

# PLAYTEST: THE WILDEN

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concept art by Kieran Yanner

*The killoren were a fey race that first appeared in the 3rd Edition Races of the Wild. In that book, they were the world's response to the growing power of civilization, a new fey race that came into being to try to reclaim the world for nature.*

As we worked on *Player's Handbook 3*, we spent a lot of time thinking about the story of the D&D world we wanted to use as a theme for the book. It turned out that the killoren story fit pretty well with the idea of the Far Realm's continuing intrusion into the world, which we wanted to play up throughout the book.

Thus was born the race of wilden. Instead of preserving nature against the spread of civilization, the wilden preserve it from a much more deadly and significant threat—which actually fits well with themes we established in *Player's Handbook 2*. (Primal characters, too, are opposed more to the alien monsters of the Far Realm and the corruption they represent than to any humanoid despoiling of nature.)

The killoren weren't exactly a runaway hit in 3rd Edition, and the name in particular didn't strike anyone working on PH3 as especially compelling. So what you'll find in this article is an all-new race with just a hint of the story and rules of the killoren.

The *nature's aspect* power, which lets a wilden choose one of three aspects of nature to manifest, is probably the most direct translation of the 3rd Edition killoren race. In terms of the game rules, it works a lot like a genasi character who has chosen the Extra Manifestation feat to gain access to multiple elemen-

tal manifestations. We really liked the flexibility of having three encounter powers you could choose from, making the choice after each extended rest.

As the concept art accompanying this article shows, we're still working on the look of the wilden. We're aiming to play up both their fey origin and their plant nature, working toward a look that's both sprightly and feral.

## WILDEN

*Nature's guardians—hunters and destroyers, keepers of ancient knowledge*



### RACIAL TRAITS

**Average Height:** 5' 6"-5' 9"

**Average Weight:** 140-170 lb.

**Ability Scores:** +2 Constitution, +2 Wisdom

**Size:** Medium

**Speed:** 6 squares

**Vision:** Low-light

**Languages:** Common, Elven

**Skill Bonuses:** +2 Nature, +2 Stealth

**Fey Origin:** You are native to the Feywild, so you are considered a fey creature for the purpose of effects that relate to creature origin.

**Hardy Form:** Choose Fortitude, Reflex, or Will defense. You gain a +1 racial bonus to your chosen defense.

**Nature's Aspect:** Each time you complete an extended rest, choose one aspect of nature: the aspect of the ancients, the aspect of the destroyer, or the aspect of the hunter. Each aspect grants a distinct encounter power.

**Aspect of the Ancients:** You can use the *voyage of the ancients* power.

**Aspect of the Destroyer:** You can use the *wrath of the destroyer* power.

**Aspect of the Hunter:** You can use the *pursuit of the hunter* power.



With the dew of their creation still wet upon their brows, the wilden emerge from the Feywild's unspoiled reaches, from ancient bogs and primeval forests. Awakened to combat the growing corruption plaguing the lands, they shoulder the burden of restoring the natural order and purging the aberrant horror from the world.

#### Play a wilden if you want...

- ◆ to embody nature's ability to right its own course.
- ◆ to adapt to the challenges you face by altering your essential nature.
- ◆ to be a member of a race that favors the druid, invoker, and shaman classes.

#### Voyage of the Ancients Wilden Racial Power

*Using the cover of your assault, you vanish and leave a bewildered foe in your wake.*

**Encounter** ◆ **Teleportation**  
**Free Action** **Personal**

**Trigger:** You hit an enemy with a close or area attack  
**Effect:** Teleport up to 3 squares (see "Teleportation," PH1 286) and choose one enemy you hit with your attack. You and one ally within line of sight of you gain combat advantage against the target until the end of your next turn.

#### Wrath of the Destroyer Wilden Racial Power

*When the attack comes, the Destroyer responds with deadly force, taking your battered enemy aback with its savagery.*

**Encounter**  
**Immediate Reaction**  
**Personal**

**Trigger:** A bloodied enemy hits or misses you or an ally adjacent to you

**Effect:** Make a basic melee attack or a charge attack against the triggering enemy. On a hit, the target is also dazed until the end of your next turn.

#### Pursuit of the Hunter Wilden Racial Power

*Your prey tries to maneuver, but there is no escape; there is only death.*

**Encounter**  
**Immediate Reaction** **Personal**

**Trigger:** An enemy moves or shifts within 2 squares of you

**Effect:** Shift up to 3 squares. Until the end of your next turn, all of your attacks against the triggering enemy deal an extra 1d6 damage and the enemy cannot benefit from any concealment or cover.

## PHYSICAL QUALITIES

Sprung whole from the dense foliage of the Feywild's most remote wilderness, wilden are fey creatures with plantlike characteristics. Their flesh is formed of leaves and fines coiled around bones formed of wood.

Within each wilden lies nature's spirit, and all can manifest this spirit in different forms called aspects. Each aspect triggers a physical transformation, reflecting the purpose for which they were created. When in the aspect of the ancients, a wilden's eyes and leaves turn stark white. The aspect of the destroyer sees jagged spurs break through the skin and eyes darken to lustrous black. Finally, the hunter's aspect camouflages a wilden's body with alternating

### WHAT'S A PLAYTEST ARTICLE?

A playtest article is your chance, as a *D&D Insider* subscriber, to offer feedback on some new rules that are scheduled to appear in an upcoming print product. In this case, the product is *Player's Handbook 3*. Often, this content is still very rough (as in, it hasn't been through editing), and it's always still in the development process. You can email your playtest feedback to us directly at [dndinsider@wizards.com](mailto:dndinsider@wizards.com). Just be sure to include "Playtest: PH3" in the subject line of your email.

green and brown patterns, while the eyes assume a bright emerald color.

As a wilden ages, its body moves through the seasons. Young wilden exist in the spring stage, filled with life and vigor, their bodies a rich green hue. The summer phase marks maturation and the wilden's body reaches its full size and stature. Wilden in autumn phase undergo a profound change, their bodies turning colors to fiery reds, yellows, and orange. Finally, the winter phase, the last stage, heralds the end of the wilden's life, as bright colors give way to browns and white, and the body thins and withers. A typical wilden lives upwards of one hundred years.

## PLAYING A WILDEN

The wilden are a race in their infancy. They believe that they awoke to meet a threat casting a tainted shadow across the Feywild and into the world: the rising power of the Far Realm and its incursions into

the rest of the known universe, in the form of tainted aberrant creatures.

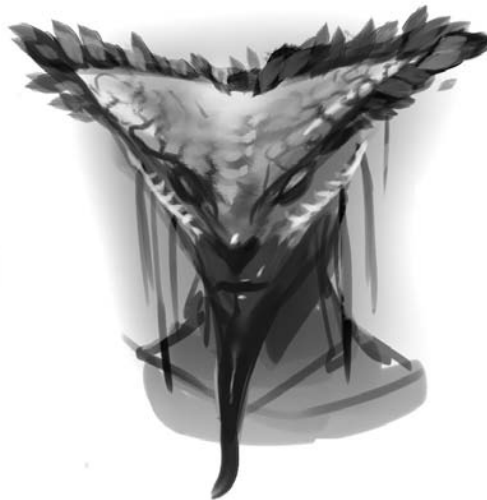
Central to wilden existence are nature's three aspects: the keeper of ancient secrets, the destroyer, and the hunter. As keepers of ancient secrets, the wilden act as stewards, preserving the untouched lands against any those that would transform it or exploit it. The destroyer aspect is nature's fury incarnate, the destruction embodied by hurricanes, tornadoes, and lightning strikes. Finally, the aspect of the hunter seeks out and eradicates aberrant corruption, containing its taint before it can spread.

Individuality has no place in a wilden's life. While there are males and females, and differences in personality and appearance, wilden regard themselves as being parts of a greater whole. Thus when speaking of themselves, they tend to speak in the plural, using "we" instead of "I."

As a new people, the wilden lack any grudges toward other races, or indeed any history of interaction with them. Most wilden are curious, eager to learn about other societies, beliefs, and cultures. Many wilden adopt the values of other races as their own, informing their own outlooks based on those with which they have the most contact.

Wilden are as complex as any other race, but they experience dramatic shifts in personality when they assume their aspects. They become introspective, thoughtful, and cautious when in the aspect of the ancient, violent and aggressive in the destroyer aspect, and secretive and withdrawn while in the aspect of the hunter. Wilden learn to control these tendencies somewhat over time, but the transformation can be jarring to those around them.

While many wilden shape their beliefs through exposure to other cultures, they maintain that their purpose is to secure the Feywild and the natural world from harm. If they follow gods, they tend to



venerate those who cherish nature, such as Melora, Sehanine, and Corellon. Wilden may also venerate primal spirits as well.

The wilden have no kingdoms, no cities, but regard all of nature as being their home. Where they do congregate, they gather in small communities in places where the borders between the Feywild and the natural world are thinnest, deep in the wilds. The wilden live in harmony with nature so even in these settlements, it is anybody's guess where the wilderness leaves off and the community begins.

**Wilden Characteristics:** Accepting, ambitious, contradictory, curious, driven, enigmatic, intolerant, measured, savage, violent

**Male Names:** Banmarden, Fiddenmar, Durmindin, Kettenbar, Midnorten, Rodmennar, Vennerzad

**Female Names:** Dannamai, Ennibel, Kalkennash, Nementah, Shallahai, Tellorda, Zazenna

## WILDEN BACKGROUNDS

A wilden character can choose one or more of these background elements.

**Born of Ruin:** You were born in a place of depravation, where the corruption issuing from the Far Realm has tainted the natural order. You might have been born to wilden parents, or simply emerged from the dying plant life at the edges of the spreading taint. Perhaps you hope to return there and purge that place of its corruption when your power is great enough. Or perhaps there is no hope for it, and you can only strive to prevent such catastrophes from occurring elsewhere.

*Associated Skills:* Arcana, Nature

**Estranged Fey:** See the eladrin and gnome backgrounds of the same name. You were born in the world and have never visited the Feywild.

*Associated Skills:* Endurance, Nature

**Hunted:** Something seems to know of you—and want you dead. Destruction has followed you for your entire life, and the fact that you are alive seems like proof that you are being preserved for some greater purpose. Are aberrant monsters drawn to try to destroy you? Is there a widespread cult devoted to a mighty Far Realm overlord that seeks to kill you? Or is there simply a curse on you that brings death and destruction to everyone and everything you love?

*Associated Skills:* Bluff, Stealth

### About the Authors

**Robert J. Schwalb** contributed design to such books as the *Forgotten Realms® Player's Guide*, *Draconomicon™*, *Chromatic Dragons*, *Manual of the Planes®*, *Player's Handbook® 2*, *Eberron® Campaign Guide*, and *Eberron Player's Guide*, among others, as well as numerous articles for *D&D Insider™*. Robert lives in Tennessee.

**James Wyatt** is the D&D® Design Manager for Wizards of the Coast Roleplaying R&D. He was one of the lead designers for 4th Edition D&D and the primary author of the 4th Edition *Dungeon Master's Guide®*. He was one of the designers of the Eberron Campaign Setting, and is the author of several Eberron novels.