

SPIRIT ANIMALS

BOOK 1

WILD BORN

READ
THE BOOK.
UNLOCK
THE GAME.



BY #1 NEW YORK TIMES BESTSELLING AUTHOR

BRANDON MULL



Spirit Animals: What You Need to Know

The Story

In the world of Erdas, four children are about to discover if they have a spirit animal bond, a rare tie between human and beast that gives great powers to both. Separated by vast distances, Conor, Abeke, Meilin, and Rollan each see a flash of light . . . and then the animals emerge. Each of the children has summoned a beast from legend. The four new heroes and their animals must band together on a dangerous quest to save Erdas.

The Stakes

A dark force is rising from long-forgotten lands, and is about to begin a brutal war that will consume Erdas. Conor, Abeke, Meilin, and Rollan must work with their spirit animals to save Erdas before evil prevails.

The Location

Erdas is a fantasy setting, but bears many similarities to our own ancient world. Four major regions house most of the world's population, based loosely on Europe, Africa, Asia, and the Americas.

The Spirit Animals

The spirit animal bond is a rare and powerful link between a human and an animal. Not everyone gets one, but those who do are able to access incredible powers from their animal. Once a person has gained the trust of their spirit animal, they can call it into its passive state as a tattoo somewhere on the person's body.

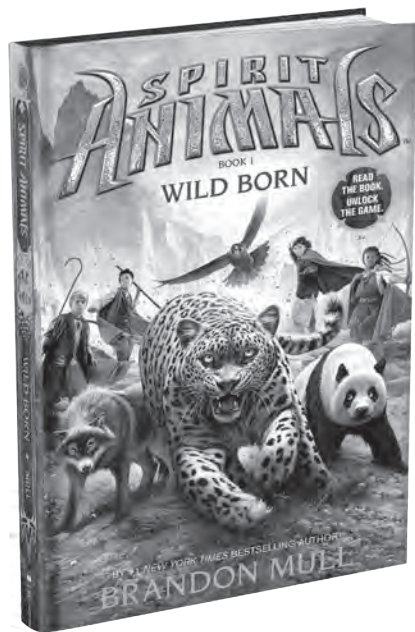
The Bad Guys

The Devourer. A man named General Gar is leading an army known only as the Conquerors in a ruthless campaign to control all of Erdas.

The Good Guys

The Greencloaks are a worldwide peacekeeping organization made up of the lucky few who have spirit animals. Anyone who summons a spirit animal is invited to join the Greencloaks, though not all do.





Excerpt from
Spirit Animals
Book One:
Wild Born
By Brandon Mull

Isilla began in a penetrating voice, “Hear ye, hear ye, good people of Trunswick! Before the eyes of man and beast, we are gathered here today to participate in the most sacred rite in all of Erdas. When human and animal unite, their greatness is multiplied. We have come to witness whether the Nectar will reveal such greatness in any of these three candidates — Lord Devin Trunswick; Abby, daughter of Grall; and Conor, son of Fenray.”

The cheering after the mention of Devin all but drowned out the other two names. Conor tried to remain impassive. If he sat still and kept calm, soon it would be over. Devin would drink the Nectar first, in the place of honor. Common belief held that the first to drink the Nectar in a ceremony was the most likely to call a spirit animal.

Isilla bent over to raise a plugged flask, the leather tooled with intricate designs. After raising the flask above her head to display it to the assemblage, she unstopped it. “Devin Trunswick, come forward.”

The crowd whistled and clapped as Devin approached Isilla, then quieted down as she put her finger to her lips. Devin knelt before her, a sight

Conor had seldom seen.

“Receive the Nectar of Ninani.”

Conor could not help but feel excited as the flask tipped toward Devin’s lips. This might be the first time he witnessed a spirit animal summoned from the unknown! With all of these animals present, how could the Nectar fail? Conor wondered what the beast would look like.

Devin swallowed. Isilla stepped back. A deep hush fell over the square. Eyes closed, Devin tilted his face skyward. An empty moment passed. Somebody coughed. Nothing out of the ordinary was happening. Perplexed, Devin looked around.

Conor had heard that a spirit animal either came right after the Nectar was tasted, or never. Devin arose and turned in a full circle, eyes roving. There was no sign of anything appearing nearby. The crowd began to murmur.

Isilla hesitated, considering the grandstand. “Thank you, Devin,” she intoned. “Abby, daughter of Grall, come forward.”

Devin looked queasy. His eyes were blank, but his posture betrayed his humiliation. He glanced furtively toward his father, then looked down. When he lifted his eyes again, his gaze had hardened, the shame turning to fury. Conor looked away. It would be best to avoid Devin’s attention for a while.

Abby drank and, as Conor expected, nothing happened. She returned to the bench.

“Conor, son of Fenray, come forward.”

Hearing his name called gave Conor a nervous thrill. If Devin had failed to call an animal, Conor doubted he had any chance. Still, anything could happen. Never had so many eyes been trained just on him. Rising to his feet, Conor tried to ignore the crowd by focusing on Isilla. The tactic didn’t really work.

Conor knelt before Isilla. She looked down at him with a strange smile, curiosity lurking behind her eyes. Had she stared at the others this way?

“Receive the Nectar of Ninani.”

Conor put his lips to the offered flask. The Nectar was thick, like syrup, and richly sweet, like fruit in honey. The consistency became more liquid once it was in his mouth. He swallowed. It tasted amazing! Better than

anything he had ever tried.

Isilla withdrew the flask before he could steal another sip. One swallow was all he would ever sample. Conor stood in order to return to the bench and a burning, tingling sensation spread through his chest.

Animals began to cry out. The birds shrilled. The wildcats yowled. The bear roared. The moose trumpeted. The camel snorted and stomped.

The ground began to tremble. The sky darkened, as if a swift cloud had overtaken the sun. A brilliant flash pierced the gloom like lightning, but much nearer than any lightning Conor had experienced, nearer even than the time he saw a tree struck at the crest of a hill he was climbing.

Onlookers gasped and murmured. Dazzled by the flash, Conor blinked repeatedly to restore his vision. Hot tingles spread from his chest along his limbs. Despite the oddness of the moment, he felt irrationally joyful.

And then he saw the wolf.

Spirit Animals Game Guide

You have been chosen to summon a spirit animal of your very own. Innocent creatures across the world are being enslaved by a mysterious substance and need your help. Develop your spirit animal bond and help the Greencloaks save Erdas!

Essential Greencloak Skills

Saving Erdas is an epic quest that will test your skills and resolve. These tips will help you and your spirit animal protect the world from the Conquerors.



Your Hero: Create your own hero avatar—choose the hairstyle, skin color, and gear for your character and get ready to call your spirit animal and go on quests.

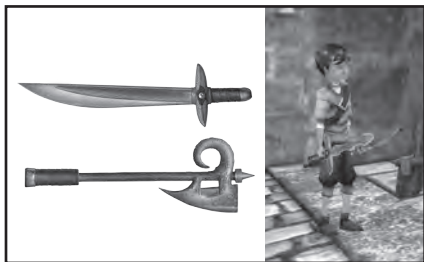


The Conquerors: Beware of the evil Conquerors, like Drina, who will be out to stop you. The Conquerors are seeking the talismans—legendary items that grant you enhanced abilities such as quicker movement and increased protection. You'll need to train hard to beat these ruthless foes.



Your Spirit Animal: Your spirit animal bond is the key to unlocking amazing powers and completing quests. You can increase your bond strength by caring for your spirit animal every day. Things like feeding, petting, and playing and training with your spirit animal will help keep your bond strong.

Arm Yourself Wisely: As a Greencloak, you'll be trained to use a variety of weapons, which can be categorized into three classes: common, rare, and unique. All weapons are effective against your enemies, but rare and unique weapons can help you against stronger foes.



Good as Gold

Gold can be used to purchase some of the best weapons, armor, and equipment the Greencloaks have to offer! You can earn gold by completing quests, defeating bosses, digitizing your Spirit Animals books—and also by selling unwanted items to the merchant in Greenhaven Castle.



GAME BONUS

As a reward for using this survival guide,
enter the code to get exclusive gold coins for your quest!

SAINSIDER1

Think you have what it takes to save Erdas?
Go to scholastic.com/spiritanimals
to summon your spirit animal and get started!