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Sample file

INITIATION

Welcome, initiate! With this book, you are about to become a WYRDWARDEN: the guide of fate's hand for a band of adventurers. Using the simple but elegant MYDWANDR ruleset and this guidebook, you will soon immerse yourself in many hours of solo or cooperative game play. The rules are loose and few, so they will not get in the way of your journeys in the fantastic world of MYDWANDR.

In WYRDWARDEN you will find:

- Unique focus & creativity exercises
- New rules for:
 - creating adventurers & hirelings
 - several new playable kins
 - simple drop dice battle maps
 - journeying over & underland
 - making random villages
 - using a game oracle
 - many new hazards
 - a full 6 journey campaign
- And much more!

Once you have finished WYRDWARDEN, use these tools and ideas for your own solo or cooperative adventures, or even lead a group of friends through these journeys as a WYRDWARDEN!

Now fellow adventurers, alight and set forth!
Let WYRDWARDEN guide you in solo MYDWANDR game play and in life!

MATERIALS

Solo role-playing is a timeless practice of active meditation and ritual, and is an immersive form of mythic storytelling.

In solo role-playing, rules are your gaming writ, your pencil your scepter, your dice your sacred oracles, your notes your divine insights and spells, your maps your guide, and your gaming space your altar.

With candles and incense, and carefully selected music, a sacred moment and solo game space is consecrated...

No WYRDWARDEN solo game is complete without:

- *POLYHEDRAL DICE* - a couple of sets
- *6-SIDED DICE* - a handful
- *INDEX CARDS* - for adventurer sheets, notes, measuring map distances
- *PAPER* - A4 / letter-sized for maps
- *WORLD MAPS* - A4 / letter-sized MYDWANDR maps
- *RULEBOOKS* - MYDWANDR and WYRDWARDEN
- *WRITING TOOLS* - pencils and erasers
- *MINIATURES* - adventurers & enemies
- *INCENSE, CANDLES, MUSIC, DRUM* - to consecrate space & gaming altar
- *DRINK & SUSTENANCE* - even in ritual, a solo gamer must have nourishment

EXERCISE - GROUNDING

Wise trees are as old as myths, and are living markers of the past, present, and future. The heroes of the ages are their roots, and their trunks their character and physical qualities. Their branches reach out to their deeds yet undone...

This exercise is about the adventurer, and will help with inspiration, focus, creative visualization, and more immersive role-playing. It is also an excellent grounding exercise which can release stress between gaming sessions.

Start by sketching an old tree with roots, a trunk, and branches. Think about heroes of myth or fantasy, and write the names of various hero archetypes under the tree roots such as adventurer, hero, bard, and so on.

Now think about words or phrases to describe the character and physical qualities of heroes, and write these beside the trunk.

Last think of fantastic deeds these heroes could achieve in the future, and write these answers by the branches.

You may wish to study your sketch for a few days and reflect on it more. Feel free to return back to this exercise anytime for inspiration.

EXERCISE - ADVENTURER

Embodying adventurers is the essence of immersive solo role-playing: learning to see what they see, feel what they feel, think what they think, say what they say, and do what they do...

This exercise is another tool for focusing, inspiration, creative visualization, role-playing immersion, and stress release.

Sit comfortably in a quiet place where you will not be interrupted for 15 minutes. Stop if you feel light-headed, and drink water.

Close your eyes and breathe slowly. On inhalations, imagine the warmth of the sun travel down your body like a tree from your branches, to your trunk, to your roots. On exhalations, imagine absorbing energy from the earth with your roots, and this energy traveling up your trunk, out through your branches to the sun.

When you feel a warmth or calm, visualize emerging as a fantasy hero in the land around you. Who are you? Who are you with? Where are you? Where are you going?

After you finish, gradually open your eyes and journal your thoughts. Everything you think and feel may be a valuable insight. Repeat this for up to a week. You may return to this again before, during, after, or between game play.

CREATING ADVENTURERS

Immersive solo role-playing is about putting your heart fully into the whole affair...

Your WYRDWARDEN adventurers are about to embark on dangerous journeys for wealth, power, and glory. As you create your MYDWANDR adventurers, you may roll on these tables for a random kindred, gender, and name:

KINDRED (d6):

1-3 Human
4-5 Dwarf*
6 Elf

GENDER (d6):

1-4 Male
5-6 Female
OR Choose any

*NOTE: 4 can also be a Hillman, Woodwandr, Bjorn-Mann, or a renegade Gobelyn, Ranan, Mycanoid, Antwyrd, Urku, or Animated Straw Man (described in later adventures). The later 6, however, are not trusted by other kin (roll -1 on their social tests).

NAME (d6): Roll d6 on both tables of your adventurer's kindred, and combine the sounds to make a name. Add the ending in brackets to feminize the name.

HUMAN NAME

Table 1

1- Mar-
2- Ba-
3- Zan-
4- An-
5- Ing-
6- Ceo-

Table 2

1- le
2- ar(la)
3- syl(a)
4- sha(ra)
5- kev(a)
6- lex(a)

DWARF NAME

Table 1

1- Grim-
2- Mu-
3- Gen-
4- Thral-
5- Thi-
6- Ra-

Table 2

1- li(a)
2- gim(a)
3- clorm(e)
4- dain(a)
5- gar(a)
6- gruk(a)

ELF NAME

Table 1

1- Hal-
2- Fela-
3- Da-
4- Siv-
5- Ail-
6- Aub-

Table 2

1- ern(ial)
2- eril(e)
3- red(a)
4- run(ia)
5- ron(e)
6- dir(a)

Next, roll a d6 two times for the adventurer's appearance and personality below. Then roll a triples test. If you fail, roll on the quirk table for a negative character trait or physical quality for your adventurer.

APPEARANCE (d6)	PERSONALITY (d6)	QUIRK (d6)
1- Plain	1- Friendly	1- Forgetful
2- Stocky	2- Brave	2- Half deaf
3- Tough	3- Loyal	3- Missing arm
4- Aged	4- Polite	4- Jealous
5- Elegant	5- Diligent	5- Bad Temper
6- Heavy	6- Ambitious	6- Cowardly

After creating and equipping about 4 MYDWANDR adventurers, try writing 1 or 2 lines about your adventurers' background to deepen your game immersion. Keep it short and try not to let your description overlap with abilities such as Learned in the MYDWANDR rules - though certain life experiences can provide a bonus equivalent to an ability on certain tests. Just be sure to grant this bonus only under a specific circumstance as it relates to the character's experiences. For example, if you decide your adventurer grew up in a local fishing village, he or she might be able to catch fish more easily than other characters, but he or she would not get any bonus for hunting deer for food.

NOTE: You may use the tables in this section when creating hirelings or NPCs as well.

HIRELINGS - CREATING & RECRUITING

Though your adventurers are undoubtedly steadfast and brave, even heroes need help from time to time...

No adventuring group, especially a smaller one, is complete without 2 to 3 hirelings. Hirelings can help: in battles, carry things, or provide skills the adventurers need and do not have. They can also replace a slain adventurer as a full adventurer. When this happens, adjust their HP to 10 for a dwarf or elf, (or any other non-human), or 15 for a human, but do not change or add any new abilities (AS).

In addition, once every journey, if an adventurer would otherwise have their HP reduced to 0 in battle (and a death save has failed if they are armored), a player may choose to have a single hireling on a successful doubles roll (even if the hireling has already had a turn in battle) become a heroic 'sacrificial shield' for a single adventurer. The hireling will take all the hits that would have otherwise affected the adventurer and die with great honor, regardless of the number of hits.

To make a hireling, go back to the Create Adventurers section and roll on the tables for the kindred, gender, name, appearance, personality, and quirks (if they fail a triples roll).

Next, roll 2d6 to determine the hireling's background and stats. 'Cost' is the amount adventurers will have to pay to hire them, and the '% of treasure' is how much treasure the hireling will demand as it is found on journeys:

- 2- PEASANT - AS: - / LL: 1 (3 HP)
Cost: 10% of treasure
- 3- SCHOLAR - AS: Pilgrim / LL: 1 (3 HP)
Cost: 10 sp, 15% of treasure
- 4- ENTERTAINER - AS: Acrobat / LL: 2 (4 HP)
Cost: 10 sp, 15% of treasure
- 6- SCHOLAR - AS: Pious / LL: 1 (3 HP)
Cost: 10 sp, 15% of treasure
- 6- PEASANT - AS: - / LL: 1 (3 HP)
Cost: 10% of treasure
- 7- BUILDER - AS: Mighty / LL: 2 (5 HP)
Cost: 10 sp, 15% of treasure
- 8- THIEF - AS: Pickpocket / LL: 2 (4 HP)
Cost: 10 sp, 15% of treasure
- 9- MERCENARY - AS: Footman / LL: 2 (6 HP)
Cost: 15 sp, 20% of treasure
- 10- ENTERTAINER - AS: Orator/LL: 1 (3 HP)
Cost: 10 sp, 15% of treasure
- 11- MERCENARY - AS: Archer / LL: 2 (6 HP)
Cost: 15 sp, 20% of treasures
- 12- THIEF - AS: Light-Footed / LL: 2 (4 HP)
Cost: 10 sp, 15% of treasure

All hirelings start with 60 sp plus the cost of hiring them. On a successful doubles roll you may recruit a hireling, and then purchase equipment for them as you would for an adventurer.

To hire someone with a different AS than above, add 15 sp and choose your desired AS. To hire more experienced adventurers, add 20 sp and add 10% of treasures for each single AS or LL you add. Note that adventurers may not recruit any hirelings more powerful than themselves. However, a more powerful NPC may simply decide to join your group - i.e. you meet them in the middle of an undercrawl.

You may only roll up to 3 times on the table above, and you have only 1 chance to recruit each of the hirelings you created.

Finally, if you ever have less than 3 hirelings, your adventurers may attempt to recruit any friendly NPC or even intelligent monster that your adventurers encounter on a successful doubles roll.

NOTE: Taming a wild animal will require a Learned ability, magic, or divine intervention to achieve, and will count as a pet rather than a hireling. Tamed animals will generally be limited to wolves, dogs, horses, and certain kinds of birds.

EXERCISE - MAPPING

Maps give a tremendous overview of areas well beyond our ability to travel and well beyond our dreams. They never cease to inspire us with both the real and imagined places we may one day go: the first kind by plane or train, and the second kind by journeying...

Find a quiet place where you will not be interrupted for 15 minutes.

Light candles and incense around the area of game play (the gaming altar) on the floor or at a table. Place MYDWANDR maps in front of you in this circle, and play music.

Sit comfortably as you softly read the map place names aloud and note the coasts, rivers, forests, plains, and mountains.

Half close your eyes and focus on your breath in and out as you imagine the land. What do you see? What do you feel? Where do you want to go? What will you find in these places?

Try journaling what you visualized, felt, and experienced. Anything that comes to mind might be an invaluable insight.

Repeat this meditation exercise for 3 to 7 days until you can really begin to visualize the setting. And, feel free to return to this exercise periodically for inspiration.

HOME SETTLEMENTS, CLIMATE, & SEASONS

The strong bonds of home are never something heroes need to pack in their saddle bags. Home is never far: it is always in heart and mind wherever you go...

HOME SETTLEMENTS

The maps of MYDWANDR show the land, terrain, kingdoms, and settlements. Roll d6 twice on the table below for your adventurers' home settlement. The game starts with adventurers leaving their settlement for a journey.

d6: 1-2	d6: 3-4	d6: 5-6
TABLE 1 (d6)	TABLE 2 (d6)	TABLE 3 (d6)
1- Fjor	1- Jodderoddr	1- Gotswul
2- Bresletr	2- Beowold	2- Atlatl
3- Jotunfrau	3- Ledun	3- Plains of Ibh
4- Laefwood	4- Foddens	4- Loedolem
5- Midjarl	5- Mid Corfyn	5- East Corfyn
6- West Corfyn	6- Re-roll	6- Re-roll

* This table can be used for hirelings and NPCs.

CLIMATE

Next, note the climate and kingdom of the adventurers' home settlement.

Cold - Jontavr	Hot and dry - Olandir
Cool - Hafandr	Hot and wet - Cornyth
Mild - Pallus	Tropical - Waer

SEASON

Finally, on the next page is the MYDWANDR seasons of the year (broadly adopted from the old elvish calendar). Each season follows a 24 day moon cycle (except the final Watering of the year which has 25 days) that repeats 3 times over a 365 day year. Kindling marks the start of the year, and the start of the 2nd and final third of the year with warming weather, and Withering marks the end of the

1st and 2nd third of the year, and the end of the year. It is the coldest season. Roll d6 and note the season and effect on this table.

ROLL	SEASON	EFFECT ON JOURNEYS
1	Kindling	Non-combat tests: roll plus 1 Bad weather: up to 2 days only Encounter reaction rolls: -1 Description: Weather warms, trees grow leaves, animals wake from hibernation Dominant tree: Bracklewood
2	Awakening	Non-combat tests: roll plus 2 Bad weather: lasts 1 day only Description: warm agreeable weather Encounter reaction rolls: -2 Dominant tree: Wyrddwood
3	Watering	No effects Description: hot and humid Dominant tree: Bryrgum
4	Passing	Non-combat tests: roll -1 Bad weather: 2 or more days Description: weather cools, trees turn color, animals hibernate Encounter reaction rolls: plus 1 Dominant tree: Carniferous
5	Withering	Non-combat tests: roll -2 Bad weather: 3 or more days Description: cold weather often with snow Encounter reaction rolls: plus 2 Dominant tree: Deadwood
6	Choose	

Do not forget to keep a running calendar as your adventurers journey, and note the affect of the new seasons above.

RELIGION, LANGUAGE, & CULTURE

The ties of kin may start with blood, but fail without a shared religion, language, and culture...

The rich tapestry of religions, languages, and cultures of MYDWANDR can add even more depth to adventurers, hirelings, and NPCs.

DWARVES

Languages: .Dwarvish, Dyvdd/Common, local language

Religion: .Worship Dwarven gods of metals and stones, and ancestors ('Fathurn Vol')
.Runestones or 'Grithark' hold key to life
. 'Akrum', the cursed metal, is the earthly embodiment chaos and ruin.

ELVES

Languages: .Old Elvish, Dyvdd/Common, local language

Religion: .The god 'Myrdwarden' is the many faces of the Otherworld Garden or 'Wyrdwandr'
.Malevolent Shadows corrupt MYDWANDR
.Elves were born from seeds of the magical Wyrddwood trees in ancient times

HUMANS

Kingdoms:	Main Language:*	Main Religion:
Corynth	.Common/Dyvdd	.Old Faith
Hafandr	.Vikingr .New Elvish (nobility)	.Vikingr .some New Faith
Jontavr	.Vikingr	.Vikingr
Olandir	.Omari	.Omari
Pallus	.New Elvish .Common/Dyvdd	.New Faith .Some Old Faith
Waer	.Common/Dyvdd	.Old Faith

*Most people (including dwarves and elves speak some Common/Dyvdd).

HUMAN CULTURES

1. VIKINGR

Language: .Vikingr

Kingdoms: .North Dragon - Jontavr, Hafandr*

Religion: .Sky powers pantheon of gods

*In Hafandr, noble converts to the New Faith also speak New Elvish.

*To Elvish people, the New Faith bastardizes elvish texts, but to those of the New Faith, it is the only true path to righteousness and Elves greatly misinterpreted spiritual signs. The faithful followers of the New Faith will ascend to the High Land with the one god, but the unfaithful will descend to Darkness where Lodach, the dark one, will change them into twisted Urku. For this reason, the New Faith zealots actively convert and recruit new parishioners - sometimes by force.

2. DYVDD

Language: .Common/Dyvdd - now spoken by most people
.New Elvish (in Pallus)

Kingdoms: .South Dragon - Waer, Corynth
.Central - Pallus (land of powerful magic)

Religion: .Old Faith worship of nature deities connected to place
.Some follow the New Faith, and Pallus is the holy center of the New Faith

3. OMORI

Language: .Omori

Kingdom: .East - Olandir (land of spices)

Religion: .Nameless gods known only to priests with strict daily prayer by its followers

VILLAGE - DISTANCE, LOCATION, NAME

We can never see what lies beyond the ends of branches, but it is a natural curiosity of everyone who wants to leave the comfort of the trunk to see where they lead. Imagine the possibilities!

At the start of your game, your adventurers will travel from their home settlement to a nearby village with some terrible trouble.

Roll for the distance from the adventurers' starting settlement to the village. Then roll for the direction of the village:

DISTANCE TABLE (d6)		DIRECTION TABLE (d6)*	
Roll	Distance*	*roll d6 to determine the table, and d6 again for the direction.	
1-	4		
2-4-	5		
5-6-	7	Table 1 (1-3)	Table 2 (4-6)
*The distance is the space between each line on an index card or 1 day of unimpeded travel on a smooth terrain: plains.		Roll	Direction
		1-	North
		2-	South
		3-	West
		4-	East
		5-	Re-roll
		6-	Choose
		Roll	Direction
		1-	NW
		2-	NE
		3-	SW
		4-	SE
		5-	Re-roll
		6-	Choose

Next, take out a copy of the world map of MYDWANDR (A4 or letter-sized), and an index card. Now use the distance and direction you rolled to locate the village. If for example you rolled a distance of 7 in the table above and the direction was north, draw a straight line from the starting settlement in a north direction on your map that measures 7 index card lines in length (i.e. the distance between each line on an index card) and draw

a small circle. This is where the village is located.

The village may be located on any kind of terrain except the ocean.

After that, roll the village name using this table. Once you have a name, write the name by the small circle on the map.

VILLAGE NAME (d6)*

*Roll and combine a Beginning Sound and Ending sound to make your village name.

Beginning Sound (d6): Roll d6 for table & then name

Table 1 (d6: 1-3)		Table 2 (d6: 4-6)	
1- Briar-	4- Fallow-	1- Iron-	4- Kings-
2- Grey-	5- Rigs-	2- Ambyr-	5- Fogs-
3- Stark-	6- Damp-	3- Grims-	6- Bracken-

Ending Sound (d6): Roll d6 for table & then name

Table 1 (d6: 1-3)		Table 2 (d6: 4-6)	
1- -burro	4- -byrd	1- -thyrn	4- -sheld
2- -wyrth	5- -fyrn	2- -holm	5- -mund
3- -mydow	6- -tild	3- -gryph	6- -myr

OVERLAND - NAVIGATION & TERRAIN

An unfed belly can turn a crow into a worm, and a hero into a peasant. Honor your roots and feed your body!

The index card is not just a measuring tool, but it also measures how far adventurers can go each day. Each line on the index card represents a day of unimpeded travel on an ideal flat terrain: i.e. plains.

But mountains, wetlands, and forests, take a longer time to travel the distance between two index card lines:

Forests	2 days
Mountains	3 days
Plains (fields/grasslands/roads)	1 day
Wetlands* (rivers/swamps)	2 days
*on foot	

The straight line you drew between the starting settlement and the village will be your adventurers' travel route. But because it may pass over different terrain, a straight line might not be an ideal route. Adventurers may wish to go around certain terrain features.

To do so, you must successfully roll doubles (or triples with a relevant ability, a local guide, or a local map) for your adventurers before they can travel off this line. They will then be able to travel a single day in a new direction, likely on faster terrain.

If they succeed and travel in a new direction for 1 day, draw a new straight line from their final position to the village after their single day of travel. This represents the new travel route.

The adventurers can attempt to change course from this new straight line only once a day at the start of the day before they travel, and only on a successful doubles roll (or triples roll if they have a relevant ability, local guide, or a local map).

Sample

OVERLAND - FOOD, DRINK, REST, TRAVEL

Without rules, an adventurer's journey is as good as done before the first step. Rules help you stay connected and immersed, and want to return to the role-playing world...

Travel may be delayed 1 day if there is poor weather or other hazards, or the adventurers need to go hunting, fishing, foraging, or have a day of rest.

Hunting, fishing, or foraging (for food or herbs) can yield 2 days of food on a successful doubles roll. With an appropriate skill, a guide, or a local map roll triples.

Mark off food and water supplies each day of travel. A flask of water lasts 2 days, and food rations 1 week.

Each day, do a doubles test to see if your adventurers pass a stream or pond with drinkable water. Roll triples if the adventurers have the appropriate skill, a guide, or a local map.

In wetlands, roll triples, but in the dry Kingdom of Olandir, water is only found in the aldani plant or the cowberry cactus. Roll cursed doubles (roll 3 dice and choose the lowest 2 rolls) to find the plants. With a guide or appropriate skill, roll doubles.