

EXPANDED WILDLINGS

HOMEBREW

by Sonixverse Labs





WILDLINGS

Wildlings represent a number of societies that live outside the normal sphere of civilization on the Material Plane. These societies tend to have a close connection to nature and their environment by living off the land in large but relatively isolated communities or regularly traveling as a nomadic horde.

Because of their differing way of life, they are often viewed as barbarians by many other societies. Sometimes this difference places great tension between them and civilization which often leads to numerous conflicts and raids between them.

WILDLING SOCIETIES

Just like any civilization, wildlings possess very diverse cultures and motives that makes it quite difficult to fully categorize them in a concise manner. For this guide, wildling societies will be categorized according to location as they would share a number of traits and skills to enable them to live within such environments.

ARCTIC CIVILIZATIONS

These wildling civilizations make their home in the frozen reaches of the Material Plane. They have learned to adapt to their frigid environment using it to their advantage as well as to quickly traverse the slick terrain and survive in its harsh temperatures.

BADLAND CIVILIZATIONS

Badland wildlings thrive in hazardous environments such as deserts or volcanic flats. Not only have they learned to adapt to the extreme heat, they are able to use the rather stark landscape to hide themselves from their opponents.

CANNIBILISTIC CIVILIZATIONS

Cannibalistic wildlings have chosen to embrace their primal aspect embracing the humanoid's role as an apex predator. These societies view other humanoids and other intelligent creatures are potential prey and will conduct raiding parties or hunt wars for sustenance.

COASTAL CIVILIZATIONS

Coastal wildlings spend most of their life at sea. They have mastered the skills of navigation and naval engineering to make a living off of the sea. They also use their nautical advantage to conduct raids on coastal settlements as well.

SUBTERRANEAN CIVILIZATIONS

These wildling civilizations make their home in the deepest caverns of the Material Plane such as the Underdark. Due to their time living in these environments, they have learned to use the shadows to their advantage to avoid deadlier threats.

WOODLAND CIVILIZATIONS

Woodland wildlings call the numerous forests, jungles, and swamps of the Material Plane home. They are quite adept at climbing and traveling through the tangled forests with ease to evade their enemies or to track their quarry.

Arctic

- **Damage Resistances** Cold

Ice Walk The wildling can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra movement.

Snow Sight The wildling's vision is not obscured by fog or snowfall.

Snow Camouflage The Wildling has advantage on Stealth checks when in icy or snowy terrain or if obscured by ample fog or snowfall. While these conditions are met, can use bonus action to Hide.

Shaman/Skald Spells

Cantrips Ray of Frost

1st Level Frost Fingers

2nd level Hold Person

3rd level Sleet Storm,

4th level Ice Storm

5th level Cone of Cold, Hold Monster

Badlands

- **Damage Resistances** Fire

Sand Walk The wildling can move across and climb sandy or loose surfaces without needing to make an ability check. Additionally, difficult terrain composed of sand or stone doesn't cost additional movement

Sand Sight The wildling's vision is not obscured by sand or dust.

Sand Camouflage The wildling has advantage on Stealth checks when in sandy or rocky terrain. While these conditions are met, the wildling can use their bonus action to Hide.

Shaman/Skald Spells

Cantrips Ray of Frost

1st Level Earth Tremor

2nd level Dust Devil

3rd level Erupting Earth

4th level Stone Shape

5th level Wall of Stone

Cannibal

- **Damage Resistances** Necrotic, Poison

Blood Sense The wildling has advantage on Wisdom checks to track a creature that does not possess all of its hitpoints.

Devour If a creature the wildling can see drops to 0 hitpoints, it can use its reaction to move up to half its movement speed to make a melee weapon attack against that creature. Upon a hit, that creature instantly dies and the cannibal regains 10 hitpoints.

Shaman Spells

Cantrips Toll the Dead

1st Level Inflict Wounds

2nd level Hold Person

3rd level Vampiric Touch

5th level Reincarnate

Coastal

- **Movement Speed** Swim 30ft.

Fog Sight The wildling's vision is not obscured by fog or heavy rainfall.

Sea Legs The wildling has advantage on saving throws against effects that would knock it prone. Additionally, its movement speed is not affected by slippery surfaces.

Shaman Spells

Cantrips Shape Water

1st Level Create or Destroy Water, Fog Cloud, Grease

3rd level Tidal Wave, Wall of Water. Water Breathing, Waterwalk

4th Level Watery Sphere

5th level Maelstrom



Subterranean

- **Senses** Darkvision 120ft.
- **Movement Speed** Climb 30ft.

Shadow Stealth The wildling has advantage on Stealth checks when in dim light or darkness. While these conditions are met, can use bonus action to Hide.

Shaman Spells

Cantrips Thaumaturgy

2nd level Darkness, Pass without a Trace, Invisibility,

3rd level Stinking Cloud

4th Level Greater Invisibility

5th level Passwall

Woodland

- **Damage Resistances** Poison
- **Movement Speed** Climb 30ft.

Plant Camouflage The wildling has advantage on Stealth checks when obscured by ample plant life. While these conditions are met, the wildling can use their bonus action to Hide.

Plant Stride The wildling is unaffected by difficult terrain caused by non-magical plants.

Shaman Spells

Cantrips Druidcraft

1st Level Entangle

2nd level Barkskin

3rd level Plant Growth

4th Level Grasping Vine

5th level Wrath of Nature

D8 Plot Hook Plot Hook Motives

Example

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|---|---------------------------|---|--|
| 1 | Ancestor's Wrath | Tribes of wildlings have united to stage a rebellion against a nearby nation hoping to reclaim the land of their ancestors. | A wildling tribe of elves have infiltrated a city spreading the seeds of dissent and rebellion in surrounding cities to weaken their infrastructure. Once the town is destabilized, the elves will launch a coup to take back their rightful home that was taken from them centuries ago. |
| 2 | Frontier's Bastion | A tribe of wildlings have dedicated their society to colossal monsters of the wild to keep a careful balance with nature and to protect the rest of civilization from their rampages. | A tribe of goliaths are adamant about the gradual encroaching of civilization on the wilds. In order to return nature back to its original state, they have chosen to weaponize the very monsters that they swore to protect civilization from. Now frontier settlements have been regularly attacked by hordes of dire beasts and monstrosities. |
| 3 | Incursion | Hordes of wildlings have been attacking numerous settlements much more frequently. They are fleeing from an even greater threat. | A coalition of orcs and goblins have trespassed within a nation's border resulting in numerous skirmishes. However, they are fleeing from a demonic incursion from the Abyss resulting from a portal tear in a nearby mountain range. |
| 4 | Mercenary Hordes | Wildling tribes have been enlisted and hired by a warmongering nation or a powerful entity in exchange for coin, land, or another motive. | A ancient bronze dragon, completely appalled numerous injustices in the world, seeks to start a war campaign to bring the world under its own just rule. It has acquired the allegiance of wildling tribe of tieflings who have been repeatedly attacked by a nearby theocracy for several decades. The tieflings have sided with this dragon due to its ideals of equality and its promise to grant them their own nation in the new world order. |
| 5 | Primal Guardians | Wildling's fiercely defend their lands by attacking anyone who trespasses. They are currently guarding some long lost secret or dormant entity. | Tribes of cannibalistic dwarves and gnomes regularly kidnap individuals who trespass on their territory dragging them into their subterranean cities to be devoured. These tribes have unlocked the secret of immortality through vampirism and will do anything to ensure their true nature is not discovered. |
| 6 | Promised Land | A group of nomadic wildlings are on a pilgrimage to reclaim a fabled ancient city of their ancestors. However their presence is viewed as a threat by surrounding settlements. | A tribe of human wildlings traveled across the continent in search of a forgotten city deep within the desert. However, this ancient cities lies within the borders of a powerful dragonborn nation that sees their presence as a threat. |
| 7 | Storm of War | Every couple decades or century, a numerous wildling tribes band together to embark on a colossal campaign to conquer the entire continent or even the world. | One of the largest human societies on the Material Plane actually lives deep within the untamed jungles. However, every century, these human tribes band together to embark on a warpath conquering everything in their wake. Everywhere they conquer is turned into a tangled, overgrown forest. It is believed that this campaign is tied to a celestial phenomenon that enhances nature magic. Due to their sheer numbers and empowered magics, only the greatest of alliance can stand a chance against their assault. |
| 8 | Warhost | Previously hostile tribes have seemingly put aside their differences to unite under the banner of a charismatic chieftain who seeks to create a megatribe known as the Warhost. | A number of wildling tribes of various races have united under the banner of an new Aasimar chieftain. They seek to unite all the tribes to band together to conquer the monstrous wilds that has threatened their people for centuries. Together, they will tame those lands in order to create the greatest civilization on the Material Plane |

WILDLING

There are numerous varieties of wildlings that one can face in battle. Below are several types of wildling warriors each that specialize in a particular form of combat.

BERSERKER

Berserkers revel in the chaos of battle which drives them into a war fury. On the battlefield, these individuals are an unstoppable force of bone or steel cleaving anything in their path with their battleaxes.

However, berserkers are most known for their ability to become nearly unkillable in battle. Whenever they enter into their frenzied state, they seemingly become numb to all pain and are even to rise up from seemingly lethal wounds.

SAVAGE

Savages are known particularly for their brutality on the battlefield. When deployed on the battlefield, savage take glee in slaying as many enemies as possible. With each kill, they enter into a rampage aggressively chasing down their next target. They are particularly drawn to weak or wounded opponents making sport of their victim before skewering them with a flurry of sword thrusts.

BEASTLORD

Wildling beastlords are the masters of mounted combat. Although they are known to mount creatures commonly domesticated by most civilizations, they are also known to tame much more dangerous mounts such as bears, dire wolves, rhinos, and even much larger creatures such as dinosaurs or mammoths.

PREDATOR

Wildling predators serve as the eyes and ears of a raiding party. They are able to blend into their surrounding with ease freely moving behind enemy lines or to track their quarry.

They are also known as expert ambushers and skirmishers, using their ability to camouflage into their surroundings to make a lethal first strike against their foe before fleeing into the safety of the surrounding terrain.

SHAMAN

Shamans have a special connection to the primal forces of nature around them granting them the ability to conjure beasts of the wild and even transform into them at will. They also serve as mediums or emissaries between their tribe and their gods or the nature spirits that they commune with.

In battle, one shaman is a force to be reckoned with as they are able to call upon hordes of beasts to overwhelm their foes. If in dire straits, they are able to transform into a beast granting them the necessary strength to either finish the battle or to make their escape.

SKALD

Skalds often serve as generals or commanders on the battlefield using their arcane abilities to invigorate their allies and confuse their foes. A single skald can transform a small wildling raiding party into a devastating force capable of crushing a small battalion or even taking a small village with only a few casualties.

On the battlefield, they are constantly barking commands to their allies maneuvering them to advantageous positions and alerting them from danger. When a skald is on the battlefield, it is best that they are eliminated as quickly as possible. However, fighting a skald is no easy task. Although they are often accompanied by a considerable number of wildlings, they also are accomplished warriors in their own right as they have combined martial prowess with their primal magic.

SPIKELORDS

Spikelords are easily recognizable by their spike laden armor. Thanks to their armor, spikelords are nearly impervious on the battlefield as their thick armor is able to deflect most attacks. They have a rather unique fighting style as they wield spiked bucklers instead of conventional weapons to leap into the midst of a fray. Whenever they are hit with an attack, they are able to ram into their opponent impaling them on their spiked armor.

Thanks to their defensive tactics, they are used a shock troopers to draw enemy fire and intercept any attacks that would target their allies.

RAGEMONGER

Ragemongers are equivalent to living siege engines in humanoid form. They are best known for their immense strength equivalent to that of creatures many times large than them. Thanks to this ability, they are able to wield enlarged weapons with deadly efficiency and accuracy. Ragemongers are often deployed onto the battlefield to literally carve a path through enemies ranks using their greatswords to strike multiple foes at a time. They also wield powerful greatbows capable of piercing through their target pinning it to the ground or wall.

BLADESTORM

As their name suggests, bladestorms are dervishes of bone or steel on the battlefield. These individuals are unmatched in close combat unleashing a perpetual flurry of sword strikes against their foe. Their keen reflexes grants them the ability to engage multiple foes at a time, parrying their attacks while returning the favor with a series of counterstrikes.



CHIEFTAIN

Chieftains serve as the leader of many wildling societies. Although many shamans or skalds may lead small wildling communities, chieftains often lord over numerous tribes at a time. Chieftains tend to lead their respective communities by strength, honor, respect, and power. There are numerous ways a chieftain can come to power depending on the culture. Some methods a chieftain may come to power is a trial of passage that a prospective chieftain must complete. Others have come to power through trial by combat against an unworthy or weak leader. Others rule by a more conventional manner wherein rulership is passed down through bloodline.

Unlike many other societies, many chieftains are known accompany their subjects in time in war. In battle, a chieftain can easily be identified as a terrifying figure cleaving foes in two. Their very presence on the battlefield is able to stir their allies into a battle frenzy.

SHAMAN ELDER

Most sizable wildling communities have at least one shaman in their midst. However, larger tribes that possess multiple shamans tend to have a shaman elder to lead them. In most wildling societies, shaman elders work in tandem with their tribe chieftain leading the mystical side of wildling society and culture. They often serve as the voice of the primal forces of nature or even as emissaries to tribe's god or patron. However, in some circumstances, shaman elders have been known to rule entire wildling tribes.

In combat, shaman elders are an immensely dangerous opponents thanks to their mastery of primal magic. They are able to conjure legions of beasts and nature spirits to come to their aid. They are even able to shapeshift into nearly any creature and even cast spells while in their beast shape.

WILDLING BERSERKER

medium humanoid, varies

Armor Class 16 (Unarmored)

Hit Points 51 (6d8+18)

Speed 30ft., 30ft. climb

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	17 (+3)	9 (-1)	16 (+3)	9 (-1)

Saving Throws Strength +5, Constitution +5

Skills Athletics +5, Perception +5, Intimidation +3

Senses passive Perception 15

Languages Common, and any one language

Proficiency Bonus +2

Challenge 3 (700 xp)

Brutal The berserker can deal a critical hit on a 19-20. Upon a critical hit, it can triple the damage die.

Berserker Frenzy When the berserker starts its turn below half its hitpoint maximum, the berserker gains resistance to all damage until the end of its next turn

Retaliation When the berserker is hit with a melee attack, it can use its reaction to greataxe attack against that creature. It can use a reaction in this manner at the end of every creature's turn

Reckless At the start of its turn, the berserker can gain advantage on all melee weapon attack rolls until the start of its the next turn but attack rolls against it has advantage for the duration.

Relentless When the berserker starts its turn with 0 hitpoints, it can make a DC 10 Constitution saving throw. Upon a successful saving throw, it regains 1 hitpoint. Upon each successful saving throw, the DC for this feature increases by 5. This DC resets after a short or long rest.

Siege Monster The berserker deals double damage to buildings and objects

Actions

Multiattack The berserker can make two greataxe or longbow attacks

Greataxe. *Melee Weapon Attack:* +5 to hit, 5ft., one target. *Hit:* 10 (1d12+3) bludgeoning damage

Longbow. *Melee Weapon Attack:* +4 to hit, 150/600ft., one target. *Hit:* 7 (1d8+2) piercing damage

WILDLING SAVAGE

medium humanoid, varies

Armor Class 16 (Unarmored + duel wielding.)

Hit Points 51 (6d8+51)

Speed 30ft., 30ft. climb

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	17 (+3)	9 (-1)	16 (+3)	9 (-1)

Saving Throws Strength +5, Constitution +5

Skills Athletics +5, Perception +5, Intimidation +3

Senses passive Perception 15

Languages Common and any one language

Proficiency Bonus +2

Challenge 3 (700 xp)

Aggressive The savage can use its bonus action to move up to its movement speed towards a hostile creature it can see.

Blood Frenzy When the savage makes an attack against a creature below its hitpoint maximum, it can make an additional weapon attack as part of its Attack action against that creature.

Brutal The savage can deal a critical hit on a 19-20. Upon a critical hit, it can triple the damage die.

Rampage When the savage reduces a creature to 0 hitpoints or deals a critical hit, it can use its bonus action to make one additional weapon attack against a creature within range.

Reckless At the start of its turn, the savage can gain advantage on all melee weapon attack rolls until the start of its the next turn but attack rolls against it has advantage for the duration.

Actions

Multiattack The savage can make three shortsword attacks. Alternatively, they can make two longbow attacks

Longsword. *Melee Weapon Attack:* +5 to hit, 5ft., one target. *Hit:* 8 (1d6+3) piercing damage

Longbow. *Melee Weapon Attack:* +4 to hit, 150/600ft., one target. *Hit:* 7 (1d8+2) piercing damage



WILDLING BEASTLORD

medium humanoid, varies

Armor Class 15 (Unarmored + duel wielding.)

Hit Points 51 (6d8+18)

Speed 30ft., 30ft. climb

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	17 (+3)	9 (-1)	16 (+3)	9 (-1)

Saving Throws Strength +5, Constitution +5

Skills Athletics +5, Perception +5, Intimidation +3

Senses passive Perception 15

Languages Common and any one language

Proficiency Bonus +2

Challenge 4 (1100 xp)

Brutal The beastlord and its mount can deal a critical hit on a 19-20. Upon a critical hit, it can triple the damage die.

Charge If the beastlord moves at least 20ft. on its turn while mounted, it can deal an additional 11 (2d10) slashing damage on its next battleaxe attack. If the target is a creature, it must succeed a DC 13 Strength saving throw or be knocked prone.

Reckless At the start of its turn, the beastlord and its mount can gain advantage on all melee weapon attack rolls until the start of its the next turn but attack rolls against it has advantage for the duration.

Battle Mount While mounted, the beastlord and its mount both take actions on the same turn. Its mount can either before or after the beastlord's turn.

Mounted Flurry If the beastlord makes two melee weapon attack against two different creatures on its turn, it can make an additional weapon attack against a third creature in range.

Saddle Born While mounted, both the beastlord and its mount have advantage on saving throws. Upon failing a saving throw, the beastlord and its mount takes half damage and upon a successful saving throw, they both take no damage.

Actions

Multiaction The beastlord can make two battle axes attack or make two long bow attacks

Battle Axe. *Melee Weapon Attack:* +5 to hit, 5ft., one target. *Hit:* 8 (1d10+3) slashing damage

Longbow. *Melee Weapon Attack:* +4 to hit, 150/600ft., one target. *Hit:* 7 (1d8+2) piercing damage

Bonus Actions

Savage Mount The beastlord can use its bonus action to command its mount to use its reaction to make a melee weapon attack against that creature.

Reactions

Battle Bond While mounted, the beastlord or their mount takes damage, the beastlord can use its reaction to split the damage between both targets.

WILDLING PREDATOR

medium humanoid, varies

Armor Class 16 (Unarmored + duel wielding.)

Hit Points 51(6d8+18)

Speed 30ft., 30ft. climb

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	17 (+3)	9 (-1)	16 (+3)	9 (-1)

Saving Throws Strength +5, Constitution +5

Skills Athletics +5, Stealth +7, Perception +7, Intimidation +3

Senses passive Perception 17

Languages Common, and any one language

Proficiency Bonus +2

Challenge 3(700 xp)

Ambusher The predator has advantage on initiative checks and attack rolls against creatures that are surprised or have not acted yet it combat.

Brutal The predator can deal a critical hit on a 19-20. Upon a critical hit, it can triple the damage die.

First Strike When the predator takes the Attack action against a creature that is surprised or not acted yet, it can make an additional longsword or longbow attack.

Keen Senses The predator has advantage on Wisdom(Perception) checks that rely on sight, sound, or smell.

Reckless At the start of its turn, the predator can gain advantage on all melee weapon attack rolls until the start of its the next turn but attack rolls against it has advantage for the duration.

Sneak Attack Once on each of its turns, the predator can deal an additional 7(2d6) damage against a surprised creature or if it has advantage on an attack against that creature.

Wild's Camouflage While obscured by ample natural terrain, the predator can use its bonus action to Disengage or Hide.

Actions

Multiattack The predator can make three handaxe attacks. Alternatively, it can make two longbow attacks.

Handaxe. *Melee Weapon Attack:* +6 to hit, 5ft., one target. *Hit:* 7 (1d6+3) slashing damage

Longbow. *Melee Weapon Attack:* +6 to hit, 150/600ft., one target. *Hit:* 7 (1d8+3) piercing damage

WILDLING SHAMAN

medium humanoid, varies

Armor Class 15 (Unarmored)

Hit Points 68(9d8+27)

Speed 30ft., 30ft. climb

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	17 (+3)	14 (+2)	16 (+3)	14 (+2)

Saving Throws Str +6, Con +6, Wis +6

Skills Animal Handling +9, Athletics +6, Stealth +5, Nature +5, Perception +6, Survival +6 Intimidation +5

Senses passive Perception 16

Languages Common, and any one language

Challenge 7(2900 xp) **Proficiency Bonus** +3

Brutal The shaman can deal a critical hit on a 19-20. Upon a critical hit, it can triple the damage die.

Beastshape (1/short rest) For up to three hours, the shaman can transform into a CR 3 beast using a bonus action. While in this state, its attacks count as magical for the purpose of overcoming resistance.

Spirit Beast(1/long rest) When reduced to 0 hitpoints, the shaman regains 1 hitpoint can activate its beastshape, even if it already expended a use of this feature.

SPELLCASTING

The shaman is a 9th level spellcaster. its spellcasting ability is Wisdom(spell save DC 14, +6 to hit with spell attacks). The shaman has the following spells prepared.

Cantrips(At Will) Druidcraft, Mold Earth, Commune with Nature, Speak with Plants

1st Level(4/long rest) Animal Friendship, Beast Bond, Cure Wounds, Find Familiar, Hunter's Mark, Speak with Animal

2nd level(3/long rest) Alter Self, Flock of Familiars, Lesser Restoration, Locate Animals and Plants, Summon Beast, Spider Climb

3rd level(3/long rest) Conjure Animals, Spirit Guardians

4th level(2/long rest) Dominate Beast, Guardian of Nature, Polymorph

5th level(2/long rest) Awaken, Commune with Nature, Greater Restoration, Mass Cure Wounds

Actions

Multiattack The Shaman can cast a spell and make two quarterstaff attacks on its turn

Quarterstaff. *Melee Weapon Attack:* +6 to hit, 5ft., one target. *Hit:* 8 (1d8+3) magical bludgeoning damage

WILDLING SKALD

medium humanoid, varies

Armor Class 15 (Unarmored)

Hit Points 68(9d8+27)

Speed 30ft., 30ft. climb

STR

DEX

CON

INT

WIS

CHA

16 (+3) 14 (+2) 17 (+3) 14 (+2) 16 (+3) 19 (+4)

Saving Throws Strength +6, Constitution +6, Wisdom +6

Skills Animal Handling +9, Athletics +6, Stealth +5, Nature +5, Persuasion +10, Perception +6, Survival +6 Intimidation +10

Senses passive Perception 16

Languages Common and any one language

Challenge 6(2300 xp) **Proficiency Bonus** +3

Brutal The skald can deal a critical hit on a 19-20. Upon a critical hit, it can triple the damage die.

SPELLCASTING

The skald is a 9th level spellcaster. its spellcasting ability is Charisma(spell save DC 15, +7 to hit with spell attacks). The skald has the following spells prepared.

Cantrips(At Will) Blade Ward, Booming Blade, Guidance, Resistance, True Strike, Vicious Mockery

1st Level(4/long rest) Charm Person, Heroism, Hunter's Mark, Speak with Animals

2nd level(3/long rest) Enhance Ability, Spiritual Weapon, Suggestion

3rd level(3/long rest) Fear, Haste, Mass Healing Word

4th level(2/long rest) Confusion, Dominate Beast

5th level(2/long rest) Dominate Person, Steel Wind Strike, Swift Quiver

Actions

Multiattack The skald can cast a spell and make two attacks with its choice of a longsword or longbow. It can substitute a its spell effect for a Battle Fervor (if available)

Battle Fervor(Recharge 5-6) Creatures of the skald 's choice (including the chieftain) within 30ft. of it. It gains advantage on attack rolls, ability checks, and saving throws until the end of its turn.

Longsword. *Melee Weapon Attack:* +6 to hit, 5ft., one target. *Hit:* 8 (1d8+3) slashing damage

Longbow *Melee Weapon Attack:* +6 to hit, range 150/600ft., one target. *Hit:* 8 (1d8+3) piercing damage

Bonus Actions

Battle Command As a bonus action, the skald can command an ally it can see within 30ft. of it to move up to half its movement speed and to make a single weapon attack.

Reaction

Evasive Command The skald can warn its ally on incoming damage. As a reaction whenever a creature that the skald can see within 30ft. of takes damage from an attack, the skald can cause that creature to take half damage instead.

WILDLING SPIKELORD

medium humanoid, varies

Armor Class 20 (Plate Armor + Bucklers)

Hit Points 100(12d8+48)

Speed 30ft.,

STR

DEX

CON

INT

WIS

CHA

18 (+4) 14 (+2) 19 (+4) 9 (-1) 16 (+3) 9 (-1)

Saving Throws Strength +7, Constitution +7

Skills Athletics +10, Perception +6, Intimidation +5

Senses passive Perception 16

Languages Common, and any one language

Challenge 5(1800 xp) **Proficiency Bonus** +3

Brutal The spikelord can deal a critical hit on a 19-20. Upon a critical hit, it can triple the damage die.

Spiked Armor When a creature grapples or hits the spike lord with a melee weapon attack while within 5ft. of it, they take 7(2d6) piercing damage.

Reactive The spikelord can take a reaction at the end of each creature's turns.

Actions

Multiattack The spikelord can make two attacks with its spiked buckler. It can substitute any one of those attacks for a heavy crossbow attack.

Spiked Buckler *Melee Weapon Attack:* +7 to hit, reach 5ft., two targets in range. *Hit:* 7 (1d6+4) bludgeoning damage + 3 piercing damage. Creatures hit by this attack suffer disadvantage on all attack rolls except the spikelord until the end of its next turn.

Heavy Crossbow *Ranged Weapon Attack:* +5 to hit, 100/400ft., one target. *Hit:* 13 (1d10+2) piercing damage.

Reactions

Interception When a creature within 5 feet of the spikelord makes an attack against a target other than it, the creature must make an attack against the spikelord instead. If the attack still hits, the spikelord takes half damage.

WILDLING RAGEMONGER

medium humanoid, varies

Armor Class 16 (Unarmored)

Hit Points 100(12d8+48)

Speed 30ft.,

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	19 (+4)	9 (-1)	16 (+3)	9 (-1)

Saving Throws Strength +7, Constitution +7

Skills Athletics +10, Perception +6, Intimidation +5

Senses passive Perception 16

Languages Common, and any one language

Challenge 5(1800 xp) **Proficiency Bonus** +3

Brutal The ragemonger can deal a critical hit on a 19-20. Upon a critical hit, it can triple the damage die.

Endurance When the ragemonger fails a saving throw against an effect that deals damage, they take half damage. Upon a successful saving throw, they take no damage.

Powerful Build When the ragemonger counts as one size Larger for the purposes of carrying, grappling, pushing, shoving, and wielding weapons

Relentless When the ragemonger starts its turn with 0 hitpoints, it can make a DC 10 Constitution saving throw. Upon a successful saving throw, it regains 1 hitpoint. Upon each successful saving throw, the DC for this feature increases by 5. This DC resets after a short or long rest.

Sheer Strength The ragemonger has advantage on Strength ability checks and saving throws.

Siege Monster The ragemonger can deal double damage to buildings and objects

Actions

Multiattack The ragemonger can make two greatsword or heavy longbow attacks

Oversized Greatsword. *Melee Weapon Attack:* +7 to hit, reach 10ft., two targets in range. *Hit:* 18 (4d6+4) slashing damage.

Greatbow. *Ranged Weapon Attack:* +7 to hit, 150/600ft., one target. *Hit:* 13 (2d8+4) piercing damage. Upon a hit, creatures must succeed a DC 15 Strength saving throw or have its movement speed reduced to 0. It must use its action to break the arrow free from its form.

Reactions

Endure Pain Upon taking damage, the ragemonger can use their reaction reduce the damage taken by gaining 20 temporary hitpoints which last until the start of its next turn.

WILDLING BLADESTORM

medium humanoid, varies

Armor Class 18 (Unarmored + duel wielding)

Hit Points 100(12d8+48)

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	16 (+3)	9 (-1)	16 (+3)	9 (-1)

Saving Throws Strength +6, Dexterity +6, Constitution +6

Skills Athletics +6, Perception +6, Intimidation +5

Senses passive Perception 16

Languages Common, and any one language

Proficiency Bonus +3

Challenge 5(1800 xp)

Brutal The bladestorm can deal a critical hit on a 19-20. Upon a critical hit, it can triple the damage die.

Blade Storm Upon using its reaction to make an opportunity attack or use its riposte feature, the bladestorm can make two shortsword attacks instead of one.

Evasion When the bladestorm fails a Dexterity saving throw against an effect that deals damage, they take half damage. Upon a successful saving throw, they take no damage.

Nimble Fighter The bladestorm can use their bonus action to Disengage.

Quick Reflexes The bladestorm has advantage on Dexterity ability checks and saving throws.

Reactive Blades the bladestorm can take a reaction at the end of every creatures turn. This reaction can only be used to make a opportunity attack or riposte.

Actions

Multiattack The bladestorm can make 4 shortsword attacks. Alternatively, it can make two long bow strikes

Shortsword. *Melee Weapon Attack:* +7 to hit, reach 10ft., one target. *Hit:* 7 (1d6+4) piercing damage.

Longbow. *Ranged Weapon Attack:* +7 to hit, 150/600ft., one target. *Hit:* 9 (1d8+4) piercing damage.

Reactions

Riposte If a creature hits the bladestorm with a melee weapon attack, it can use its reaction to make two shortsword attacks.

WILDLING CHIEFTAIN

medium humanoid, varies

Armor Class 18 (Unarmored)

Hit Points 189(18d8+108)

Speed 40ft., 40ft. climb

STR	DEX	CON	INT	WIS	CHA
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21 (+5)	14 (+2)	22 (+6)	14 (+2)	16 (+3)	14 (+2)
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Saving Throws Strength +10, Constitution +11

Skills Athletics +15, Perception +8, Intimidation +12

Senses passive Perception 18

Languages Common and any one language

Proficiency Bonus +5

Challenge 15(13000 xp)

Beserker's Prowess The chieftain has advantage on Strength saving throws and ability checks

Brutal The chieftain can deal a critical hit on a 18-20. Upon a critical hit, it can triple the damage die.

Chieftain's Fury When the chieftain starts its turn below half its hitpoint maximum, the chieftain gains resistance to all damage until the end of its next turn.

While in this state, the chieftain is immune to being charmed, frightened, stunned, or paralyzed.

He can also can make an additional greataxe attack whenever the chieftain takes the attack action.

Frightful Presence Creatures of the chieftain's choice that first enters or starts its turn within 60ft. of the chieftain must succeed a DC 18 Wisdom saving throw or become frightened for one minute. Creatures frightened in this manner can repeat its saving throw at the end of each of its turns to end the effect on a successful saving throw. Upon ending this effect, creatures are immune to being frightened in this manner for the next 24 hours.

Legendary Resistance(3/day) Upon failing a saving throw, the chieftain can choose to succeed. Upon using this feature, the chieftain can make a weapon attack against a creature within range.

Reckless At the start of its turn, the wildling can gain advantage on all melee weapon attack rolls until the start of its the next turn but attack rolls against it has advantage for the duration.

Relentless When the chieftain starts its turn with 0 hitpoints, it can make a DC 10 Constitution saving throw. Upon a successful saving throw, it regains 1 hitpoint. Each time the chieftain uses this ability, it can take an additional Attack action against a creature within range.

Upon each successful saving throw, the DC for this feature increases by 5. This DC resets after a short or long rest.

Siege Monster The chieftain deals double damage to buildings and objects

Actions

Multiattack The chieftain can make a Frenzied Roar (if available) and three greataxe attacks on its turn. The chieftain can substitute any number of its greataxe attacks for a greatbow attack

Greataxe. *Melee Weapon Attack:* +10 to hit, 5ft., one target. *Hit:* 12 (2d8+5) slashing damage.

Longbow. *Melee Weapon Attack:* +10 to hit, 150/600ft., one target. *Hit:* 14 (2d8+5) piercing damage.

Frenzied Roar(Recharge 5-6) Creatures of the chieftain's choice (including the chieftain) within 30ft. of it. It gains advantage on attack rolls, ability checks, and saving throws until the end of its turn.

Whenever it makes the attack action, it can make an additional weapon attack as part of its action.

Reactions

Retaliation When the chieftain is hit with a melee attack, it can use its reaction to greataxe attack against that creature. It can use a reaction in this manner at the end of every creature's turn

Legendary Actions (3/turn)

Command Wildlings (1 action) The chieftain can command a wildling within 30ft. of it to use its reaction to move up to its full movement speed and to make a single weapon attack against a creature of the chieftain's choice.

Resilience(1 action) The chieftain can end one condition or spell effect on it.

Movement(1 action) The chieftain can move up to its movement speed to a spot that it can see.

WILDLING SHAMAN ELDER

medium humanoid, varies

Armor Class 15 (Unarmored)

Hit Points 135(18d8+54)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
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16 (+3)	14 (+2)	17(+3)	19 (+4)	21 (+5)	19 (+4)
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Saving Throws Strength +8, Constitution +8, Intelligence +9, Wisdom +10

Skills Athletics +8, Animal Handling +15, Perception +7, Nature +14, Perception +10, Stealth +7, Survival +10, Intimidation +9

Senses passive Perception 20

Languages any one language

Proficiency Bonus +5

Challenge 15(13000 xp)

Beast Shape(1/short rest) For up to three hours, the shaman elder can transform into a CR 5 beast using a bonus action. While in this state, its attacks count as magical for the purpose of overcoming resistance. The shaman elder retains their Intelligence, Wisdom, and Charisma stats.

Brutal The shaman elder can deal a critical hit on a 18-20. Upon a critical hit, it can triple the damage die.

Spirit Beast(1/long rest) When reduced to 0 hitpoints, the shaman elder regains 1 hitpoint can activate its beastshape, even if it already expended a use of this feature.

Legendary Resistance (3/day) Upon failing a saving throw, the shaman elder can choose to succeed. Upon using this feature, the shaman cast a spell on a creature it can see within range.

Magical Forms When the shaman elder polymorphs a creature or summons a creature using its spells, that creature has advantage on attack rolls and its attacks count as magical for the purpose of overcoming resistance. Additionally, it can add its Wisdom modifier (+5) to its armor class.

Archdruid While in their beast shape, the shaman elder can cast spells that only use verbal or somatic components.

SPELLCASTING

The shaman is a 18th level spellcaster. its spellcasting ability is Wisdom(spell save DC 18, +10 to hit with spell attacks). The shaman has the following spells prepared.

Cantrips(At Will) Druidcraft, Mold Earth, Commune with Nature, Speak with Plants

1st level(4/long rest) Animal Friendship, Beast Bond, Cure Wounds, Find Familiar, Hunter's Mark, Speak with Animal

2nd level(3/long rest) Alter Self, Flock of Familiars, Lesser Restoration, Locate Animals and Plants, Summon Beast, Spider Climb

3rd level(3/long rest) Conjure Animals, Spirit Guardians

4th level(2/long rest) Dominate Beast, Guardian of Nature, Polymorph

5th level(2/long rest) Awaken, Commune with Nature, Greater Restoration, Mass Cure Wounds

6th level(2/long rest) Druid Grove, Tenser's Transformation

7th level(1/long rest) Regenerate

8th level(1/long rest) Animal Shapes

9th level(1/long rest) True Polymorph

Actions

Multiattack The shaman elder can make a spell attack and two quarterstaff attacks on their turn.

Quarterstaff *Melee Weapon Attack:* +8 to hit, 5ft., one target. *Hit:* 10 (1d8+5) magical bludgeoning damage.

Legendary Actions (3/turn)

Cast Spell (2 action) The shaman elder can cast a spell.

Resilience(1 action) The shaman elder can end one condition or spell effect on it.

Movement(1 action) The shaman elder move up to its movement speed to a spot that it can see.

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