

Wyld

Your clan has migrated huge distances fleeing terrible foes in search of new lands and opportunities. It was a time of war and turmoil, but at last you found a fertile wilderness of bountiful forests and clear streams. You have settled down, determined to make this promising new land your own.



Allied and rival clans have settled neighbouring valleys. There are foreign tribes speaking strange tongues in the region. You have fought alongside and against such people before, but whether they will be friend or foe now is known only to the fates. You have also seen strange beasts and wildlings in the forests and up in the mountains, and found stone circles in the hills, and ancient ruins haunted by hungry spirits. The otherworld is ever near.

It has cost so much to get here, and there are so few of you left, but all have sworn to wander no more. The signs are clear that this is your final stand. This is your land now, come what may.

Wyld is a fantasy roleplaying game inspired by ancient European culture, myth and legend. In turbulent times entire populations swept this way and that across continents, and often found themselves in strange new lands. Your clan are true to the gods and ancestral spirits, but must contend with the unknown mysteries of the promising yet perilous new world they have settled. It is a time of great danger, but also unbounded opportunities.

Wyld uses the core concepts from Apocalypse World, with adaptations to a mythic ancient world setting of legendary and otherworldly adventure. You play the new generation of potential leaders for your community. In the first session you decide the story of your clan, their legends, history, advantages and disadvantages. Each session you will be faced with new dangers and opportunities for yourselves and your community.



