

*"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 yet; just state your name, and describe yourself.

You must **pick yourself a career**. Your career can be anything: blacksmith, swordsman, soldier, rover, druid, thief, dryad, ghost. It will usually be the way your character earns his/her life.

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

Also, whenever you roll within the domains of your career, **you always succeed**. On a 6 or less, treat it like a 7-9, but with a harder complication or cost.

Some careers may also carry certain limitations or responsibilities. You start with the tools of your trade, 2d6 silver coins and some spare change.

*-Bargain with your GM which are the domains and the tools of your trade!-*

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

You'll roll **Toughness** for fighting with raw power, and for enduring tiresomeness, cold, wounds or sicknesses.

You'll roll **Dexterity** for fighting at range, or with technique and speed; for carving runes, crafting and acting on your reflexes

You'll roll **Eeriness** when you rely on your inner charm, and to speak spells

You'll roll **Wisdom** to discern things, to

remember old stories and to use the proper customs, words and rites along your travel.

Each 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 **knack**: a personal ability that has helped you along your way.

Choose one that fits your character; or roll in this table:

**1** You get an extra career. choose which.

**2** You have a faithful ally. He may be human (a squire, a patron), animal (you can understand each other), spirit (wind, thunder, darkness) or any other: describe it. Describe if it 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/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 the GM decides that the outcome is uncertain**, roll + the most appropriate stat depending on the situation (there is always one).

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

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

On a 6 or less, you miss, and the GM tells what happens then (usually something bad for you)

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

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

Only players roll at all times: To fight an opponent, to avoid a danger, to analyze a situation, to craft a work or remember a tale, etc.

When there is no real risk, you don't have to roll at all; and 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 would 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 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)

### Shops:

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

For more complex things just roll some d6s. 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 just using your spare change.

### On the spirits of the land, and magical artifacts:

As all drifters come to know, everything on the land, from thunder to swords; to animals or the very road itself, has a soul which the most *eerie* wanderers can attempt to commune with; though its true that certain careers may give you affinity to certain spirits.

**To speak with a spirit**, one must first get a channel of intimacy with that spirit: laying hands on that something or someone, locking eyes, making a gift or through meditation. Then one may try to ask any question to this spirit or make a demand to it.

When an object presents 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 of a pure heart may be totally 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 on the very air. The spirit of iron is taught little by little that he is the spirit of a blade; thats what the master blacksmiths do with each hammer strike, and the 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 using only the right tone of voice, or when you rub two sticks to spark a fire, you're casting a little magic.

Then there are patterns, also 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 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 you know**, one must first get a channel of intimacy with that spirit: laying hands on that something or someone, locking eyes or through meditation, and speaking the right words. Depending on your career, you may know other ways; like playing a song, or using a distaff. You might find new manners of doing it on your own. You can choose yourself as target. **When you cast a spell this way**, tell the GM what you want to accomplish, and **roll +eerie**.

Patterns can also be imbued on things by writing runes on them, or woven on the work in the very process of crafting. When you do it, you'll probably **roll +dexterity**. You can write runes in the air with your fingers, but the effect usually fades rapidly.

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 he/she/it knows how to do it.

The definition of the different patterns is usually very loose, and you should be able to use the same pattern for very different things, always remembering 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 you.

2 **Silence**: the target emits no sound. Can be cast on the voice of other casters as a counterspell.

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

4 **Opening**: Opens any door, lock or tie, as well as the heart of any maid or man. When it's spun backwards it's a closing pattern.

5 **Shifting**: The Caster can assume the shape of a determined animal (raven, wolf, bear) or an element (fire, mist, shadow). Normally this kind of patterns are won through friendships, pacts or duels, 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 through the game.

6 **Nymph**: Weaves a floating, glowing sphere able to carry a spoken message.

### Songs of Heart and Soul

1 **Courage**: Lifts the hearts and the valor of someone or something; fuels the fire, sharpens the swords.

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

3 **Bewild**: Causes confusion or alteration

on the target; may get someone sick, interfere with other pattern or provoke a storm at sea.

4 **Sleep**: Causes a repairing deep sleep; or the equivalent on objects or spirits.

5 **Astral Travel**: Unbinds the soul of the caster, that may travel anywhere he wants, leaving his body behind. The caster may attempt to speak with anyone, though his voice will sound dim to normal people. The caster may also get in the body of a friendly animal.

6 **Truth**: Reveals the true form of something, or forbids one from lying.

### Songs of Arcane Shenanigans

1 - **Folding**: Bends the space and warps it into any shape you desire. You may cast it on doors, bags or others; to reach for things in a far away stash, or enchant a bottle to fit a whole river. This spell is specially dangerous.

2 **Shaping**: Forces a shapeless target to move or to assume any form. This spell must be woven periodically to avoid dispelling.

3 **Heal**: Undoes any recent sickness or wound on the target.

4 **Rendering**: This pattern does shredding damage roughly equivalent to the claws of a bear.

5 **Fate**: This pattern has the ability of alter the fabrics of fate. Can be used to change the target's destiny. Be careful, for altering fate may backlash on the target or the caster.

6 **Transcendence**: You break the threads that bind the target with the fabric of reality; with erratic outcomes. These targets may become swans, sunspots or other unexpected things.

### 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 have now a place in the world. If this facts lead to any other questions, make them. Ask lots of questions all along 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 past, and use it to build their future. The old drifter saying states; "Your deeds travel behind you, on a swift and silent horse"; which is the same as "past always comes back". 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 backstory and career of the character allows it.

□ Whenever the players ask anything what they find in a treasure hoard, what does a shop looks like or which is the race of a dog, you can also revert that question if you feel like it. If it's not important for your plans, let them fill the setting for you: they will like it, and may even inspire you.

□ Make the characters start in a situation of impending danger (a chase, a standoff, a trial, a fight) and see how they react.

□ 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*