

# The Noerglein



A new PC/NPC race  
compatible with the Swords  
& Wizardry rules.

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## **Noerglein**

The Noerglein is also known as the half-hobgoblin or half-ogre, and is the unfortunate result of crossbreeding between humans and some of the larger goblinoid monsters. Early Noerglein were sterile, as most abominations are, but a few have proven fertile and over time a distinct humanoid sub-race has been formed. The Noerglein commonly encountered now have little resemblance to the bastard cast-offs resulting from early “interactions” between the races.

### **Appearance**

Noerglein appear roughly human, but are quite large (averaging about 7 foot tall) and are covered with a large amount of dark body hair. Males have much thicker & coarser hair than the females, and both genders tend to favor their Human ancestry when it comes to facial hair. Unless great care is taken to groom and preen on a daily basis, Noerglein hair tends to pick up bits of leaves & twigs, giving a bit of natural camouflage. With appropriate clothing and shaving, most Noerglein can pass for Human, albeit extremely large ones.

Noerglein skin coloration tend to favor the local Human population, but Noerglein always have dark grey or black eyes. Nearly 30% of Noerglein have Heterochromia, with one eye black and the other a lighter grey.

### **Society & Interaction with the Outside World**

Noerglein are a clannish race that shun other humanoids, but are otherwise quite sociable. Their secluded clan homes are often filled with the animals they tend as livestock and pets. Noerglein are quite protective of their lands and do not tolerate unwelcome visits from outsiders. They produce no trade goods, but do keep and maintain “gifts” received from the outside world. Some of these items include arms and armor taken from the bodies of trespassers to tribute given from Elves who need to cross Noerglein land.

The common misconceptions is that Noerglein are unruly & savage beasts. While it is true that they will relentlessly attack intruders to defend or keep secret their homes, Noerglein actually have a highly-evolved sense of honor and a rigid hierarchy of social etiquette. These rules allow for the limited interaction between the Noerglein and the outside world. Those who pay tribute may use clan trails and nobody who is in need of help is refused. Often those being helped may not know the complete nature of the assistance given.

Noerglein are loyal to a fault and to be called “friend” by a Noerglein is akin to being adopted.



### As a PC Race

Noerglein are most at home in nature and have developed strong bodies as a result of their upbringing. They get a +4 bonus to all saving throws from all “natural” poisons and threats (*i.e. A Noerglein gets a +4 bonus against Dragon Breath, but not against a Magic User's Fireball*).

Adept in natural surroundings, all Noerglein can track as a 1st level Ranger, regardless of class, but only outside in their natural home environment.

Noerglein player characters must be Fighters, Rangers, or Druids and are limited to the 9th level of ability with the following additional restrictions/abilities:

**Fighters:** May not establish a stronghold outside of their clan (*i.e. Their stronghold must be for the clan*), may not attract non-Noerglein .

**Rangers:** May not establish a fortress outside of their clan and may not become Scholars of Scrying or Travel Magic. Rangers *may associate* with other rangers, but only with those from the same clan.

**Druids:** May not use metal weapons/armor, or employ the use of fire in combat

### As a NPC Race

Noerglein that are not player characters might have different limitations or abilities than Noerglein player characters, as determined by the Referee.

### Swords & Wizardry White Box Noerglein Race Abilities

**Character Advancement:** Use the Fighter class advancement chart up to 6th level.

**Thick Skin:** Noerglein take -1 damage from all weapons

**Movement Rate:** Noerglein move at +3 compared to Humans

**Saving Throws:** Noerglein get a +4 on saving throws against “natural” poisons

**Hereditary Foes:** Noerglein get an extra +1 damage against humanoids.

**Large size:** Noerglein are unable to use any armor and most magic items sized for the smaller races.

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