

What **RAGE** hath we reaped to inspire such infernal presence?

- *The Standard Sentiment across Azraeém when a Wyldborne appears*

BASICS

MAGICAL INCLINATIONS

Raw, Concocted.

MAGICAL SENSITIVITIES

Concocted.

GIFTED DISCIPLINES

*Agility, Charisma and
Intuition.*

THE BRIEF

Little is known of their true origins, but there are many rumors around their origins inspired by their wicked appearance. They are by nature nomadic, very rarely associating themselves with one another and are inclined towards chaos more than order.

PHYSICAL DESCRIPTION

Even with how diverse the world of Azraeém is, Wyldbornes have a very hard time blending in wherever they go as their more darker, more earthly origins are apparent and cannot be kept hidden. Their skin color, for one, seems to have been pulled from the earth itself and reflects the various colors of clay and stone from Terracotta to Onyx to the point that their skin almost seems too natural in coloring.

They also have horns that are present from their time of birth that grow until adulthood. Typically when born, they are very small and of a softer texture but as they age, they harden and range in length from around 18 inches/45.72 cm to 30 inches/76.2 cm with the horns in longer length typically curling in some direction. These are typically some kind of grey, deep purple, dark blue or similar coloring in tone and typically curve in various directions that differ from Wyldborne to Wyldborne.

The other prominent features is that they all have a tail that they often use to help with balance and maneuvering across difficult terrain or obstacles, tall pointed ears that many speculate provides them with hyper sensitive hearing (though whether that is true or not is debatable), and a rather flat nose profile similar to that of a Grecian Statue in our world.

ABOUT

W There is not much that is officially known about Wyldborne from the world at large. The most that is know is what many believe to be something more akin to a fairy tale origin but little do they realize how much truth exists within these tales.

Wyldbornes came from the earth. Or... rather what lies within the earth. Since the world of Azraeém is made of magic, it does – at times – literally bleed magic and that bleeding is at time so potent, so powerful and so clearly defined that it finds a way to take on it's own form. When that energy finds a way to seep through the cracks, it finds it's way to A Host that it's able to make an agreement to birth it into the world. This usually comes in the form of a dream that the inevitable host has and in that dream is where the agreement is made.

This is both undeniably clever and also undeniably devious as many nations and cultures in Azraeém believe that when you are expecting to have a child, it is very common to have a dream where you meet who they are to be. This is often how they make their predictions (usually right) about the nature of their child and how the child's rearing will impact their character. This very belief is what Wyldborn's take advantage of. They take on a form of whatever lineage the potential host is of and persuade them into agreeing into bringing them into the world.

But like all magic in Azraeém, this deception comes at a price. Regardless of the parentage, they are born into a fiendish form which typically leads them to being abandoned as, at the end of the day, the agreement was simply to bring them to life and that is it.

On the rare occasion, the parents can choose to raise them with the acceptance that there will be inevitable strife as while Wyldbornes are not actively rejected from most societies, they do tend to breed distrust due to their more neutral and therefor chaotic

nature.

The only thing that is conclusively known about them by all in Azraeém is the origin of their name – or at least their name as they are called now. When they first appeared and began to establish themselves, they already seemed heavily familiar with the Greater Beings who dominated The History of The Wilds or at least it's presumed they did with how often they were found correcting anyone who tried to discuss anything that happened in ancient times. As a natural end result, they were called Wyldebornes (not to be mistaken with those who are Wild Born as in literally born in the Wild) as a sign and recognition that they are seemingly not of Azraeém's modern history but of a time long gone and that many would hope would remain forgotten.

THEIR CULTURE

Wyldebornes do not have a culture of their own and while they are nomadic, if they are lucky enough to find a place to call home and is welcoming, they will acclimate and assimilate to whatever the predominant culture of that location is.

TRADITIONS & BELIEFS

Similar to their culture, unless they find a place that is welcoming and to which they are able to call home, they do not by design have any traditions are not inclined to adhering to the traditions of wherever they reside.

Wyldebornes on a whole believe in the concept of Creation and Entropy along with the limitations and freedoms that come with both. What that means varies from individual to individual, and that general inconsistency from Wyldeborne to Wyldeborne is part of why people, on a whole, are weary of them. If you are lucky, that philosophy will be in your alignment and will ultimately, in some way, help achieve your goals. However, most people who come across them have come to see their presence as something akin to an omen as their arrival in a space tends to fall in alignment with something rather large and important breaking – especially any preexisting or long in development plans.

This has caused them to develop a polarizing reputation as being End Bringers across some nations where some will outright banish them and deny them access while others will relish in any opportunities to have them call their walls homes in hopes that they will help manifest some new end of times. Because of that extreme attachment or rejection, Wyldebornes are more prone to be avoidant of any nation that

has a hard lined sentiment towards them to ensure that they aren't unnecessarily pulled into any preexisting plans that may be disruptive to their own.

AS VANGUARDS

On a whole, Wyldbournes love going on adventures! They love the opportunity to explore the world at large and on a whole believe that through what experiences they collect, they are able to better understand their own personal motivations so that they can be more effective at achieving their goals surrounding Creation and Entropy. Despite their disruptive nature, they are not likely to sabotage any endeavors or opportunities they agree to – especially if it falls in alignment with larger goals that they hope to achieve.

BUILDS

BRANCHES

While there may be more variations of Wyldbournes that exist throughout Azraeém, there are three predominant branches to choose from:

- ◆ **Righteous** - These Wyldbournes have the natural gift of flight and often bring anxiety when individuals see them in the sky. They are capable of sprouting large leathery wings that can be used to travel over long distances for a short period of time. However, they are rendered **Strained** after traveling more than **160 Feet** of Air Travel.
- ◆ **Foreboding** - These Wyldbournes are usually what most individuals in Azraeém imagine when they describe what one would look like as they have Hoofed Feet. This allows them to have a **+5 Bonus** to **Stealth**, though they receive **-5 Penalty** when maneuvering over **Slippery Terrain**.
- ◆ **Pernicious** - These Wyldbournes have a reputation of being perceived as being particularly vicious due to the sharpened claws they have in exchange for naturally formed nails. This grants them a **+5 Bonus** to **Unarmed Attacks**, however they must be taken care of and **Sharpened** at the beginning of each day, otherwise they are rendered **Dulled**.

INNATE FACETS

LEVEL 5 - CALLINGS

It's no secret that the life of a Wyldborne is divisive. However, that does not mean that your very existence needs to be so. At *Level 5*, you'll have the opportunity to decide which direction you wish to move towards – **Creation** or **Entropy**.

CREATION

You are sensitive to the prospect of new energies come into being and find yourself naturally moving to ensure that anything that wishes to be is able to do so – granting you the ability *Safe Haven*.

◆ **Safe Haven** - You understand that in order to reach your journey's end, it's important to find space for proper solitude. While out of battle, you are able to manifest a *15-Foot Radius* space of your own design for you and as many individuals you are able to fit to rest in, granting the ability to heal and recover in half the time. **3 Day Cool-Down**. Increase by *10-Feet* every **Third Level**.

ENTROPY

You are resentful and sensitive to the existence of anything that has overstayed it's welcome as they serve as a reminder of the lack of balance that you wish to see – granting you the ability *Wear and Tear*.

◆ **Wear and Tear** - You recognize that in order for anything to exist, it must rely on the bonds that bind them. While in Combat, you are able to manifest a *15-Foot Radius* space around you that will cause anyone within that vicinity to take *1d4 + Intuition Damage* at the start of each turn so long as they are within that space and the ability has been activated. **3 Day Cool-Down**. Increase by **1d4** every **Third Level**.

GENERAL FEATS



Each Wyldborne has an innate gift that allows them to better navigate a world that would otherwise be too tumultuous for them to engage with. Choose One from the list that follows:

THE PERFECT DEMEANOR

Even if your presence has brought on ill reputation, you still have an ambiance to

you that is capable of leaving those around you feeling less guarded.

Roll a **1d20**. If you receive a **15 or Higher**, then all individuals you meet and come across within a *15-Foot Radius* are automatically rendered **Benevolent 1** to you for the extent of your interaction. Lasts **15 Minutes** once Activated.

EYE FOR THE DECEIVER

Your ability to perceive a situation is unmatched. This gives you the ability to tell when something in your environment is off.

Roll a **1d20**. If you receive a **15 or Higher**, you succeed in your ability to see what is hidden within a *15-Foot Radius*. Lasts **15 Minutes** once Activated.

DENIAL OF THE SUBLIME

Lies and Deceit are things that you do not take lightly, providing you with the gift of weeding out those who seek to lead you astray.

Roll a **1d20**. If you receive a **15 or Higher**, you succeed in causing anyone who is lying to you within a *15-Foot Radius* to be rendered **Frenzied 1**. Lasts **15 Minutes** once Activated.

DEEPEST WISHES

There is a natural magnetism about you that can naturally draw out the truth.

Roll a **1d20**. If you receive a **15 or Higher**, you're able to get *One Piece of Additional Intel* when Gathering Information that may otherwise not have been discovered. Lasts **15 Minutes** once Activated.