



REMARKABLE RACES

MAHROG PLAYER CHARACTER RACE



ROLEPLAYING GAME SUPPLEMENT

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REMARKABLE RACES: THE MAHROG

A New Player Character Race For the 4th Edition Dungeons & Dragons Game

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Brutish cave-men, a product of simpler times when man and beast were one

RACIAL TRAITS

Average Height: 4'5" – 5' 0"

Average Weight: 160 – 220 lb.

Ability Scores: +2 Strength, +2 to one of the following: Constitution or Wisdom

Size: Medium

Speed: 6 squares

Vision: Normal

Languages: Common, Ancient (described below)

Skill Bonuses: +2 to one of the following:

Athletics, Endurance, Nature, or Stealth

Fist and Stone: You gain a +3 proficiency bonus to hit with improvised melee weapons.

In addition, when attacking with an improvised melee weapon, you do damage as if wielding a weapon of one size category larger. An unarmed attack, for example, does 1d6 damage instead of 1d4.

Skin of the Beast: You gain a +1 racial bonus to Armor Class when wearing light armor. You do not gain this bonus if you are wearing, wielding, or holding anything made out of metal. This bonus increases to +2 at level 11, and +3 at level 21.

The Ancient Language: Far older than the culture of the mahrogs, the Ancient tongue uses the same script as the dragons, lokharic, which was likely adopted from observing the followers of Io. Outside of mahrog and zif settlements, Ancient would only be found inscribed in extremely aged ruins and easily mistaken for Draconic, but undecipherable in that language. Ancient was the common dialect of distant ages ago, and was one of the first languages that mortals ever invented. The mahrogs were actually one of the last races to use it as common language. If it were not for the return of the mahrogs and the emergence of the zif, Ancient would have been a language that has been dead for eons.

OVERVIEW

Humans, as they are now, are a fairly new race to the lot. No one god claims to have created this race. Odder still, few active gods are associated with early humans at all. With a lot of research, one may find a handful of deific names that point to forces long dead or forgotten. The eladrin, with their ancient archives, remember early man as a work in progress; half sentient being and half animal. In essence, it seems man was less created outright, and more produced by a process of evolution guided by divine hands. It is also evident that the responsibility of man's godly caretaker has passed through many hands over the ages.

One of those hands was a goddess by the name of Mahra. In her time, the human ancestors had not yet mastered iron, and would have been considered in a stone age. They were far less sophisticated than the humans of today; both in form and in culture. By elven standards, they were brutish and crude. They were indeed simplistic hunters and gatherers. Many loved and venerated Mahra, and she returned the sentiment with protection and guidance. Under Mahra's reign, the human ancestors split into two groups: those that were protected by Mahra, and those prodded forward by other forces. As more epochs passed, the mahrogs and the humans had more and more differences. The other gods chastised Mahra for stunting her disciples with over-protection and under-encouragement to advance their race. The humans reacted by declaring war on the peaceful and primitive mahrogs, and intended to wipe them from the world.

To history it seemed that the humans were successful on all fronts. All trace of Mahra and her beloved mahrogs vanished over 10 millennia ago. Humans became the civilized force they are today, and only the dusty archives of the eladrin ever mention their primitive cousins. When the first mahrog set

foot in a human city in eons, people were utterly baffled as to where this race came from.

The secret was Mahra's. Foreseeing the impending demise of her favorite worshippers, she directed the survivors to a secluded yet fertile valley through cruelly inhospitable mountains and dangerous terrain. There the mahrogs flourished, completely isolated from the rest of the world. Ten thousand years passed, but it might as well have been a day; the mahrogs were urged by their goddess with every generation to remain exactly as they are; never questioning their lot in life, or why their numbers were periodically culled to avoid overpopulation.

It would have remained this way indefinitely, if it was not for the valiant effort of a mahrog by the name of Cruum. Cruum wanted to know what was beyond his valley. A devout priest and philosopher, he prayed daily for deliverance from what he saw as a valley prison. His dying wish was that his children might see the other side of the mountains. Mahra was touched by his effort, and came up with a plan to once again become a world force. Now unfettered by her rivals who had since passed to oblivion, she could openly intervene with the intention to discourage her people from change while safely allowing them to interact with other races.

With a couple of clever divine blessings, she opened a path for the mahrogs to enter the world. Suddenly the mahrogs' simplicity became a lot more effective. The stick became as lethal as the sword, and even the common animal skin became an effective armor. In essence, the blessings raised the mahrogs from obsolete to competitive, without having to advance. A small earthquake finished the job, revealing a trail leading from the secluded valley to civilization. While some stayed in their ancestral home, a mass exodus followed. The world suddenly saw a great influx of this new but ancient race; along with its unwaveringly primitive ways and obscure customs. The mahrogs finally entered a new age.

Play a mahrog if you want...

- ◆ to play a primitive character.
- ◆ to be able to do better damage with simple weapons.
- ◆ to have a better AC with light armor.
- ◆ to be strong, hardy, or wise.
- ◆ to be a member of a race that enjoys the barbarian, cleric, fighter, and ranger class.

PHYSICAL QUALITIES

Mahrogs are vaguely human in appearance, but shorter, ranging in height from four to five feet tall. They are also quite squarely built with well-defined musculature. A mahrog's shoulders are stooped and gait slightly hunched. Their arms are longer and their legs shorter in proportion to a humans. Their fingers are stubby, while their feet are large and flat. They also have considerable body hair, though they are not prone to have more hair on their face than on the rest of their skin. Their heads, however, feature a shaggy mane of bright red hair. Their faces seem primitive and almost simian. Mahrogs have sloping foreheads, heavily ridged brows, weak chins, and broad noses. Their ears are large and round. Their eye color is usually blue or grey. Mahrogs typically dress in animal skins, and prefer primitive weapons and attire. Mahra, their personal goddess, would not approve of any other way.

ECOLOGY

Biologically, mahrogs are nearly identical with humans. Some might even mistake some mahrogs for human, and some humans for mahrogs. Mahrogs are built for a brutal existence. They have a high pain threshold, seem to be better at withstanding harsh environments, and are generally very strong.

Mahrogs mature slightly faster than humans and live shorter lives. They typically have children early in their lives; age eleven or twelve is not uncommon for a Mahrog parent. Child rearing is similar to humans, though at a faster pace. Five year olds are expected to participate in hunting and gathering expeditions, and they do so with some success. This rapid maturation may lead some to believe that mahrogs are actually intellectually superior to humans, especially at a young age. However, humans and mahrogs have

the same cerebral capacity, with strengths that focus in different areas.

PLAYING A MAHROG

According to most who view them, mahrogs are a primitive race. They stubbornly cling to strange superstitions, have brutish mannerisms, and face most problems with either fear or hostility. Many see a mahrog's typical demeanor to be rather bestial. In many ways, they seem very simple.

However, mahrogs are sophisticated in other ways. They are deeply religious, and feel close ties to Mahra. Mahrogs are also very close to their family and tribe. If one member of their family needs something, they will go through great personal sacrifice to get it. In many ways, mahrogs are a very sensitive people. They focus greatly on emotion and feelings rather than power or glory.

Perhaps it is these traits that led them to become a matriarchal society. Women are the leaders and the directors. Males are expected to obey, protect, and serve females. Females are seen as direct emissaries of their goddess, and are encouraged to behave accordingly. Occasionally, a male mahrog will rise to power, but only if he demonstrates great humility and piousness. Despite this balance of power, male and female roles have a blurry line. Both become hunters, priests, gatherers, child caretakers, and so on. With the exception of leadership, rolls seem to be divvied up more by skill and preference than by gender.

Mahrogs, perhaps because of their closeness to nature, have an affinity for beasts. Most have pets or animal companions. Many mahrogs have an uncanny bond with a certain animal type, which they refer to as their power animal. Many times, they will dress in furs and collect other body parts (fangs, claws, horns, etc.) related to that animal.

Mahrogs most often adventure to help or further their family or tribe. Occasionally, they will adventure to further their personal standing within their group, or to redeem themselves for a misdeed. Wealth, glory, and fame mean little to a typical mahrog. They also seem to have a lower propensity towards greed and vengeance than other races.

Most mahrogs become barbarians, warriors, clerics, or rangers. Wizards, and those that have an arcane power focus, are exceedingly rare among the mahrogs. Besides having a divine or martial focus, Mahra also allows a primal focus, so druids are possible so long as they continue to revere Mahra in addition to the forces of nature. Warlocks and priests of other faiths are nearly unheard of, as they would not have the blessing of their goddess. To the mahrogs, these blasphemers exist as pariahs and sad examples of why one should always revere Mahra.

Mahrog Characteristics: Bestial, blunt, brutish, cautious, crude, direct, feral, hardy, humble, pious, primitive, savage, simple, social, superstitious, traditional, unrefined, wild

Male Names: Ack, Agg, Az, Daz, Doz, Dzon, Ekh, Gat, Igg, Oog, Ooz, Rez, Rog, Tez, Ugh, Uk, Zoog

Female Names: Dozi, Ekha, Gata, Gera, Goya, Igga, Kara, Ooga, Oza, Reza, Rooga, Teza, Tya, Uki, Zooga

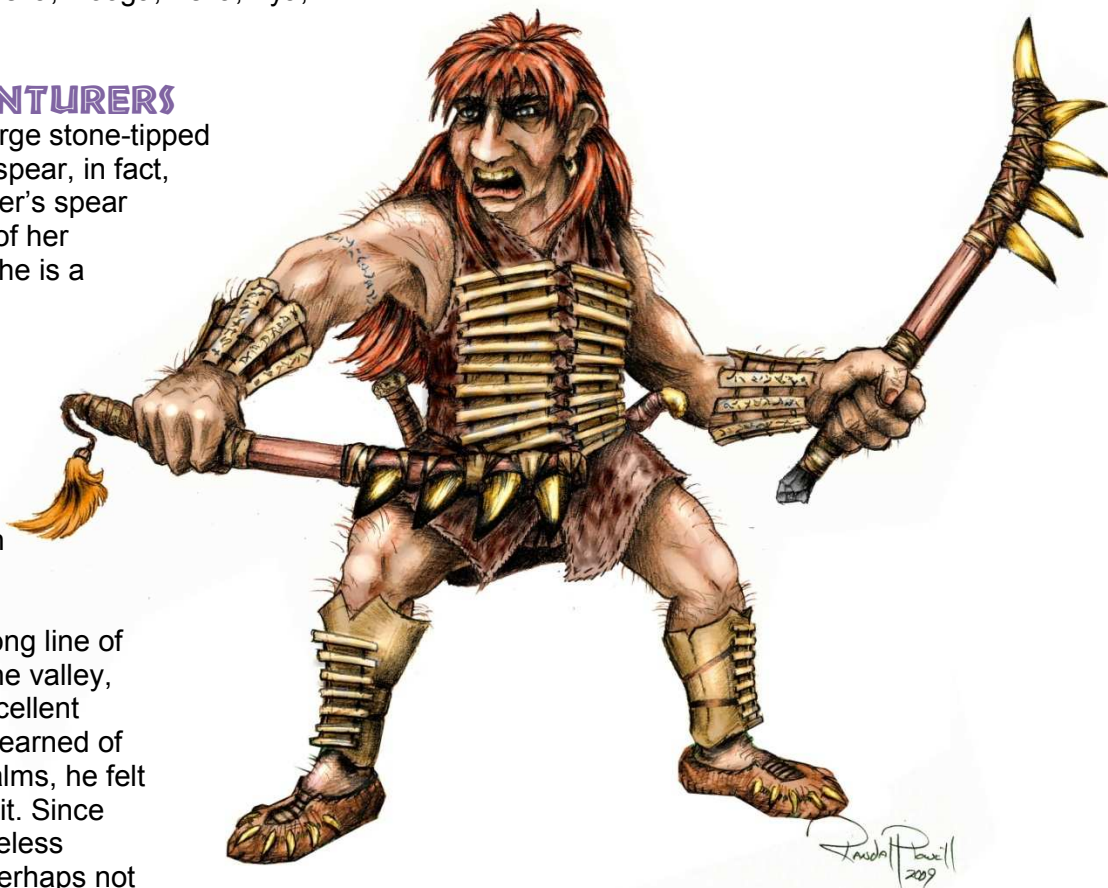
MAHROG ADVENTURERS

Tika brandishes a large stone-tipped spear. It was her father's spear, in fact, which was her grandmother's spear before that. She is proud of her family and her heritage. She is a barbarian by vocation and spirit. By most accounts, she is crude, direct, and dangerous. However, Tika's fellow adventurers also see a tender side. She listens and seems to feel genuine empathy with all she is close to.

Tog comes from a long line of trackers. Before leaving the valley, Tog was known for his excellent hunting skills. When Tog learned of evil lurking in far away realms, he felt compelled to exterminate it. Since then, he has become a tireless adversary of evil-doers. Perhaps not

the most creative of rangers, Tog tends to take a direct approach; track evil down and beat it to death with a pair of clubs. His friends often have to advise him to come up with a plan, lest he charge into danger unprepared. Tog often surprises them, however, by repeatedly surviving impossible odds.

Zara worships Mahra. She has been a cleric since she was six years old. Mahra gives her strength and perseverance. While her party members find her ways to be strange and confusing, they seldom hesitate to receive Mahra's blessings. Her mission is merely to bring the wisdom of Mahra into the world; fight change, embrace old ways, and return to uncomplicated times. Surely life would be less difficult for these "sophisticated" races if they just learned to embrace a simpler existence. The rogue in the party now uses a hand-chiseled obsidian blade, so perhaps it is rubbing-off a bit.



RACIAL FEATS

Mahrogs have a number of feats all their own. Also included here is a feat related to the goddess of the mahrogs, Mahra.

HEROIC TIER FEATS

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

ALMOST HUMAN [MAHROG]

Prerequisite: Mahrog

Benefit: Gain the benefits of one other feat with human as a prerequisite, as long as you meet the other prerequisites.

BRUTE STRENGTH [MAHROG]

Prerequisites: Mahrog, Str 15

Benefit: You gain a +4 feat bonus to strength checks made to break or burst items and objects (refer to D&D 4E PLAYER'S HANDBOOK).

CLUB AND SPEAR [MAHROG]

Prerequisites: Mahrog, proficiency with a simple weapon, *fist and stone* racial power, Str 15

Benefit: Your *fist and stone* power now applies to all spears and maces that are simple weapons in addition to improvised melee weapons. Your proficiency bonus with these weapons does not change from the feat, however.

MAHRA'S PERSEVERANCE [DIVINITY]

Prerequisite: Channel Divinity class feature, must worship Mahra

Benefit: You can invoke the power of your deity to use *Mahra's Perseverance*.



Channel Divinity:

Feat Power

Mahra's Perseverance

Mahra's will allows you to shake off any effect that would alter your mind or form.

Encounter

Immediate Interrupt

Personal

Trigger: You suffer an effect that has the Charm, Fear, or Polymorph descriptors that a save can end.

Effect: You make a saving throw against the effect with a bonus equal to your wisdom or constitution modifier (whichever is higher).

PARAGON TIER FEATS

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

PRIMEVAL BRUTALITY [MAHROG]

Prerequisites: Mahrog, *Savage Beating*, Str 17

Benefit: Treat all weapons affected by your *fist and stone* racial power to have the high crit property, including those affected through the *club and spear* feat.

BESTIAL DEFENSE [MAHROG]

Prerequisite: Mahrog, *Skin of the Beast* racial power.

Benefit: While gaining the benefit of the *Skin of the Beast* racial power, you also gain a +1 feat bonus to your Reflex and Fortitude.

SAVAGE BEATING [MAHROG]

Prerequisite: Mahrog, *fist and stone* racial power, Str 15

Benefit: You gain a +2 feat bonus to damage rolls made while using your *fist and stone* racial power, including those affected through the *club and spear* feat.

EPIC TIER FEAT

This feat is available to any mahrog character of 21st level or higher.

ARCHAIC FEROCITY [MAHROG]

Prerequisite: Mahrog, *Primeval Brutality*, Str 21

Benefit: When attacking while using your *fist and stone* racial power, you can score a critical hit on a roll of 19 or 20. This includes those weapons affected through the *club and spear* feat.

THE GODDESS

MAHRA

Unaligned

Mahra began as a goddess of preservation, and was called upon to be a caretaker of the fledgling human race during a time of great hardship. The proto-humans were on the edge of extinction. Under her watchful eye, the race once again flourished.

At first, she encouraged the race to evolve. The people needed to learn better survival tactics and become more adaptable in order to thrive in an ever changing environment. However, as soon as they began to prosper, her domain suddenly spread into all areas of life for her worshippers. Not only was the species preserved, but all that made that species unique. She loved her worshippers. However, much like an over-protective mother, she was not willing to let them go.

This made her especially unpopular with gods of progress, innovation, and civilization. These gods quickly became the patrons of a rapidly evolving mankind. As the race split into two, the progressive gods beseeched their followers to eliminate all barriers to advancement. Many saw Mahra and her worshippers as a threat.

However, this is now ancient history. While unpopular with the followers of Avandra and Erathis, Mahra's disciples are not viewed as being particularly threatening or evil. In Mahra's view, the modern gods have become somewhat apathetic to the plights of the mortals. She sees this indifference as the perfect place to plant the seeds of preservation. She intends to bring the world back to simpler times. She works through the



mahrogs who, to her, exemplify life in harmony with nature.

Mahra encourages ties with primal forces. She wants her followers to find things within themselves that they have in common with the beasts around them. She discourages waste, destruction of natural habitats, and senseless killing of natural beasts.

It would be easy to mistake a cleric of Mahra for a worshiper of Melora or even a druid. They tend to be clad in all sorts of fur, animal parts, and plants. Mahrogs do not typically brandish fancy holy symbols either. Instead, they prefer handmade symbols of natural clay or stone.

Mahra has several rules that she vehemently expects her followers to abide by:

- ◆ Honor your family and savor their traditions. Do as your mother would do.
- ◆ The wilderness is not yours to tame. Live in harmony with nature. Treat all beasts with respect.
- ◆ Avoid innovation. Resist change. Civilization and progress only exist to trick you into complicating your life.
- ◆ Simpler is better. Always seek to find the most direct solution to any problem.
- ◆ Destroy any who would force you to change. Mahra does not tolerate manipulation.
- ◆ Never question the will of Mahra, nor put faith in any other god or power. Mahra is the only entity above nature. All other gods and beings are subversive to nature.
- ◆ Honor the females, they are to be my living emissaries in this world. Their words shall echo my words.
- ◆ Teach the wisdom of Mahra to those that do not understand.



MAHROG HUNTER

"If the spear fails, bring out the club."

Covered in furs, beast parts, and tree branches, this filthy looking brute looks quite dangerous and unstable. Strangely, his mannerisms tell the story of a calm and focused individual with much patience and training.

Mahrog Hunter Level 3 Brute



Medium Natural Humanoid XP 150

Initiative +3 **Senses** Perception +8

HP 59; **Bloodied** 29

AC 15; **Fortitude** 17, **Reflex** 15, **Will** 15

Speed 6

 **Spear** (standard; at-will)  **Weapon**

+6 vs Armor Class; 1d10+3 damage

 **Battle Fury** (Free, when first bloodied, encounter)

The mahrog makes a melee basic attack with a +4 bonus to the attack roll and deals an extra 1d6 damage on a hit.

Alignment: Any **Languages:** Common, Ancient

Skills: Athletics +12, Endurance +12

Str 19 (+5) **Dex** 14 (+3) **Wis** 14 (+3)

Con 19 (+5) **Int** 12 (+2) **Cha** 12 (+2)

Equipment: spear, leather armor

MAHROG HUNTER TACTICS

The mahrog hunter is an accomplished combatant that prefers to fight up close. He is also a berserker, and will become even more dangerous when bloodied. He fights like a rabid animal and will not back down until brought to unconsciousness or death.

MAHROG WITCHDOCTOR

"Walla walla bang bang."

Clad in animal skins and wearing deer antlers, this jovial soul does not appear to be much of a threat. However, when danger is about, his eyes darken and his continence twists into fits of simultaneous rage and concentration.

Mahrog Witchdoctor Level 12 Artillery



Medium Natural Humanoid XP 700

Initiative +10 **Senses** Perception +12

HP 100; **Bloodied** 50

AC 24; **Fortitude** 26, **Reflex** 24, **Will** 26

Speed 6

 **Spear** (standard; at-will)  **Poison, Weapon**

+19 vs AC; 1d10+5 damage and the mahrog witchdoctor makes a secondary attack against the same target.

Secondary Attack



+17 vs Fortitude; 1d4 poison damage and the target is *dazed* until the start of the Mahrog Witchdoctor's next turn.

 **Freezing Ray**  **Cold** (standard; at-will)

Ranged 10; +17 vs Reflex; 2d6+5 cold damage and the mahrog witchdoctor makes a secondary attack against the same target.

Secondary Attack

+17 vs Fortitude; target is *slowed* until the start of the Mahrog Witchdoctor's next turn.

 **Acid Bomb** (standard; encounter)  **Acid**

Area burst 2 within 20; +17 vs Reflex; 4d8+5 acid damage, and the target takes an additional 1d6+5 acid damage on its next turn.

Skills: Arcana +15 Religion +17

Str 24 (+13) **Dex** 18 (+10) **Wis** 23 (+12)

Con 22 (+12) **Int** 19 (+10) **Cha** 19 (+10)

MAHROG WITCHDOCTOR TACTICS

The mahrog witchdoctor will start off far away, slowing down stronger opponents with his *freezing ray*, in order to wait to catch them all with his *acid bomb*. However, he is still rather formidable up close with his poisoned spear. If the battle goes sour, he will use *freezing ray* to help cover his escape.

PRIEST OF MAHRA

"Change is another word for chaos."

Clad simply, this humble priest follows the ways of Mahra. She carries a club and spear, dresses in furs, and seems to have never touched a modern convenience in her life.

* Priest of Mahra	Level 9 Controller (Leader)
Medium Natural Humanoid	XP 400
Initiative +7 Senses Perception +8	
HP 100; Bloodied 50	
AC 23; Fortitude 23, Reflex 21, Will 23	
Speed 6	
⊕ Club (standard; at-will) ♦ Radiant, Weapon	
+14 vs Armor Class; 1d8+5 damage plus 1d6 radiant damage.	
✈ Mahra's Icy Wrath (standard; at-will)	
♦ Cold, Radiant	
Ranged 10; +13 vs Reflex; 1d8+5 cold and radiant damage, and one ally in the priest of mahra's line of sight gains a +2 power bonus to its next attack roll against the target.	
* Mahra's Fury (standard; recharge ☼☼☼)	
♦ Lightning	
Area burst 2 within 10; +13 vs Fortitude; 3d10+5 lightning damage the target slides 3 squares.	
Alignment: Any Languages: Common, Ancient	
Skills: Religion +13	
Str 22 (+10) Dex 17 (+7) Wis 19 (+8)	
Con 20 (+9) Int 17 (+7) Cha 21 (+9)	
Equipment: club, leather armor, spear	

PRIEST OF MAHRA TACTICS

The priest of Mahra will rush into combat swinging her club and behaving like a berserk barbarian until wounded. Then, she will retreat to a safe distance and use *Mahra's fury*. The rest of combat she will mitigate the battlefield with Mahra's *icy wrath*, and use her recharge power whenever possible.

UPHOLDER OF THE WAY

"The old ways are unforgiving and so am I."

This impossibly well-muscled caveman is dressed in furs of powerful magical beasts and adorned with the teeth of a dragon. He carries an exquisitely carved great club. The scars on his face tell the story of countless victories.

* Upholder of the Way	Level 25 Brute
Medium Natural Humanoid	XP 7000
Initiative +19 Senses Perception +18	
HP 292; Bloodied 146	
AC 37; Fortitude 41, Reflex 37, Will 36	
Speed 6	
⊕ Greatclub (standard; at-will) ♦ Weapon	
+28 vs AC; 2d10+9 damage (crit 6d10+21). Can score a critical hit against an enemy on a roll of 19-20.	
† Back Swing (standard; at-will) ♦ Weapon	
The upholder of the way makes two attacks with his greatclub against the same target.	
⬅ Thunder Bash (standard; recharge ☼☼☼)	
♦ Thunder	
Close blast 3; +26 vs Fortitude; 5d10+9 thunder damage and the target is knocked prone.	
Alignment: Any Languages: Common, Ancient	
Skills: Intimidate +23	
Str 34 (+24) Dex 25 (+19) Wis 23 (+18)	
Con 32 (+23) Int 22 (+18) Cha 21 (+18)	
Equipment: greatclub, hide armor	

UPHOLDER OF THE WAY TACTICS

The upholder of the way is a fairly straightforward fighter. He will rush into the thick of combat, use his thunder bash, and then continually beat his foes with his greatclub until he is victorious or his foes have been vanquished.

MAHROGS IN YOUR GAME

Unlike most new PC races, mahrogs come with a divine element. While this aspect could easily be added to any game with little revision, some Game Masters may be hesitant to adjust their existing pantheon for one new race. In such cases, it may be easier to present the Mahrogs as agents of some other nature god. Mahra and Melora are similar, for example, and may foster a similar race of people.

In games that include human creator gods, or have differing creation stories, the mahrogs could simply be a human-like race that is unrelated to humans. Optionally, the mahrogs could be a recent development; humans transformed into more primitive people to better serve a nature goddess. Or perhaps the mahrogs hail from a parallel plane of existence that is still locked in the stone age.

Otherwise, mahrogs in this text are presented as a fairly fresh race to the world. While they do have ancient origins, it does not need to be entangled with your existing campaign history. This allows them to be placed in virtually any campaign setting with little work. As is, they require almost no adjustment to your world to begin play immediately.

Another feature that would work very well with mahrogs would be to include ice-age animals. It is very plausible to expect that Mahra's secluded valley sheltered more than just mahrogs. Mastodons, cave

bears, and giant sloths could all be reintroduced to the world along with the primitive people who are familiar with interacting with them.

Whatever the case, the mahrog will make a welcome addition to any game as the savage PC, an unusual option for the player seeking a challenge, an option for the player who likes to play everything or even a fun alternative for those that enjoy the simpler approach to life.





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