



REMARKABLE RACES

MUSE

PLAYER CHARACTER RACE



ROLEPLAYING GAME SUPPLEMENT

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ALP-RR013:

REMARKABLE RACES: THE MUSE

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

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Benevolent forces from the Dream realm, here to inspire divine greatness.

RACIAL TRAITS

Average Height: 6'0" – 7'0"

Average Weight: 130 – 230 lb.

Ability Scores: +2 Charisma, +2 Intelligence

Size: Medium

Speed: 6 squares

Vision: Low-light

Languages: Common, choice of one other

Skill Bonuses: +2 Diplomacy, +2 Insight

Dream Origin: Your ancestors were native to Dream, so you are considered a creature of unique origin for the purpose of effects that relate to creature of origin.

Source of Inspiration: You grant allies within 10 squares of you a +1 racial bonus to all skill checks that involve skills that you are trained in.

Touch of the Muse: You have the *touch of the muse* power.

Trance: Rather than sleep, muses enter a meditative state known as trance. You need to spend 4 hours in this state to gain the same benefits other races gain from taking a 6-hour extended rest. You are fully aware of your surroundings while in this state.

Unearthly Presence: When not bloodied, you have a +1 bonus to all defenses against attacks made by adjacent creatures.



Touch of the Muse

Muse Racial Power

Your touch can replenish an ally's power.

Encounter

Standard Action

Melee touch

Target: One adjacent ally

Effect: The target can regain the use of a racial encounter power or their second wind.

OVERVIEW

The thickness of the air seemed to hamper immediate comprehension of the terrible landscape ahead. As his eyes came into focus, he saw bleak and jagged rocks jutting through blackened sand. The red sky crackled with silent lightning. Jets of fire flashed haphazardly on the horizon. The knight pressed forward with great effort as the ground sucked aggressively at his feet. Strangely, he did not question how he got here, or where he was. That should have been the first indication. Instead, the armored man plodded unquestionably onward, as if driven by some unseen force. Suddenly the ground shook violently, knocking the knight to the hungry sand and razored rocks that daunted his effort as he cried in agony. Just as sudden as the earthquake, she also came. She was a vision; both radiant and alien. Sight of her filled his heart with both hope and courage. "Stay strong, noble sir," she whispered in a silver voice, "this is only a dream." With that, Sir Calderi awoke to lead his legion to victory.

The demiplane of Dream has long been a battleground for good and evil. The stark division between dream and nightmare exists only in one's perspective, which is easily shifted by the inhabitants of the realm. Evil can twist the most benevolent fancy towards despair, while the tiniest spark of good can free a dreamer from a nightmare. It is not surprising that both gods and devils have invested some of their own agents to influence the visions of mortals. The legacy of the muse began in this way.

Originally, they served to both protect good from evil agents of dreamland and to inspire great men towards success and creativity. Muses themselves originated from the dreams of particularly talented angels. Once divinely inspired, the muses became prolific, and were common in the world of Dream. This changed with the arrival of the

terrorkin. Terrorkin were the antithesis of the muse; dreamed-up by despicable demons specifically to seek out and destroy any agent of the gods in the demiplane, especially the muses. The terrorkin were dreadfully successful in their campaign. Facing extinction, many muses fled to other planes. Some came to this world to carry out their mission. With newly mortal and substantial forms, the muses could no longer inspire dreams directly. However, many muses still work to help others champion the values of divinity, beauty, and progress.

Play a muse if you want...

- ◆ to play an inspirational character whose power resides in helping.
- ◆ to play a race that is harder to hit up close.
- ◆ to be able to help fellow adventures become more powerful.
- ◆ to be both beautiful and smart.
- ◆ to be a member of a race that enjoys the Bard, Sorcerer, Wizard, and Warlord classes.

PHYSICAL QUALITIES

Muses, undeniably, are beautiful creatures. They are tall, ranging in height from 6 to 7 feet. Their pale white skin is silky and opalescent. A muse's neck and limbs are preternaturally long and thin. While their bodies are also very slender, they have round and cheerful faces with pleasant little noses, wide smiles, small pointed ears, and large bright eyes. It is their eyes, in fact, that most mark them as a creature not of this world, as they are black orbs filled with swirling stars. Muses are hairless, though they do have a small, antenna-like point at the top of their head. From their backs, iridescent fins sprout forth, resembling vestigial faerie wings. These strange appendages flutter vibrantly with the muse's mood, changing color and intensity accordingly. With these characteristics,

many often mistake these creatures as originating from the Feywild, though few Feywild inhabitants would make the same mistake. Elves and eladrin view the muse to be just as alien as humans and dwarves.

Muses are known to be pleasant smelling, with soft, cool, and smooth voices. A muse's voice alone has been known to sooth angry beasts and violent men alike.

ECOLOGY

Muses can be either male or female, having only slightly suggestive sexual characteristics compared to other races. It would be difficult to classify a muse as a mammal; while they do nurse their young, they also hatch from perfectly spherical crystal eggs. These eggs, about six inches in diameter, take a decade to incubate. Luckily, they are extremely resilient. A mother muse will often carry her eggs with her, as they require no special care in particular. Muses typically lay eggs in clutches of two to six, once in their lifetime. Hatchling muses look just like miniature adults. Muses mature very quickly, reaching adulthood in just seven years. During that time, they learn and grow at an amazing pace; absorbing knowledge like a sponge—sometimes literally. Muse children can read books and other written works simply by touching them. This talent usually fades by

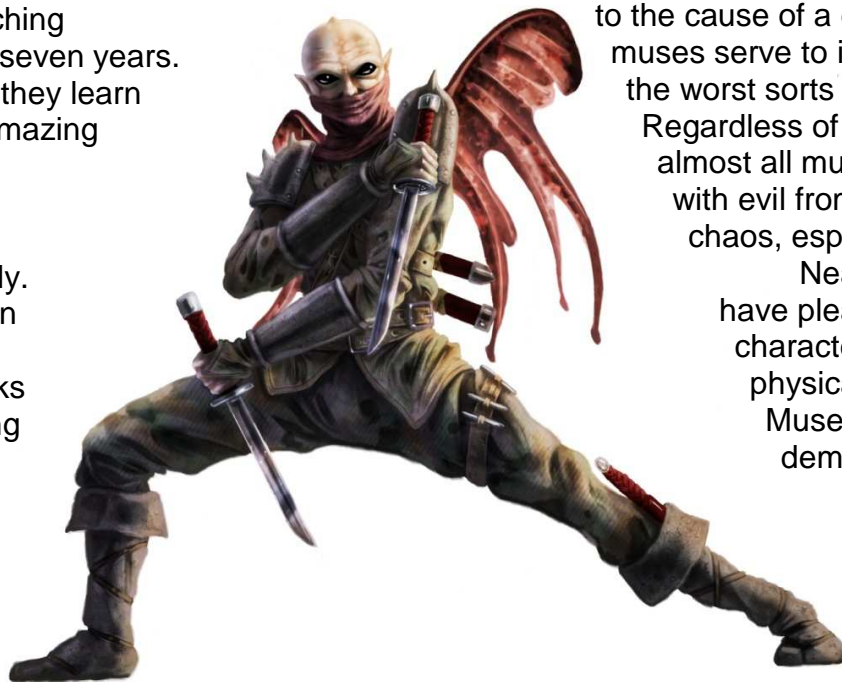
the time the muse is mature.

The internal structure of a muse is wholly alien to anything else on this world. Their organs consist of spherical orbs that glow, pulse, and hum softly, and when injured, a muse bleeds a bright blue blood. Muses do not eat meat, though are fond of milk and dairy. They also have an unquenchable sweet tooth, seeking out desserts before any other sort of meal. Despite this seemingly poor diet, muses cannot become overweight. Like eladrin, muses do not need to sleep and live long lives. A muse does not show signs of age, though will suddenly fade away at some point during its venerable years.

PLAYING A MUSE

Muses are generally selfless creatures that live to spread divine inspiration to any being willing to aid their cause. This paints the picture of a benevolent being, capable of only kindness, generosity, and compassion. While the majority seems to fit that image, malevolent muses do exist. Twisted to the cause of a dark god, these muses serve to inspire the best in the worst sorts of creatures. Regardless of their alignment, almost all muses refuse to deal with evil from elemental chaos, especially demons.

Nearly all muses have pleasant characteristics, both physically and mentally. Muses have gentle demeanors, and tend



to remain calm in even the worst situations. Since the majority of a muse's power revolves around aiding others, they are almost never found alone. This communal spirit supplants any negative personality traits. Few would find a muse annoying, self-serving, impolite, or ill-mannered.

Muses enjoy the controller and leader roles most of all, reveling in their ability to make their allies better. Being creatures of beauty and art, their natural profession is bard, and most muses gravitate towards this class above all others. However, their nature lends well to both divine and arcane endeavors. While a few muse clerics exist, sorcerer, warlock, and wizard muses are the most common. Most martially inclined muses are warlords who inspire soldiers to victory.

Muse Characteristics: Beautiful, calm, charitable, courteous, creative, happy, inspirational, mystical, pleasant, selfless, talented, thoughtful, well-mannered

Male Names: Anfef, Atheah, Aveb, Bavar, Eben, Elvaf, Gahal, Galath, Hivval, Iannef, Kevel, Madaf, Mahar, Mavash, Nehel, Oref, Rahal, Salem, Seveth, Tayav, Veveth, Zashev

Female Names: Abea, Atha, Athava, Chara, Danah, Darlelle, Elra, Enarah, Harna, Haya, Idna, Itha, Jaeda, Kara, Kavia, Lehlu, Mae, Nathia, Nola, Pazla, Rathia, Rivendi, Satha, Shava, Tivia

MUSE ADVENTURERS

Cassielle began in a small village where her voice, charm, and vision of progress eventually elevated her to a leadership role. However, just as her town began to prosper, it was besieged by ogres lead by a powerful demon. While she

vanquished the ogres, the demon escaped. Now she leads a group of adventurers determined to defeat the demon. Her bardic skills inspire her party to heroism and victory.

When Sedath was younger, his community was terrorized by a blue dragon. Unwilling to have his friends pushed around by this overgrown brute, he organized a ragtag band of heroes, and set out to the dragon's lair. While valiant, the effort failed and many of his allies were slain. Sedath was not deterred however. Today, Sedath is a powerful warlord who leads a small army. His armor is of sparkling azure scales; a trophy he took to remind him to learn from his mistakes and to never give up.

Amilla began life as an artist. Many found her paintings to be both inspirational and striking. However, Amilla, being a perfectionist, was never really satisfied with her work. Her ceaseless studies lead to arcane references. Eventually, Amilla's paintings were replaced with works of a magical nature. Seeing her natural aptitude, she was hired on by goodly clerics for a mission to counterbalance the influence of an evil cult, growing in popularity. The cult has since lost many members, both to her powerful spells and to the unearthly beauty with which they are woven.

RACIAL FEATS

Muses have a number of feats all their own.

HEROIC TIER FEATS

These feats are available to any muse characters who meet the prerequisites.

INSPIRE COURAGE [MUSE]

Prerequisite: Muse

Benefit: You grant allies within 10 squares of you a +2 racial bonus to saving throws versus fear effects and a +1 feat bonus to Will defense against fear effects.

WAKING DREAM [MUSE]

Prerequisite: Muse

Benefit: All sleeping allies within 10 squares of you do not take the -5 penalty to Perception checks for being asleep.

WINGS OF A DREAM [MUSE]

Prerequisite: Muse

Benefit: When making an Acrobatics check to reduce falling damage, reduce the amount of falling damage that you take by your entire check result, instead of half of the result.

PARAGON TIER FEATS

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

QUICK INSPIRATION [MUSE]

Prerequisites: Muse, *touch of the muse* power

Benefit: Your *touch of the muse* power now uses a minor action to activate, instead of a standard action.

SONG OF THE MUSE [MUSE]

Prerequisites: Muse, *touch of the muse* power

Benefit: Your *touch of the muse* power now has a range of 10 squares, and can target any ally in range.

EPIC TIER FEAT

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

HEAVENLY PRESENCE [MUSE]

Prerequisites: Muse, *unearthly presence* racial feature

Benefit: You gain the benefit of the *unearthly presence* racial feature even when bloodied.

SLEEPWALKER STONES

Hailing from the plane of Dream, muses often bring with them strange items that are made from the very fabric of this extraordinary realm. One such object is the sleepwalker stone, a materialized essence of a denizen of Dream. It appears as a small, faceted, spherical stone, two inches in diameter, and is both translucent and luminous. Sleepwalker stones come in a variety of colors and glow more brightly when near a sleeping subject.



Sleepwalker Stone

Level 5+

A strange object of dreams that allows you to take on a new life while sleeping.

Wondrous Item: 1,000+ gp

Power: (standard, daily) The sleepwalker stone can only be activated at the start of an extended rest. Upon falling asleep, the sleepwalker stone activates and the stone erupts into an incandescent tar that eventually coalesces around you. You take on another form and awake. Form, additional properties, and additional powers are dependent on type, and described in the “Dream Creatures” section.

This effect ends after 8 hours, or can be cancelled at any time by you as a standard action. Once cancelled, you immediately “wake up” back in your original form. All powers, properties, and effects related to the sleepwalker stone end immediately when this effect ends. The time spent under this effect can be considered deep sleep for the purposes of rest and relaxation.

Property: (when activated) You cannot use any powers that are not directly conferred by the sleepwalker stone. This includes both racial and class-based powers.

Property: (when activated) You cannot use action points.

Property: (when activated) Your memory of the time spent under the effects of the stone fades quickly upon waking. You cannot gain experience while under the effects of this item.

Special: Creatures that do not sleep or dream cannot use this item. Price and level of the sleepwalker stone is dependent on the creature it contains, as listed below.

DREAM CREATURES

When a sleepwalker stone is found, it embodies one of the following dream creatures. This creature remains the same throughout the item's existence. The creature type confers additional properties and new powers to the person activating the stone, as well as a new appearance and physical characteristics. The sleeper's original size, ability scores, defenses, and other aspects are not affected by the stone.

Type: Apparition

Form: The apparition appears as an insubstantial humanoid entirely enshrouded in long strips of billowy white cloth.

Item Level: 5 **Cost:** 1000 gp

Property: You gain resist 10 necrotic, insubstantial.

Property: You gain phasing.

Power: (standard, at-will) You become invisible until you attack or until you are hit by an attack.

Type: Dream Brute

Form: The dream brute is completely covered in dark blue hair. Its face consists of two dark eyes peering out from a shaggy mane. The dream brute appears to have massive and powerful arms.

Item Level: 15 **Cost:** 25,000 gp.

Property: Gain a +2 item bonus to Athletics checks and Strength ability checks.

Property: When you hit with a melee attack, add a +5 power bonus to the damage roll.

Power: (minor, encounter) When you charge and hit with an attack, you deal an extra 5 damage, push the target 2 squares, and knock the target prone.

Power: (minor, encounter) When you hit with a melee attack, the target is knocked prone.

Power: (minor, encounter) When you hit with a melee attack, the target is pushed 1 square.

Type: Dream Weaver

Form: Wholly wrapped in spiderwebs, the dream weaver seems to be a humanoid spider with six walking legs, and two normal arms.

Item Level: 10 **Cost:** 5,000 gp.

Property: You gain climb 6 (spider climb).

Property: You gain resist 10 poison.

Property: When you hit with a melee attack, the target takes ongoing 5 poison damage (save ends).

Power: (standard, encounter) Area burst 2 within 2; the burst creates a zone of webs that fills the area until the end of the encounter or for 5 minutes. The zone is considered difficult terrain. Any creature that ends its move in the web is immobilized (save ends).

Type: Weeding

Form: Appearing as a shambling mound of briars, dandelions, crabgrass, and ragweed, the weeding takes on a vaguely humanoid form.

Item Level: 10 **Cost:** 5,000 gp.

Property: Gain regeneration 5.

Property: aura 1; enemies treat the area within the aura as difficult terrain; at the start of your turn, enemies in the aura take 5 damage.

Power: (standard, encounter) You spray thorns in a burst. Close burst 2; Constitution vs Reflex; 2d8 damage, plus the target is slowed until the end of the your next turn.





MUSE CHARMER

"Of all the stars that shine at night, none match the beauty of your eyes."

Wearing the finest clothes and a feathered hat, the muse charmer is obviously a debonair spirit. He turns to you with a cheerful smile, a tip of the hat, and a flourish of his rapier.

* Muse Charmer	Level 3 Controller
Medium unique humanoid	XP 150
Initiative +3	Senses Perception +8, low-light vision
HP: 48; Bloodied: 24	
AC: 17 Fortitude: 16 Reflex: 16 Will: 16	
Speed 6	
⊕ Rapier (standard; at-will) ✦ Weapon	
+8 vs. AC; 1d8+3 damage	
↶ Dazzling Gaze (standard; at-will) ✦ Charm	
Close blast 5; targets enemies; blind creatures are immune; +7 vs Will; the target is dazed until the end of the muse charmer's next turn.	
† Touch of the Muse (standard; encounter)	
The targeted ally can regain the use of one encounter power.	
Unearthly Presence	
When not bloodied, the muse has a +1 bonus to all defenses against attacks made by adjacent creatures.	
Alignment: Any Languages: Common, one regional	
Skills Arcana +9, Bluff +9, Intimidate +9	
Str: 17 (+4) Dex: 14 (+3) Wis: 14 (+3)	
Con: 16 (+4) Int: 16 (+4) Cha: 17 (+4)	
Equipment: Rapier	

MUSE CHARMER TACTICS

The muse charmer uses his *dazzling gaze* whenever possible, while providing support for his allies. The rapier is reserved for direct melee confrontation, which he will try to avoid.

MUSE MUSICIAN

"Music is the soul of progress."

From the lute strapped to her back, one would assume she was a musician of sorts. However, the sword at her side is her instrument of choice.

* Muse Musician	Level 11 Skirmisher (Leader)
Medium unique humanoid	XP 600
Initiative +12	Senses Perception +9, low-light vision
HP: 116; Bloodied: 58	
AC: 25 Fortitude: 24 Reflex: 24 Will: 24	
Speed 6	
⊕ Sonic Sword (standard; at-will)	
✦ Weapon, Thunder	
+16 vs AC; 1d8+5 damage, and the target takes ongoing 5 thunder damage (save ends).	
↶ Cacophonic Scream (standard; at-will)	
✦ Thunder	
Close burst 2; +14 vs Reflex; 2d6+5 thunder damage, and the target is pushed 1 square and knocked prone.	
Miss: Half damage, and the target is neither pushed nor knocked prone.	
† Touch of the Muse (standard; encounter)	
The targeted ally can regain the use of one encounter power.	
Unearthly Presence	
When not bloodied, the muse has a +1 bonus to all defenses against attacks made by adjacent creatures.	
Victory Dance (free, when muse musician scores a critical hit or reduces an enemy to 0 hit points, at-will)	
Muse musician may teleport 10 squares.	
Alignment: Any Languages: Common, one regional	
Skills Diplomacy +15, Insight +12, Intimidate +15, Stealth +12	
Str: 19 (+9) Dex: 20 (+10) Wis: 18 (+9)	
Con: 20 (+10) Int: 19 (+9) Cha: 20 (+10)	
Equipment: Lute, longsword	









MUSE MUSICIAN TACTICS

The muse musician will cooperate with allies to bring down one foe at a time, teleporting to the next foe with the aid of *victory dance*. When cornered, the muse musician will use *cacophonic scream* to escape.

MUSE WARMASTER

"Many refer to the art of war, though few extol its beauty."

Clad in golden plate armor, the muse warmaster is equipped with implements of both death and exquisite beauty. His peaceful countenance seems at odds with his superfluous martial skill.

 Muse Warmaster Level 7 Soldier (Leader)
Medium unique humanoid XP 300
Initiative +8 Senses Perception +5, low-light vision
HP: 84; Bloodied: 42
AC: 23 Fortitude: 21 Reflex: 20 Will: 20
Speed 5
 Longsword (standard; at-will)  Weapon +14 vs. AC; 1d8+5 damage
 Bedeiling Strike (standard or opportunity attack; recharge )  Weapon, Charm Requires longsword; +14 vs AC; 3d8+4 damage, and the target is restrained until the end of the muse warmaster's next turn. The muse warmaster cannot attack with its longsword while the target is restrained.
 Charismatic Challenge (standard; encounter) Ranged 10; the target is marked until the end of the encounter or until the muse warmaster dies, taking 5 damage each round it does not attack the muse warmaster.
 Touch of the Muse (standard; encounter) The targeted ally can regain the use of one encounter power.
Unearthly Presence When not bloodied, the muse has a +1 bonus to all defenses against attacks made by adjacent creatures.
Alignment: Any Languages: Common, one regional Skills Arcana +7, Athletics +12, History +7, Nature +9 Str: 20 (+8) Dex: 16 (+6) Wis: 15 (+5) Con: 20 (+8) Int: 18 (+7) Cha: 18 (+7) Equipment: Plate Armor, longsword











MUSE WARMASTER TACTICS

The muse warmaster is a selfless adversary who values the lives of his allies over himself. He will use all of his powers so that his allies get the most from combat.

THE DIVINE MUSE

"Who can deny the will of the gods?"

The divine muse is dressed in silvery robes and is bathed in radiant light. She seems to be armed only with unearthly beauty.

 The Divine Muse Level 21 Elite Controller
Medium unique humanoid XP 6400
Initiative +16 Senses Perception +17, darkvision
HP: 406; Bloodied: 203
AC: 37 Fortitude: 37 Reflex: 34 Will: 37
Immune disease, poison, necrotic, radiant
Saving Throws +2
Speed 6
Action Points 1
 Radiant Touch (standard; at-will)  Radiant +26 vs AC; 2d6+7 damage, and the target is blinded and takes ongoing 10 radiant damage (save ends both).
 Divine Ray (standard; at-will)  Radiant Ranged 20; +25 vs Reflex; 2d6+7 damage, the divine muse pushes the target 1 square, and the target takes ongoing 10 radiant damage (save ends). Aftereffect: Ongoing 5 radiant damage (save ends).
 Divine Fury (standard; at-will) The divine muse makes two basic attacks.
 Divine Radiance (Standard; encounter)  Radiant, Zone Close burst 3; targets enemies; +25 vs Will; 2d6 radiant damage, and the target is blinded (save ends). Effect: The area of the burst becomes a zone until the end of the divine muse's next turn. Any creature that starts its turn within the zone is subject to an attack; +25 vs. Will; 2d6 radiant damage, and the target is blinded (save ends). Sustain Minor: The zone persists.
 Song of the Muse (standard; recharge ) Ranged 10; The targeted ally can regain the use of one encounter power.
Heavenly Presence The muse has a +1 bonus to all defenses against attacks made by adjacent creatures.
Alignment: Any Languages: Common, one regional Skills Arcana +23, Religion +23, Insight +17, Nature +17 Str: 26 (+18) Dex: 23 (+16) Wis: 23 (+16) Con: 27 (+18) Int: 26 (+18) Cha: 28 (+19)

THE DIVINE MUSE TACTICS

The divine muse is a whirligig of radiant light that tries to keep his enemies both blinded and burning. His *song of the muse* power ensures his allies are doing the same.

MUSE IN YOUR GAME

Muses, despite their alien heritage, have the distinct advantage of appearing both familiar and comely to most other races. While some measure of distrust will be apparent when dealing with any new race, the muse should find miniscule prejudice among humans, elves, eladrin, and other races with similar features.

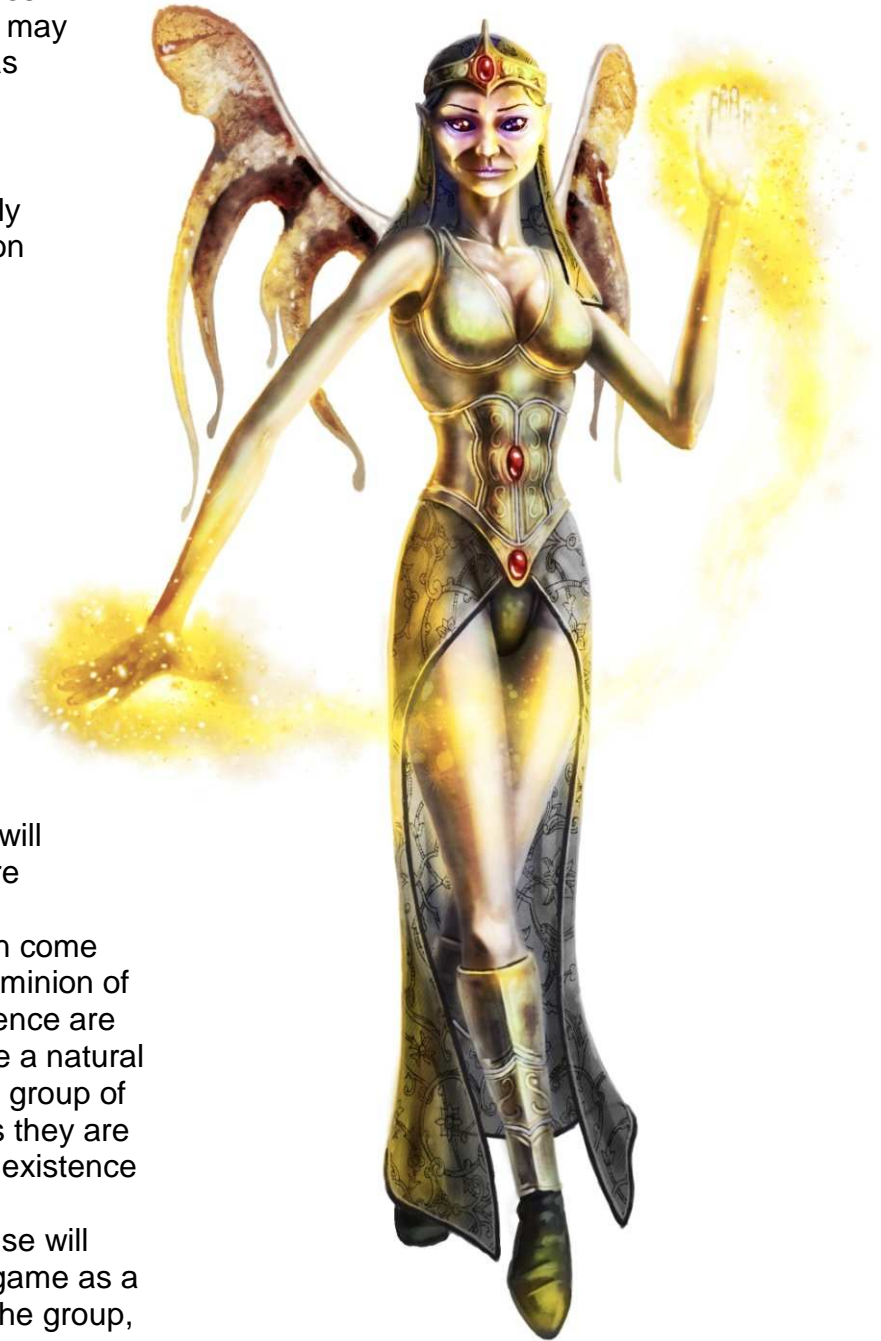
The deva race in particular may find a kindred spirit in the muse, as both are partially descended from divine servitors. However, some muses result from the dreams of darker servitors, which can actually cause a great deal of apprehension between the two races.

Muses in this text are presented as a fairly fresh race to the world. The exact date of their exodus to this world was purposefully left out so the Game Master can introduce them as needed. They do not need to be intertwined 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.

However, if the back story will not work with your campaign, there are alternatives. In games with a different cosmology, the muse can come from nearly any astral plane or dominion of the divine. If other planes of existence are absent entirely, the muse could be a natural creature, descended from a pious group of isolated fey creatures. Or perhaps they are fabricated creatures, brought into existence through an obscure ritual.

Whatever the case, the muse will make a welcome addition to any game as a powerful supporting character of the group,

an unusual option for a player seeking to play a cooperative character, a challenge for the player who wants to assume a leader role, or even a fun alternative for those who want to be attractive and inspiring.



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