

**The Wylderkin  
Ascension Wylderkin  
OFFICIAL ASCENSION RACE PACKET**

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Zavrek maintained his relaxed crouch, watching as the goblins continued to move around under the tree he'd hidden in. They moved furtively, always looking over their shoulders...Zavrek couldn't tell if it was just their usual paranoia, or if they felt they were being hunted. They were definitely right to be spooked.

He watched for a few more minutes - he'd stayed in the tree for over a half-hour, waiting for his opportunity - when one of them moved away from the others briefly, fiddling with something that had gotten stuck in a pouch. The old Orcish arboreums were ideal for catching the goblin or deep troll incursions.

Zavrek dropped from the tree bough, silently, and struck the goblin from behind, knocking it out. Moving quickly, he dragged the body into the bushes, casually finishing it off before heading for another tree trunk to climb. If he was lucky, he'd be able to eliminate another two or three before they realized he was there and scattered. When that happened, it would signal his time to return to the others.

Until then, though, today was a good day to hunt.

**Wylderkin Racial Basics**

Wylderkin are animal-humanoid hybrids, descendants of the Forest Elves gifted with a piece of an immortal Fae animal's spirit. This Wyld Fae connection grants them powers to an assortment of abilities that makes them hardy survivalists. Each Kin's gifts are different - some are for fighting, some are for fleeing, but all of them are for surviving.

Because of their elven heritage, Kin have an unexpectedly long lifespan. While they mature quickly - life both inside and outside the Cairn is brutal and dangerous - typically reaching adulthood within a dozen years, Kin who don't fall to violence can live to see a century. However, surviving that long is not an easy feat.

## **Wylderkin History**

Most Cairn-dwellers consider us savages.

They have no idea.

Our ancestors in the Jade Pact treated with the Primal Fae, animal spirits of the land. The deal was simple - assume protectorship of the wild lands in return for their favor. An easy enough task, at first.

When the Vreech came, everyone fell back before the invaders. 'Make for the safety of the Cairn', they said. That sanctuary was not destined for everyone. Many died on that retreat, and where the Vreech went, magic died. Was devoured. Gone.

Fae included.

The markers were called in. The Jade Pact faced the impossible: fleeing before the unstoppable, but also bound to stay. There was no way they could - and the Fae knew it. So the Primals brokered a new deal, born of desperation - ours and theirs. One that allowed us to maintain our honor, to preserve the original terms of our bond. They would grant us more power, stand against the Vreech, and in return, we would help return them to power as well.

They accepted the bargain, though how we were to carry out our end of the bargain was not specified. Perhaps our ancestors thought it straightforward; eliminate the Vreech, and the Fae would return to fill the vacuum. Even when the granted power proved insufficient, and they were forced to retreat to the Cairns in shame, the conditions of the debt were not considered.

They were so naive.

Understanding came with the birth of the next generation. Skin, covered in fur. Fingers, tipped in claws. The ritual tattoos that should have marked them as Jade Pact, subtly different, matching the symbols of the Primals.

We were to return the Fae to power...by becoming an extension of them. The Primals selected children of each generation of Elves, bonded with them, creating those eventually called Wylderkin. These Kin, and their Jade Pact siblings, formed into tribes, organized by Primal, but linked by their shared experience and duty. The Kin insure that the Fae survive, and in turn, the Primals blessed the Kin with gifts - gifts that were of tooth and claw, of resilience and fortitude. Gifts of survival.

## **Recent History**

As the resources in the Cairn have started to dwindle, the Wylderkin and their Jade Pact tribes have advocated for more forays to abandoned parts of the Cairn, hoping to find supplies and

scout for information. They have also been at the forefront of almost every successful mission, using their skills and ferocity to do everything they can to reclaim the world and make good on their oaths.

### **Wylderkin Culture**

Wylderkin culture is built around the Jade Pact tribal structure, which adapted after the Forest Elves were forced underground. Their whole existence is centered on survival, and the fulfilment of their oaths. From a young age, Kin are expected to pull their own weight, however that happens to be. For some, that is scrounging for food and materials. For others, that is memorizing information on navigation, survival, and tracking. For others, that is fighting to defend your tribe.

Because of the oath sworn to the Fae, the Wylderkin and the Jade Pact Elves are very focused on protecting the wildlands. Though few (if any) are old enough to remember what the forest looks like, they all take this charge very seriously. To the Tribes, their word is their bond, and they keep to a strict code of honor. If a member of the Tribe dishonors themselves, they may (depending on how severe the infraction) be given the chance to redeem themselves; any who do not are Marked and banished, cast out to die alone.

Kin are pragmatic, not placing any form of fighting as higher than others, and are grateful whether someone shows a talent at magic or alchemy or more martial skills. That said, many take it as a point of pride to keep track of how many they have finished off personally with their claws. This has lead to a number of friendly rivalries, though risky battlefield antics to inflate one's numbers are generally heavily frowned upon.

While each Tribe is linked to a particular Primal, all of the Tribes maintain good relations with each other, as a testament to how seriously they take their duty. A Kin can always call upon a member of a Tribe - even a different Tribe - if they are in trouble. This connection has led many of the other races to consider the Tribes to be somewhat insular, a perception that the Tribes do not seem to be in a hurry to dispel.

Each Tribe is lead by a council of elders, with the chief elder being given the title of Alpha. Both Forest Elves and Wylderkin refer to each other as siblings; terms such as "older sibling" being noted as a sign of deference, whereas "little sibling" is reserved for someone younger, or of lower rank. Calling someone "little sibling" if they are the same rank or higher can be viewed as an insult, depending on the people involved, and how it's being used.

### **The Primals**

#### [Tribal marks/more info here](#)

The Primals are Wyld Fae who bonded with the Jade Pact so that both could survive. Through the years, over many generations, each side maintained that symbiotic bond. Because of this

bond, a Wylderkin can request an audience with their Primal, seeking wisdom or knowledge. This audience is not guaranteed, and the Primal may not respond, if they are busy or do not feel that the need is enough (or if the risk is too great!) Knowledge of the means to contact the Primals is usually reserved for more experienced Wylderkin, and is seen by many as a rite of passage. Kin players who are seeking an audience should contact Plot to let them know. Each Kin bears the symbol of the Primal whose Tribe they belong to, a Fae Mark somewhere on their body. They are born with this tattoo or mark in their fur, a permanent marker of who they are, though it can change under certain rare circumstances (change of Tribe, change of rank, banishment, etc.)

Note that the type of Kin that one is does not necessarily dictate which Tribe one is in. While perhaps unusual, it is not unheard of for a bear-kin, for instance, to be something other than Tribe Kephale.

The Primals are as follows:

### **Adlamir the Wolf**

Freedom, teamwork, loyalty Adlamir teaches their Tribe the power of tactics, and working together. Members of this Tribe are well-known for always having someone's back.

### **Thaleron the Mouse**

Adaptability, focus, survival

Thaleron teaches their Tribe to survive, to thrive, to be resourceful. Members of this Tribe are well-known for being mobile and alert.

### **Kysvae the Viper**

Cunning, alchemy, magic Kysvae teaches their Tribe to "work smarter, not harder." This Tribe produces many scholars and alchemists, as well as those who deal in misdirection.

### **Haldine the Tiger**

Willpower, ferocity, intuition Haldine teaches their Tribe to trust their instincts, and to act on their passions. This Tribe is well-known for bringing intensity to everything they do.

### **Ederna the Beetle**

Persistence, strength, luck

Ederna teaches their Tribe to be methodical, though a little luck never hurts either. This Tribe is well-known for being skilled crafters.

### **Gwaelta the Armadillo**

Protection, caution, judgement Gwaelta teaches their Tribe to be even-keeled and dependable. This Tribe is well-known for diligence and patience.

## **Kephale the Bear**

Confidence, courage, healing Kephale teaches their Tribe to be brave leaders. This Tribe is well-known for wise healers and strong warriors.

For a more in-depth look into the various tribes, see the Tribes of the Jade Pact supplement.

### **Tribal Code of Honor**

The members of the Jade Pact Tribes live by the following code. While each individual can interpret it differently, they all consider it to be of utmost importance.

Protect the Wild - The foundation for the Pact is the initial oath sworn to the Wyld Fae to protect the wildlands. While it has been generations since any member of the Tribes has walked freely amongst the wilds for any long period, they still hold this as their central tenet.

Uphold your Oaths - Following from the first tenet, all members of the Tribes will uphold any oaths that they swear.

Speak the Truth - While misdirection and deception (such as feints) are certainly allowed - especially for members of Tribe Kysvae, for instance - deliberate falsehoods are not. Note that this does not mean that a Tribal member will necessarily speak plainly, nor volunteer all information.

Respect the Tribal Elders - The code does not require blind obedience to the Tribal elders, or even the Alphas, but it does require that they be treated with deference, and, when possible, their direct orders be followed. When the council of elders debates a course of action, members are welcome to plead their case, but once a decision has been made, all are expected to carry it out, even if they personally disagree with it.

Uphold your Brethren - It is often said "The hurt of one is the hurt of all, the honor of one is the honor of all." Members are not expected to like every member of the Tribe(s), but are expected to work together when necessary, working from the basis that the Pact is of greater importance than any petty squabbles. When possible, members are expected to help others, not speak poorly of each other, and to not sow dissension.

Do Not Dishonor the Tribe - Members are expected to avoid activities that would bring shame upon themselves or their Tribe. These include, but are not limited to, treachery, harming an innocent, and theft.

### **Wylderkin Holidays & Celebrations**

Wylderkin do not follow a strict calendar. Instead, they mark the seasons with small gatherings, mostly consisting of good meals with storytelling and games of chance.

More important to the Tribes, though, are celebrations for birth, and when a child reaches adulthood. Of the two, births are far more festive, with most of the community involved in one form or another, either assisting the birth, attending naming ceremonies, or taking over tasks for the new parents.

Passage into adulthood typically involves several members of the community testing the youth's knowledge and skills, making sure that they are ready for the transition to an adult's

responsibilities. This testing can take several days to complete, and can consist of anything from hunts to mock combats to grueling examinations.

### **Wylderkin Names**

Kin typically have given names and tribal names. Because of their Jade Pact heritage, most Wylderkin follow the Forest Elf naming conventions, though some parents break with the tradition to mark the Kin as being a special blessing, given their rarity. Forest Elven given names include Rathain, Horith, and Ghilanna. The tribal name will be that of their Primal Clan, such as Gorath of Kysvae.

### **Wylderkin Racial Notes**

The Primal's gifts have allowed the Kin to adapt, be resourceful, be survivors. All Wylderkin have a scenting ability, due to their half-animal nature. This scenting can be used to detect poisons in food, and may serve to help with tracking, or in other ways as determined by the Plot team. (Scenting Ability, Free) All Kin have the ability to use their natural animal weapons (Claws, 8 Build), to defend themselves. They also have access to a variety of other gifts, based upon their animal type. A player may select two other racial abilities from the racial skills in the rulebook, subject to Plot approval. These abilities must be selected at time of character creation. Due to their magic-depleted environment, it is difficult for Wylderkin to access Celestial magics. (Double cost for Read Magic)

### **Wylderkin Dress**

Given their practical nature, Wylderkin tend to favor a lot of leather, otherwise durable materials. Anything scavenged pre-Fall sources is generally seen as a badge of honor.

### **Wylderkin Racial Makeup**

Wylderkin are perhaps the most variable of races when it comes to racial makeup. While there is a tremendous amount of latitude in individual looks, it must be clear that you are an animal of some sort, and must not look like any of the other Alliance player or monster races.

### **Interactions with Other Races**

With the exception of the Jade Pact, Wylderkin tend to have an attitude that other races would describe as something of a superiority complex. As a general rule, Wylderkin consider most outside of the Tribes as soft, but individuals can certainly prove their toughness or usefulness.

A few other races seem to stand out for the Wylderkin. The first is the Orcs. The Orcs' straightforward attitude and connection to nature appeals to the Wylderkin, as they can sense kindred spirits.

Kin are fascinated by the Sylvanborn; there, the Wylderkin sense a connection as well, but on the Fae side of things. This strange link is best described as curious, though how each Wylderkin reacts to that varies wildly.

Ogres also have a connection with the earth, which the Kin approve of, but they resonate with a strange, otherworldly feel. In a way, it mirrors the Wylderkin's own situation, though the differences there are worth investigating. In some ways, the Ogres are more of a mystery than the mercurial Sylvanborn.

Lastly, there are the Humans. The Wylderkin see in the Humans an echo of themselves, something so different from the other races...but Humans are also... lacking. They lack the gifts of the Fae, they lack the unity of a Tribe.... Wylderkin reserve a small amount of pity for the Humans, and hope these underdogs will find their place.