A broken leg impedes you from walking. An open wound might make you roll from time to time just to stay standing)

On shops:

A silver coin is enough to sleep in an inn, get a meal in a tavern, or get drunk in one. Its the price of simple tools like an iron pot or a rope, for comparisons.

For more complex things just roll some d6s to find the object's price: On high results, the object is fancy, well crafted or special. On low results, the thing is broken, worn out or has a defect.

Very cheap things are affordable using just your spare change.

On the spirits of the land

As all drifters come to know, everything in the land; from thunder to swords, from animals to the very road itself; has a soul which wanderers who are can attempt to commune with.

To speak with a spirit, you must first befriend it, confront it or make a gift to it. Sometimes you'll also have to touch it, so it can speak mind to mind. Then you can attempt to ask any question to this spirit or ask a demand from it. You will usually roll + Wisdom, to use the proper courtesy, and to understand the spirit's tongue.

On magical artifacts

When an object possesses magical powers or patterns, the most probable reason for it is that

somebody taught it to have them, be it willingly or not. A sword used by a merciless warlord may hold an inner, evil bloodlust. A sword used by a hero with a pure heart may be completely unable to hurt someone who doesn't deserve it.

A blacksmith who knows the Pattern of Silence can craft a sword that never makes a noise, or that is able to cut spoken words out of the very air. The spirit of iron is taught little by little that it is the spirit of the blade; that's what master blacksmiths do with each hammer strike, and each spin of the sharpening stone.

On magic and patterns:

Magic is the art of convincing things that they are what you tell them to be. When you convince a total stranger to let you get in his home on a rainy night; when you charm a cute girl into liking you, or when you rub two sticks to spark a fire, you're casting a little magic.

There are also patterns, sometimes called **songs** or **drafts**. Patterns are mystical codes that can be woven into the fabric of reality, by using certain words, notes, gestures or runes.

Some people, even animals, are not aware at all of the patterns that they cast, or do it by pure instinct, even unwillingly. That old man whose voice makes you feel sleepy when he tells his tales? A sleep pattern! That winter fox changing it's skin to white when summer ends? An invisibility pattern!

Patterns can hide in places as unlikely as the movement of the leaves, the song of a bird, or the plot of a book.

To cast a pattern that you know, one must first get a channel of intimacy with the target's spirit: laying hands on that something or someone, locking eyes, a deep conversation, etc. (your GM will tell you if you meet the requirements). Then you must speak the right words.

Depending on your career, you may know other ways, like playing a song, or using a staff. You might find new ways of doing it on your own! **When you cast a pattern**, tell the GM what you want to accomplish, and roll +eerie. You can choose yourself as the target.

Patterns can also be imbued in things by writing runes on them, or woven into the work by the very process of crafting them. When you

do it, you'll probably roll +wisdom, or the usual stat for the specific task. You can write runes in the air with your fingers, but the effect usually fades rapidly.

Some patterns may show subtle facets, feelings, or scents depending on where did you learnt them: if you learn the hypnotize pattern from a snake and then you hypnotize a man, he may not remember you hypnotized him at all, but, if prompted, he may remember the glowing, yellow eyes of a snake.

Bear in mind that whenever you cast a pattern on someone or something, or you open a channel, there is a chance that the target may see into you; realize your intentions, or even drive a spell back to you, if the target knows how to do it.

The definitions of the different patterns are usually very loose, and you should be able to use the same pattern for very different things. Always remember that the effect will always be relative to the target of said pattern. Patterns will eventually fade when the target's original will overcomes the spell.

Songs of Deceit and Stealth

1 Invisibility: the target will avoid the attention of any searchers that are not actively focusing to perceive it.

2 Silence: the target emits no sound. This magic can be cast on the voice of other casters as a counter-spell.

3 Glamour: an illusion is cast over the target--describe how it looks and feels now. This change covers all senses, but can only be cast on the caster and/or anything that he considers of his own.

4 Open/Close: it opens or closes any door, lock or tie, and may even open the heart of a maid or man.

5 Hypnotize: The target is paralyzed. You can attempt to give him simple commands.

6 Nymph: it weaves a floating, glowing sphere able to carry a spoken message.

Songs of Heart and Soul

1 Courage: this pattern lifts the hearts and the valor of someone or something; it fuels the fire, sharpens the swords.

2 **Shifting**: the caster can assume the shape of a specific animal (raven, wolf, bear...) or an element (fire, mist, shadow...). Normally these kinds of patterns are won through friendships, pacts, or duels; and are sealed with a gift or mark. Choose one form when you take this pattern, though you can pick a second one or more by sealing new pacts during your travels.

3 **Bewild**: this causes confusion or alteration in the target; may make someone sick, interfere with other pattern, or provoke a storm at sea.

4 **Sleep**: this causes a regenerating deep sleep; or the equivalent on objects or spirits.

5 **Astral Travel**: this unbinds the soul of the caster, so that he or she may travel anywhere desired, leaving the body behind. The caster may attempt to speak with anyone, though his voice will sound dim to normal people. The caster may also enter the body of a friendly animal.

6 **Truth**: this reveals the true form of something, or forbids the target from lying.

Songs of arcane shenanigans

1 **Folding**: this bends space and warps it into any shape you desire. You may cast it on a door to create a portal, or create a room inside a bag; connecting pockets to a far away stash, or enchanting bottles to hold whole rivers. This spell is especially dangerous.

2 **Shaping**: this forces a shapeless target to move or to assume any form desired by the caster. This spell must be woven periodically to avoid dispelling on unstable shapes.

3 **Heal**: this undoes any recent sickness or wounds on the target.

4 **Rendering**: this pattern does shredding damage to the target roughly equivalent to the damage done by the claws of a bear.

5 **Bless/Curse**: this pattern has the ability to alter the fabrics of fate. Make a prophecy on the target's destiny (which your GM will accomplish to the best of his possibilities); but be careful, for altering fate may cause a backlash both to the target and/or the caster.

6 **Scrying**: with this song, you may ask any question about the target's past, present or future (the GM will answer it truthfully). You can cast it like any other pattern, but you must also

choose a scrying method (cards, bones, sticks, stars, etc.) which you can consult even if the target is not present. Whenever you cast it this way, you roll +wisdom.

The GM guide, or building a setting on the way

□ Name the land; and ask each of the players "What is there to be wary about in this land?" All their answers now have a place in the world. If these facts lead to any other questions, ask them. Ask lots of questions throughout the campaign.

□ Make the path as they walk it. Play to find out what happens. They will defeat the threats somehow.

□ Let the characters make up their pasts, and use them to build their future. The old drifters' saying states; "Your deeds travel behind you, on a swift and silent horse"; which is the same as saying "past always comes back to haunt you". You can make them roll for past things too. Did they forge a sword for the king of this city? Once the king appears, roll to see if he liked it.

□ Whenever a player asks what their character knows about something, you can turn the question back on them; specially if the back-story and career of the character allows it.

□ Whenever the players ask anything about what they find in a treasure hoard, or what a shop looks like, or what a dog's breed is, you can turn back that question to them if you feel like it. If it's not important for your plans, let them fill-in the setting for you. They will like it, and it may even inspire you.

□ Introduce new threats on missed rolls; show signs of the dangers before they appear. Always make the threats clear to the players, so they know what they are rolling against.

*"The blood that flows through you flows
through me,
when I look in any mirror,
it's your face that I see.
Take my hand, lean on me,
We're almost free,
Wandering boy."
—Rodney Crowell*

