

WILD RACES REBORN

THREE NEW PLAYER RACES, THE GNOLL, KILLOREN, AND RAPTORAN



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WILD RACES REBORN

Third Edition's *Races of the Wild* introduced two new races that seemed to disappear from the game almost immediately after they were introduced. Killoren and raptoran were mentioned only briefly in other products and have not been included in any other edition of the game. The book also featured gnolls, which have been in both 4th and 5th Edition, prominently featured in *Volo's Guide to Monsters*, but because of their wild nature they weren't presented with players in mind. This document details all three races, as well as additional information for players and dungeon masters to use in their games.

This document is an excerpt from the upcoming adventure *Outcasts under Sunset Mountain*, an adventure that pits an outcast group of mind flayers against the insidious Zhentarim of Castle Darkhold.

GNOLL

Feared and respected across the Forgotten Realms, gnolls are the ultimate pack hunters. Strong but not exceptionally intelligent, they overwhelm their prey with numbers and force. However, in rare circumstances a gnoll moves beyond their pack to become an adventurer.

DEMONIC ORIGIN

Gnolls were once ordinary hyenas that, through chance and opportunistic scavenging, followed the demon lord Yeenoghu. The demon lord took a liking to the beasts and transformed them into gnolls. The gnolls followed him until he was cast back into the Abyss, and without a demon to follow they began to establish their own bloodthirsty identity. Demon worship is still a major pillar of gnoll society.

WIDESPREAD THREAT

From their humble origins, gnolls spread to practically every corner of the Forgotten Realms. In their desire to feed, they quickly diminished their resources and moved on to another place, eventually splintering into packs and spreading from one corner of Faerûn to the other. Gnolls are infamously bad at managing the resources in their local area, and will quickly devour anything they can sink their teeth into, be it a beast, a humanoid, or even undead. Their powerful digestive system allows them to eat things that would kill almost anything else, and they can even digest bones.

PACK MENTALITY

Gnolls live in packs, led by a pack lord, usually a gnoll that is a champion of Yeenoghu. Even the rare gnoll pack that doesn't worship Yeenoghu or other demons still follow a strict pack structure, with the pack lord in command. Packs tend to be matriarchal, a lingering facet of their hyena ancestry. However, the chosen of Yeenoghu supersede the matriarchal tradition. Packs revolve around hunting, and use their numbers and flanking tactics to their advantage when hunting down prey.

WAR BANDS

Sometimes a gnoll pack becomes something more dangerous. A gnoll war band follows the will of Yeenoghu and migrates wherever he orders to bring destruction. They primarily use bone weapons and armor, and are skilled at making bone weaponry. In addition to being strong weapons, they also serve as a snack in a pinch. War bands bring a strong demonic influence, and the land around them is corrupted by their mere presence.

GNOLL ADVENTURERS

In very rare circumstances, a gnoll will abandon its pack and strike off as an adventurer. Sometimes they leave because they realize the weight of the horrors they commit. Sometimes they realize that greater success can be found as an adventurer. Sometimes they're exiled for not conforming to the pack lord or Yeenoghu. Sometimes they're taken away against their will and forced into an adventuring life. In all of these instances the gnolls are exceptional and are more likely to fit in with civilized society than the typical pack gnoll.

GNOLL NAMES

Gnoll names often sound like growls to outsiders. They also take the name of their pack, and even exiled gnolls keep those names to honor the memory.

Male Names: Derror, Grrer, Khirrut, Mitiar, Remmar, Rryx, Thurr, Yh.

Female Names: Arrna, Dithma, Gebys, Mirrin, Nyrtrer, Ryssa, Sish, Thrrae.

Pack Names: Bloodfist, Deadnose, Fastfleet, Greatfang, Lumphunter, Mireguise, Speardeath, Thunderdance.

GNOLL TRAITS

Your gnoll character has certain characteristics in common with all other gnolls.

Ability Score Increase. Your Strength score is increased by 2 and your Intelligence score is decreased by 2.

Age. Gnolls usually live short lives because of their violent, cannibalistic nature. Gnolls rarely survive longer than 30 years, though it is believed that with proper care a gnoll could live as long as a human.

Alignment. Gnolls are savage hunters that tend towards chaotic and evil. Gnoll adventurers still tend to be chaotic, but are often neutral or even good.

Size. Gnolls stand a head above humans, ranging from 6 to 8 feet tall when erect. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. Because of your nocturnal nature, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Rampage. When you reduce a creature to 0 hit points with a melee attack on your turn, you can take a bonus action to move up to half your speed and make a bite attack.

Powerful Fangs. Your bite is a natural weapon, which you can use to make unarmed strikes. If you hit with it, you deal piercing damage equal to 1d4 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

Powerful Stomach. You have advantage on saving throws against poison, you have resistance against poison damage, and nothing nonmagical you eat can make you sick.

Languages. The common pack gnoll speaks only Gnoll, but adventuring gnolls speak Common and Gnoll.

KILLOREN

A relatively new race in the Forgotten Realms, killoren are plant-like nature guardians that migrated from the Feywilds to the Prime Material Plane a little over a century ago. They are aggressive and ambitious protectors of nature. They are peaceful with those that are wise stewards of nature, while hostile to those that bring nature harm.

OUT OF THE FEYWILD

Killoren emerged into Faerûn before the Spellplague as guardians, stewards, and warriors of nature. While they Feywilds were their home originally, they felt the draw of nature and made the leap to the Prime Material Plane. Once in the Forgotten Realms, they found that they had their work cut out for them, as many different factions treated nature with little regard. They quickly established themselves as nature's protector, fighting off orcs, monsters, and opportunists and establishing small domains in the forests of the Sword Coast.

NATURE STEWARDS

Killoren value nature above their own lives, and believe that it is their duty to protect it with their lives. However, their means of doing so are flexible, and different killoren go about their pursuits in different ways. Killoren are disorganized and it is rare for killoren to coordinate. Instead, they run about following their own agendas, with ultimately the same cause but often different or competing means. Killoren use natural magic and often pursue a druidic lifestyle.

REVIVED FERVOR

The Spellplague crippled the killoren and forced them into hiding for many decades. Without the power of magic supporting them, their Aspects faded and they were weak. Without the protection of the killoren, nature was ravaged until the Second Sundering, when their powers returned and killoren sprung back as nature guardians. In fact, they seem even more powerful, as though they had been storing up energy while they were in hiding. Killoren still have limited territory, but they protect their land fervently.

INTENSELY CURIOUS

When nature and their domain are not in imminent danger, killoren are driven by their curiosity. Killoren strike out on their own or in small groups to learn more about the world and to find new locations that need their protection. Some killoren take to adventuring, seeing it as the most convenient way to protect the highest number of locations as possible. Killoren are always wondering what's over the next hill or what's hiding in that dungeon.

ASPECT OF NATURE

All killoren choose an aspect of nature to represent when they reach maturity. Each aspect changes their appearance significantly and grants them unique powers. Killoren take their aspect seriously, and strive to live a life worthy of the blessing nature bestows upon them. Bookish killoren choose the Aspect of the Ancient for the vast knowledge it grants. Aggressive killoren choose the Aspect of the Destroyer for the great power it grants. Observant killoren choose the Aspect of the Hunter for the agility it grants.

KILLOREN NAMES

Killoren choose their names when they reach adulthood. There is no gender distinction in their names, and they are all three syllables, the last of which denotes their family tree.

Sample Names: Arkenshoh, Durmindin, Ennimbel, Kettenbar, Nestimgeb, Pollibnar, Shallahai, Vinkibno.

KILLOREN TRAITS

Your killoren character has certain characteristics in common with all other killoren.

Ability Score Increase. Your Wisdom score increases by 1.

Age. Killoren have not existed in the Realms long enough to have died of old age, and some scholars believe that they are functionally immortal. They mature very quickly, reaching adulthood at ten years old.

Alignment. As natural stewards, killoren tend toward neutral alignments.

Size. Killoren are about the same size as humans, though more slender. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. Your fey nature grants you vision in the dark. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Cold Iron Anathema. Killoren have difficulty wielding weapons made of cold iron. You have disadvantage when using a weapon fully or partially made of cold iron.

Fey Ancestry. You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Nature's Aspect. As a steward of nature, you embody one of three aspects of nature. Choose one of these aspects.

ASPECT OF THE ANCIENT

Killoren that embody the Aspect of the Ancient represent the deep and ancient secrets of nature. They are guardians of knowledge and share that knowledge with those that they deem worthy and protect it from those that would use it for harm. When a killoren chooses this path, their hair turns white and their eyes turn sky blue.

Ability Score Increase. Your Intelligence score increases by 2.

Font of Knowledge. When you make an Intelligence check, you can spend a minute accessing your sacred knowledge to treat the check as if you had rolled a 20. You must choose to do this before the die is rolled.

ASPECT OF THE DESTROYER

Killoren that embody the Aspect of the Destroyer represent the great power that nature possesses. They use this power to protect, but also to destroy when it is necessary for nature to thrive. When a killoren chooses this path, their hair and eyes turn pitch black.

Ability Score Increase. Your Strength score increases by 2.

Nature's Wrath. When you strike a creature that is an abomination of nature (aberrations, constructs, fiends, oozes, and undead) with a melee weapon attack, you can choose to unleash the power of nature by smiting the creature. Your attack deals radiant damage to the target, in addition to the weapon's damage. The extra damage is 2d8, and increases to 3d8 at 6th level, 4d8 at 11th level, and 5d8 at 16th level.

After you use your nature's wrath, you can't use it again until you complete a short or long rest.

ASPECT OF THE HUNTER

Killoren that embody the Aspect of the Hunter represent the balance of nature and the circle of life. Their ultimate goal is to maintain balance, often through violence, but not always. When a killoren chooses this path, their hair and eyes turn deep forest green and their skin becomes a deeper brown.

Ability Score Increase. Your Dexterity score increases by 2.

Nimble Hunter. You have proficiency in the Stealth skill. In addition, you can take the Disengage or Hide action as a bonus action on each of your turns.

STEELWOOD

This sturdy wood, favored by the killoren, is very heavy and useful for making weapons and armor. Steelwood equipment function like normal equipment, but do not count as cold steel and are immune to the effects of the rust monster. Steelwood equipment cost 1.5x the normal amount of gold.

RAPTORAN

Raptoran are winged humanoids that primarily dwell in cliffs and canyons. While the average raptoran cannot exactly fly, they can glide for long distances and hover with the use of their wings. Only the strongest of the raptoran have full capacity for flight, but that does not stop them from being deadly airborne hunters that strike from cliffsides using arrows bound to their feet.

BOUND TO THE LORDS OF AIR

Raptoran once were flightless, but they made a pact with the lords of the Elemental Plane of Air, who granted them wings and a limited capacity for flight. In exchange they pledged their loyalty in an upcoming war, which seemed for centuries like it would never happen. However, around the time of the Spellplague their services were requested, and the raptoran all but disappeared from Faerûn for decades. However, shortly before the Second Sundering, raptoran began to appear again, in scattered nests outside of the canyons that once were their homes. They now reside in mountainsides and hillsides, though some have chosen to return to their ancestral cliffsides. It is unknown whether their debt to the Lords of Air is fully paid or not.

BIRDLIKE TO A POINT

Raptoran are an avian humanoid race, and possess wings, talons, and sharp faces. However, their bones are denser than most avian races, and their wings are weak without extensive training and exercise. They can use their wings to glide and to slow their falls, but only a few can actually fly. Like birds they lay eggs in nests and raise their young there. However, it is believed that they were once elves, and that their pact with the Lords of Air transformed them into what they now are.

MASTERFUL SCOUTS

Raptoran have an unerring sense of direction and are great at leading groups of people through dangerous territory. With their darkvision, internal compass, and limited flight, they easily search hostile land with little danger of getting lost or being detected. Most raptoran nests have several rangers happy to escort lost travelers to their destination, often without asking for compensation.

NATURE WORSHIP

Raptorans revere nature, and strive to live in balance with their environments. Their gods all have an aspect of nature about them, and druids and nature domain clerics are incredibly common in raptoran nests. Raptorans are hunters, but they are always careful to keep a balance in their hunts, as they do not want to destroy their food supply and anger their gods. Lush plants grow in raptoran nests, tended to by druids and gardeners. When raptoran make use of lumber, they are always sure to plant more trees than they chop down.

WALK OF THE FOUR WINDS

When raptorans reach adulthood, they are tasked with surviving outside of their homes for months, sometimes years, in a rite known as Walk of the Four Winds. During this time they are not allowed back to their nests until they can reach the top of the spire without the use of tools, only their wings. They must journey the world and gather life experiences. For most raptoran, this is an enlightening experience that ultimately leads them back to their home when the rite is complete, but a small number never return, either dying during their journey or choosing to remain in the outside world. Raptoran on Walk of the Four Winds are most likely to become adventurers, though most of them will choose to return to their homes once their time is over.

RAPTORAN NAMES

Raptoran language, Tuilvilanuue, is closely related to elven, so raptoran names are very similar to elven names. You can use the list of elven names from the Player's Handbook (PHB 22), though raptoran all have four names: a name received from their parents at birth, a name given to them by their flock, a name chosen by them at adulthood, and a family name. However, when talking to outsiders most raptoran simply go by the name they've chosen for themselves.

RAPTORAN TRAITS

Your raptoran character has certain characteristics in common with all other raptoran.

Ability Score Increase. Your Dexterity score increases by 2.

Age. Raptoran mature slightly slower than humans and live long lives, though not quite as long as their elven cousins. Raptoran reach maturity at twenty years old and can live as long as 280 years.

Alignment. Raptoran adore nature and freedom, so they tend toward a neutral or chaotic alignment.

Size. Raptoran stand at roughly the same height as humans. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. Used to nighttime activity, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You retain the ability to discern colors in darkness.

Glide. As a reaction, you can flap your wings to slow your fall, reducing your fall speed to your move speed. While gliding, you can use your movement to move half your move speed in any direction except up.

Wing-Aided Movement. Your wings provide extra lift when attempting to maneuver and leap. You have advantage on Dexterity (Acrobatics) checks when you are not wearing heavy armor.

Northsense. You have an internal compass that allows you to always know which way is north.

Pact with the Lords of Air. You can create an updraft in a radius of 60 feet around you. While in this area you can fly as if you had a fly speed equal to your walking speed. Papers and other light objects are affected by the updraft, but it has no effect on other creatures. You must finish a long rest to use this ability again.

Weapon Familiarity. You are proficient with the footbow (see below), a weapon unique to the raptoran.

Languages. You can speak, read and write Common and Elven. The raptoran dialect of Elven, Tuilvilanuue, has a few differences to the base language but it is close enough to be easily understood.

RAPTORAN FEAT

As a raptoran you can take this feat in place of an Ability Score Increase.

WING TRAINING

Prerequisite: Raptoran, Strength 13 or higher

You have trained with your wings so that they are strong enough for sustained flight. You gain a fly speed of 30 feet if you aren't wearing heavy armor and aren't exceeding your carrying capacity.

FOOTBOW

This light, unique weapon is held in a raptoran's feet while gliding or flying, and they use their arms to shoot it. It is impossible or extremely difficult for other races to use.

WEAPON

Name	Cost	Damage	Weight	Properties
Footbow	30 gp	1d8 piercing	1 lb.	Ammunition (range 50/200), foot

Foot. The weapon is held in your feet. You must be in the air in order to use this weapon.

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