



REMARKABLE RACES

MOGOGOL PLAYER CHARACTER RACE



ROLEPLAYING GAME SUPPLEMENT

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REMARKABLE RACES: THE MOGOGOL

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

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A subrace of Bog-bullies (frog-men) driven to goodness and mania by an unknown affliction.

RACIAL TRAITS

Average Height: 3' 6" – 5' 6"

Average Weight: 85 – 350 lb.

Ability Scores: +4 Constitution

Size: Small or Medium (chosen at creation)

Speed: 5 squares (swamp walk), Swim 5 squares

Vision: Normal

Languages: Common, Bog-bully

Skill Bonuses: +2 Athletics, +2 Nature

Aquatic: You can breathe normally in water and ignore rough water while swimming. You do not need to make athletics checks to swim unless you are wearing heavy armor.

Inborn Alignment: You must be of good alignment.

Natural Jumper: You are always considered to have a running start when making Athletics checks to jump.

In addition, you may use *Leap* as an encounter power.

Natural Climber (Small Sized Mogogols

Only): You gain a +10 on athletics checks to climb.

Leap

Mogogol Racial Power

Your powerful legs have granted you incredible jumping distance and height, allowing you to take a prodigious leap.

Encounter

Move Action

Personal

Special: You may use this power as a standard action.

Effect: You make an Athletics check to jump with a +10 power bonus. If you jump vertically, you may make the check as though you were jumping horizontally.

OVERVIEW

The mogogols began as a small family of bog-bullies (frog people) about two centuries ago. Normally, bog-bullies are selfish and evil, but this clan was inexplicably doomed with a positive and altruistic outlook on life. What first drove these frog-men from their swampy homes, eventually led to their salvation. The mogogol family grew in number and became well-known sea-farers. They specialized in transporting cargo and in fishing; neither of which they excelled at. Regardless, their honest nature (combined with their naively cheap fees) made them popular among the other races. During a time of intense flooding, many other-froglike people called to the Mogogol ships for help, and eventually intermingled, providing unnatural genetic diversity in the species. The curse, however, was never diluted.

Play a mogogol if you want...

- ◆ to look a frog.
- ◆ to have a character that must always do the right thing.
- ◆ to be able to jump around in combat.
- ◆ to be supernaturally hardy.
- ◆ to be a member of a race that favors the barbarian, warrior, ranger, and cleric classes.

PHYSICAL QUALITIES

Mogogols are essentially overgrown frogs that managed to learn to speak, walk upright, and wear clothes. It is immediately apparent to anyone visiting a mogogol village that there really is no standard look for a mogogol, except that they are froglike. The clan has amazing physical diversity. This consistent diversity is an enigma among sages who study the mogogols. A mogogol's form can be patterned after tree frogs, toads, bullfrogs, and can have just about any sort of coloring, spots, stripes, bumps, or superficial differences that make

each individual a little different from the other.

Despite their prolific variety, mogogols do have a few things in common. All Mogogols have three fingers and one thumb on each hand. Their feet are webbed to help them swim. They have no finger nails, but do have small claws on their feet. They have extremely muscular legs, which aid in swimming and jumping. Small mogogols can utilize their disproportionately long limbs, finger pads and light weight to climb extremely well.

ECOLOGY

Male and female mogogols are virtually identical in appearance, and gender has little meaning for the species. Additionally, if the population has a shortage on one gender, the older members of the tribe automatically transform into the gender that is needed. The reproductive system of the mogogol is highly adaptive. Occasionally, mogogols will be born with no reproductive facilities at all (and therefore no gender.) This is a permanent condition.

Mogogols hatch from golf ball sized eggs, which must stay in water to remain viable because they are soft and have a jelly-like consistency. Mogogols start out as larger-- though normal looking-- tadpoles and are unable to breathe air or move on land until they are 3 years old. At that point, they begin looking less like a tadpole and more like a miniature mogogol, with a tail and tiny under-developed arms. By age 6, they look like normal, albeit small (2-3 feet tall) mogogols. At this age they are able to learn skills and speech. By age 12, a mogogol is sexually mature. They tend to reach old age at about 50, aging slightly quicker than humans.

PLAYING A MOGOGOL

Some speculate that the Mogogol ancestors strayed too close to the fey wild, or that the eggs were hatched in brambleberry wine. Whatever the cause, the Mogogols think differently than the average PC race. All Mogogols seem to have an impeccable sense of right and wrong, and are compelled to avoid the wrong. Their warped altruistic nature leads them away from the dismal swamps and into civilized areas. In addition, mogogols are prone to wild obsessions that they tend to pursue their entire lives. A young mogogol who becomes fascinated with ships, for example, is very likely to devote his entire life to them, becoming a ship builder or captain. It is hard to predict exactly what will catch a mogogol's eye, but when it does, little can be done to steer the creature away from the new obsession.

When playing a mogogol, one must remember that they are indelibly good and optimistic. It's not a choice, it's a virtual curse. A particularly downtrodden mogogol will still seem upbeat, though his mania may be particularly acute at this time as well. Performing an evil act makes a mogogol physically ill, and they learn early to avoid it if at all possible.

Some sages believe the strange mogogol behavior to be the result of a magical curse, although no style of divination has yet been able to prove that the mogogols have any magical taint. Others believe it to be the result of some sort of neurological disease that only infects intelligent amphibians. However, this theory is also shot down, as no magical or mundane methods to cure disease or remove poison has altered a mogogol's personality in any way.

Whatever the cause, Mogogols are here to stay. They will venture from their dismal marshes in search of good deeds and a worthy title. Other amphibian races have

come to fear and loath the mogogols. Adding to the validity of the disease theory, normal bog-bullies usually flee rather than face a mogogol, for fear they too will succumb to the forces of good. A bog-bully's worst imaginable fate is to be forever doomed to help old ladies across busy streets, defend the helpless, and be generally optimistic and nice.

Mogogols, much like humans, are found in just about any class. Their simplistic nature draws them away from arcane magic, but there are plenty of mogogol wizards regardless. Their innate sense of right and wrong prevents them from truly profiting from roguery, but the occasional Robin Hood mogogol is well known. They truly excel at divine magic, where their fanatical obsession and good nature makes them the perfect servants of goodly deities. Their manias drive them in unpredictable directions, and it is not uncommon to meet a mogogol who is not physically or mentally well suited for his class; the wizard with a low intelligence, the warrior weakling, and the clumsy rogue are just a few examples. Still, they usually manage to overcome these shortcomings with a positive attitude and uncanny preservation.

Note About +4 Racial Constitution Bonus:

Many game masters may be a bit hesitant about allowing a character to have a +4 to any one ability score at character creation. However, extensive play-testing has shown this apparent "advantage" to still be well balanced. The bonus is offset by the lack of bonus to another ability score, and that the overall effect is simply a +1 in a specialized area. It is recommended that the ability score adjustment stays, as it provides for a unique character option with truly special-yet-balanced abilities. Still, cautious GMs may wish to instead alter the mogogol's racial ability score bonuses to +2 Constitution and +2 Charisma. This keeps within the spirit of the race, while keeping the character from becoming too specialized. The final say always rests with the game master.

Mogogol Characteristics: Altruistic, ambitious, dependable, eccentric, energetic, enthusiastic, fanatical, good, gullible, happy, honest, manic, oblivious, obsessed, trustworthy, weird

Mogogol Names: Mogogols have three important naming practices. The first, and most confusing tradition, is that all mogogols are named Mogogol. The second, whose name is probably a corruption of the word “epitaph” (and an unfortunate one at that), is the ever-so-common “epitab”. An epitab, as the Mogogols describe it, are words that people tack onto the end of your name. So one would know one Mogogol from another by calling one “Mogogol with the green spots” or “Mogogol who broke his leg”. The epitab carries with it no honor, and its use generally denotes a Mogogol who has not yet succeeded at anything worthwhile. All of the noteworthy Mogogols have a title, which to the race, just means that someone decided to tack on a noteworthy prefix to their name rather than a suffix. Nearly all Mogogols are guaranteed the title of Father or Mother if they have children, and Grandfather or Grandmother if they live to see their children have children. But the more prestigious titles are ones earned from another race. Among the most memorable of these are Captain Mogogol, Friar Mogogol, Doctor Mogogol, and Dread Pirate Mogogol. Generally Mogogols make no distinction between male and female (in fact, the title of Father and Mother is often awarded incorrectly).



MOGOGOL ADVENTURERS

Mogogol with the Golden Eyes loves the elven people. Just barely over a tadpole in size, Gold Eyes (as the elves often call him for short) peered up from the marsh muck and saw a beautiful elven face peering down. The face smiled and waved, and that was it; he knew he must live with the elves. Since then, Mogogol with the Golden Eyes has adopted elven attire, and speaks elf fluently. He is a champion of Correlon; becoming a cleric at the age of 12. Many think that this mogogol even believes himself to be an elf; but he knows better than that-- he could never be so

perfect. That doesn't stop him from trying.

Sir Mogogol was born a bit small, as some mogogols often are. Though size is no excuse when evil is afoot! This mogogol took up sword and armor at an early age. She joined the military and rode fearlessly into battle. Her amazing courage, tireless practice, and intense devotion resulted in her being knighted by the queen. One could easily underestimate this small green frog in knight's armor, but that would most certainly be a fatal mistake. She faces any challenge with the enthusiasm and vigor that only a mogogol could muster. Few know that she is actually female, and she does not find it necessary to correct anyone.

Wizard Mogogol has been studying the arcane since he saw his first magic trick in the town square during his youth. It has taken a lifetime of study and concentration, but he has finally mastered the basics of spell casting. His racial tendency towards excitability has been quelled; Wizard Mogogol is calm and collected. In fact, if it weren't for his frog-like appearance and mannerisms, he would be a stereotypical wizard; quiet, reserved, studious, and focused. His fellow adventurers love him, and affectionately refer to him as Grandpa.

RACIAL FEATS

Mogogols have a number of feats all their own.

HEROIC TIER FEATS

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

PREHENSILE TONGUE [MOGOGOL]

Prerequisite: Mogogol, 1st level

Benefit: You can use *grasping tongue* as standard action.

Special: This feat must be taken at 1st level. Only mogogols with this feat have prehensile tongues.

Grasping Tongue Mogogol Feat Power

Your tongue juts out and grabs someone.

At-Will ♦ Weapon

Standard Action **Range 5**

Effect: Your Strength or Dexterity score (whichever is higher) vs. Reflex: grab and pull 3 squares.

LEAPING STRIKE [MOGOGOL]

Prerequisite: Mogogol

Benefit: When you charge, you deal an extra 1d6 damage and push the target 1 square.

UNCANNY WILL [MOGOGOL]

Prerequisite: Mogogol

Benefit: You gain a +5 bonus against charm effects.

WATERJOT [MOGOGOL]

Prerequisite: Mogogol

Benefit: You can run over the surface of water without sinking. When you stop running, you sink normally.

PARAGON TIER FEATS

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

INDOMITABLE WILL [MOGOGOL]

Prerequisite: Mogogol, *Uncanny Will*

Benefit: It is very difficult for an enemy to force you to commit an evil act. When compelled to do so, you may make another save to avoid the effect that would normally cause you to follow this command, if applicable. If charmed, for example, you may make another saving throw to break the charm.

TONGUE LASH [MOGOGOL]

Prerequisite: Mogogol, *Prehensile Tongue*

Benefit: You can use *stinging tongue* as an at-will power.

Stinging Tongue Mogogol Feat Power

Your tongue juts out and grabs someone.

At-Will ♦ Weapon

Standard Action **Range 5**

Effect: Your Strength or Dexterity score (whichever is higher) vs. AC: 1d4 + Strength modifier in damage.

EPIC TIER FEAT

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

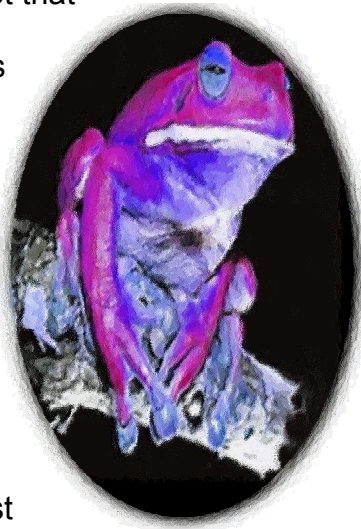
FREE WILL [MOGOGOL]

Prerequisite: Mogogol, *Indomitable Will*, *Uncanny Will*

Benefit: You are no longer bound to do good deeds by the mogogol curse. Your mania also subsides. You gain a +1 bonus to all Wisdom related checks.

FROG FRIENDS

The soft spot that mogogols have for stray amphibians is well known. Consequently, it is no big surprise they have collected and domesticated a menagerie of frogs and toads to serve as both companions and mounts. While most other races prefer the company of a furry dog or sleek stallion on their journeys, Mogogols take comfort in their version of man's best friend; a slimy, googly, high jumping, fly eating frog. Below are a few examples of the standard, steadfast pals a mogogol might bring along for the ride. Non-mogogols occasionally befriend a few of these creatures as well.



PURPLE PEEPER

Purple peepers are housecat-sized tree frogs who chirp like birds when happy or excited. Aside from providing moral support (which they do about as well as you expect a frog might) they tend to be fairly useless. Nether-the-less, Mogogols love these little creatures and treat them like family.

Purple Peeper Level 1 Minion

Small natural beast (aquatic) XP 25
Initiative +3 **Senses Perception** +5; low-light vision
HP 1; a missed attack never damages a minion.
AC 15; **Fortitude** 13, **Reflex** 15, **Will** 12
Speed 6 (swampwalk), **climb** 6, **swim** 3

⊕ **Bite** (Standard, at-will) ♦ **Weapon**
 +6 vs Armor Class; 2 damage.

⚡ **Prodigious Leap** (Move, at-will)
 Jump 3 squares without provoking

Alignment: Unaligned **Languages:** --
Str 12 (+1) **Dex** 17 (+3) **Wis** 10 (0)
Con 12 (+1) **Int** 2 (-4) **Cha** 6 (-2)

Market Price: 20 gp

BATTLE TOAD

Battle toads are tenacious, 4 feet wide toads, with stubborn attitudes and vicious demeanors. They look very much like regular, albeit largish, toads with red, gray or brown warty skin. Mogogols often keep them on a collar and leash. Their warty skin exudes a mild irritant that prevents them from making effective mounts.

Battle Toad Level 2 Brute

Medium natural beast (aquatic) XP 125
Initiative +3 **Senses Perception** +4
HP 47; **Bloodied** 23
AC 14; **Fortitude** 15, **Reflex** 14, **Will** 14
Speed 6 (swampwalk), **swim** 4

⊕ **Bite** (Standard, at-will) ♦ **Weapon**
 +5 vs AC; 2d6 + 3 damage

⊕ **Grasping Tongue** (Standard, at-will) ♦ **Weapon**
 Ranged 5; +5 vs Reflex; grab and pull 2.

⚡ **Leaping Lunge** (standard; encounter) ♦ **Weapon**
 +5 vs AC; 3d8 + 3 damage and the target is pushed one square

⚡ **Prodigious Leap** (Move, at-will)
 Jump 4 squares without provoking

Alignment: Unaligned **Languages:** --
Str 11 (+1) **Dex** 14 (+3) **Wis** 14 (+3)
Con 17 (+4) **Int** 2 (-4) **Cha** 11 (+1)

Market Price: 70 gp

WOGGART

Woggarts are giant domesticated frogs. In appearance they seem to be little more than extremely overgrown bull-frogs. To a mogogol, they make fine mounts. One down side to woggarts is that although they only eat once a week, they eat huge amounts, and they prefer meat. A woggart can consume an entire pig or five good size geese in a few minutes. They also dislike dry climates and do not travel well in the desert.

BATTLE WOGGART

The battle woggart is a beefy variety of woggart-- typically with dark green skin, white stripes, and fierce red eyes. The occasional black-skinned battle woggart surfaces now and then as well. Battle woggarts have no trouble fighting if provoked or encouraged by an able rider.

Battle Woggart	Level 6 Brute
Large natural beast (aquatic)	XP 250
Initiative +6 Senses Perception +2	
HP 90; Bloodied 45	
AC 18; Fortitude 20, Reflex 18, Will 14	
Speed 6 (swampwalk), swim 6	
<i>Per Hour:</i> 3 miles / swim 3 miles	
<i>Per Day:</i> 30 miles / swim 30 miles	
<p>⊕ Bite (Standard, at-will) ♦ Weapon +9 vs Armor Class; 2d8+5 damage.</p>	
<p>⊗ Grasping Tongue (Standard, at-will) ♦ Weapon Ranged 10; +9 vs Reflex; grab and pull 4.</p>	
<p>‡ Lunging Leap (standard; recharge ☐☐☐) ♦ Weapon +9 vs AC; 4d8 + 5 damage and the target is pushed one square.</p>	
<p>Prodigious Leap (Move, at-will) Jump 4 squares without provoking</p>	
<p>Alignment: Unaligned Languages: -- Str 20 (+8) Dex 17 (+6) Wis 9 (+2) Con 20 (+8) Int 2 (-1) Cha 7 (+1)</p>	
<p>Market Price: 1,800 gp</p>	
<p>Carrying Capacity: Normal: 250 lbs, Heavy: 500 lbs, Push/Drag: 1,250 lbs</p>	

DWARF BATTLE WOGGART

Ideal for small riders, the dwarf battle woggart is of medium size and is a bit faster than its larger cousin. They are typically very bright colors such as yellow, orange or red with patches of black, blue or purple on their backs.

Dwarf Battle Woggart	Level 3 Brute
Medium natural beast (aquatic)	XP 150
Initiative +6 Senses Perception +2; Darkvision	
HP 58; Bloodied 29	
AC 17; Fortitude 16, Reflex 14, Will 13	
Speed 7 (swampwalk), swim 7	

Per Hour: 3½ miles / swim 3½ miles

Per Day: 35 miles / swim 35 miles

<p>⊕ Bite (Standard, at-will) ♦ Weapon +6 vs Armor Class; 1d6+5 damage.</p>
<p>⊗ Grasping Tongue (Standard, at-will) ♦ Weapon Ranged 5; +6 vs Reflex; grab and pull 3.</p>
<p>‡ Lunging Leap (standard; recharge ☐☐☐) ♦ Weapon +6 vs AC; 3d8 + 5 damage and the target is pushed one square.</p>
<p>Prodigious Leap (Move, at-will) Jump 5 squares without provoking</p>
<p>Alignment: Unaligned Languages: -- Str 21 (+6) Dex 14 (+3) Wis 9 (+2) Con 18 (+5) Int 2 (-1) Cha 7 (+1)</p>
<p>Market Price: 250 gp</p>
<p>Carrying Capacity: Normal: 210 lbs, Heavy: 420 lbs, Push/Drag: 950 lbs</p>

RIDING WOGGART

Riding woggarts are a slim and timid variety. They are typically bright green with black spots and yellow eyes. Rarely, yellow specimens can be found with red, orange, or blue spots. Riding woggarts only fight if cornered. Most mogogols prefer this mount for long journeys.

Riding Woggart	Level 4 Brute
Large natural beast (aquatic)	XP 175
Initiative +4 Senses Perception +1	
HP 69; Bloodied 34	
AC 16; Fortitude 18, Reflex 16, Will 13	
Speed 7 (swampwalk), swim 8	
<i>Per Hour:</i> 3½ miles / swim 4 miles	
<i>Per Day:</i> 35 miles / swim 40 miles	
<p>⊕ Bite (Standard, at-will) ♦ Weapon +7 vs Armor Class; 2d6+4 damage</p>	
<p>Prodigious Leap (Move, at-will) Jump 5 squares without provoking</p>	
<p>Alignment: Unaligned Languages: -- Str 19 (+6) Dex 14 (+4) Wis 9 (+1) Con 19 (+6) Int 2 (-2) Cha 7 (0)</p>	
<p>Market Price: 200 gp</p>	
<p>Carrying Capacity: Normal: 237 lbs, Heavy: 475 lbs, Push/Drag: 1,187 lbs</p>	



CORPORAL MOGOGOL

"Ready for action, Sir!"

Corporal mogogol is a thriving member of the city guard. He has a rather stately presence; which says quite a lot when dealing with a talking frog.

Corporal Mogogol Level 11 Soldier

Medium Natural Humanoid (Aquatic) XP 600

Initiative +11 **Senses** Perception +14

HP 115; **Bloodied** 57

AC 27; **Fortitude** 24, **Reflex** 23, **Will** 23

Speed 6 (swampwalk), swim 5

⊕ **Longsword** (standard;at-will) ♦ **Weapon**
+18 vs AC; 1d8 + 5 damage

↗ **Dagger** (standard;at-will) ♦ **Weapon**
Ranged 5/10; +18 vs AC; 1d4 + 5 damage

⬇ **Leaping Strike** (standard; encounter) ♦ **Weapon**
+5 vs AC; 4d8 + 5 damage and the target is pushed one square

Prodigious Leap (Move, at-will)
Jump 3 squares without provoking

Alignment: Good **Languages:** Common, Bog-Bully

Skills: Streetwise +12

Str 21 (+10) **Dex** 18 (+9) **Wis** 18 (+9)

Con 19 (+9) **Int** 15 (+7) **Cha** 15 (+7)

Equipment: longsword, 3 daggers, chainmail armor

CORPORAL MOGOGOL TACTICS

Corporal Mogogol will follow orders unwaveringly. If assigned to a duty, he will complete it to the best of his ability. However, when not under direction, or the directions are unclear, the mogogol will likely retreat. He is no coward however, and will gladly give his life in the name of the King.

DOCTOR MOGOGOL

"Healing is helping, and I love to help."

Doctor mogogol is of the short variety, and dresses in a long white smock, and carries a doctor's bag.

Doctor Mogogol Level 2 Controller

Small Natural Humanoid (Aquatic) XP 125

Initiative +2 **Senses** Perception +3

HP 39; **Bloodied** 19

AC 15; **Fortitude** 15, **Reflex** 14, **Will** 17

Speed 6 (swampwalk), swim 5

⊕ **Poisoned Scalpel**(standard;at-will) ♦ **Poison, Weapon**
+7 vs Armor Class; 1d6+1 damage, and ongoing 5 poison damage (save ends).

↗ **Splash of Medicine** (standard; recharge ☞☞☞)
♦ **Acid**

Ranged 10; +6 vs Fortitude; target is blinded (save ends), and doctor Mogogol makes a secondary attack.

Secondary Attack

Close burst 1 centered on primary target; +6 vs Reflex; 1d4+4 acid damage, and ongoing 2 acid damage (save ends).

↗ **Sedatory Capsule** (standard;at-will) ♦ **Poison**

Ranged 5/10; +5 vs Reflex; 1d6+4 damage, and the target takes -2 penalty to attack rolls until the end of the doctor mogogol's next turn.

Prodigious Leap (Move, at-will)

Jump 3 squares without provoking

Alignment: Good **Languages:** Common, Bog-Bully

Skills Arcana +6, Heal +9

Str 11 (+1) **Dex** 12 (+2) **Wis** 14 (+3)

Con 15 (+3) **Int** 11 (+1) **Cha** 18 (+5)

Equipment: Scalpel(short sword), bag of medicines, smock

DOCTOR MOGOGOL TACTICS

When threatened, doctor mogogol opens up his medicine bag to reveal an arsenal of medicines that can hurt, as well as heal. He will start out with a *splash of medicine*, using that as often as possible. Then he will use his *sedatory capsules* to weaken opponents. As a last resort, he'll use an oversized *poison scalpel* to take down foes. However, doctor mogogol will also tend to the hurt whenever he can-- using first aid through his healing skill. He is willing to risk his life to save an ally.

MOGOGOL WITH THE AXE

"Axes are so cool, don't you agree?"

Many times, a mogogol's obsession is ridiculously simple. Such is the case of mogogol with the axe. This portly mogogol loves axes—especially to chop things with.

Mogogol with the Axe Level 3 Brute

Medium Natural Humanoid (Aquatic) XP 150

Initiative +3 **Senses** Perception +4

HP 55; **Bloodied** 27

AC 15; **Fortitude** 16, **Reflex** 15, **Will** 15

Speed 6 (swampwalk), swim 5

⚔ **Greataxe** (standard; at-will) ♦ **Weapon**
+6 vs AC; 1d12 + 3 damage

⚔ **Handaxe** (standard; at-will) ♦ **Weapon**
Ranged 5/10; +6 vs AC; 1d6 + 3 damage

⚔ **Leaping Strike** (standard; encounter) ♦ **Weapon**
+6 vs AC; 4d8 + 3 damage and the target is pushed one square

⚔ **Grasping Tongue** (Standard, at-will) ♦ **Weapon**
Ranged 5; +6 vs Reflex; grab and pull 3.

Prodigious Leap (Move, at-will)
Jump 3 squares without provoking

Alignment: Good **Languages:** Common, Bog-Bully
Str 17 (+4) **Dex** 14 (+3) **Wis** 14 (+3)
Con 15 (+3) **Int** 11 (+1) **Cha** 11 (+1)

Equipment: greataxe, 4 handaxes, hide armor

MOGOGOL WITH THE AXE TACTICS

This mogogol's tactics are rather simple; unflinchingly chop enemy with axe. If the enemy is out of range, throw some hand axes at it (this mogogol can retrieve thrown axes with his tongue, if they are in range). Mogogol with the Axe is essentially fearless, but can be convinced to retreat if needed.

SORCERESS MOGOGOL

"Spells are simply the spice of life...care for a taste?"

Mogogols often have trouble learning to wield magic. However, mogogols are also relentless in the pursuit of an obsession -- when they master something, they are quite

formable. This red-toed mogogol has a few tricks up her sleeve.

Sorceress Mogogol Level 21 Elite Artillery

Small Natural Humanoid (Aquatic) XP 6400

Initiative +13 **Senses** Perception +12

HP 324; **Bloodied** 162

AC 35; **Fortitude** 30, **Reflex** 33, **Will** 27

Vulnerable Fire 2

Speed 6 (swampwalk), swim 5

Action Points: 1

⚡ **Electrifying Tongue** (standard; at-will)

♦ **Lightning, Weapon**

Ranged 5; +24 vs Reflex; 2d6+5 lightning damage.

⚡ **Blazing Ray** (standard; at-will) ♦ **Fire**

Ranged 20; +26 vs Armor Class; 2d8+8 fire damage and ongoing 8 fire damage (save ends).

⚡ **Frost Ruse** (standard; recharge [] []) ♦ **Illusion**

Ranged 5; the target believes it is turning to ice; +26 vs Will; 4d8+10 damage. If this damage doesn't reduce the target to 0 hit points, the target takes no damage and is stunned until the end of its next turn.

⚡ **Vexing Visage** (standard; recharge [] []) ♦ **Charm**

Ranged 10; +24 vs Will; the target cannot attack the sorceress mogogol and if the target is adjacent to the mogogol when she is targeted by a ranged or melee attack, the target interposes itself and becomes the target instead. Effects last until the end of its next turn.

❄ **Frostblast** (standard; at-will) ♦ **Cold**

Area burst 1 within 20; +24 vs Reflex; 2d6+8 cold damage.

Prodigious Leap (Move, at-will)

Jump 3 squares without provoking

Alignment: Good **Languages:** Common, Bog-Bully

Skills Arcana +23, History +23, Religion +23

Str 14 (+12) **Dex** 16 (+13) **Wis** 14 (+12)

Con 21 (+16) **Int** 26 (+18) **Cha** 15 (+12)

Equipment: robes, staff

SORCERESS MOGOGOL TACTICS

The sorceress starts off on the defensive, using vexing visage to buy time and talk her way out, and then frost ruse to scare off those that might continue. If all else fails, enemies will be barraged by the full gambit.

MOGOGOLS IN YOUR GAME

The mogogols in this document are presented as a fairly new race to the world. However, bog-bullies (perhaps known by a different common name in your campaign world), the mogogol ancestor, as well as other frog-like races are rumored to have existed for eons. If such is the case in your campaign setting, the mogogol race requires almost no adjustment to your world to begin play immediately. Because they do have a lineage that they can trace, mogogols do not lack tradition, language, and history common to other PC races.

However, if your campaign setting does not allow for an ancient race of frog people that the mogogols could have descended from, then there are other possibilities that can be explored to bring the mogogols in. Perhaps they are from a different world or plane—trapped in this new and alien world. Maybe mogogols are the result of a mad experiment gone wrong—an attempt to make kindly helpers out of common frogs. Lastly, mogogols may have always been around, but in very small numbers and easily overlooked.

Whatever the case, the mogogol will make a welcomed addition to any

game as the only aquatic member of the adventuring party, an unusual option for the player who likes frogs, a challenge for the player who played everything, or just a good match for those that could use a little more motivation to be a hero type.





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