

Yonder Wylde

Concept/Design Overview

Concept statement

A game where delving into an uncharted forest, exploring an isolated city, and brokering with powerful leaders is just as exciting as fighting an ancient evil.

Keywords

Folk. Narrative. Adventure. Fantasy.

Target Audience

Fantasy tabletop RPG fans ages 16-40, with an ideal age rating between TV-14 and soft TV-MA. Those that are turned off by recent actions of the world's largest fantasy TTRPG's parent company, and frustrated with the game not delivering on the experiences they seek. Players that *want* exploration to be a cornerstone of their play experience but aren't able to find it from other games on the market.

Unique Selling Points

Exploration. The game has a deep exploration focus with the way environments such as wilderness, dungeons, and towns are constructed. With cycles of play that the player can understand and visualize to avoid the aimless wandering that so many other RPG's fall victim to.

Progression. The game uses a points-to-spend system of developing your character beyond creation that is interwoven with the game's narrative. Earn points by completing your character's motivations, and spend those points to unlock challenges that they overcome to earn rewards. Every reward feels earned because of the journey the player went on *with* the character to earn it.

Dynamic. The Fortune/Woe die system means that rolls are rarely pass-or-fail, while also being streamlined enough to resolve events quickly. This keeps the action of the game moving forward in ways that add to the excitement and the drama, rather than detract.

Player Experience

Character. The player is a wanderer with a cause, a purpose, or a destination. The character's main method of progression is chasing their goals, so players need goals to chase. There is no set *path* of progression the character passively moves up while the GM presents them with obstacles. They seek out those obstacles. They are invested in the story of their character. They feel their strives, their calls, their temptations. It keeps them on that forward path through a world that is itself undergoing its own transformations around them.

Visual and Audio Style

Inked artwork with flat colors, and simple details. The characters leap forward; like any single one of them could be the hero of this story, be they a Player Character or a Side Character.



Product Design

Game World Fiction

Sailalias is a world of science fantasy, where once powerful and knowledgeable civilizations are now faded into archeological evidence and ancient myth. The Age of

Mortals, which is the default setting, is one of great upheaval. Born from the wars with the beastwyghts, the world is harshly divided between the rapidly expanding mortal civilizations and the Wyldelands. Yet civilization is also at a breaking point; five superpowers went right up to the edge of all-out war thirty years in the past, and the knife still sits on its edge. It's a world filled with conflict and strife, history and legend, heroism, villany, and all the great deeds that fall somewhere in between.

Production

Launch plans are to release the three core systems (Towns, Dungeons, and The Wyldes) as their own standalone rulesets in PDF format as separate titles (Adventures in the Yonder Wylde) at a low price to give players the taste of the game and collect valuable player feedback on each individual component, then collect them together with additional content as the full game Yonder Wylde, offering a discount price to those that bought the individual packets as a thanks for the early support.

Post-launch the game will be supported with modular adventure volumes and rules expansion via PDF's on subscription (ala Patreon) with full expansions for particular game styles/settings sold as PDF and print. First one planned is a dark-horror fantasy conversion that takes the core game and sets it in a version of the world inspired by the *Dark Souls* franchise.

Scope and Timeline

Playtesting began in November 2023 with limited availability, but saw rapid development changes and refinement in short time. Playtesting will ramp up in March 2025 with full data collection.

Crowdfunding will launch in June 2025 for the first module "Dungeons: Adventures in the Yonder Wylde" with basic rules available for free. Crowdfunding will cover artwork, editing, and layout services. Estimate five-six months after Kickstarter completion that packet will be ready for release. Once the first packet is fully delivered, will have more detailed timeline of packet completion for the next two packets, and the final game.

Game Systems Design

Core Loops

Actions and **activities** in the game form the core cycle of exploration, be it at Dungeon scale or Town/Wylde scale. Each round represents a full day or hour, broken up into three **activities**. Players take two actions, or push to take a third. When the round resets, the world moves *forward*. Through countdown dice and story/wylde encounter tables, the game pushes itself forward as well. Players are constantly being pushed into action by the games systems and must decide on a course of action actively and reactively, but never passively. Each action through the Fortune/Woe dice system has the chance to move things in dynamic directions as well, with failures generating other positive benefits or vice versa. This creates the core cycle of play.

Trials are extended **actions** that encourage teamwork and allow for more complex scenarios that one role couldn't resolve. Trials have a set length of "Reach X Successes before you reach X

Failures”, with each individual action taken evolving the scenario through the use of Fortune/Woe. These form the setpieces of a game session; intense moments of drama, suspense, and action with high stakes on the line.

Objectives and Progression

Goals are twofold in Yonder Wylde, with Quest goals and Character goals. A Quest spans a single Chapter, with a whole Volume made up of three Chapters (a single adventure can be anywhere between one-to-three Chapters). Once three Quests have been completed, the PC’s increase in Veterancy which is the backbone of the game’s numerical values. This covers a character’s passive progression; damage values, health, ability bonuses, etc. With each bonus in Veterancy, they gain higher numbers that allow them to take on more extreme challenges.

Rewards come in the primary form of **Path Tokens**, which you earn by completing your Character goals; Strive, Call, and Tempt. The longer it took you to complete, the *more* tokens the character earns to make the long time it took feel more rewarding, not less. Then players set new goals and *spend* the Path Tokens on rewards to augment their character; improved stats, new actions, new class vocations or jobs, or unique rewards such as Companions, Feats, Relics, and Titles. However, spending the tokens doesn’t just *give* the reward; it unlocks a Trial through which they can *earn* the reward. This makes rewards narrative and character driven, not build driven, and allows for dynamic development of the characters.

With both of these systems combined, your rewards and the method through which you earn them all become a part of your character’s story.