



REMARKABLE RACES

XAX
PLAYER CHARACTER RACE



ROLEPLAYING GAME SUPPLEMENT
J. MATTHEW KUBISZ * DEAN SPENCER

ALP-RR012:

REMARKABLE RACES: THE XAX

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

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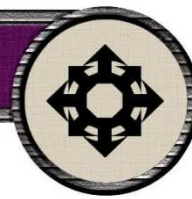
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The product of madness and anarchy, these small, bizarre creatures find meaning in both

RACIAL TRAITS

Average Height: 3'3" – 3'9"

Average Weight: 80 – 100 lb.

Ability Scores: +2 Constitution, +2 Intelligence

Size: Small

Speed: 6 squares

Vision: Normal

Languages: Common

Skill Bonuses: +2 Athletics, +2 Insight

Chaotic Resistance: At character creation, roll a D10, and gain resistance to the corresponding damage type equal to 5 + one-half your level.

This resistance is permanent, and does not change. 1. Fire, 2. Cold, 3. Lightning, 4. Acid, 5. Psychic, 6. Radiant, 7. Necrotic, 8. Poison 9. Thunder, 10. Force

Dual Heritage: You are considered an elemental creature and an aberrant creature for the purpose of effects that relate to creature of origin.

Memory of Conflict: At character creation, gain proficiency in one superior weapon of your choice.

We Are One: At the beginning of an encounter, roll a d8, and gain access to the corresponding racial encounter power, even if you do not meet the prerequisites for the race.

1. Dragon Breath (Dragonborn Racial Power)
Roll d10 for damage type: 1-2: acid, 3-4: cold, 5-6: fire, 7-8: lightning, 9-10: poison
2. Elven Accuracy (Elven Racial Power)
3. Fade Away (Gnome Racial Power)
4. Fey Step (Eladrin Racial Power)
5. Furious Assault (Half-Orc Racial Power)
6. Infernal Wrath (Tiefling Racial Power)
7. Second Chance (Halfling Racial Power)
8. Stone's Endurance (Goliath Racial Power)



OVERVIEW

Deep in the swirling quagmires of Elemental Chaos, a mad cult of unnamable creatures vied for power. Their chants and gibbers rose to a violent cacophony when the swirling portal opened. When black clusters of tentacles, eyes, and maws erupted from the conjured gateway, nearly half of the group was forced to end their ritualistic wailing because they were devoured by the pre-primordial forces emanating from the portal. Fierce winds roared up against the encroaching madness. In a moment, the two realities merged—absolute chaos mingled howling and frenzied with ageless insanity. The scene twisted into something no words could ever describe, and no mortal man could witness and survive. Then, with a sudden explosion, the portal closed. What seemed like shrapnel at first, later turned out to be countless small, grey creatures jettisoned in every direction. Appearing as twisted and alien as any creature native to Elemental Chaos or the Far Realm, one could only imagine their dark intentions, warped minds, or depraved desires.

However, no one would ever imagine that the product of the two most unfathomable realms in existence would gaze upon the twisted landscape of Elemental Chaos and exclaim, “We do not belong here!” This was the birth of the xax, which was immediately followed by their exodus to the prime material plane. Xax, despite their origins, have strictly ordered minds. Out of madness and pandemonium arose a race that gravitates towards logic, reason, and philosophy. Xax are introspective creatures, who seem at odds with their forms. In mind, they relate well to mortal folk, even feeling a sense of morals and honor.

Play a xax if you want...

- ◆ to play a bizarre-looking creature with unique heritage.
- ◆ to play a race with random qualities.
- ◆ to be able to use a superior weapon without taking a weapon proficiency feat.
- ◆ to be both tough and smart.
- ◆ to be a member of a race that enjoys the Artificer, Invoker, Bard, Shaman, and Warlock classes.

PHYSICAL QUALITIES

While their minds can be comparable to the mortal folk, in body, the xax are another thing entirely. Standing at only three-and-a-half feet tall, the xax is a small, somewhat ape-like creature, with long arms that end in three-fingered hands that can drag along the ground as it walks on haunched legs terminating in long, two-toed feet. The xax completely lacks a neck, though does have a bony ridge atop its head that is suggestive of one. Its face, if one can call it that, is near the middle of its chest. Two eyes, one slightly larger than the other, rest on top of each other right above a vertical tooth-filled mouth. Bulbous musculature dominates the creature’s back and shoulders, covered by hairless, smooth grey skin that fades to a bluish tinge around its face. It has four pointy tongues that wriggle forth from its mouth when it eats. Despite its appearance, xax have an uncannily clear and intellectual sounding voice.

ECOLOGY

Xax do not have gender and reproduce through a form of budding. A xax will randomly develop a large tumor on its back, which will eventually erupt into a youngling xax. These younglings grow to maturity in about a week, and are ready for adventure within a month. They are born with the common knowledge of the area they

were born into. For example, if a youngling xax starts life in a farming community, it will begin with a basic knowledge of agriculture. Xax have a lifespan comparable to humans, though they become extremely wrinkled as they age, and the bluish tinge of the face eventually expands to encompass their entire body as the creature enters its venerable years.

Xax are omnivores who enjoy a wide variety of food and drink. Their blood is a purplish tar, and their organs are all squirming tentacles that writhe from open wounds. The unique physiology of a xax demands strange nutrients. They will often consume large quantities of substances that other races would not find palatable at such a scale.

PLAYING A XAX

Xax are often devout philosophers with dizzying intellects. They have a fondness for finding patterns in seeming chaos, discovering connections between unrelated things, and generally solving mysteries that most fear to fathom. Xax are seldom selfish creatures, subscribing to the belief that we are all part of the great cosmic consciousness.

Bordering on ascetic, the xax rarely adventure for wealth, greed, fame, or glory. They will, however, adventure to gain knowledge, test theories, restore balance, and protect the innocent. Unlike most benevolent or peaceful creatures, they are not repulsed by creatures of evil or chaos. Instead, they see these beings as a necessary element in the universe. While many with such a philosophy would become pacifists, xax do not consign to that either. To a xax, violence can be a positive agent of change, and they are quite willing to destroy anything that they feel needs to be rebuilt.

As one can see, keeping up with a xax's rationale can be quite confusing. On one hand, they are peaceful philosophers



who tote the virtues of brotherhood and “oneness”, and on the other they are brutal combatants capable of grisly acts of carnage and destruction. Only one thing can be said for certain; the xax will always have a rational explanation for everything they do, and that explanation will likely be convoluted.

Xax take a large variety of professions. They revere the creative side of magic, so they can be natural artificers and bards. Xax artificers often build insanely multifarious devices that help to solve some obscure mystery. Xax bards enjoy complex musical instruments, and will often design their own unique versions. Xax are also keenly interested in the mysterious aspects of magic and commonly become powerful warlocks, almost always partaking in the

Star pact to better comprehend their heritage. Xax can also be very spiritual, taking up the invoker or shaman class. More rarely, a xax may even take on the role of a cleric. A variety of other professions can be found among their race, though not nearly as commonly. Among those, the martial arts are most prevalent, due to the xax's enduring bodies and natural weapon skills.

Xax Characteristics: Accepting, adaptive, ascetic, chaotic, complicated, contemplative, dynamic, intellectual, philosophical, smart, thoughtful, unpredictable, violent

Names: Bipok, Cosine, Eleven, Faren, Gravity, Infinity, Jeva, Kelvin, Quark, Radar, Rhombic, Tetra, Uranium, Velocity, Wolden, Zero

XAX ADVENTURERS

Like most xax, Primus sees the order in the chaos. Unlike most xax, however, he believes that he is a divine piece of that order. Primus, a powerful invoker, believes himself to be the living emissary of a fragmented deity. According to his preaching, this deity, primordial and ancient in origin, lays shattered throughout the multiverse. Primus believes that by bringing order to the chaos, he will eventually be able to resurrect the shattered god and ascend to godhood himself. He is accompanied by zealots who believe in his cause, spurred on by his charismatic sermons and promises of great power and understanding.

If asked, Triskaideka would say he is a peaceful star-gazer. While he does gaze at the heavens, what he isn't saying is that he feels a strong presence gazing back, spurring him towards acts of violence and destruction. As a warlock who draws power from the Far Realm, he believes that the madness that people see there is simply a deficit of perception. Others fear the Far Realm simply because they cannot

comprehend it. Triskaideka, however, is beginning to believe he can. This worries his fellow adventurers who are just now getting used to his strange ways and incoherent ramblings.

To say that Null was born with a bastard sword in his hands would not be that far from the truth. Null came into being on a battlefield during a great war. Having absorbed the basic knowledge and training of a soldier, he felt compelled to continue on that path. At the tender age of three weeks, he had already found his favored weapon, and chose a side to fight for. Null finds harmony in killing, and sees a sort of balance in the state of conflict. He is accompanied by likeminded mercenaries; each with their own agenda, but unified in the belief that without war, there would be no peace.

RACIAL FEATS

Xaxs have a number of feats all their own.

HEROIC TIER FEATS

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

CHAOTIC SURGE [XAX]

Prerequisite: Xax

Benefit: If you score a critical hit, you may add 1d6 damage per tier of a random damage type by rolling a d10 and applying the following damage type: 1-2: acid, 3-4: cold, 5-6: fire, 7-8: lightning, 9-10: poison.

MANIPULATE PROBABILITY [XAX]

Prerequisites: Xax

Benefit: Once per encounter, roll 5d4 in the place of a d20.

ONE OF MANY [XAX]

Prerequisites: Xax, *we are one* racial feature

Benefit: At the beginning of the encounter, before you roll for your *we are one* racial feature, choose and write down two numbers from 1 to 8. You may reroll for your *we are one* racial feature if either number that you have written down is rolled.

PARAGON TIER FEATS

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

ONE OF FEW [XAX]

Prerequisites: Xax, *One of Many* feat

Benefit: When using your One of Many feat, you may choose two additional numbers to reroll on.

RETUNE RESISTANCE [XAX]

Prerequisites: Xax, *chaotic resistance* racial feature.

Benefit: Reroll for your *chaotic resistance* racial feature and replace the old damage type with the new. In addition, increase the resist value provided by your chaotic resistance by 5.

EPIC TIER FEAT

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

CHOOSE THE ONE [XAX]

Prerequisites: Xax, *one of few*

Benefit: Instead of rolling for your *we are one* racial feature, you may choose one out of the list instead at the beginning of the encounter.

XAX MAGIC ITEMS

From time to time, xax become accomplished artificers. Like most xax, these crafters are obsessed with the nature of reality and its two most crucial elements: probability and perception. The items that they craft are usually unlike any other in the realm, as they explore these fascinating

aspects. The following are a few examples of their unique works.

Blank Slate Level 13+

This amulet is a circular piece of black slate in a gold frame. It emulates the word written on it.

Lvl 13	+3	17,000 gp	Lvl 23 +5	425,000 gp
Lvl 18	+4	85,000 gp	Lvl 28 +6	2,125,000 gp

Item Slot: Neck

Enhancement: Fortitude, Reflex, Will

Special: When a single word is written on the slate with a piece of normal chalk, the slate takes on the additional property as listed below. The first word written activates the property. The six words that can activate the following property are “strong,” “nimble,” “healthy,” “smart,” “wise,” and “charming.” They correspond to Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma respectively.

Property: Item grants a +1 bonus to skill checks and non attack checks involving a single stat modifier. Select this ability when the item is received. You may change it as a standard action. The specific ability is matched to the word written on the amulet.
Level 23 or 28: +2 item bonus.

Probability Weapon Level 3+

This weapon betters the probability to hit without increasing accuracy.

Lvl 3	+1	680 gp	Lvl 18 +4	85,000 gp
Lvl 8	+2	3,400 gp	Lvl 23 +5	425,000 gp
Lvl 13	+3	17,000 gp	Lvl 28 +6	2,125,000 gp

Weapon: Any

Enhancement: Attack rolls and damage rolls.

Critical: +1d6 per plus

Property: Roll 2d10 instead of a d20 for attack rolls with this weapon.

Level 23 or 28: Roll 5d4 instead of a d20 for attack rolls with this weapon.

Placebo Potion Level 18

This multihued potion always comes in an ornate bottle with a blank label. Upon writing a name on the label, the potion takes on a specific power.

Potion: 3,400 gp

Power (Once): Standard Action. After writing the name of the potion on the label, the potion irrevocably transforms into any potion of level 15 or lower, as the label would signify. For example, if “healing” was written on the label, it will become a potion of healing. This power does not activate until the name of a potion that qualifies as level 15 or lower is written on it. It will however, transform to the highest level potion available. For example, writing “clarity” on the label will create a level 15 Potion of Clarity. If imbibed with a blank label, the potion does nothing. (Alternatively, the DM may choose a random potion for it to emulate.)

Schrödinger’s Box Level 15

This small ornate ivory box may mean the difference between life and death.

Wondrous Item: 25,000 gp

Property: Immediately after failing your second death saving’s throw, the box activates, and you and all of your equipment is transferred to a solitary pocket dimension on the astral plane. The box is your only possession that remains behind in the square that you left. In the pocket dimension, time does not pass, and you do not have to make further death saves. When the box is opened, you are immediately transferred to the nearest empty square adjacent to the box, and time resumes normally for you.

Twinned Weapon Level 3+

One weapon of an inseparable pair, one blade can benefit from the fortunate swing of the other.

Lvl 3	+1	680 gp	Lvl 18	+4	85,000 gp
Lvl 8	+2	3,400 gp	Lvl 23	+5	425,000 gp
Lvl 13	+3	17,000 gp	Lvl 28	+6	2,125,000 gp

Weapon: Any

Enhancement: Attack rolls and damage rolls.

Critical: +1d6 per plus

Special: These weapons are always made in perfectly identical pairs (twins). Their magical power does not work unless its twin is being used in the same combat encounter. This pair of weapons must always share the same exact weapon type, statistics, enchantments, and bonuses or the twinned power ceases to function.

Power (At-will): Free Action. Instead of making an attack roll, use the last attack roll made by its twin this round as the attack roll, once per round. If the weapon’s twin did not yet attack this round, you cannot use this power.





XAX PHILOSOPHER

"I think, therefore you die."

This xax is dressed in long, flowing, multicolored robes and mutters quietly to himself. He turns to you and seems to smile, though it could also be a frown.

* Xax Philosopher	Level 2 Controller
Small aberrant elemental humanoid XP 125	
Initiative: +3 Senses Perception +6	
HP: 43; Bloodied: 21	
AC: 16 Fortitude: 16 Reflex: 15 Will: 14	
Resist 6 Lightning	
Speed 6	
⊕ Fist of Force (standard; at-will) ♦ Force	
+7 vs AC; 1d6+3 damage, and ongoing 5 force damage (save ends).	
✧ Flying Runes (standard; at-will) ♦ Fire, Radiant, Lighting, Necrotic, or Thunder	
Ranged 10; +6 vs Reflex; 1d10+3 Fire, Radiant, Lighting, Necrotic, or Thunder damage (xax philosopher's choice).	
⬅ Switch Places (move; recharge 3)	
♦ Teleportation	
Close burst 5; Choose 2 allies in burst and switch their places.	
Second Chance (immediate interrupt, when hit by an attack, encounter)	
The xax philosopher forces the attacker to reroll the attack and take the new result.	
Alignment: Any Languages: Common, one regional	
Skills Religion +7	
Str: 17 (+4) Dex: 14 (+3) Wis: 14 (+3)	
Con: 19 (+5) Int: 16 (+4) Cha: 14 (+3)	
Equipment: robes	

XAX PHILOSOPHER TACTICS

The xax philosopher prefers to avoid melee, using *fist of force* to discourage attackers, and then moving out of range to use *flying runes*. Whenever advantageous, the xax philosopher will not hesitate to use *switch places* to maneuver his allies into better positions.

XAX MAGICIAN

"Now you see it, now you're blind."

Clad in black and silver and wearing a tall hat, the xax magician is sure to have a few tricks up his sleeves.

* Xax Magician	Level 14 Artillery
Small aberrant elemental humanoid XP 1000	
Initiative: +12 Senses Perception +9	
HP: 114; Bloodied: 57	
AC: 26 Fortitude: 28 Reflex: 28 Will: 26	
Resist 12 Acid	
Speed 6	
⊕ Dagger (standard; at-will)	
+21 vs AC; 1d4+6 damage	
✧ Blinding Arc (standard; at-will) ♦ Fire	
Ranged 10; +19 vs Reflex; 1d10+6 Fire damage, and target is blinded (save ends).	
✧ Fire of Life (standard; at-will)	
♦ Necrotic, Radiant	
Area burst 1 within 10; targets enemies; +19 vs Reflex; 1d10+6 necrotic and radiant damage.	
Fade Away (immediate reaction, when the xax magician takes damage, encounter) ♦ Illusion	
The xax magician turns invisible until it attacks or until the end of its next turn.	
Alignment: Any Languages: Common, one regional	
Skills Arcana +19, Dungeoneering +11	
Str: 23 (+13) Dex: 20 (+12) Wis: 20 (+12)	
Con: 24 (+14) Int: 24 (+14) Cha: 20 (+12)	
Equipment: cloak, dagger	

XAX MAGICIAN TACTICS

The xax magician has a weak melee attack and prefers to throw his tricks from afar. His favorite attack is *fire of life* which he uses liberally on groups of enemies. If one target stands out above the rest, he will concentrate a *blinding arc* on it. If threatened directly, the xax magician will use *fade away* to maneuver into a better position.

XAX RANDOMIZER

"Some protect the balance. I just make sure it's truly random."

Multicolored polyhedral dice buzz around the xax's head like strange ioun stones. He is dressed in a random assortment of clothes; metal boots, a tunic, a cape, and a bandoleer—all of clashing hues. He wields a rapier. As he looks at you, he rolls a die.

Xax Randomizer	Level 9 Controller
Small aberrant elemental humanoid XP 400	
Initiative: +7 Perception: +5	
HP: 102; Bloodied: 51	
AC: 23 Fortitude: 23 Reflex: 22 Will: 22	
Resist 9 Fire	
Speed 6	
Rapier (standard; at-will)	
+14 vs AC; 1d8+5 damage	
Blinding Bolt (standard, at-will) Radiant	
Ranged 10; +13 vs Reflex; 1d8+5 radiant damage, and the target is blinded until the end of the xax randomizer's next turn.	
Bolting Bolt (standard, at-will)	
Teleportation	
Ranged 10; +13 vs Reflex; 1d8+5 damage, and the target is teleported up to 3 squares. The target cannot be teleported into an unsafe space.	
Binding Blast (standard; recharge)	
Close blast 3; +13 vs Will; 3d8+5 damage, and the target is immobilized until the end of the xax randomizer's next turn.	
Infernal Wrath (minor; encounter)	
The xax randomizer gains a +1 power bonus to its next attack roll against an enemy that hit it since the xax randomizer's last turn. If the attack hits and deals damage, the xax randomizer deals an extra 5 damage.	
Alignment: Any Languages: Common, one regional	
Skills Arcana +16, History +16, Nature +10	
Str: 20 (+9) Dex: 17 (+7) Wis: 19 (+8)	
Con: 22 (+10) Int: 19 (+8) Cha: 19 (+8)	
Equipment: a set of polyhedral dice, rapier	

XAX RANDOMIZER TACTICS

The xax randomizer likes to begin with a *binding blast* to help his allies move into the best positions unhindered. This will likely be followed by a *bolting bolt* against the most threatening target, to move that enemy into a position detrimental to the opposing side. *Blinding bolt* is used as a delay measure, allowing allies to slip into better positions as needed.

CHAMPION OF CHAOS

"Blame it on the butterflies."

Dressed in shining plate armor and brandishing a bastard sword, the champion of chaos appears to be a perfect blend of knight and madness.

Champion of Chaos	Level 25 Soldier
Small aberrant elemental humanoid XP 7,000	
Initiative: 21 Perception: +18	
HP: 238; Bloodied: 119	
AC: 41 Fortitude: 39 Reflex: 37 Will: 37	
Resist 22 Thunder	
Speed 6	
Chaotic Bastard Sword (standard; at-will)	
Fire, Cold, Radiant, Lighting, Necrotic, Thunder	
+32 vs AC; 2d8+9 damage and the target takes ongoing 15 variable damage (save ends). The variable damage type changes each round, and is determined by a die roll (d6): 1.Fire, 2.Cold, 3.Radiant, 4.Lighting, 5.Necrotic, 6.Thunder	
Bull Rush (standard; at-will)	
+30 vs Fortitude; the champion of chaos pushes the target 1 square and shifts into the vacated space.	
Sudden Strike (immediate reaction, when an adjacent enemy shifts, at-will)	
The champion of chaos makes a melee basic attack against the enemy.	
Dragon Breath (Minor; recharge)	
Fire, Cold, Acid, Lighting, Poison, Thunder	
Close blast 3; +27 vs Reflex; 2d6+6 variable damage. The variable damage type changes with each use, and is determined by a die roll (d6): 1.Fire, 2.Cold, 3.Acid, 4.Lighting, 5.Poison, 6.Thunder	
Alignment: Any Languages: Common, one regional	
Skills Athletics +27, Endurance +25	
Str: 29 (+21) Dex: 25 (+19) Wis: 21 (+17)	
Con: 30 (+22) Int: 26 (+20) Cha: 25 (+19)	
Equipment: bastard sword, plate armor	

CHAMPION OF CHAOS TACTICS

The champion of chaos goes into battle swinging his sword with a mighty battle cry. When confronted by several melee opponents, he uses *dragon breath*.

XAX IN YOUR GAME

In a world where demonic-looking tieflings can be accepted as a player race, the xax may fit in very well. In many ways, they appear much less threatening than tieflings or dragonborn. In other ways, the xax are much more hideous and alien. Not only do they have a rather slanted view of the world, but they lack many of the biological similarities that tie other races together.

However, this can be an advantage. One can never be certain what to expect from a xax. With their complex philosophies and sweeping paradigms, the xax could potentially justify just about any action. Without love, romance, or a familiar sense of family the xax are far from predictable.

Xax in this text are presented as a fairly fresh race to the world. The exact date of their creation 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 Far Realm and the elemental chaos could easily be replaced by Pandemonium and Limbo. If other planes of existence are absent entirely, the xax could be the product of intense chaos or wild magic. Perhaps they are the direct result of tampering with the universal fabric; a terrible side-affect for those who dare delve into the more eldritch facets of reality.

Whatever the case, the xax will make a welcome addition to any game as a the strangest character in the group, an unusual option for a player seeking to play a philosophical character, a challenge for the player who likes to play everything, or even a fun alternative for those who like to roll lots of dice.



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