

# The Open Road



## The Wayfarer

Influences: Travel, trade, hospitality, honest dealings, mutual aid, promises between strangers.

Seen as a patient traveler carrying a walking staff and a lantern whose light shines both ahead and behind.

*Long before kingdoms drew borders, when roads were little more than muddy tracks between scattered villages, a messenger named Callen was tasked with carrying news between distant settlements.*

*One autumn, heavy rains washed away bridges and flooded valleys. Callen became stranded far from home with little food and no coin. Yet everywhere he traveled, strangers shared what they could.*

*A shepherd offered shelter in a barn.*

*A widow shared her last loaf.*

*A ferryman carried him across a river without payment.*

*A hunter guided him through dangerous hills.*

*When Callen finally completed his journey months later, he realized something.*

*No king had saved him.*

*No army had protected him.*

*The world endured because ordinary people chose to help one another.*

*When he died years later, his journals became the foundation of a philosophy that spread along roads, rivers, and trade routes.*

*Its followers teach that civilization is not built by rulers.*

*It is built by countless acts of trust between strangers.*

## Personality and Tone

- \* Open and approachable.
- \* Optimistic but not naive.
- \* Values fairness over strict justice.
- \* Believes most people are fundamentally decent.

## Core Beliefs

- \* Every stranger is a potential friend.
- \* Hospitality given freely returns many times over.
- \* Trust creates prosperity.
- \* A promise freely given is sacred.
- \* No traveler should be denied food, water, or shelter in genuine need.

## Religious Practices

- \* The Empty Chair: Many homes leave an empty chair at meals, it symbolizes readiness to welcome the unexpected traveler.
- \* The Traveler's Candle: A candle is lit in windows during storms, to signal that shelter is available.
- \* The First Cup: When meeting a stranger, it is customary to share a drink before discussing business
- \* Road Blessings: Travelers touch milestones, bridge markers, or wayside shrines while offering brief prayers.

## Prayers and Rituals



- \* Cleric—All Base Lists except Channels
- \* Druid —All Base Lists except Nature's Wrath
- \* Paladin—All Base Lists except Holy Shields
- \* Ranger—All Base Lists
- \* Closed
- \* Locating Ways
- \* Mounted Ways
- \* Open
- \* Light's Way
- \* Lofty Movements
- \* Weather Ways