

THE WYILDBORNE



The more eccentric naturalists and biologists in the Covenant of Enlightened say that Nature is a living thing in perfect balance. But even they scoff at the notion that such harmony has only been reached through the influence of the ancient force known by the Warrior Nation as the Great Spirit. For the Wyldborne, they too dismiss notions of such fanciful and comforting deities. For the real power of nature is the Wyld, worshipped in its own right in past centuries and can be found in

the roots of more... sanitised religions.

The Wyldborne keep the old ways and are rewarded with untamed power to those who hold true. In the settlement that would become Spearfish, South Dakota, Dorothy Good was raised in the Old Lore along with her sister, Mercy. Her mother would have had it no other way and rebuked attempts by the settlers to educate or civilise her family. When Dorothy was of age, she began to listen to the Wyld in the forest. As

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the dense forests willed her to, Dorothy laced the family soup with the fungi she had foraged the previous night. All of them fell deathly ill and, as promised, her parents quickly succumbed to the toxins. But for Dorothy and her sister, they awoke changed. Now the forest speaks to her every night. The Shadow War has begun and the Wyld has such plans for the Wyldborne...

The barrow-witch Mercy Good might be the older sister, but she lacks the temperament to lead the Wyldborne. Mercy is all aggression and primal fury. She revels in murder and bloodshed wherever it might find release. Only the call of the Wyld compels her to serve alongside her sister, though the same voices that drive Dorothy to plot and scheme do nothing but fuel Mercy's rage.

The serpents Blood and Nadrageel visited the Good home the night after her parents died. Nature wastes nothing. Once the reptiles had fed, the sacrifice Dorothy had made to the Wyld bound the snakes to her service. The great viper Blood has become virtually inseparable from Dorothy, while his sister Nadrageel (mirroring Dorothy's relationship with her own sister) prefers to hunt independently and alone. Even so, at a glance, Blood and Nadrageel know when their mistress needs them to hunt down and hold someone fast... and when to feed.

The centaur-like Loren is a Nuckalavee. These mythical creatures have a rapacious hunger which causes them to hunt deer and other prey in the deep forests. Stepping between shadows and preferring to hunt by moonlight, Loren is nonetheless a capable member of the Wyldborne. Strong and



perceptive, Loren understands the power of the Wyld all too well. As long as her voracious appetites are sated, she can be relied upon to fearlessly attempt any task that Dorothy Good may require of her in the Shadow War.

It was the Wyld that brought the bestial Carcosa into the world, screaming with umbrage at the blasphemy of Man. One of this twisted breed, Sernos was an avatar of the Wyld, known in as 'the Goat'. He stalked the shadowy forests of the Dakotas for centuries before finally being slain by the Shaman Raven Spirit in 1831. Half a century later, Sernos rises as a ghastly wraith, waxing strong as the Wyld is nourished by the millions dead from the Ore War. Sernos is a terrifying amalgam of beast and nightmare and judges that of all mewling humanity, only the Good sisters are worthy enough to live. Dorothy has begun to gather her Wyldborne, Sernos answers the call.