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## WILDER RACE PACKET

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This document supersedes all previous editions.

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### 200 YEAR HISTORY

108: The Pilorean Empire's 4<sup>th</sup> Brigade of Foot overcame the last vestiges of resistance to the Empire in the southern grasslands on the 8<sup>th</sup> of Ibis. Alford's, leader of the resistance and Tintin den elder, was captured and imprisoned in Piloris. This event marked the last rebellion of note against empirical rule, and one that saw many wilder fall.

105: News of Alford's' escape from prison spreads like wildfire through the city. Given the cell was thought to be inescapable, rumors begin to surface that Alford's was aided by dark powers.

98: Roper, considered one of the wealthiest land owners in the South, bequeaths his wealth and land to the preservation of the Wilder culture. Wilders from across the continent journey to his estate and make their homes and dens. The citizens unite and establish the City of Haven. The southern governor grants their charter.

90: The Shumi people—thought to descend from bears—leave Haven and travel southeast, into the Southern Forest and are not heard from again. This unforeseen event leaves the city in dire need city guards; but, the Shumi elders would not be swayed into remaining in Haven. Not all Shumi left Haven, but the vast majority follow their elders southeast. In the following years, the forests of the south become a place of terror. The people of the southern port cities rename the Southern Forest to Wightwood. The nickname sticks. Travel through Wightwood becomes so perilous that trade caravans refuse to attempt the crossing to the cities beyond. Shipping businesses cease most activity, preferring to deliver goods elsewhere.

88: The Toloniki—descended from monkeys—also leave Haven, southwest towards the port cities. They are led by Baldo. Their migration was not unforeseen, however. Baldo was often heard in city meetings telling anyone who would listen, to take refuge where succor could be found in great supply.

74: The Severus Tribe—thought to descend from arctic wolves—and the Tsan Sarr begin warring. The fight for the Severus is all but impossible as the Tsan have vastly larger numbers and command deadly magics—something the Severus found distasteful. The Severus are forced to retreat into the Loosong Highlands. The bitterness between the two has never been forgotten.

71-63: Jando of the Severus tribe travels to Piloris. His warrior prowess earns him a knighthood and wealth. On the 21<sup>st</sup> of Lunith, Jando is elevated to High Marshal of Piloris. There he establishes the Wolves of Pilor—an elite warrior regiment of the emperor's army. Despite his success, Jando is never able to ascend into nobility.

55: The last of the Asoverande tribe dies. The mountain city of Skyfall is no more.

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31: Oslo of the Chuberi—thought to descend from goats—unlocks a great mystery that has confounded alchemists for ages. His discovery and as-yet unclaimed wealth and prestige, however, soon turns to disaster. The ensuing explosion reduces his laboratory in Haven to rubble. Several of his protégés were thought to have taken up his work, however, and may have preserved the knowledge necessary to recreate Oslo’s wonders.

15: Baldo, once lowly politician and now Patriarch of the Toloniki, is laid to rest in the Red Wood. His last words, recorded by his daughter Famika, are “ware the rot from within.” The Toloniki, unaware of the words’ meaning, soon suffer greatly at the hands of the blight

## PLACES OF PROMINENCE

### *THE SOUTHERN GRASSLANDS*

Many Wilder tribes call the grasslands home. Nearly any Wilder species can be found in the grasslands, their territory overlapping with that of the Nyasi Sarr. Those wilder who generally prefer cold climates are not often seen here, however.

### *THE SOUTHERN WATERWAYS*

Numerous species of Wilders live on, near, or in the water. River species are comprised mainly of the Peppin—otterfolk—but there are also many mammalian species who live near the water.

### *THE HIGHLANDS*

The highlands are home to the hardest and most opportunistic wilders, who compete with the Tsan Sarr.

### *THE JUNGLES*

Thick, deep jungles hide many wilders from ever being seen. The Selva Sarr control the largest jungle in the world, but that doesn’t mean that there aren’t other hiding places for brightly-colored and camouflaged wilders to thrive. The Toloniki once called the treetops of the Selva their home.

### *THE DESERTS*

Wilders who live in the driest climates are often nomadic and nocturnal. They hide from the sun, as they have grown accustomed to hunting for food and searching for water while it is cooler and more tolerable.

### *THE FORESTS*

Like the jungles, the forests provide protection and abundance for the wilders who live in them. The grasslands abut the forests, and the waterways run beside or through them, providing much-needed hydration for flora, fauna, and everything in between.

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### WELL-KNOWN PEOPLE OR GROUPS

The Codi subtype are thought to descend from canines. The majority of Codi exhibit strong human traits, but for the fur, and rarer, elongated snouts and tall ears. The Codi people are the most common wilder subtype in Radeves. The Severus (wolf) tribe, Chanci (red or gray fox), and Culotong (arctic fox), and Tintine (raccoon) are part of this subtype.

The Ripari are thought to descend from the rodentia order of animals: mice, rats, squirrel, beaver, and capybara. Also among this tribe are those who resemble the black-footed ferret. This subtype is the next most common wilder subtype next to the Codi. The Lesheeti (a rat-like people and the Rutimi, a ferret-like people) are among this subtype.

The Toloniki are a subtype thought to descend from monkeys. They are a casual people, given to quiet contemplation and peaceful living. A Toloniki celebration, however, should be something everyone experiences once in a lifetime!

The Chuberi, a subtype descendent from goats, are not common but still more common than some other subtypes. They are voracious crafters and engineers. A well-honed skill is a mark of distinction among the chuberi.

The Peppin, or otterfolk, are rarely seen living or traveling far from water. They are uncommon, like chuberi, but when encountered, they are usually encountered in familial groups. They are a communal folk. Where there is one there is likely more nearby.

The Mothan are a subtype of desert-dwelling mammals with small, spiral horns. They are a lumbering folk not welcoming of outsiders, but solid folk also who protect their homes in the desert.

The Shumi are a distinct group of the bear lineage, but they are very rare. Players who wish to play this subtype should seek a continuity marshal's assistance.

### COMMON KNOWLEDGE

Wilder origins are unclear; but, it is thought they were a byproduct of the same magic that is rumored to have started the sarr race.

Wilders are inherently hardy. They are usually scavengers and well-equipped to survive in harsh wilderness environments.

Wilders tend to live in tribes of the same types, though cohabitation of species is not unheard of.

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Due to their survivalist nature, wilders are usually very good at tracking, identifying poisonous and edible plants, fighting, trapping, hunting, and guarding.

Wilders are anthromorphic bipedal humanoids who are covered in fur and resemble various species of wild animals. Their behavior mirrors their wild counterpart.

Wilder life expectancy is relatively short, comparable to a human's and averaging at 40 years.

Wilders should be based on a tribe found in the area where the animal is from, such as a Hyena Wilder being based on one of the many African tribes, or a Fox based on a Native American tribe. Get creative and do your research! Research your animal's temperament, habitat, diet, etc. This will help you round out your character as much as possible. Get in touch with the race marshal if you have any questions or need help. Make sure that you have a solid background, costume, and make up at least in consideration before you submit your character to the race marshal for approval or you may run the risk of being rejected for lack of preparation and dedication.

## CULTURE

Wilders tend to live together, but cohabitating with the other races of Radeves is sometimes seen. When cohabitating, wilder are often more subdued than they might otherwise be if they were surrounded by their on kin.

Wilders believe in the Yotem—living life with verve. This philosophy gives many wilder a sense of purpose in the blighted world they now face. For many, Yotem was made more real by Blightfall.

Wilder who adventure away from clan, den, or tribe tend to be the “odd Thomas” of the group. Territory is an important part of a clan, den, or tribe's identity, and so leaving it is unusual. Clashes with territorial wilder occur frequently as resources grow more scarce. Wilder who are raised in multi-species settlements, like Aftermath, are less-inclined towards territoriality.

Young wilder are referred to by their subtype, e.g. kit, pup, etc.

The greatest insult one can offer a multi-species, city-dwelling wilder is to call him/her an “inku.” Originating from Old Pilorean, the word roughly translates to “gutter trash.”

Some wilders practice a form of shamanism, wherein they believe the spirits of their ancestors are watching over them, judging their deeds, and guiding them in their daily lives. As such they are very superstitious, as one does not wish to anger their ancestors. The shamans of the tribes are usually schooled in magic taught by an elder predecessor who passes on his or her knowledge and title before dying.

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Wilder appreciate all forms of crafting and are skilled crafters; but prefer the outdoors rather than indoors.

Wilders wear whatever they can get their hands on. Some tribes wear furs, others leather, others woven fabrics. Jewelry is also common and made from metal, stone, bones, and leather. Some wilders brand themselves, as tattoos cannot be seen through the fur. Depending on the clan, den, or tribe, one's adornment may be purely practical, denote one's status in the den hierarchy, or be a means to show off one's wealth or fighting prowess.

No matter what tribe the Wilder belongs to, it is common for a wilder to be named after a physical attribute or characteristic of their personality in their mother tongue. They may also be named after their birthday or an auspicious happening around the time of their birth.

## HISTORICAL OR NATURAL ENMITIES & ALLIANCES

Outlander wilders are shy and wary of other species until they are used to their presence. Some wilders have a long history of living alongside humans and helped other races adapt after Blightfall.

Elves and wilders historically have lived close by each other, but they give each other a wide berth.

Additional lore is available! Contact the general manager or continuity officers if you purchase [Knowledge Lore: Wilder](#) for your character!

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