

A primitive, animalistic people, but strong of heart, self-possessed, and curious about all the world has to offer

RACIAL TRAITS

Average Height: 4'10"-6'0"

Average Weight: 90-200 lb.

Ability Scores: +2 Dexterity, +2 Wisdom

Size: Medium

Speed: 7 squares

Vision: Low-light

Languages: Common

Skill Bonuses: +2 Athletics, +2 Nature

Cornered Animal: Add a +1 racial bonus to attack rolls when bloodied.

Free Spirit: You have a +2 racial bonus to saving throws against charm effects.

Wild Speed: You can use *wild speed* as an encounter power.

Wild Speed

Wild Folk Racial Power

Calling up a burst of adrenaline, you surge forward with reckless abandon.

Encounter

Free Action

Personal

Effect: Add a bonus of +2 to your speed and of +2 to your AC against opportunity attacks until the end of your next turn.

Born from harsh wilderness, the wild folk are a simple, spiritual people. They possess animal traits, but at heart they're self-possessed, curious, and joyful creatures.

Play one of the Wild Folk if you want...

- to be an anime-style fantasy character.
- to see the world through fresh, bright eyes.
- to play an agile, tricky warrior who reveres nature.
- to be a member of a race that favors the druid, ranger, and rogue classes.

Physical Qualities

Wild folk basically resemble humans, but with other traits that make them resemble animals in some way. Some have the ears and/or tails of a particular animal (cats, wolves, and rabbits are especially common), some have long, pointed ears, some have horns, and so on. These traits vary from one tribe to the next, but since they can interbreed freely if they so wish, it's not unknown for there to be at least some variation within a tribe. See page 3 for some examples of different wild folk tribes and their physical characteristics.

Wild folk tend to be a bit shorter than humans, but there are some larger ones around, particularly among the males. Their skin tone varies depending on their native environment, anywhere from the pale folk of the northern reaches to the deep brown people of the hot savannas, but most are of a tan color. They often have yellow or green eyes, and among some tribes these are slitted like a cat. Regardless of their skin tone, Wild Folk often have fair hair, though nearly any color is possible.

The Wild folk mature more quickly than humans, reaching adulthood around the age of 14, and they are relatively short-lived, seldom reaching more than 50 years, even given the benefits of civilization. However, their elders remain active and vigorous as long as they can, right up until they're too weak to lift a spear.

Playing Wild Folk

The wild folk are a tribal people who inhabit untamed lands. Members of the more civilized races sometimes dismiss them as mongrels or savages, but they thrive because they are a vital, ambitious race. Some have suggested that the wild folk are descended from humans or elves and magically mixed with various kinds of animals, they themselves believe that their bodies are as they were shortly after the world was made by the Creator.

Left to their own devices, some tribes of wild folk have developed villages and small towns, and given enough time they would have likely built a respectable civilization on their own. Contact with other races came a century or two too early for that, and the re-

sults of their contact with the outside world have been mixed. In some places the wild folk have carved their own place in the greater world, while in others they are treated as slaves or animals. They normally hate seeing their fellows—or anyone else—in such a state, but their sense of justice is sometimes held back by lingering tribal divisions.

Some expect the wild folk to disdain the trappings of civilization, but this is simply untrue. On the whole, they are pragmatic enough to take full advantage of anything beneficial that they can lay their hands on. More than one elven wizard, genasi swordmage, or dwarven artificer has found an enthusiastic and insistent would-be student in one of the wild folk. These ambitions don't always pan out, of course, but it is seldom for lack of trying.

In contrast, the wild folk are a very spiritual people. Although they have been known to take up the worship of the gods of other lands—and even other races!—the wild folk are more typically animists, giving praise and thanks to the natural world. There is the Creator who made the world, and the Dark Lady, who watches over the world and brings the embrace of death when the time comes. To them, each day and everything in it are treasures to be savored, gifts that we are allowed to claim if the whimsical Dark Lady allows. Most wild folk find the more typical forms of worship—building temples and anointing clerics and paladins—a bit silly. After all, everything is holy, and one need only listen closely to be anointed. When wild folk do adopt more common gods, they often gravitate towards the likes of Avandra, Corellon, and Melora, who also revel in freedom and natural beauty. On the other hand, when they do, they sometimes surprise fellow members of those temples by doggedly retaining their original notions of the Creator and the Dark Lady.

Wild folk adventurers are seeking to “sing loudly,” as they are fond of saying. Whatever they do, they want to have fun and touch the world. Where dragon-born want to become legends and dwarves hope to become a part of their clans' litanies of heroes, the Wild Folk simply want to experience all there is to experience, and help others do the same. So, they sing.

Wild Folk Characteristics: Clever, curious, fearless, feral, honest, simple, playful, practical, spiritual, unrelenting

Male Names: Api, Bahut, Dawa, Gilan, Ku, Kurnu, Mayu, Mor, Paku, Panya, Uaku, Wira

Female Names: Awa, Aysay, Haa, Lia, Kari, Maki, Maya, Melia, Miki, Oa, Riti, Tia

Wild Folk Adventurers

Three sample wild folk adventurers are described below.

Shyla is a wild folk druid, formerly of the Klathu tribe of wolf-people. Formerly, because the tribe fell to a band of orcs. She watched her entire tribe slain or enslaved, the forests razed. She escaped with a handful of children. Now that she's found a home for those children, it is time for revenge. She has joined with others wronged by the Gargen orcs, and together they will set out on a mission of vengeance.

Mao is a wild folk ranger who must complete a long quest before he can succeed his father a chieftain. Like all the men of his particular tribe, he underwent an initiation process to prove that he could build canoes, hunt for food, use the bow and knives and spear, and so on. However, a chieftain must undergo a second initiation, to become something more than a man. The task the elders have set for him is a difficult one, but he faces it because he must. He has made friends from outside his tribe who are teaching him about the world, but he is sure that the final test is one he will have to face alone.

Zola is a wild folk rogue, abandoned in a human city when she was young. She grew up on the streets, and while she knows little of her own people, she knows the back streets of the city like the back of her hand. While she does make sure to keep her own purse full, she also steals food for orphan children, despite the fact that they've become convinced that pulling on her tail is good luck. She'd been dodging the city watch for ages, but when she tried to steal from a wizard, she finally overextended herself. With the city watch and some bounty hunters after the crystal she's carrying, she talked a band of adventurers into letting her join them, and is well on her way out of the kingdom entirely.

Wild Folk Origin

Where the wild folk originally came from is a matter of some debate. The wild folk have their own distinct beliefs, but scholars at turns dismiss or reinterpret the accounts given in the wild folk's oral histories.

Different wild folk tribes have slightly differing accounts of how they and the world came to be, but they all agree that in the Dawn Time, there was only the Creator, and he clapped his hands together, which was the first note of the song that would become the world. The account goes on to say how he sang the elements, the firmament, the animals and plants, and finally the people. He made different kinds of people so that they could sing different kinds of songs. To the elves he gave the songs of the forests, to the dwarves the songs of the mountains, to the orcs the songs of power, to the humans the songs of change, and so on. To the wild folk he gave the songs of awe, wonder, and vigorous life.

One widely-held theory is that the "Creator" of wild folk lore is Corellon, or perhaps some other unknown god. Their "Dark Lady" is definitely another name for the Raven Queen, and it is well within the realm of possibility that some whimsical god created the wild folk without imparting to them the full story of their origins. If this is so, they may well have originally been some offshoot of humans or elves, blended with certain animal traits. On the other hand, it seems unlikely that a god would have created a race without the means to worship that god.

This in turn has led to speculation that the wild folk are children of the primal spirits. This might explain their animal traits, and there are indeed many wild folk who revere spirits. However, while their true origins are ultimately a mystery, it does not bother the wild folk that they do not have a detailed account. When all is said and done, it is enough that they can sing.

Wild Folk In Your Game

The wild folk are perhaps a bit too anime-influenced for some people's tastes, but on the whole they do not clash terribly with the aesthetics of the *Dungeons & Dragons*® world. Like goliaths and shifters, wild folk are something of a wilderness-oriented race, but they also have some of the guile and inquisitiveness of hal-

flings and a bit of the agility and sharp senses of an elf. Though wild folk have a deep connection to nature, they're too curious about the world to ignore civilization. Their dealings with other races are colored by the fact that people see them as primitive and whimsical, and in some places their sudden contact with civilization has put them at a severe disadvantage. They have at times been tricked, conquered, or enslaved by their neighbors, but they're too ambitious and self-possessed to let such injustice stand if they can help it.

Where exactly they fit into your campaign world is ultimately up to you to decide. They could be like halflings, with settlements near other races, or live in relative isolation. Their appearance in the campaign might represent their first contact with the civilized world, or they could have been around for some time, and already earned a place in the world. Wild folk are generally friendly to anyone who doesn't give them a good reason to be otherwise, so unless something has led there to be bad blood, they are unlikely to be hostile. Thus for adventurers a wild folk settlement is likely to be friendly, provided other races haven't given them reason to suspect outsiders. On the other hand, it is assumed that the wild folk have yet to develop real civilization, despite having the potential to do so.

Wild Folk Tribes

There are any number of possible wild folk tribes, and it's certainly possible to devise new ones, whether to suit the particular setting or a particular character. Here are some examples. Each has a name, a physical description, and suggestions for feats that exemplify members of that tribe.

Alric: The Alric tribe wild folk have distinct feline characteristics. Most notably, they have cat ears sprouting from the tops of their heads and sinuous cat tails. The Alric are known for their hunters, and have a reputation for being whimsical and sometimes cruel.

Suggested Feats: Cat Fall, Escape Artist, Skill Focus: Perception

Auril: Where the Alric have the ears and tails of cats, the Auril have the traits of wolves. They typically have keen senses even by wild folk standards, and they are very loyal to their tribe or any other group they become a part of.

Suggested Feats: Alertness, Skill Focus: Perception

Auria: The Auria are part rabbit. They are often gifted with acrobatic prowess, and exceptional jumpers. They have a reputation for being timid, but an Auria backed into a corner can be a terrifying sight to see.

Suggested Feats: Hare's Speed, High Jump, Long Jumper, Skill Focus: Perception

Falm: The Falm represent one of the more widespread varieties of wild folk. They have long, pointed ears, a bit longer than a typical elf or eladrin, and cat tails like Alric tribe wild folk.

Suggested Feats: Sharp Horns, Improved Initiative

Farus: The Farus have large curved horns and small animal ears on the sides of their heads, making them resemble rams. They come from the mountains, and tend to be sure-footed climbers of a stolid disposition.

Suggested Feats: Sharp Horns, Sure Climber

Garn: The Garn have long animal ears that come to a point and can swivel around, and two horns that sprout from their foreheads. In males the horns are very long, up to 18 inches, and curve backwards slightly like a gazelle. The Garn have a reputation for skittishness.

Suggested Feats: Fast Runner, Sharp Horns

Wild Folk Backgrounds

City Rat: You grew up in the unsavory back alleys of one of the great cities of the world. How did you wind up there? Were you an orphan? Did you just wander there because it seemed interesting? Are you an escaped slave or the child of one? Do you like the city, or would you rather head for the wild?

Associated Skills: Streetwise, Thievery

Former Pet: You were once the property of someone better off than yourself. Were you a slave? A noble's servant? A wizard's assistant? A dilettante's pet? What did your master use you for? Did you like your master, or do you resent them? Did that color your view of other races? What did you learn from your experiences in this life? How did you get out of it?

Associated Skills: Diplomacy, Insight

Savage: You are one of those wild folk who has fully embraced the wild, nomadic way of life of your ancestors. Are you part of a tribe, or a lone wanderer? Do you resent

Associated Skills: Athletics, Nature

Spirit Speaker: You have a certain gift for understanding mysteries, and your people call you a "spirit speaker" and come to you for advice on things magical or wondrous. Do you embrace this talent, or do you dislike being called on?

Associated Skills: Arcana, Religion

Wild Folk Racial Feats

Heroic Tier Feats

These feats are available to any wild folk character who meets the prerequisites.

Cat Fall

Prerequisite: Wild Folk

Benefit: When you fall, reduce the height of the fall by 10 feet before calculating damage.

Increase this to 15 feet at 11th level, and 20 feet at 21st level.

Hare's SPEED

Prerequisite: Wild Folk, Dexterity 13

Benefit: Each time an enemy targets you with an opportunity attack during a single move action, your AC against opportunity attacks increases by +1 for the rest of that move action. This bonus is cumulative, but is lost as soon as the current move action ends.

High Jump

Prerequisite: Wild folk

Benefit: You can make all high jumps as though you had a running start.

You also gain a +2 feat bonus to Athletics checks.

Primal Blood

Prerequisite: Wild folk, druid, Wild Shape class feature.

Benefit: While in beast form you receive a bonus of +1 to all defenses.

Sharp Horns

Prerequisite: Wild folk, of a tribe that has horns

Benefit: You have horns that you can use to attack, and proficiency with them. Treat an attack with your horns as though using a club.

You gain an additional +1 to damage when using these horns for a charge attack.

Wild Beast Mastery

Prerequisite: Wild folk, ranger, Beast Mastery class feature

Benefit: When you use *wild speed* your beast companion receives the same benefits.

Wild Reflexes

Prerequisite: Wild folk

Benefit: Get a +2 bonus to Reflexes while *wild speed* is active.

Wild Weapon Training

Prerequisite: Wild folk

Benefit: You gain proficiency and a +2 feat bonus to damage with short bows and all spears.

Paragon Tier Feats

These feats are available to any wild folk character of 11th level or higher who meets the prerequisites.

All Fours

Prerequisite: 11th Level, wild folk

Benefit: Being prone does not cause you to grant combat advantage to enemies making melee attacks against you, and when you make melee attacks your penalty to attack for being prone is only -1.

Wild Frenzy

Prerequisite: 11th Level, wild folk

Benefit: The first time you are bloodied during an encounter, you gain a +2 bonus to attack and +3 bonus to damage rolls until the end of your next turn.

Wild Skitter

Prerequisite: 11th Level, wild folk

Benefit: While using your *wild speed* racial power, you gain climbing speed equal to your current speed, including the bonus from *wild speed*.

Epic Tier Feat

This feat is available to any wild folk character of 21st level or higher who meets the prerequisites.

Wild Blur

Prerequisite: 21st Level, Wild folk

Benefit: You can use *wild speed* twice per encounter.

Paragon Paths

The following paragon paths are exclusive to wild folk.

Wild Hunter

“If I am hunting you, you will not see me until it is too late.”

Prerequisite: Wild folk race, proficiency with short bows and spears.

You are one of the great hunters of your race, skilled with bow and spear, with keen eyes, light feet, and finely honed instincts. Wild hunters are the great warriors and protectors of the wild folk. They find food, fend off monsters, and, when the time comes, they make war.

Wild hunters are dangerous enemies. They carefully stalk their prey, and then charge in and strike, aiming for their most vulnerable spots.

Wild Hunter Class Features

Hunter’s Stride (11th level): You can spend an action point to shift up to half your speed.

Hunter’s Eyes (11th Level): You ignore the -2 penalty for attack an enemy that has concealment, and your racial bonus to Perception increased to +4.

Intuitive Timing (16th Level): You gain a bonus to initiative checks equal to your Wisdom modifier.

Wild Hunter Powers

Hawkeye Shot

Wild Hunter Attack 11

You line up the perfect shot, and let loose an arrow that strikes a vulnerable spot, leaving your enemy in agony.

Encounter ♦ Weapon

Standard Action **Ranged** weapon

Target: One creature

Attack: Dexterity vs. Reflex

Hit: 1[W] + Dexterity modifier damage, and the target is dazed until the beginning of your next turn.

Flickering Shadow

Wild Hunter Utility 12

You slip under cover, moving silently, preparing for the right moment to strike.

Encounter

Move Action **Personal**

Effect: You gain concealment from one creature you can see. Shift up to half your speed, plus 1 square.

End the Hunt

Wild Hunter Attack 20

You have stalked your quarry, and prepared the perfect killing blow. The time has come to strike!

Encounter ♦ Weapon

Standard Action **Melee or Ranged** weapon

Target: One creature

Attack: Strength vs. AC (melee) Dexterity vs. AC (ranged)

Hit: 3[W] + Strength modifier damage (melee) or 3[W] + Dexterity modifier damage (ranged), and the target takes 5 ongoing damage and is slowed (save ends both).

Miss: Half damage, target takes no ongoing damage, but is slowed until the beginning of your next turn.

Wild Singer

“The world is a song that began with one thundering note that echoes to this day. And I shall join in”

Prerequisite: Wild folk race

You have learned some of the secret songs handed down to the wild folk from the Creator himself, songs of joy and life that can bolster your friends and unnerve your foes.

Wild Singer Class Features

Singing Action (11th level): When you spend an action point to take an extra action, allies who can hear you gain a bonus of +2 to all defenses until the start of your next turn.

Purity of Song (11th Level): You gain a +2 bonus to saving throws against fear effects, and your racial bonus to saving throws against charm effects increases to +4.

Master Singer (16th Level): Any enemy that can hear your voice and makes an attack that targets your Will defense takes damage equal to your Wisdom modifier.

Wild Singer Powers

Unnerving Voice

Wild Singer Attack 11

The certainty of your voice, even in the fury of battle, makes your enemies falter.

Encounter ♦ **Psychic**

Standard Action **Close burst 3**

Target: Each enemy in burst

Attack: Wisdom + 2 vs. Will

Special: If this power causes enough damage to kill a target, you must knock it unconscious instead.

Hit: 1d8 psychic damage, target is slowed (save ends).

Miss: Target is slowed until the beginning of your next turn.

Gentle Voice

Wild Singer Utility 12

Your calm, pure voice reassures and bolsters one of your allies.

Encounter ♦ **Healing**

Minor Action **Close burst 5**

Effect: The target can spend a healing surge, and can immediately make a saving throw, adding your Wisdom modifier to the roll.

Song of Peace

Wild Singer Attack 20

Your song of joy and peace saps your enemies' will to fight.

Encounter ♦ **Psychic**

Standard Action **Close burst 3**

Target: Each enemy in burst

Attack: Wisdom vs. Will

Special: If this power causes enough damage to kill a target, you must knock it unconscious instead.

Hit: 3d8 + Wisdom modifier psychic damage, and the target is weakened (save ends).

Miss: Half damage, and the target is weakened until the end of your next turn.

Wild Folk as Monsters

This section provides monster descriptions for wild folk to use as enemies and such for adventurers.

Wild folk are an animalistic race of agile, inquisitive, and spiritual people. They have certain animal traits, which vary from one tribe to the next.

Wild Folk Lore

A character knows the following information with a successful Nature check.

DC 15: Wild folk are a curious and spiritual people who usually inhabit the wilderness, but can be found nearly anywhere. They are usually friendly, but in some places they have been seriously wronged and distrust other races. Regardless they do not hesitate to defend themselves if threatened.

DC 20: The wild folk believe the world is one great song, and it is said that some of them possess powerful, magical songs.

Wild Folk Hunter		Level 3 Skirmisher
Medium Humanoid		XP 150
Initiative +5	Senses Perception +9, low-light vision	
HP 47; Bloodied 23		
AC 16; Fortitude 17, Reflex 18, Will 18		
Speed 7; see also <i>wild speed</i> .		
⚔ Spear (standard; at-will) ♦ Weapon		
+5 vs. AC; 1d8+1 damage		
🏹 Shortbow (standard; at-will) ♦ Weapon		
Ranged 15/30; +7 vs. AC; 1d8+3 damage		
Wild Speed (free; encounter)		
The wild folk gains +2 to speed and +2 to AC vs. opportunity attacks until the end of its next turn.		
Alignment Any		Languages Common
Skills Nature +10, Stealth +10		
Str 13 (+1)	Dex 17 (+3)	Wis 16 (+3)
Con 15 (+2)	Int 10 (+0)	Cha 11 (+0)
Equipment leather armor, spear, shortbow, quiver of 30 arrows		

Wild Folk Hunter Tactics

A wild folk hunter will try to attack from a distance and avoid direct confrontations unless either forced to or moving in for the kill.

Wild Folk Stalker		Level 5 Lurker
Medium Humanoid		XP 200
Initiative +4	Senses Perception +12, low-light vision	
HP 50; Bloodied 25		
AC 19; Fortitude 17, Reflex 17, Will 17		
Speed 7; see also <i>wild speed</i> .		
⚔ Spear (standard; at-will) ♦ Weapon		
+10 vs. AC; 1d8+3 damage		
🏹 Shortbow (standard; at-will) ♦ Weapon		
Ranged 15/30; +10 vs. AC; 1d8+5 damage		
Wild Speed (free; encounter)		
The wild folk gains +2 to speed and +2 to AC vs. opportunity attacks until the end of its next turn.		
Combat Advantage		
The wild folk stalker deals an additional 2d6 damage on melee attacks against any target it has combat advantage against.		
Knock Down (encounter; standard)		
+9 vs. AC; 1d8+5 damage, and the target is knocked prone.		
Alignment Any		Languages Common
Skills Acrobatics +11, Athletics +8, Stealth +11, Thievery +11		
Str 12 (+1)	Dex 18 (+4)	Wis 16 (+3)
Con 14 (+2)	Int 10 (+0)	Cha 11 (+0)
Equipment leather armor, spear, shortbow, quiver of 30 arrows		

Wild Folk Stalker Tactics

Wild folk stalkers use their high mobility for ambushes and hit-and-run attacks.

Wild Folk Druid	Level 7 Artillery
Medium Humanoid	XP 300
Initiative +3 Senses Perception +15, low-light vision	
HP 76; Bloodied 38	
AC 19; Fortitude 19, Reflex 19, Will 19	
Speed 7; see also <i>wild speed</i> .	
⚔ Quarterstaff (standard; at-will) ♦ Weapon	
+4 vs. AC; 1d8 damage	
❄ Chill Wind (standard; at-will) ♦ Cold	
Area burst 1 within 10; +10 vs. Fortitude; 1d6 cold damage, and the wild folk druid can slide the target 1 square.	
Wild Shape (minor; at-will)	
The wild folk druid changes into a beast form. In this form it can only use Savage Rend. It can change back as a minor action, and shift 1 square.	
⚔ Savage Rend (standard; at-will) ♦ Beast Form	
+10 vs. Reflex; 1d8+5 damage, can slide target 1 square. Only usable while Wild Shape is active.	
⚡ Call Lightning (standard; encounter) ♦ Thunder	
Area burst 1 within 10; +10 vs. Fortitude; 1d8+5 thunder damage. Creates a zone until end of next turn that gives enemies –2 to attack rolls, and causes 5 damage to any enemy that leaves the zone.	
Wild Speed (free; encounter)	
The wild folk gains +2 to speed and +2 to AC vs. opportunity attacks until the end of its next turn.	
Alignment Any Languages Common	
Skills Arcana, Insight, Nature, Perception	
Str 8 (–1)	Dex 16 (+3) Wis 20 (+5)
Con 12 (+2)	Int 12 (+1) Cha 12 (+1)
Equipment robes, staff, totem	

Wild Folk Druid Tactics

A wild folk druid prefers to fight at a distance, picking foes off with magical attacks and forcing them into disadvantageous positions wherever possible. It will use wild shape when it is very advantageous to do so, or when cornered.

Encounter Groups

Level 3 Encounter (XP 750)

- 3 wild folk hunters (level 3 skirmisher)
- 1 wild folk druid (level 7 artillery)

Level 5 Encounter (XP 1,100)

- 1 wild folk druid (level 7 artillery) 300
- 1 wild folk stalkers (level 5 lurker) 200
- 4 wild folk hunters (level 3 skirmisher)

Design Notes

The wild folk started as an attempt to adapt character types from a few different Japanese games and anime and such. I started out wanting to simply do a D&D adaptation of the Varna race from F.E.A.R.'s game *Arianrhod* (they can be cat, rabbit, or wolf people, depending on which racial skill you choose). I added some elements of the character Fam from the obscure anime series *Ruin Explorers*, and the tribes from the *Grandia* video games, and so on. I had considered also creating stats for Arianrhod's Duhan race, but reskinning half-orcs or goliaths (with optional feats to give them horns or wings) would do the job without nearly as much work involved.

In developing the flavor of the wild folk, I deliberately played with things that the game hasn't so far. As a result, the wild folk have their own eccentric view of the world that at times flies in the face of the accepted lore. More importantly, they're a "primitive" people mainly because of an accident of timing, and have none of the cliché disdain for civilization. They have known hardship—in some cases the kind of hardship that the game has tended to avoid or gloss over—but their irrepressible curiosity and joy can carry them through.

Feats and paragon paths are really damn hard to write.

