

# LESSER RACES OF THE WILDERLANDS

By Clark Peterson, Scott Greene and James Mishler

The Judges Guild Wilderlands Campaign setting includes an incredible array of races and creatures. The *Player's Guide to the Wilderlands* details many of the more common races, but it would have taken a work the size of that book alone to have detailed all of the races conceived by Bob Bledsaw and the Judges Guild staff. Here are some of the races that did not find their way into the *Player's Guide* but are still important to the setting. Except for the swerting, which are an unfortunate plague on the lands, the other races detailed here are rare and few in number. Most are shunned by other humanoids and as a result these races often form small communities of their own, which rarely number more than 100—200. For more information on the primary races of the Judges Guild Wilderlands setting, refer to the *Player's Guide to the Wilderlands* by Judges Guild and Necromancer Games.



*Life in the Wilderlands*

## ASTARI

Astari, 1st-level Warrior

**Medium Humanoid** (Astari)

**Hit Dice:** 1d8(4hp)

**Initiative:** +1

**Speed:** 30 ft (6 squares)

**Armor Class:** 14 (+1 Dex, +2 leather, +1 light steel shield), touch 11, flat-footed 13

**Base Attack/Grapple:** +1/+1

**Attack:** Short sword +1 melee (1d6, 19-20/x2) or light crossbow +2 ranged (1d8, crit x3)

**Full Attack:** Short sword +1 melee (1d6, 19-20/x2) or light crossbow +2 ranged (1d8, crit x3)

**Space/Reach:** 5 ft/5 ft

**Special Attacks:** —

**Special Qualities:** Darkvision 60 ft, light blindness, spell-like abilities, stable grip

**Saves:** Fort +2, Ref +0, Will -1

**Abilities:** Str 11, Dex 13, Con 10, Int 12, Wis 9, Cha 8

**Skills:** Hide +3, Knowledge (astrology) +3, Listen +3, Profession (astrologer) +1, Spellcraft +3, Spot +3

**Feats:** Alertness

**Environment:** Temperate forests and plains

**Organization:** Company (2-5), squad (11-20 plus 2 3rd-level

sergeants and 1 leader of 3rd-6th-level), or band (30-100 plus 30% noncombatants plus 1 3rd-level sergeant per 10 adults, 5 5th-level lieutenants, and 3 7th-level captains)

**Challenge Rating:** 1/2

**Treasure:** Standard

**Alignment:** Usually chaotic good

**Advancement:** By character class

**Level Adjustment:** +0

Astari claim to be descended from gods from the stars that took human and elven queens to wife. Astari have six digits on their hands — five normal fingers plus an extra opposable thumb opposite the normal thumb. Nocturnal by nature, they prefer to live under the stars, and sleep during the day. Astari travel in small family groups. The astari are great friends of the elves, and often live among them, studying the stars from the tops of the highest trees. Many astari also take to the sea, where their view of the stars is unobstructed by leaf or city light, and where their knowledge of the stars and constellations serves them well as navigators. Astari are also renowned astrologers, able to read fate in the stars. Astari dress lightly, and carry only light weapons, most commonly hand crossbows and short swords. Many astari befriend small animals, such as monkeys, snakes, and weasels. Astari appear as 6-foot tall humanoids of light build weighing

around 160 pounds with burnished tan skin, eyes of green, blue, brown, or gray, and hair ranging across all colors of the spectrum. Astari typically live to 150 years of age. Astari speak Common and Elven.

### Combat

Astari use short swords in combat and prefer to fight in dark areas where their light blindness does not hamper them. If their foes are carrying sources of light, astari usually attempt to destroy the light source first.

**Light Blindness (Ex):** Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds astari for 1 round. On subsequent rounds, they are dazzled as long as they remain in the affected area.

**Spell-Like Abilities (Sp):** 1/day—*augury*. Caster level 3rd.

An astari must be in view of the stars in the sky to use this ability.

**Skills:** Astari have a +2 racial bonus to Knowledge (astrology), Profession (astrologer), and Spellcraft checks as well as a +2 racial bonus to Climb, Craft, Disable Device, Open Lock, Perform (instrument), Sleight of Hand and Use Rope checks due to their additional opposable thumb so long as the check involves manipulation which would be aided by an additional thumb.

**Stable Grip (Ex):** +2 racial bonus to Disarm checks due to increased stability of their grip from the additional opposable thumb.

### Astari as Characters

Astari tend to be wizards or wizard/rogues. The following are traits common to all Astari, in addition to those detailed above:

- -2 Strength, +2 Dexterity, -2 Constitution, +2 Intelligence
- Medium size
- Base speed is 30 feet
- Darkvision to 60 feet
- Automatic Languages: Common, Elven. Bonus Languages: Dwarven, Goblin, Orc, Sylvan
- Favored Class: Wizard and Rogue  
Level Adjustment +1

The astari warrior presented here had the following ability scores before racial adjustments; Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

## BARDIK

Bardik, 1st-level Warrior

**Medium Humanoid** (Bardik)

**Hit Dice:** 1d8 (4 hp)

**Initiative:** +0

**Speed:** 30 ft (6 squares)

**Armor Class:** 13 (+2 leather, +1 light steel shield), touch 10, flat-footed 13

**Base Attack/Grapple:** +1/+1

**Attack:** Shortsword +1 melee (1d6, 19-20/x2)

**Full Attack:** Short sword +1 melee (1d6, 19-20/x2)

**Space/Reach:** 5 ft/5 ft

**Special Attacks:** —

**Special Qualities:** Bardik traits, sound imitation, bardic mastery

**Saves:** Fort +2, Ref +0, Will -1

**Abilities:** Str 11, Dex 11, Con 10, Int 10, Wis 9, Cha 12

**Skills:** Gather Information +3, Knowledge (myths and legends) +2, Listen +2, Perform (any two) +4, Spot +2

**Feats:** Alertness

**Environment:** Temperate and warm hills, mountain, plains, and forest

**Organization:** Solitary or troupe (2—4, plus one leader, 5th-level bard)

**Challenge Rating:** 1/2

**Treasure:** Standard

**Alignment:** Any good

**Advancement:** By character class

**Level Adjustment:** +1

Bardiks claim to have been created by the gods of mirth, merriment, and song. Others believe they are the result of a dalliance between the angels of the heavenly choir and the fairest elven maidens. As their natural talents and beauty indicate, either tale may well be true. The bardik voice is an incredible instrument capable of hitting any pitch and tone perfectly. Elves are said to weep in envy at the performance of bardik choirs. Bardiks can also turn their vocal talents to other uses, including the mimicry of any animal sounds as well as to the imitation of other intelligent voices. Bardiks also have a natural knack for playing musical instruments. Of course, most bardiks are troubadours, bards, or itinerant musicians, Bardiks often travel with groups of other musicians, trading songs and tales, staying with no one group or in any one location for more than a few days. Bardiks can often be found in the company of tharbrian Wain-Riders and astari.

Bardiks have golden yellow skin, black hair, blue eyes, and are of lean build. The average bardic stands 6 feet tall and weighs 150 pounds.

### Combat

Bardiks are cautious warriors and take time to analyze their opponents and the location of the fight if at all possible, maximizing their advantage by using ambushes, snipers, and camouflage. They prefer to fire from cover and retreat before they are found, repeating this maneuver until all of their enemies are dead. If luring an enemy into a trap, they use their ability to imitate sounds. They prefer shortbows, rapiers, and short swords in melee.

**Sound Imitation (Ex):** Bardiks can imitate any animal call or human voice it has heard previously, by making a Perform (ventriloquism) check against DC 15 opposed by an opponent's Wisdom check.

**Bardic Mastery (Ex):** Bardiks gain the Spell Focus feat for free in any single school of magic when casting bard spells.

**Skills:** +2 racial bonus to Gather Information, Knowledge (myths and legends) and Perform (any two) checks.

### Bardiks as Characters

Bardiks have the following racial traits, in addition to those detailed above:

- -2 Strength, -2 Constitution, +4 Charisma
- Medium size
- Base speed is 30 feet
- Automatic Languages: Celestial. Bonus Languages: Common, Draconic, Elven, Goblin, Orc, Sylvan
- Favored Class: Bard

- Level Adjustment +1

The bardik warrior presented here had the following ability scores before racial adjustments: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

## CONFED

Confed, 1st-level Warrior

Medium Humanoid (Confed)

Hit Dice: 1d8+2(6 hp)

Initiative: +0

Speed: 20 ft (4 squares)

Armor Class: 13 (+3 hide), touch 10, flat-footed 13

Base Attack/Grapple: +1/ +2

Attack: Club +2 melee (1d6 + 1)

Full Attack: Club +2 melee (1d6+1) or bite +2 melee (1d4 + 1)

Space/Reach: 5 ft/5 ft

Special Attacks: —

Special Qualities: Confed traits, resistance to cold 5, susceptible to fire, endurance, iron gullet

Saves: Fort +4, Ref +0, Will +0

Abilities: Str 13, Dex 11, Con 14, Int 8, Wis 11, Cha 6

Skills: Listen +1, Spot +1

Feats: Endurance

Environment: Cold plains



*Even in the cities, life in the Wilderlands is dangerous.*

**Organization:** Hunting party (2-5), war band (10-20, plus 5th-7th level leader), or tribe (50—100, plus three lieutenants of 4th—8th level, one shaman of 7th level, and one 9th-level leader)

**Challenge Rating:** 1

**Treasure:** Standard

**Alignment:** Usually lawful evil

**Advancement:** By character class

**Level Adjustment:** +1

Hunter-gatherer savages, the confeds of the far north arc barely regarded as human by other nearby human races. Confeds are exceedingly obese, having an extra layer of fat under their furry red pelts; the females are especially obese, though not quite as hairy as the men folk. Teeth are large and sharp, not unlike those of a polar bear.

Confed society is polyandrous, with each female having two, three, or even more husbands. Priestesses keep harems of males of other races for their entertainment and pleasure. The most powerful priestess of their tribe rules the confeds. Every tribe is a matriarchal theocracy dedicated to the worship *at* various female deities. The tribes call themselves the "Confeds," as they have ancient myths and legends of ruling a great empire known as the "Confederacy."

The Confeds' iron gullets allows them to eat even ripened carrion. Though they are slow to move due to their great weight and waddling gait, their large lungs allow them to run tirelessly, even at high altitudes. Technologically primitive, and usually using only flint weaponry, still the confeds are renown for using domesticated wooly mammoths as mobile archery platforms and formation-breakers. Quick to attack any infidel invaders, they only fight other confed tribes after extensive negotiations and religious rituals, which are used to determine the will of their respective goddesses.

Confeds have snow-white skin and strawberry blond hair that thickly covers their entire body. Their eyes are ice blue. Confeds stand about 5 feet tall and weigh about 200 pounds.

### Combat

Confeds prefer to use clubs, longswords, or battleaxes in combat. If unarmed they rely on their bite.

**Resistance to Cold (Ex):** Confed ignore the first 5 points of damage dealt to them by any cold-based attack.

**Susceptible to Fire (Ex):** Confed suffer a -2 penalty to saves against fire effects.

**Endurance (Ex):** Confeds have the Endurance feat as a free bonus feat.

**Iron Gullet (Ex):** Confeds gain a +4 racial bonus on saves against disease from eating rotten food.

### Confeds as Characters

Confeds have the following racial traits, in addition to those detailed above:

- +2 Constitution, -2 Intelligence, +2 Wisdom, -2 Charisma
- Base speed 20 feet
- Medium size
- Favored Class: Cleric
- Automatic Languages: Confed. Bonus Languages; Common, Elven, Goblin, Orc
- Level Adjustment +1

The confed warrior presented here had the following ability scores before racial adjustments: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

## DEMI-GIANT

**Large Giant**

**Hit Dice:** 4d8+8 (26 hp)

**Initiative:** +0

**Speed:** 30 ft (6 squares)

**Armor Class:** 12 (-1 size, +3 hide), touch 9, flat-footed 12

**Base Attack/Grapple:** +3/+11

**Attack:** Greatclub +6 melee (2d8+6)

**Full Attack:** Greatclub +6 melee (2d8+6)

**Space/Reach:** 10 ft/ 10 ft

**Special Qualities:** Darkvision 60 ft, oversized weapon

**Saves:** Fort +6, Ref +1, Will +0

**Abilities:** Str 18, Dex 10, Con 14, Int 10, Wis 8, Cha 8

**Skills:** Climb +8, Listen +6, Spot +6

**Feats:** Alertness, Power Attack

**Environment:** Any temperate land

**Organization:** Solitary, gang (2-4), or band (6-12)

**Challenge Rating:** 2

**Treasurer:** Standard

**Alignment:** Usually neutral

**Advancement:** By character class

**Level Adjustment:** +2

Demi-giants are the result of ancient experiments with giant and human subjects. They long ago destroyed their creators, and have spread throughout the Wilderlands in the succeeding millennia. They still have an innate distrust of arcane spell-users. Tales tell of a demi-giant kingdom in the far west, past the Infinite Desert. Demi-giants are prone to rapid decrepitude as they age. Elders that are weakened by age and disease leave their communities to scout strange lands, thus these beings can be found almost anywhere. Half-demi-giants (that is, demi-giants and human crossbreeds) are not uncommon, as many males keep human female concubines. The child of such a union, when born, is not unlike a normal human, only slightly larger, but continues to grow long after he or she normally would have reached maximum normal size. Demi-giants have burnished bronze skin, white hair, red eyes, stand 9 feet tall, muscular build, and weigh about 500 pounds. Demi-giants speak Giant. Those with an Intelligence of 11 or higher also speak Common.

### Combat

Most clans of demi-giants are fairly primitive, wielding greatclubs or stone warhammers and spears and wearing animal pelts. The more advanced clans wield bronze battleaxes and wear bronze breastplates and masked helmets crested with horse or griffon hair plumes.

**Oversized Weapon (Ex);** A demi-giant wields a Huge two-handed greatclub without penalty

### Demi-Giants as Characters

Most demi-giant leaders are barbarians or barbarian/clerics. Demi-giants have the following racial traits, in addition to those detailed above:

- +8 Strength, +4 Constitution, -2 Wisdom, -2 Charisma
- Large size (-1 penalty to AC, attack rolls, -4 penalty to

Hide checks, +4 bonus to grapple checks, lifting and carrying limits double those of Medium characters)

- Space/Reach: 10 ft/10 ft
- Darkvision to a range of 60 feet
- Racial Hit Dice: Demi-giants begin with four levels of giant, which provide 4d8 HD, a base attack bonus of +3, and base save bonuses of Fort +4, Ref +1, and Will +1.
- Racial Skills: A demi-giant's giant levels give it skill points equal to 7 x (2 + Int modifier, minimum 1). Its class skills are Climb, Listen, and Spot.
- Racial Feats: A demi-giant's giant levels give it two feats.
- Favored Class: Fighter
- Level Adjustment +2

## GHUL

Ghul, 1st-level Warrior

**Medium Humanoid** (Ghul)

**Hit Dice:** 1d8 (4 hp)

**Initiative:** +0

**Speed:** 30ft (6 squares)

**Armor Class:** 14 (+2 natural, +2 leather), touch 10, flat-footed 14

**Base Attack/Grapple:** +1/+3

**Attack:** Claw +4 melee (1d4+2) or longsword +3 melee (1d8+2, 19-20/x2)

**Full Attack:** 2 claws +4 melee (1d4+2) or longsword +3 melee (1d8 + 2, 19-20/x2)

**Space/Reach:** 5 ft/5 ft

**Special Attacks:** —

**Special Qualities:** Darkvision 60 ft

**Saves:** Fort +3, Ref +0, Will -1

**Abilities:** Str 15, Dex 11, Con 12, Int 10, Wis 9, Cha 6

**Skills:** Listen +3, Spot +3

**Feats:** Weapon Focus (claw)

**Environment:** Temperate plains

**Organization:** Solitary, gang (2-5), or band (10-20, plus one leader or 4th-6th level)

**Challenge Rating:** 1/2

**Treasure:** Standard

**Alignment:** Usually neutral

**Advancement:** By character class

**Level Adjustment:** +1

The Ghul bone-folk are one of the strangest humanoid races encountered in the Roglaras. In body form they are nearly normal humans, save for the fact that their flesh is translucent, and that they possess retractable claws in their hands. Thus, they look like living skeletons, outlined with a faintly shimmering aura in the form of a fleshy body. Oddly, though foodstuffs are foreign to the body, once they pass the lips they, too, are invisible. This is fortunate for, though they are in truth genteel folk of quiet demeanor, the Ghul have a culinary preference for (non-sentient) carrion flesh. In good company they wear robes or light clothing, to enable easier interaction with other races. The few that take to the city have even learned to use cosmetics, to make their body visible to others, though most of the wild Ghuls feel that such practices are beneath them. The Ghul lead solitary, nomadic lives, wandering the wilderness, though mates travel together while they are raising children. While shy, they are quite loyal to any that befriend them. Nocturnal by nature,

they are sworn enemies of orcs and trolls, They leave their prey in the boughs of trees or buried in shallow pits, to slowly ferment, until the flesh is ripe. They have little ritual, preferring the simple ways of the druidic faith, There is rumored to be a civilization of Ghul bone-folk far to the east, across the sea, where they live in cities and rule other races,

Ghuls have translucent skin, no hair, translucent eyes, and stand about 6 feet tall. They speak Common.

### Combat

Ghuls generally avoid combat. In the wilds they hunt with their retractable claws, only rarely using weapons or armor. They prefer their natural retractable claws to manufactured weaponry. It is said that there is a strange school of ghul monks that practice an alien and powerful form of martial arts.

**Retractable Claws (Ex):** 1d4 damage. Claws can be exposed or retracted at will as a free action.

### Ghuls as Characters

Most ghul leaders are fighters.

Ghuls have the following racial traits, in addition to those detailed above:

- + 2 Strength, -2 Charisma
- Medium size
- Base speed is 50 feet
- Darkvision to a range of 60 feet

- Automatic Languages: Common, Bonus Languages: Elven, Gnome, Goblin, Sylvan
- + 2 natural AC bonus
- Favored Class: Fighter
- Level Adjustment +J

The ghul warrior presented here had the following ability scores before racial adjustments: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

### LUNARI

Lunari, 1st-level Warrior

**Medium Humanoid** (Lunari)

**Hit Dice:** 1d8+1 (5 hp)

**Initiative:** +1

**Speed:** 30 ft (6 squares)

**Armor Class:** 13 (+1 Dex,+2 leather), touch 11, flat-footed 12

**Base Attack/Grapple:** +1/+1

**Attack:** longsword +2 melee (1d8, 19-20/x2)

**Full Attack:** Longsword +2 melee (1d8, 19-20/x2)

**Space/Reach:** 5 ft/5 ft

**Special Attacks:** —

**Special Qualities:** Darkvision 60 ft, glow, psionics

**Saves:** Fort +3, Ref +1, Will +0

**Abilities:** Str 11, Dex 13, Con 12, Int 12, Wis 11, Cha 8

**Skills:** Hide +5, Move Silently +5, Spot +4



*Life is cheap in the Wilderlands. Enjoy it while you can.*

**Feats:** Weapon Focus (longsword)  
**Environment:** Temperate plains  
**Organization:** Solitary, group (2-5), or band (6-11)  
**Challenge Rating:** 1  
**Treasure:** Standard  
**Alignment:** Any chaotic  
**Advancement:** By diameter class  
**Level Adjustments:** +2

Lunari claim that their ancestors came from their home on the moon. The lunari are nomads, wandering the Wilderlands searching for the mythical Moon Bridge that will take them home. They are terrible enemies of the Solari, and violence is certain to erupt whenever the two peoples meet. Lunari are human looking, though spindly thin, and their skin glows lightly from within at night, equivalent to the light of a candle. They have, only three fingers and a thumb on each hand (missing the pinky finger), and similarly only four toes on each foot (missing the little toe). Fingers and toes have an extra joint, and are longer than those of humans. They have no hair on their body except their heads; they even lack eyebrows. They are physically quite weak, but make up for it with their psionic powers. Females are few, and kept hidden from other races. They are known to have access to strange tools. They are not related to the Moonraker Moorfolk.

Lunari have glowing white skin, white hair, glowing white eyes, and stand about 6 feet tall with an average weight of 160 pounds.

### Combat

Lunari avoid physical confrontation, relying instead on their mental powers,

**Glow (Ex):** Lunari glow with the power of a candle. They cannot suppress this ability, though the light can be concealed under clothing or armor. Lunari suffer a -4 penalty to Hide checks unless they conceal their glowing body.

**Psionics (Sp):** Lunari may choose four psionic talents (0-level psionic powers). Each may be used once per day as a standard action and the lunari does not require power points to use these. Each functions with a power/caster level equal to the lunari's class level.

### Lunari as Characters

Lunari leaders tend to be psions. Lunari have the following racial traits, in addition to those detailed above:

- -2 Strength, +2 Dexterity, +2 Intelligence, +2 Wisdom
- Medium size  
Base speed is 30 feet
- Favored Class; Psion
- Automatic Languages: Lunari. Bonus Languages: Common Elven, Gnome, Halfling, Orc
- Level Adjustment +2

The lunari warrior presented here had the following ability-scores before racial adjustments: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

## SOLARI

Solari, 1st-level Warrior  
**Medium Humnoid** (Solari)  
**Hit Dice:** 1d8+1 (5 hp)

**Initiative:** +0  
**Speed:** 30 ft (6 squares)  
**Armor Class:** 13 (+2 leather, +1 light steel shield), touch 10, flat-footed 13  
**Base Attack/Grapple:** +3/+3  
**Attack:** Longsword +4 melee (1d8+2, 19-20/x2)  
**Full Attack:** Longsword +4 melee (1d8 + 2, 19-20/x2)  
**Space/Reach:** 5 ft/5 ft  
**Special Attacks:** —  
**Special Qualities:** Darkvision 60ft, glow, spell-like abilities  
**Saves:** Fort +3, Ref +0, Will +0  
**Abilities:** Str 15, Dex 11, Con 12, Int 10, Wis 11, Cha 10  
**Skills:** Hide +4, Move Silently +4, Spot +4  
**Feats:** Weapon Focus (longsword)  
**Environment:** Temperate plains  
**Organization:** Solitary, group (2-5), or band (6-11)  
**Challenge Rating:** 1  
**Treasure:** Standard  
**Alignment:** Any lawful  
**Advancement:** By character class  
**Level Adjustment:** +2

Solari Sun-Lords claim to be descended from humans that were possessed by the Spirits of the Sun, a powerful race of insubstantial energy beings that came to this world to fight the forces of entropy. They hunt Undead wherever they are found, considering them to be the ultimate blasphemy of the forces of darkness. They are also the innate enemies of the Lunari, though why this is so is unknown, and the Solari and Lunari do not speak of their ancient enmity.

Solari are a solitary people, wandering the Wilderlands seeking to do good deeds and destroy Undead, however, they always seem to know where their nearest compatriots are, and their condition and state. Solari mate for life. When a spouse dies, they do not take another. A couple remains together until their children come of age, then part to seek their own path. Children of solari and other human races are always solari; there is no such thing as a half-solari.

Solari look like normal humans, though their skin is a burnished golden red, and continually sheds a warm golden glow. Their eyes are fiery gold, and their bright faces, are surrounded by manes of crackling golden hair. They are very warm to the touch, and give off a (harmless) golden nimbus when they are touched. They wear minimal clothing for modesty. They stand 6 feet tall and weigh about 180 pounds.

### Combat

**Glow (Ex):** Solari glow with the power of a candle. They cannot suppress this ability, though the light can be concealed under clothing or armor. Solari suffer a -4 penalty to Hide checks unless they conceal their glowing body.

**Spell-Like Abilities (Su):** 1/day - *flare*, *light*, Caster level 3rd; save DC 11 + spell level.

### Solari as Characters

Solari leaders tend to be clerics or cleric/fighter. Solaris have the following racial traits, in addition to those detailed above:

- +2 Strength, +2 Wisdom, +2 Charisma
- Medium size  
Base speed is 30 feet

- Favored Class; Cleric
- Automatic Languages: Solari. Bonus Languages: Common, Elven, Sylvan, Gnome, Orc
- Level Adjustment +2

The solari warrior presented here had the following ability scores before racial adjustments: Str 13, Hex 11, Con 12, Int 10, Wis 9, Cha 8.

## SWERTING

Swerting, 1st-Level Warrior

**Medium Humanoid** (Swertling)

**Hit Dice:** 1d8 (4 hp)

**Initiative:** +0

**Speed:** 30 ft (6 squares)

**Armor Class:** 14 (+3 studded leather, +1 light shield), touch 10, flat-footed 14

**Base Attack/Grapple:** +1/+2

**Attack:** Longsword +3 melee (1d8+1, 19-20/x2) or longbow +1 ranged (1d8, crit x3)

**Full Attack:** Longsword +3 melee (1d8+1, 19-20/x2) or longbow +1 ranged (1d8, crit x3)

**Spate/Reach:** 5 ft/5 ft

**Special Attacks:** —

**Special Qualities:** Swerting traits, fast healing 1

**Saves:** Fort +3, Ref +0, Will -2

**Abilities:** Str 13, Dex 11, Con 12, Int 8, Wis 7, Cha 6

**Skills:** Hide +1, Intimidate +0, Listen -1, Spot +0, Survival +1

**Feats:** Weapon Focus (longsword)

**Environment:** Temperate forests

**Organization:** Squad (2-4), company (11-20 plus 2 3rd-level sergeants and 1 leader of 3rd-6th level), or band (30-100 plus 20% noncombatants plus 1 3rd-level sergeant per 10 adults, 5 5th-level lieutenants, and 3 7th-level captains)

**Challenge Rating:** 1/2

**Treasure:** Standard

**Alignment:** Usually chaotic evil

**Advancement:** By character class

**Level Adjustment:** +0

The debased, goblin-blood tribe of humans that roams the flinty meadows of the Swarthlad Plain are the most savage peoples of the region, making even the goblins of Trollslor seem civilized by comparison. Swertings are descended from a mix of the ancient serf stock of the southern Orichalans and an early barbarian Tharbrian tribe that invaded the region during the fall of the Dragon Empire millennia ago. Swertings have inbred amongst themselves for centuries, with the only new blood coming from Goblins and Trolls. Other cultures consider them to be "Goblin-men" and "Troll-bloods." The result, these many long centuries later, is a vile race of creatures that not even the goblins wish to claim as kin.

These savages are so debased that they do not have any family structure. No swerting knows who their birth father was and few even know their birth mother. Swerting have no technology of their own; they must steal everything from surrounding cultures. Unfortunately, it has been impossible to exterminate the nasty breed, as they have inherited a portion of the regenerative powers of their troll ancestors. Like roaches, even after being crushed by more wholesome peoples (like the

goblins of Hledra) they have always grown to again become a troublesome thorn in the sides of their neighbors. Fortunately, they consider their barren plains to be their sacred home, and do not leave it to settle elsewhere, though they do go raiding far and wide as opportunity permits.

Skin color ranges from burnt brick orange to sickly saffron through grisly green, with black or red-black hair. Skin texture is universally warty and scabrous, with patches of hair growing in odd places throughout, in addition to the crossings of numerous scars from ritual scarification and war wounds. Eyes are usually big, bulging, bloodshot, and a garish and slightly glowing orange, yellow, green, or blue. They stand 5 foot 8 inches tall and weigh about 160 pounds.

### Combat

Swerting rush into combat, using all manner of scavenged weapons and armor. They normally attack in a chaotic mass with no organization.

**Fast healing (Ex):** Swerting heal 1 hit point/round.

**Skills:** +2 racial bonus to Intimidate and Survival checks.

### Swerting as Characters

Swerting leaders are barbarians or barbarian/clerics. Swerting have the following racial traits, in addition to those detailed above:

- -2 Intelligence, -2 Wisdom, -2 Charisma
- Medium size
- Base speed is 30 feet
- Low light vision
- Favored Class: Barbarian
- Automatic Languages: Goblin and Common
- Level Adjustment +0

The swerting warrior presented here had the following ability scores before racial adjustments: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

*This article refers to the Judges Guild Wilderlands setting, the very first published campaign setting for fantasy roleplaying- predating even Greyhawk. Necromancer Games and Judges Guild have teamed up to update and expand this classic setting for the 'Third Edition Revised' rules. For those who want to learn more about this setting, check out the Player's Guide to the Wilderlands, available now. Or visit our website at [www.judgesguild.com](http://www.judgesguild.com) for free previews and downloads, including a full color player's map of the setting.*

**Open Game Content:** The stat block of each monster entry and all the text under the "Combat" and "[Race] as Characters" headings of each monster entry is hereby designated as Open Game Content, as is any content contained in the d20 System Reference Document. The names of all races, their descriptions and any and all setting information, to the extent it appears in Open Game Content, is hereby designated as Product Identity. The company, setting and product names "Necromancer Games," "Judges Guild," the "Wilderlands" and the "Player's Guide to the Wilderlands" are also hereby designated as Product Identity.