



# REMARKABLE RACES

## OBITU PLAYER CHARACTER RACE



ROLEPLAYING GAME SUPPLEMENT

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ALP-RR002:

# REMARKABLE RACES: THE OBITU

A New Player Character Race For the 4<sup>th</sup> Edition Dungeons & Dragons Game

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*Skeletal living dead, morose and sullen; bane to the undead, yet easily mistaken for such.*

### RACIAL TRAITS

**Average Height:** 5' 6" – 6' 2"

**Average Weight:** 27 – 44 lb.

**Ability Scores:** +4 Dexterity

**Size:** Medium

**Speed:** 6 squares

**Vision:** Darkvision

**Languages:** Common, choice of one other

**Skill Bonuses:** +2 Acrobatics, +2 Perception

**Fossil Fortitude:** You gain a +1 racial bonus to your Fortitude defense.

In addition, you gain a +5 racial bonus to Endurance checks against any disease of level 25 or lower.

**Necrotic Resistance:** You have built up a resistance to negative energy, thus having Resist 5 necrotic. Increase to Resist 10 necrotic at 11<sup>th</sup> level and Resist 15 at 21<sup>st</sup> level.

**Alacrity of the Dead:** You can use Alacrity of the Dead as an encounter power.

### Alacrity of the Dead

### Obitu Racial Power

*You can make vicious lunges at unpredictable and unnatural speed, due to having very thin and agile limbs.*

### Encounter

**Free Action**

**Personal**

**Effect:** When making an opportunity attack, you gain a +2 bonus to the attack roll and deal an extra 1d6 damage. Increase to a +4 bonus with 2d6 damage at 11<sup>th</sup> level, and a +6 bonus with 3d6 damage at 21<sup>st</sup> level.

## OVERVIEW

Obitu (O-B-2, singular and plural) are neither dead, nor are they undead. They are magically created living beings that have undead origins. A lich by the name of Varquil designed the obitu to be the ultimate weapon against the goodly clergy—a skeleton animated by radiant life energy in place of dark, necrotic energy.

They were immediately successful; completely immune to turning and sharing none of the vulnerabilities of their creator. Thousands of obitu were created through a process that involved infecting true undead with obitu blood—slowly transforming the infected into mindless living skeletons. These were merely fledgling obitu, however. A few years later, their young psyches matured and the obitu turned on their creator; destroying him outright.

### Play an obitu if you want...

- ◆ to look like a skeleton or the undead.
- ◆ to have a mysterious past
- ◆ to have a darker, scarier character
- ◆ to have supernatural dexterity
- ◆ to be a member of a race that favors the warrior, ranger, and rogue classes.

## PHYSICAL QUALITIES

At first and even second glance, an obitu appears to be the undead or animate skeleton of a deceased humanoid, most often human, but always of medium size (the process of vivification fails if the subject is too small or too big, thus destroying the undead host, and not yielding a viable obitu). They are, in fact, walking skeletons. Their form is also one of death; they wear the shell of a skeletal corpse.

However, closer inspection reveals a few differences. Most observers first notice their eyes; vibrant sparks of green luminescence. Obitu bones are warm to the

touch, smooth, pulsing, and devoid of the dryness and wear that is common to undead skeletons. The bone color is almost always deep beige. One sure way to tell an obitu from an undead is by wounding one; if bright red living blood issues forth, it is likely an obitu. Some less noticeable differences include a thin membrane under the jawbone, pinkish tendons slightly visible at the joints, and if one listens closely, shallow respiration can be heard emanating from the obitu's skull.

## ECOLOGY

Obitu have no true gender, despite the gender of the bone donor. Their voices are universally similar—a hollow, harsh whisper that actually radiates from inside the skull. In actuality, most of the biological functions of an obitu take place within its skull. A small wormlike feeding tube extends into its mouth cavity when it eats. It eats and drinks as much as a creature of small size. An obitu has no heart, relying on muscular contractions inside its bones to circulate blood. Regardless of its appearance, obitu eat, drink and breathe much like other living beings. They have an unnaturally long lifespan, comparable to eladrin.

While obitu do not reproduce naturally, they do have means of making others of their kind. The secret, referred to by the obitu as “vivification”, is in their blood; an infectious organism that activates when exposed to sustainable amounts of necrotic energy; such as inside the body of an undead creature. This is a disease that affects undead regardless of their immunity to disease and infects undead exclusively. Being blood-born, the undead must ingest the blood, be injected by it or be in contact with large amounts of it. Afterwards, the magical infection works much like a disease does for the living (described later).

At the demise of the undead creature, provided that it is a medium sized humanoid, all remaining flesh on the subject drops off and the corpse reanimates. At this stage, the creature is nearly indistinguishable from an undead skeleton-- lacking sufficient blood, brain, and other organs to truly be called a living thing.

They behave much the same as skeletal undead; mindlessly obeying commands and following orders. However, this is an obitu in its infancy. In just three short months, sentience sets in. The brain and organs develop, and the remaining necrotic energy is consumed by the infection. The green points of light appear in the eye sockets about the time that the obitu gains true consciousness. For several years the obitu is still considered a fledgling. It has to learn how to communicate and defend itself. While still a bit naïve, an obitu is considered mature around 5 years of age.

## PLAYING AN OBITU

Obitu are morose, sullen and generally pessimistic. Having arose from death and negativity generally sets the tone for their entire life. Beginning their existence with the forms of monsters with the minds of children, they often see society as cruel and superficial. They despise being connected with undead and often avoid evil acts because of this. They also hate being manipulated and will fight for freedom at great cost. They strive for individuality as well, dressing or acting in their own unique way. In addition, many feel a sense of duty to their body's original owner—often going on great quests to find out whose bones they are walking around in.

While the obitus' nature tends to gravitate towards antisocial, untrusting, and introverted, they feel a need to prove themselves. Consequently, they will thrust

themselves into social situations, inferiority complex intact, especially if they can prove they are not evil undead creatures. Likewise, a mission revolving around uprooting tyranny, evil, or oppression will also see the obitu working well with others.

### **Note About +4 Racial Dexterity 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 opt to alter the obitu's racial ability score bonuses to +2 Dexterity and +2 Strength. This keeps within the spirit of the race, while keeping the character from becoming too specialized. Of course, the final say always rests with the game master.

**Obitu Characteristics:** Brooding, cautious, dark, depressed, dexterous, distant, eccentric, free-willed, good-at-heart, morose, mysterious, paranoid, pessimistic, quiet, sullen, wary, worried

**Names:** Obitu are often initially named by those around them, and consequently start with funny sounding nicknames like "Johnny Longbones" or "Skinny." However, as time goes on and they realize the jest, they try to come up with unique and ostentatious names such as "Plaxtarius the Good" or "Vardullisto the Death Slayer." As the obitu matures, however, these names get further shortened. Some obitu, if they are fortunate enough to find their mortal origins, will re-name themselves in honor of their bone donor, especially if their donor was noble and good.

## OBITU ADVENTURERS

Grinning Jack takes solace in his name. It seems happy, right? If only he could grin. Even grinning on the inside would be something. He will live up to his name; he will have the last laugh. The world is a dark place; and serving Pelor just seemed the best thing to do. Grinning Jack was among the first Obitu to join the clergy of Pelor, and take up the sword and shield as an avenging paladin. While preferring lighter weapons and armor than his peers, he excels at combat. He truly comes alive against the undead, and when they are vanquished, he really does seem to smile.

Sulornius the Hunter stalks the forest in search of evil doers. He is the strong and silent type, and his party members rarely hear him speak at all. When he does, it is of a higher purpose, but rarely expounds on what that purpose might be. Part of that purpose must require excellent tracking and bowman skills, of which Sulornius rivals any of his ranger allies. His party members both fear and respect him, as he is unwavering in his focus and determination. Sulornius is a great asset to his group, despite somewhat absent social graces.

Skullak the Cleaver revels in blood and gore among the cheers of a crowd. He has been a gladiator for as long as he can remember, and it's the only life for him. Occasionally, he'll help out a group of adventurers who could use his lethal combat prowess to help their cause. Still, he lives for his day in the arena. Unlike many warriors with his fame, he is not the least bit egotistical or self-absorbed. In fact, Skullak is fairly shy when it comes to casual conversation and non-combat situations. Death is all he knows, and when not dealing it or avoiding it, he feels empty and lost.

## RACIAL FEATS

Obitu have a number of feats all their own.

### HEROIC TIER FEATS

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

#### DEATH SPAWN [OBITU]

**Prerequisite:** Obitu

**Benefit:** Increase resist necrotic value by 5.

#### PLAGUEBORN [OBITU]

**Prerequisite:** Obitu

**Benefit:** Add a +1 feat bonus to fortitude saves. In addition, you are immune to disease.

#### TRIPLE JOINTED [OBITU]

**Prerequisite:** Obitu

**Benefit:** You can move and attack normally during a Squeeze move. In addition, you gain a +2 on reflex checks when avoiding or escaping a Grab effect.

### PARAGON TIER FEATS

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

#### DEATHBANE TOUCH [OBITU]

**Prerequisite:** Obitu, *Plagueborn*

**Benefit:** When completing a successful unarmed melee attack against an undead opponent, you regain the same amount of hit points as you dealt in damage. You cannot gain more hit points than the opponent has in its pool. In addition, this attack exposes the undead to the Obitu Infection.

#### QUICKSTRIKE [OBITU]

**Prerequisite:** Obitu, *Alacrity of the Dead*

**Benefit:** As an immediate reaction to an adjacent opponent shifting, you may make a melee attack against that opponent.

## EPIC TIER FEAT

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

## DEATH DRAIN [OBITU]

**Prerequisite:** Obitu, *Plagueborn*, *Deathbane Touch*

**Benefit:** A successful armed melee attack against an undead opponent allows you to regain hit points equal to half of the amount of damage incurred by that opponent by this attack. You cannot gain more hit points than an opponent has in its pool. In addition, this attack exposes the undead to the Obitu Infection.

## HEART SLOT ITEMS

Unavailable to most creatures, heart slot items are traditionally only useful for the undead-- creatures with a large empty chest cavity. They were typically crafted by liches for their minions or even themselves. These items, also called "Heart Stones," normally increase hit points, or enhance healing surges. Heart Stones are usually 5 to 10 inch crystals mounted on several bindings that affix the item securely in the ribcage, in place of the heart. When secured, the item pulses with light in a rhythm similar to a beating heart. It takes as much time to secure and remove a heart



stone as it does armor, due to complicated latching mechanisms and multiple fasteners. This means it takes five minutes to secure or remove, which is usually outside of combat.

While most living things cannot survive without a real living heart beating in their chest, obitu are the exception. Obitu can wear and benefit from these items.

### Black Heart

Level 25

*This spiky blue-black obsidian ball is seven inches in diameter and fastened with a dozen black leather cords. When worn, it converts necrotic or radiant energy to hit points.*

**Item Slot:** Heart 625,000 gp

**Property:** Gain a +2 item bonus to all Constitution based checks.

**Power (Encounter):** Immediate Interrupt. When an enemy makes an attack against you using necrotic or radiant energy, you gain temporary hit points equal to your healing surge.

### Bleeding Heart

Level 9+

*This smooth red ovoid crystal is about six inches long and suspended on four gold chains. When worn, it increases your healing surge value.*

Lvl 9	+2	4,200 gp	Lvl 24	+5	525,000 gp
Lvl 13	+3	17,000 gp	Lvl 28	+6	2,125,000 gp
Lvl 18	+4	85,000 gp			

**Item Slot:** Heart

**Enhancement:** Apply the enhancement bonus to your healing surge amount.

**Power (Daily):** Minor Action. Use this power when you are bloodied to gain temporary hit points equal to five times the item's enhancement bonus.

**Dark Heart** Level 7+

*This chiseled grey crystal sphere is about five inches in diameter and secured with six steel chains. When worn, it increases the number of healing surges that you get.*

Lvl 7 +1 2,600 gp    Lvl 17 +3 65,000 gp  
Lvl 12 +2 13,000 gp    Lvl 22 +4 325,000 gp

**Item Slot:** Heart

**Enhancement:** Apply the enhancement bonus to your Death savings throw.

**Property:** Add the enhancement bonus to the number of healing surges that you receive per day. For example, a level 17 Dark Heart gives you 3 more healing surges per day.



**Stone Heart** Level 14

*This clear green crystal point is carved with arcane runes and is about 10 inches long. It is secured inside the ribcage with two mithril bars (one attaches to your sternum, the other to your spine). When worn, it increases your hit point pool.*

**Item Slot:** Heart 21,000 gp

**Property:** Gain a +10 item bonus to your hit point pool.

**OBITU INFECTION (VIVIFICATION VIRUS)**

The obitu infection bypasses a corporeal undead's normal immunity to disease. In addition, this disease has no effect what-so-ever on the living. This disease only effects corporeal undead. All obitu carry this disease, and some even manage to master control over it through certain feats. Undead who are not medium sized humanoids and die from this disease, do not rise as obitu. Vestiges related to the type of undead, as well as any damage to the skeleton itself, disappear by the time the obitu reaches basic sentience (at about 6 months old).

**Obitu Infection**    Level 1\* Disease (Undead Only)    Endurance stable DC 14\*, improve DC 19\*

The target is cured. ◀	◀▶ <b>Initial Effect:</b> Target regains only half the normal number of hit points from healing effects.	▶ The target cannot heal from healing effects	▶ <b>Final Effect:</b> The target dies, flesh melts off bones (if any), and rises as a fledgling obitu within 3 rounds.
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\*The level of the disease is equal to the level of the obitu carrying the disease. The DC to stabilize is equal to 13 + the level of the obitu carrying the disease. The DC to improve is equal to 18 + the level of the obitu carrying the disease.





## FLEDGLING OBITU

*"bwains..."*

Fledgling obitu are unintelligent living skeletons. Many still have some of the vestiges of undeath; sharp teeth, claws and so on. They will not learn to speak or think for themselves for several months.

### Fledgling Obitu Level 3 Minion

Medium Natural Humanoid XP 40

**Initiative** +4 **Senses** Perception +3; darkvision  
**HP** 1; a missed attack never damages a minion.  
**AC** 18; **Fortitude** 15, **Reflex** 16, **Will** 15  
**Resist** 5 necrotic  
**Speed** 6

⊕ **Claws** (standard;at-will) ♦ **Weapon**  
 +8 vs Armor Class; 5 damage.

**Speed of the Dead**  
 +2 bonus on attack rolls and +1d6 damage when making opportunity attacks.

**Alignment** Unaligned **Languages** ---  
**Str** 15 (+3) **Dex** 17 (+4) **Wis** 14 (+3)  
**Con** 13 (+2) **Int** 3 (-3) **Cha** 3 (-3)

## FLEDGLING OBITU TACTICS

Fledgling obitu mindlessly follow the first orders given to them, and they will continue to follow the first person who ordered them around until they gain sentience. At this stage they are without fear, remorse, or conscience. They attack exactly as directed to—without improvisation or deviation. If attacked while they have no orders to respond, they simply flee.

## OBITU KNIGHT

*"If only I were worthy of these old bones."*

His quest is not only to prove his worth, but to add a little more light in a dismal world. He is dressed in full armor and brandishes a flaming greatsword menacingly. With his visor down, one could hardly tell he was an obitu.

### Obitu Knight Level 11 Soldier

Medium Natural Humanoid XP 600

**Initiative** +12 **Senses** Perception +14; darkvision  
**HP** 113; **Bloodied** 56  
**AC** 27; **Fortitude** 25, **Reflex** 24, **Will** 23  
**Resist** 10 necrotic  
**Speed** 5

⊕ **Greatsword** (standard;at-will) ♦ **Fire, Weapon**  
 +17 vs Armor Class; 1d10+6 plus 3 fire damage, and the target is marked.

⊗ **Longbow** (standard; at-will) ♦ **Weapon**  
 Ranged 20/40; +17 vs Armor Class; 1d10+1 damage, and the target is marked.

† **Quick Strike** (immediate reaction, when an adjacent enemy shifts, at-will) ♦ **Weapon**  
 The obitu knight makes a melee basic attack against that enemy.

**Speed of the Dead**  
 +2 bonus on attack rolls and +1d6 damage when making opportunity attacks.

**Ghost Blade** (minor; recharge ☐☐☐☐)  
 ♦ **Fire, Force**

The knight's greatsword become ghostly and insubstantial, attacking the target's Reflex instead of AC and dealing 1d10 +6 force damage plus 6 fire damage instead of melee damage. This lasts until the start of the knight's next turn.

**Alignment** Any **Languages** Common, 1 regional  
**Skills** Endurance +16, Intimidate +12  
**Str** 22 (+11) **Dex** 20 (+11) **Wis** 19 (+9)  
**Con** 17 (+8) **Int** 10 (+5) **Cha** 15 (+7)

**Equipment:** arrow X20, greatsword, longbow, plate armor

## OBITU KNIGHT TACTICS

An obitu knight will defend the helpless, first and foremost. If possible, he will get between the weakest beings and the largest threat. The largest threat is usually the first target of direct attack.

## OBITU FRIAR

"This is not my idea of life after death."

Dedicated to metaphysical endeavors, the obitu friar feels a need to connect with and learn from those around him. He is dressed in simple robes and carries a gnarled quarterstaff.

### Obitu Friar Level 4 Skirmisher

Medium Natural Humanoid XP 175

**Initiative** +10 **Senses** Perception +6; darkvision

**HP** 52; **Bloodied** 26

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

**Resist** 5 necrotic

**Speed** 6

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

+9 vs AC; 1d8 + 4 damage

† **Fleeting Strike** (standard;at-will) ♦ **Weapon**

+9 vs AC; 1d8+4 damage; an obitu friar can move its speed and make this attack. The obitu friar gains a +7 bonus to AC vs. opportunity attacks incurred by this movement.

#### Speed of the Dead

+2 bonus on attack rolls and +1d6 damage when making opportunity attacks.

**Alignment:** Any **Languages:** Common, 1 regional

**Skills:** Religion +9, Stealth +13

**Str** 15 (+4) **Dex** 22 (+8) **Wis** 15 (+4)

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

**Equipment:** quarterstaff, robe

### OBITU FRIAR TACTICS

An obitu friar prefers to avoid combat, but will try his best to quell a dangerous situation with strategic blows to quickly weaken his enemies to the point of negotiation.

## VITOMANCER

"Life can be more pain than death!"

The vitomancer has dedicated her life to the study of radiant energy. She appears unarmed and underequipped. Looks can be deceiving.

### Vitomancer Level 25 Controller

Medium Natural Humanoid XP 2700

**Initiative** +22 **Senses** Perception +31; darkvision

**HP** 230; **Bloodied** 115

**Regeneration** 5

**AC** 39; **Fortitude** 37, **Reflex** 40, **Will** 37

**Resist** 15 necrotic

**Speed** 6

☉ **Radiant Ray**(standard;at-will) ♦ **Radiant**

Ranged 20; +29 vs Reflex; 3d8+9 radiant damage.

☽ **Orb of Light**(standard; at-will) ♦ **Radiant**

Ranged 20; +29 vs Fortitude; 3d8+9 radiant damage, and the target is blinded (save ends).

✱ **Vitalistic Flash** (standard;recharge ⓂⓂ)

♦ **Radiant**

Area burst 2 within 20; +29 vs Reflex; 5d10+10 radiant damage.

**Second Wind** (Standard, encounter) ♦ **Healing**

The vitomancer spends a healing surge and heals 57 hit points. The vitomancer gains a +2 bonus to all defenses until the start of her next turn.

#### Speed of the Dead

+2 bonus on attack rolls and +1d6 damage when making opportunity attacks.

**Alignment:** Any **Languages:** Common, 1 regional

**Skills:** Arcana +23

**Str** 25 (+19) **Dex** 30 (+22) **Wis** 25 (+19)

**Con** 22 (+18) **Int** 22 (+18) **Cha** 22 (+18)

### VITOMANCER TACTICS

The vitomancer likes to start off with *Vitalistic Flash* to scare her enemies into submission. Afterwards, she'll pelt the battlefield with alternating uses of *Radiant Ray* and *Orb of Light*. When bloodied, she will use second wind and then try to retreat.

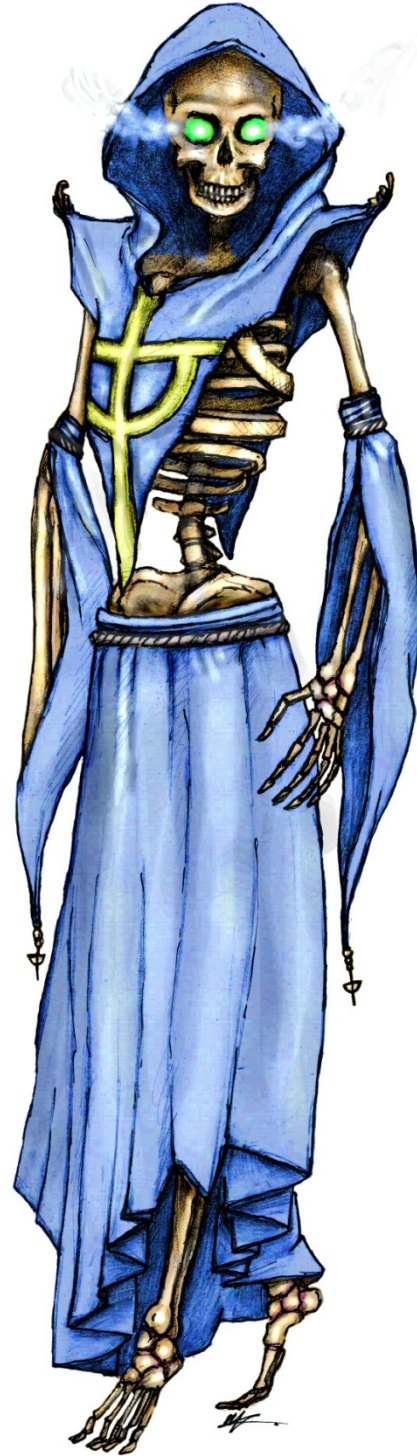
## OBITU IN YOUR GAME

The obitu in this document are presented as a fairly new race to the world. As a newly developed life form, they are still struggling to find their place in an already well established social ecosystem. 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 magical relics tailored specifically for this race. However, there are many boons as well. Obitu 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 obitu. Perhaps the lich creator was using an old recipe from a fallen empire, not knowing the full consequences. It is even possible that other powerful creatures stumbled upon the obitu formula, and the race has been thriving for centuries. Yet another potential is that the obitu infection arose naturally in an environment that was terribly infested with undead; thus turning the tide towards the forces of good.

The obitu will make a welcomed addition to any game as the spookiest member of the adventuring party, an unusual option for the player

seeking something different, a challenge for the player who played everything, or just a good match for those who revel in the absurdity of the macabre.





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