



REMARKABLE RACES

©AKLING

PLAYER CHARACTER RACE



ROLEPLAYING GAME SUPPLEMENT
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ALP-RR001:

REMARKABLE RACES: THE OAKLING

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

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Tall, tree-like humanoid plants with leafy, expressionless faces that favor logic over emotion.

RACIAL TRAITS

Average Height: 6' 6" – 7' 4"

Average Weight: 300 – 450 lb.

Ability Scores: +2 Strength, +2 Wisdom

Size: Medium

Speed: 6 squares

Vision: Normal

Languages: Common, Plant *

Skill Bonuses: +2 Insight, +2 Nature

Sun Heal: You can use sun heal as an encounter power.

Fire Vulnerability: You take an ongoing 2 points of fire damage (save ends) when damaged by fire.

Plant: You breathe and eat, but do not sleep; though you are not immune to sleep effects. Spells and effects that affect plants also affect you.

Rooted Foot: When an attack would knock you prone, you can immediately make a saving throw to avoid falling prone, with a +2 bonus.

Sun Heal

Oakling Racial Power

You can channel bright light into vitalizing energy.

Encounter

Standard Action

Personal

Special: You must be in bright light to use this power.

Effect: You can spend a healing surge and gain an additional number of hit points equal to your level.

**Plant language is detailed on page 7*

OVERVIEW

Oaklings are unusual plant creatures distantly related to treants, though much further removed from the energies of the fey wild. While a fairly new race, their origins are a mystery even to themselves. The first oaklings crept from the darkest forests en masse a little over a dozen decades ago, with little memory of or interest in where they came from.

Survival is of primary concern to an oakling, and they are seldom known to be self-sacrificing or precocious. Unlike most plant and tree-like creatures, oaklings are not bound to the forest in any way. Instead of getting a feeling of comfort being close to nature, they feel crowded and uneasy. Though many find this race to be sinister and alien, oaklings are not necessarily evil and find no benefit in angering other sentient beings. They simply find it difficult to relate to the concepts of sympathy and sentiment; seeing no advantage in preserving useless historical relics, common non-sentient plants and animals, or keeping anything that cannot be put to good use.

Play an oakling if you want...

- ◆ to be a sentient plant.
- ◆ to have a character with an alien outlook.
- ◆ to be able to heal yourself more effectively.
- ◆ to strong and wise.
- ◆ to be a member of a race that favors the warrior, ranger, and cleric classes.

PHYSICAL QUALITIES

Oaklings have long, tree-like appendages with two arms that end in three to six spindly fingers and a thumb. Their legs end in rooty clumps. The Oakling's grayish-brown, bark-covered torso is much like a tree-trunk; round and uniform. From

their backs and shoulders sprout branches that meander off several feet above their total height (making them appear even taller). The heads of the oaklings are simple wooden orbs. However, their faces are composed of an intricate pattern of green oakish leaves that form an impressive mane. The leaf mane hides the oakling's thin neck and generally makes its head appear quite a bit larger than it is. An oakling's face is a rather plastic and emotionless mockery of humanity. They also have solid dark-blue expressionless eyes. Many find the face of an oakling even more unnerving than that of an obitu (*Remarkable Races, Vol. 2*).

ECOLOGY

Oaklings are plants which lack the same internal organs common to other organisms. In fact, they lack most organs entirely; having only a crude digestive, circulatory, and nervous system--similar to those found in invertebrates. A cross section of oakling flesh reveals a sponge like inner structure that maintains many functions at once. Oaklings have no bones, hearts, brains, lungs, or other such internal features as non-plant creatures know them. The skin of an oakling, with the exception of their faces, is a pliable grey-brown bark which is in a perpetual state of growing, drying, and peeling. Their "blood" is a sticky yellow sap that becomes hard and brittle when exposed to air. It has been noted that oaklings smell like autumn leaves and that this odor is especially prevalent in their sap.

Oaklings eat and drink much like any other creature (through their mouths), though they lack a refined pallet and will consume just about any organic material, preferring food that is high in nitrates. They enjoy sunning themselves regularly and derive some nourishment from that as well.

Oaklings have a male and female gender; females being slightly more slender in the trunk. Gender is also expressed through their leaf-faces. Male oaklings have more masculine faces and many more leaves than the females. They reproduce much like plants. The female is pollinated once in her life via facial contact with the male and begins to sprout several fruit from her shoulder branches. When ripened, these pale blue acorns are buried in fertile soil and will sprout within two weeks. Oakling sprouts look much like any other tree sapling and do not develop their distinguishing and mobile features until they are nearly an adult, about 2 decades later. Seedlings are often and deliberately planted near civilized areas so that they may observe and learn. When they “spring to life” they often have a great deal of information about the area they were planted in—the fruit of 20 years of uninterrupted and unfiltered observation. While a bit unsure of their movements and slightly awkward in speech, the newly mobile oaklings are ready to fend for themselves. They have a long lifespan, comparable to elves.

PLAYING AN OAKLING

When faced with the cause of survival, oaklings are relentless— often shocking



others with chillingly logical maneuvers which rarely give remorse or sympathy a second thought. They prefer open spaces; fields and small towns especially. Oaklings often view large cities the same as they view forests—over crowded. Unlike most nature-folk, the oaklings are not conservationists. Some would call them cruel and heartless; though they seldom do anything for the sake of pleasure or sport. In actuality, they are coldly neutral, preferring to side with their own well being over that of others. Cool logic pervades an

oakling’s mind, expressing any emotion very weakly compared to other races.

It is important to note that despite their frigidly rational tendencies, oaklings are not evil creatures. They do not take pleasure in killing, nor do most feel that deception and corruption are logical paths. While they lack sympathy, they also lack malice. This puts them coarsely on the neutral path.

Oaklings adventure for personal gain of some sort; usually something tangible, such as wealth or powerful magic. Sometimes, an oakling can be found on a quest for knowledge or to strengthen connections with an important ally. It is very rare to find an oakling adventuring for fame, glory, or vengeance as they do not often value these things. Likewise, they only bond with a strong group of adventurers, leaving the weak to perish.

Another aspect that redeems the oakling is its clear logic and wisdom. While in it for strictly selfish reasons—something they are quite upfront about—they also believe in sharing the benefits. Oaklings understand the worth of powerful allies and that even though they do not share the same sentiment, other races will feel indebted to them for the execution of good deeds. This will drive oaklings to perform many seemingly charitable services, and improves the overall bad reputation of their race.

Oaklings make good rangers and warriors, preferring a direct and final approach to most things. Often their motto is “kill or be killed,” and they take threats very seriously. Occasionally an oakling will take up the cause of a neutral or unaligned deity and find the relationship to be mutually beneficial; thus becoming a cleric. Although physically well suited to the barbarian class, many oaklings find it difficult to get in touch with their “inner rage” and deem such an act to be illogical. Oaklings can be found in most other classes, as all provide some sort of benefit that would be appealing and useful.

Oakling Characteristics: Alien, analytical, blunt, calculating, calm, clear-minded, cold, emotionless, frank, honest, humorless, insensitive, logical, non-judgmental, patient, remorseless, selfish, strong, wise

Male Names: Brawnheart, Burlyroot, Deathshade, Doomtree, Fastleaf, Grimfoot, Hard-head, Iron-bark, Nimble-limb, Oakhammer, Stone-eyes, Strong-branch, Swiftbeam

Female Names: Deeproot, Flitterleaves, Greenbud, Keen-eyes, Mudfoot, Red-thorn, Silverleaf, Snowbark, Tangle-branch, Townsprout, Willowheart, Wise-root, Woodsong

OAKLING ADVENTURERS

Crashingroot believes that combat prowess is the most logical path. When something gets in your way, squash it—and he often does with the aid of a huge spiked mace. His fellow adventurers appreciate his strength and skills in combat. He is also the party anchor, keeping them on track if they get distracted from their goal. While negotiation is not his strongpoint, his frank honesty is often welcomed in a time of need.

Goldbough is a brilliant tactician. Heading the call of the warlord, she has studied combat since she was a sapling. Some mistake her for a wizard, as her packs are full of books and scrolls. Closer inspection reveals military diagrams and historical books. Eschewing the brash approach of others of her race, Goldbough may pause for several minutes before engaging the enemy, devising the quickest demise of her enemy, while using the best that her group has to offer. While her fellow adventurers often find her to be a bit boorish and single-minded, they seldom hesitate to heed her advice.

Timberbash started life outside of the local wizard’s school, and the fruit hasn’t fallen far from the tree. He applies the best of the arcane arts to create a barrage of catastrophic magic against his foes. Knowing only the most destructive spells and rituals, his teammates consider him the cannon of the group and have already learned to steer clear of when the spells start slinging. Although he rarely singses party members, he is not very forgiving if one happens to ignore his booming cries of “TIMBER!”

Plant Language: Plants communicate at high frequencies beyond the range of human hearing. They can communicate only their status; hungry, thirsty, injured, and so on. Anything beyond a one-word remark concerning the immediate state of the speaker's self cannot be conveyed in this "tongue," and plant language has no written form. It is a universal language that only other plants know. It cannot be learned by a non-plant. All plants, sentient and otherwise, speak this language.

RACIAL FEATS

Oaklings have a number of feats all their own.

HEROIC TIER FEATS

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

THORNS [OAKLING]

Prerequisite: Oakling

Benefit: Any creature that attacks you with an unarmed attack takes 1d4 damage from thorns.

Special: This feat must be taken at 1st level.

DEEP ROOTS [OAKLING]

Prerequisite: Oakling, *Rooted Foot*

Benefit: As a move action, you can root yourself in place. You become immobile and count as a creature two size categories larger than you are for push, pull, and slide effects. In addition, you gain an additional +4 feat bonus to the saving throw conferred by your *Rooted Foot* ability. Another move action can end this effect.

FEARLESS [OAKLING]

Prerequisite: Oakling

Benefit: You gain a +2 feat bonus to saving throws against fear effects, and a +1 feat bonus to your Will defense against charm effects.

ONE WITH WOOD [OAKLING]

Prerequisite: Oakling

Benefit: You gain a +1 feat bonus to damage when using a weapon that is made of wood.

At 11th level, this bonus rises to +2. At 21st level it increases to +3.

PARAGON TIER FEATS

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

PROTECTIVE SAP [OAKLING]

Prerequisite: Oakling

Benefit: While you are bloodied, you gain Damage Resistance 2 to all damage except fire. At level 22, increase Damage Reduction to 5.

WICKED THORNS [OAKLING]

Prerequisite: Oakling, Thorns

Benefit: Your thorns do an additional 1d4 damage to unarmed attacking creatures. In addition, you can use Thorn Spray as an encounter power.

Thorn Spray

Oakling Feat Power

You can eject thorns in a painful burst.

Encounter

Free Action

Close Burst 2

Effect: Your Strength or Dexterity score (whichever is higher) vs. Reflex: 2d8 damage + 1 per level.

EPIC TIER FEAT

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

MIGHTY OAK [OAKLING]

Prerequisite: Oakling

Benefit: Upon taking this feat, you permanently grow to size Large and gain a +1 feat bonus to Armor Class. This change in size is not reversible.

MAGIC MISTLETOE

Magic Mistletoe is created by coaxing common forms of mistletoe, a common parasitic plant that grows on oak trees, towards beneficial uses through arcane and alchemical processes. The process itself is a closely guarded secret among druids and forest fey folk, though it is known to take decades to get a good batch of seedlings and that extensive knowledge of herbalism and horticulture is required.



Magic mistletoes have varying “levels” of power, which is reflected in their market cost, rarity, and difficulty to obtain. A level 4 magic mistletoe, for example, would be most easily procured by someone level 4 or above, as it may be protected by guardian or hidden in a trapped grove. When obtained, it is either a tiny seedling or off of a deceased plant creature. Adult varieties which are not cultivated on a sentient plant lose their special properties and become normal mistletoe.

When cultivated on a sentient plant, a symbiotic relationship is formed. The mistletoe derives nourishment and protection from its host and the host can benefit from a variety of benefits depending on the type of mistletoe. The host plant must sacrifice 1 hp from its hit point pool permanently to gain the mistletoe’s advantage. A sentient plant can only maintain 1 magic mistletoe every 10 levels. The mistletoe plant must be intentionally burned off (specifically targeted by a fire effect) in order to permanently remove it.

Removing the mistletoe does not return the hit points sacrificed to it, and it also leaves a nasty scar.

Originally designed for treants and dryads, magic mistletoes are of little use to the average adventurer. However, these little plants were introduced to the oaklings since they emerged from the forest, and have been favorites ever since.

It should be noted that these are living plants with arcane properties and not technically magic items. While they share many properties with magic items, magic mistletoe are in a category all their own.

BRAINWORT

The pink berries of this mistletoe are mildly poisonous. Their juice can be applied to weapons and ammunition.

Brainwort Level 4+

A bushy leafed variety of mistletoe sprouts from the top of your head, regardless of where it is initially planted. Its pink berries are mildly toxic.

Market Cost:

Lvl 4	160 gp	Lvl 14	3200 gp
Lvl 9	620 gp	Lvl 19	16,800 gp

Power: (Consumable ♦ Poison):

Standard Action. Apply the juice of one berry to your weapon or ammunition. The next successful attack with that weapon or ammunition immediately initiates a secondary attack at +5 vs. Fortitude. On a hit, the target takes 2 points of poison damage. The plant produces 3 berries once per day. Berries melt and the toxin fades after one day, regardless of preservation.

Level 9: Plant produces an additional 3 berries per day. +10 vs. Fortitude

Level 14: Plant produces an additional 6 berries per day. +15 vs. Fortitude

Level 19: Plant produces an additional 12 berries per day. +20 vs. Fortitude

GLWBERRY MISTLETOE

The tiny greenish-white berries of this mistletoe glow brightly at the will of its host.

Glowberry Mistletoe Level 1

This leafy shrub thrives on whatever part of your body it is planted on, growing in a large bushy patch. It produces and sheds several tiny berries daily (20 berries total on average).

Market Cost: 80 gp

Power: At-Will Action. Light or extinguish the glowberries (one action per round). They collectively can provide as much light as a torch. When one or more berries are removed while lit, they independently shed light equivalent to a single candle, though can no longer be extinguished at will (the berries can still be smashed into darkness, however.) Lit glowberries fade within one minute after being picked.

HEALER'S MISTLETOE

The ice-blue berries of this mistletoe provide minor healing, and can even stabilize a dying friend.

Healer's Mistletoe Level 8+

This small leafy shrub thrives on whatever part of your body it is planted on. It produces berries daily, which have minor healing effects.

Market Cost:

Lvl 8 500 gp Lvl 18 13,600 gp

Power (Consumable ♦ Healing):

Standard Action. Consume one or more berries to regain 1 hit point per berry consumed. Plant produces 4 berries once per day. Berries dry up and become useless after one day, regardless of preservation.

Level 18: Plant produces an additional 4 berries per day.

WATERBERRY MISTLETOE

The pale white berries of this mistletoe burst when exposed to intense heat, thus preventing some of the damage associated with fire-based attacks.

Waterberry Mistletoe Level 3+

This small-leafed variety of mistletoe sprouts up all over your body, regardless of where it is planted. It provides some resistance to fire, as long as it has berries.

Market Cost:

Lvl 3 120 gp Lvl 8 500 gp
Lvl 13 2600 gp Lvl 18 13,600 gp

Power: Immediate Interrupt. Prevents one point of fire damage per berry. Berries burst immediately upon preventing damage. Plant produces 5 berries once per day. Berries burst after one day or instantly upon being picked, regardless of preservation.

Level 8: Plant produces an additional 3 berries per day.

Level 13: Plant produces an additional 6 berries per day.

Level 18: Plant produces an additional 12 berries per day.

Note: Any sentient plant based creature can use magic mistletoe. Game Masters may add them to their treats for dash of flavor or something new. Perhaps a local coven of briarwood dryads cultivates them and uses them for their own nefarious needs, as well.

The plant can also be transplanted from a fallen (dead) creature to a living creature, with a successful knowledge nature check, DC 25. A failure indicates that the mistletoe was destroyed. The plant cannot be transplanted from one living host to another.



OAKLING BURGLAR

"You like, you take. Simple as that."

Daring and direct, the oakling burglar excels at his craft, despite his rather large stature. In fact, combined with his calm and collect demeanor, his height and apparent awkwardness often preclude him from being suspected of his crimes.

Oakling Burglar	Level 7 Lurker
Medium Natural Humanoid (Plant)	XP 300
Initiative +11 Senses Perception +15	
HP 61; Bloodied 30	
AC 21; Fortitude 20, Reflex 20, Will 20	
Vulnerable 2 Fire	
Speed 6	
⚔ Shortsword (standard;at-will) ♦ Weapon	
+12 vs AC; 1d6 + 5 damage	
↘ Dagger (standard;at-will) ♦ Weapon	
Ranged 5/10; +12 vs AC; 2d6 + 5 damage	
Combat Advantage	
The oakling burglar deals an extra 2d6 damage on melee and ranged attacks against any target that it has combat advantage against.	
Sunheal (standard, encounter)	
Oakling can heal 22 hit points if it is in bright light.	
Rooted Foot	
Oakling gains a +2 bonus to avoid falling prone.	
Alignment: Any Languages: Common, Plant	
Skills: Stealth +12, Thievery +12	
Str 18 (+7) Dex 19 (+7) Wis 18 (+7)	
Con 13 (+4) Int 13 (+4) Cha 13 (+4)	
Equipment: shortsword, 6 daggers	

OAKLING BURGLAR TACTICS

An oakling burglar assesses the situation logically. If he thinks he can defeat his foes, he will try to—in order of weakest to strongest. If he feels outmatched, he will attempt to talk his way out of the situation. If that fails, he will attempt to flee. If fleeing fails, he will attack the fastest members first, and try again to flee and hide.

OAKLING EVOKER

"Wood is NOT the only thing that burns!"

The oakling invoker embraces that which scares her the most; fire and flame. By wielding scorching fury, this oakling assures both power and control.

Oakling Evoker	Level 14 Artillery
Medium Natural Humanoid (Plant)	XP 1000
Initiative +10 Senses Perception +19	
HP 137; Bloodied 68	
AC 28; Fortitude 27, Reflex 27, Will 27	
Vulnerable 2 Fire	
Speed 6	
🔥 Flaming Globe (standard; at-will) ♦ Fire	
Ranged 10/20; +19 vs AC; 1d10 damage and ongoing 2 fire damage (save ends).	
⚔ Enchanted Dagger (standard;at-will) ♦ Fire, Weapon	
+19 vs AC; 1d4 + 10 damage and ongoing 1 fire damage (save ends).	
↘ Fan the Flames (standard;encounter) ♦ Fire	
Ranged sight; +19 vs AC; 3d10 + 6 damage. If target is already taking ongoing fire damage, increase that damage to ongoing 10 fire damage (save ends).	
💣 Fireblast (standard;encounter) ♦ Fire	
Area burst 3 within 20; +17 vs Reflex; 3d10 + 6 Damage and ongoing 3 fire damage (save ends).	
Sunheal (standard, encounter)	
Oakling can heal 48 hit points if it is bright light.	
Rooted Foot	
Oakling gains a +2 bonus to avoid falling prone.	
Alignment: Any Languages: Common, Plant	
Skills: Arcana +18	
Str 22 (+13) Dex 17 (+10) Wis 22 (+13)	
Con 17 (+10) Int 23 (+13) Cha 17 (+10)	
Equipment: enchanted dagger, robes	

OAKLING EVOKER TACTICS

An Oakling evoker starts by softening up her enemies with a *fireblast*. Then she will try to take out the strongest enemy with *Fan the Flames*. Later, she picks off other enemies at range. Melee is a last resort.

OAKLING MERCENARY

"Just tell me where to chop 'em, boss."

The oakling mercenary sells his sword to the highest bidder. He is completely in it for the money and cares little for the cause.

Oakling Mercenary Level 4 Soldier

Medium Natural Humanoid (Plant) XP 175

Initiative +6 **Senses Perception** +6;

HP 52; **Bloodied** 26

AC 20; **Fortitude** 18, **Reflex** 16, **Will** 17

Vulnerable 2 Fire

Speed 6

⊕ **Longsword** (standard;at-will) ♦ **Weapon**

+11 vs AC; 1d10 + 4 damage

† **Harvest Sweep** (standard;encounter) ♦ **Weapon**

+11 vs AC; 3d8 + 4 damage

Sunheal (standard, encounter)

Oakling can heal 17 hit points if it is in bright light.

Rooted Foot

Oakling gains a +2 bonus to avoid falling prone.

Alignment: Any **Languages:** Common, Plant

Skills: Insight +10, Nature +10

Str 18 (+6) **Dex** 15 (+4) **Wis** 17 (+5)

Con 12 (+3) **Int** 12 (+3) **Cha** 12 (+3)

Equipment: hide armor, longsword

OAKLING MERCENARY TACTICS

Oakling mercenaries lack any great finesse. They typically wade into battle, kill the weaker foes first, saving Harvest Sweep for the most powerful enemy. They show no mercy, but will listen to better offers.

REVERENT OF AUTUMN

"By Sehanine's hand I live and you die."

A Reverent of Autumn reveres Sehanine, and has grown strong with her guidance. However, never fully appreciating the concept of love brings this oakling's interpretation of her deity to colder and darker places.

Reverent of Autumn Level 23 Controller

Large Natural Humanoid (Plant)

XP 5100

Initiative +18 **Senses Perception** +30;

HP 213; **Bloodied** 106

AC 37; **Fortitude** 36, **Reflex** 35, **Will** 37

Vulnerable 2 Fire

Speed 6

⊕ **Large Quarterstaff** (standard;at-will) ♦ **Weapon**

Reach 2; +28 vs AC; 2d4 + 8 damage

✦ **Freezing Wind** (standard; sustain minor; at-will)

♦ **Cold**

The reverent of autumn evokes a powerfully cold wind to besiege the target. Ranged 5; +26 vs. Fortitude; 4d8 cold damage, and the target is immobilized until end of reverent of autumn's next turn. This power can be sustained as a minor action, dealing 2d8 cold damage to the target (without making an attack roll) and keeping the target immobilized until end of reverent of autumn's next turn.

◀ **Frostblast** (standard; recharge ☉☉☉) ♦ **Cold**

Close blast 3; +24 vs. Fortitude, 4d10 + 10 cold damage, and the target is immobilized until end of reverent of autumn's next turn.

◀ **Frostburst** (standard;at-will) ♦ **Cold**

Close burst 1; +24 vs. Fortitude, 1d10 + 8 cold damage, and the target is stunned until end of reverent of autumn's next turn.

Greater Sunheal (standard, encounter)

Oakling can heal 76 hit points, even when not in bright light.

Greater Rooted Foot

Oakling cannot be knocked prone.

Alignment: Any **Languages:** Common, Plant

Skills: Religion +21

Str 26 (+19) **Dex** 24 (+18) **Wis** 29 (+20)

Con 21 (+16) **Int** 21 (+16) **Cha** 21 (+16)

Equipment: large quarterstaff, robes

REVERENT OF AUTUMN TACTICS

The reverent of autumn is an expert at damage control; immobilizing those that can deal the most damage, while attempting to take out the weaker opponents with her staff. When bloodied, and out of healing, the reverent of autumn will attempt to flee.

OAKLINGS IN YOUR GAME

Oaklings in this document are presented as a fairly new race to the world. Their origin is a mystery, even to them. 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. One down side to this “newness” is that they lack tradition, language, and history common to other PC races. This has several ramifications including no racial heritage, likely no racial paragon paths and no cool magic relics tailored especially for this race. However, there are many boons as well. Oaklings player characters can be bold pioneers, inventing their own paths, their own history, and their own unique traditions.

Optionally, the game master can create a more detailed back story for the oaklings. Perhaps they are an ancient race of dryads who starkly split from the fey wilds to pursue earthly gain. Or maybe they are simply highly evolved plants from a forgotten time, resurrected accidentally by some quirk of nature. Another possibility is that oaklings were the result of an experiment gone awry—an attempt to blend man and plant.

Whatever the case, the oakling will make a welcomed addition to any game as a representative of the plant kingdom, an unusual option for the player seeking something different, a challenge for the player who has played everything, or just a good match for those that like to cast aside humanity for a little while and see things from a different angle.



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