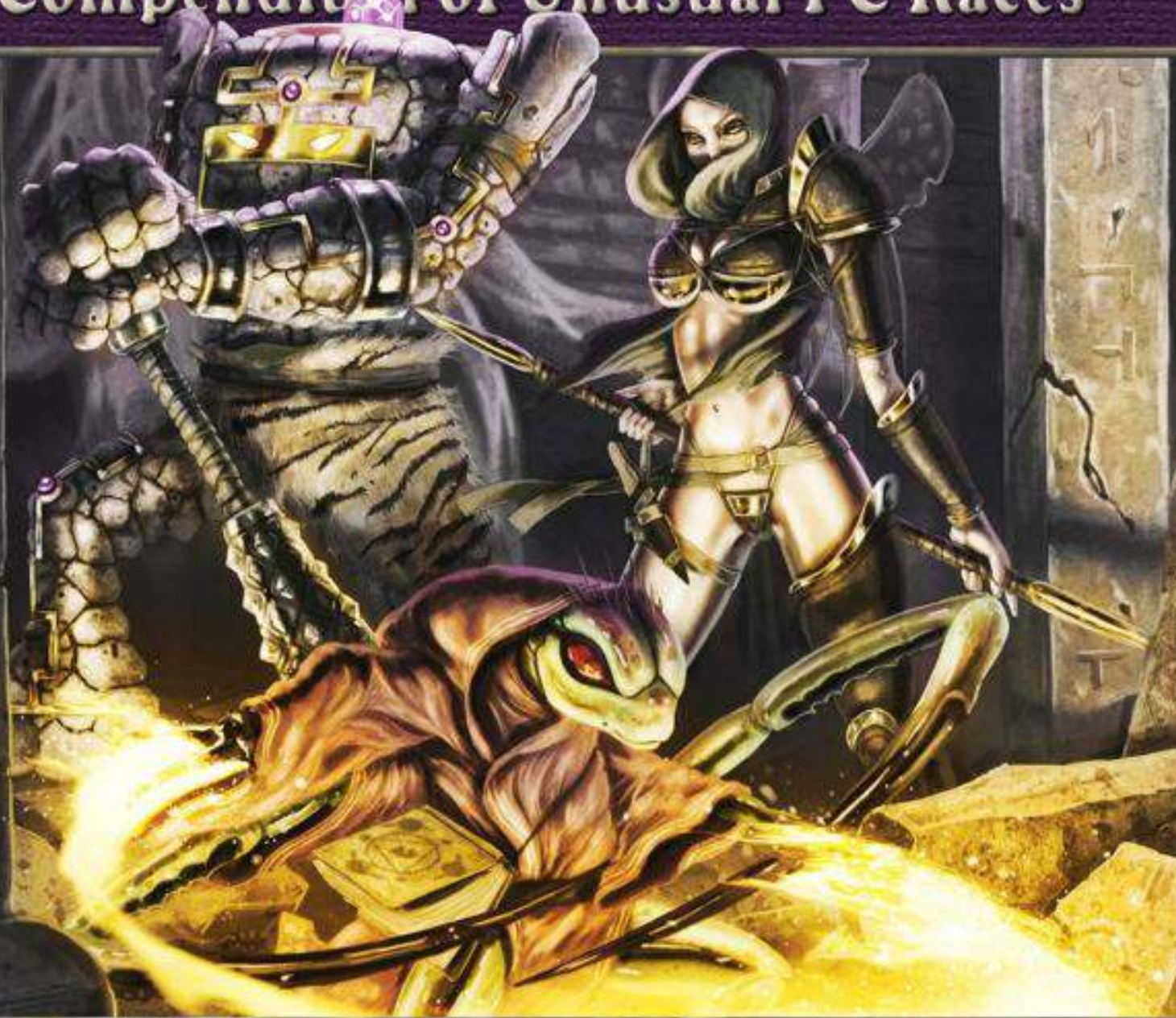


REMARKABLE RACES

Compendium of Unusual PC Races



4th Edition Roleplaying Game Supplement
J. Matthew Kubisz

ALP-RR019:

REMARKABLE RACES

COMPENDIUM OF UNUSUAL PC RACES



Role Playing Game Supplement

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

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DUNGEONS & DRAGONS 4th Edition PLAYER'S HANDBOOK, written by Rob Heinsoo, Andy Collins, and James Wyatt; DUNGEON MASTER'S GUIDE, written by James Wyatt; and MONSTER MANUAL, written by Mike Mearls, Stephen Schubert and James Wyatt; PLAYER'S HANDBOOK 2, written by Jeremy Crawford, Mike Mearls, and James Wyatt; MONSTER MANUAL 2, written by Rob Heinsoo, and Chri Sims; Adventurer's Vault, written by Logan Bonner, Eytan Bernstein, and Chris Sims. © 2008, 2009 Wizards of the Coast. All rights reserved.

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INTRODUCTION

Add new life to your 4th edition Dungeons and Dragons game! The *Remarkable Races Compendium* offers players and Dungeon Masters alike a brand new selection of truly interesting and unique races. Our philosophy behind the Remarkable Races was to release new and unique races that the Dungeons & Dragons universe has never seen before, and will likely never see published by Wizards of the Coast. Much like authors of the past have done with dwarves, hobbits, orcs, and elves, *Remarkable Races* presents beings that reflect forces in our own world. This book consists of fifteen new races, each with full write-ups, racial feats, monster statistics, magic items, and lots of extras. Each race is illustrated by talented artists from across the world with all-original artwork.

This book is divided into two sections: The Player's Guide to the Races and the Dungeon Master's Section. The Player's Guide begins by giving you the details to play all fifteen character races, including racial traits, physical qualities, ecology, player notes, example adventurers, and suggestions for using each race in your game.

The Player's Guide also includes a racial paragon path for each race, as well as nearly a hundred new racial feats for the heroic, paragon and epic tiers. Near the end of the player's section, one can find unique equipment related to the new races. New weapons, adventuring gear, and dozens of new magic items await the player's perusal. The player's chapter ends with a few novel rituals.

In the Dungeon Master's Section, the focus is on tools for creating exciting adventures using the new races. The chapter begins with the specifics of two innovative realms: the treacherous Isle of Benfalas; home to the two-headed taddols, and the enigmatic MnoI; the demiplane of commerce and origin of the money-loving numistians.

Next, spice up your campaign world with two new diabolical artifacts; the destructive Dagger of Suval and the sun-hating Skull of Atakla. Each artifact has full details as one might find the D&D 4E DUNGEON MASTER'S GUIDE.

And what would adventuring be like without adversaries and non-player characters? The majority of the Dungeon Master's section is packed with over six dozen creatures based on the new races. The monster entries end with encounter suggestions ranging from level one to thirty. The *Remarkable Races Compendium* fully supports adventure for heroic, paragon, and epic tiers of play.

Use the whole book or pick your favorites; the Remarkable Races were designed to be modular. Each race can be easily added to nearly any existing campaign with little effort, and they do not require any other races to be used. So whether it is to populate a new world, or add some new life to an old one, the *Remarkable Races Compendium* will be a priceless resource for your Dungeons & Dragons experience.



PLAYER'S GUIDE TO THE RACES



This section contains everything a player would need to play any one of the fifteen new races that this book has to offer. The Remarkable Races can be divided into three groups: the newly discovered, the ancients returned, and the aliens among us.

The newly discovered are brand new to the universe, either recently created or newly evolved. What they lack in history, they make up for in enthusiasm. They are bold pioneers and brilliant explorers of the unknown. These races include the boggle, the entobian, the mogogol, the oakling, and the obitu.

The ancients returned have been lost to this world for ages, and just recently rediscovered. They are shrouded in both history and mystery. They teach us much about the past as well as help lead us into a bold new future. These races include the anumus, the mahrog, the relluk, the taddol, and the zif.

The aliens among us are from a rare extraterrestrial world. They come to this reality seeking refuge, accidentally, or to seek something that is missing from their own world. Their alien habits show us new ways to do things while struggling to fit in. These races include the kval, the muse, the numistian, the squoles, and the xax.

Below are brief descriptions of all the races that appear in this book.

Anumus: The anumi are pets who have undergone a radical transformation into humanoid versions of their former selves. More than just anthropomorphic animals, they have an ancient secret that once made them direct representatives of the gods themselves. With this catch-all bestial race, personify your favorite animal and lead him into combat against evil! Dogs, wolves, cats, tigers, horses, pigs, rats, birds, and more are all an option.

Boggle: We all know the legends of the brownie tinkers. Many of us have seen a movie or read a book or two of goblins, gnomes, or other little people gifted with the ability to craft wondrous objects and strange mechanical devices. The boggles are the embodiment of that concept. They are the product of arcane tinkering, derived from lowly and dim goblin slaves. Boggles are born with an instinctual knack for building, breaking, and fixing things. They thrive on solving puzzles, crafting new solutions, and unraveling mechanical mysteries.

Entobian: These tenacious caterpillar people thrive in human societies. They hunger for adventure, individuality, and diversity. Driven by many of the same desires as other adventurers, they freely and willingly relate well with other races. They also have all the great aspects that make insects so interesting: six appendages, the ability to spin silk, and a truly different physiology than the other PC races. As an added bonus, at paragon levels they have the option to metamorphosis into a completely different insect, gaining not only a new form, but new powers and abilities as well.

Kval: The kval is about a foot tall, has horns, a tail, and hands as big as a man's. In an isolated pocket dimension, the kval appear and begin to slowly multiply, destroying and consuming the fiends trapped there and eventually purging the infested land. When the process is complete, the kval are deposited back into world in great numbers, thus maintaining balance. Kval quest to find and defeat evil wherever it may be. Introducing the first Tiny-size 4E PC race, the kval are certain to raise notice.

Mahrog: The mahrogs are a primitive human ancestor. Mothered by an overprotective nature goddess, the mahrogs shun modern conveniences like metal armor and fancy swords in favor of wood, bone, and stone. Best of all, it works well for them due to some divine intervention on the part of their goddess protector.

Mogogol: Driven by an insane desire to do good deeds and led by other manic tendencies, a most unusual family of amphibians left the dismal swamps and embarked on a remarkable journey. Nearly two hundred years later, the mogogols emerged as a unique race in their own right; the descendants of the Mogogol family and hundreds of other frog-like people.

Muse: The muse is a munificent denizen of the demiplane of dreams who can inspire any adventuring party to new levels of power. Fleeing terrible nightmares planted by Hell itself, the muses escaped certain death by invading our world. A vision come to life, these beautiful and creative creatures continue to inspire greatness in all who strive to serve the gods. The muse is a truly selfless soul whose power is meaningless alone. No group will want to be without a muse to help them succeed.

Numistian: Hailing from the largest shopping mall in the multiverse are the numistians; a merchant race that specializes in making money. Originating from Mnol, the mysterious demiplane of commerce, these humanoids can vary their height, eat and bleed coins, and have a great eye for lucrative endeavors.

Oakling: When the first oaklings marched inexplicably from the forest, the tree-huggers cheered a new ally. After all, oaklings have all the hallmarks of a friend of the wood; being basically Medium-sized living trees with green leafy faces. However, they turn out to be quite the opposite of what many expected. Oaklings are an industrious species that has little regard for sentiment or emotion. Coldly logical, the oaklings took up branch to their own cause: the betterment of themselves.

Obitu: The obitu were to be a life force as docile and obedient as the lich's other minions, with one marked difference: they were technically living, breathing entities. This made the obitu immune to turning and other pitfalls common to his other low level soldiers. Best of all, they shared the same visage as the lich's favorite shock trooper: that of a skeleton. Created by infecting undead with an arcane disease, the number of obitu grew quickly to the thousands. As they marched toward the forces of good, something else began to grow as well: their free will. The

obitu rapidly converted to the side of good and became a bane to undead ever since.

Relluk: The relluks were made to be stony protectors for a remote island nation of the distant past. Unfortunately, they failed – the nation was obliterated before the Relluks could even be activated. They stood in droves for millennia waiting to spring to life. Rediscover an ancient technology with these odd beings with menacing tribal faces, crystal souls, and bodies crafted from volcanic rock.

Squole: Expanding the arcane formula that created the gelatinous cube, a species of benevolent slime created human-shaped ambassadors to help prove to the multiverse that not all slime is awful, not all jellies are ochre, and ooze doesn't have to be a four-letter word...well not a bad one in any case. Not quite human, these mannequin-like slimes take on adventurous tasks to prove their worth, discover the secret to humanity, and generally add a lot of flavor to any campaign.

Taddol: The taddol is bound to be the talk of the table as it offers the first-ever two-headed race meant to be played as two characters. Taddols are a quirky blend of ettin (two-headed giants; mean, slobbering, stupid) and eladrin (high elves; sophisticated, beautiful, ingenious). They are strong, smart, and tall.

Xax: Standing less than four feet tall, these very odd-looking creatures appear more like a hideous monster than a friendly ally. However, they are truly benevolent and intellectual beings that preach tolerance, acceptance, and the oneness of the universe. Still, it would be wise not to cross these great thinkers, as the blood of anarchy and insanity still runs hot in their veins.

Zif: It came from the deep dark depths of the sea. It is eons old; it saw the dinosaurs evolve and vanish. It survived countless cataclysms. It features a slimy squid-like parasitic brain inside an amorphous armored body. Run! Run for your life! No, wait! It is just the friendly zif. Join this benevolent snail-like PC race on a quest for knowledge and fortune.

ANUMUS



Once loyal animal companions, now personified in human form by means of an ancient secret

RACIAL TRAITS

Average Height: 5' 4"–6' 0"

Average Weight: 135–220 lb.

Ability Scores: +2 Strength, +2 to one other*

Size: Medium

Speed: 6 squares, 8 squares for equine

Vision: Normal (arachnid and ophidian anumi have darkvision, feline anumi have low-light vision)

Languages: Common, choice of one other

Skill Bonuses: +2 Athletics, +2 to one other*

Bestial Boon: Gain a racial power*

Bestial Defense: Some anumi gain +1 to one defense.

Others gain a +5 bonus on saves versus the listed type of ongoing condition or damage.*

**based on species, as noted below*

Species	Ability	Defense	Skill	Power
Amphibian (frog)	Con	Reflex	Endurance	Amphibious
Arachnid (spider)	Dex	poison	Stealth	Web Crawler
Avian (bird)	Dex	blindness	Perception	Eagle Eye
Canine (dog)	Cha	stunned	Perception	Tripping Strike
Equine (horse)	Con	Will	Endurance	Enhanced Speed
Feline (cat)	Dex	death	Stealth	Cat-like Grace
Ophidian (snake)	Dex	dominated	Stealth	Contortionist
Porcine (boar)	Con	Will	Endurance	Tenacious Spirit
Reptile (lizard)	Dex	acid	Endurance	Blood Fury
Rodent (rat)	Dex	necrotic	Stealth	Rodent Resilience
Ursine (bear)	Con	Reflex	Endurance	Bear's Might



RACIAL TRAITS, continued

Amphibious: You can breathe normally in water and gain a swim speed of 4. In addition, gain resist acid 5 + one-half your level.

Bear's Might: When bloodied, you gain a +1 bonus to basic melee attack rolls. In addition, each round that you sustain a grab on your turn, the target of the grab takes damage equal to your Strength modifier.

Blood Fury: When bloodied, you gain a +1 racial bonus to damage rolls. Increase to +2 at 11th level, and +3 at 21st level. Gain this same bonus to damage against bloodied foes.

Cat-like Grace: Once per encounter, when you are hit by a Reflex attack, you may force an enemy to roll the attack again. The enemy uses the second roll, even if it's lower. In addition, gain a +5 to Acrobatics checks related to balancing on a narrow surface.

Contortionist: You can squeeze into narrow passages as if you were one size category smaller than you are. In addition, you gain a +2 on Athletics or Acrobatics checks to escape a grab.

Eagle Eye: Once per encounter, reroll a ranged attack roll. Use the better roll.

Enhanced Speed: You move at your normal speed (8 squares) when it would normally be reduced by a heavy load or armor. Other effects that limit speed affect you normally. In addition, when your charge attack is preceded by moving at least 6 squares from your starting position, you may make both a bull rush and a melee basic attack, in that order.

Rodent Resilience: Once per encounter, when you are bloodied, you may gain a number of temporary hit points equal half of your level plus your Constitution modifier. In addition, you receive a +5 racial bonus to Endurance checks made to resist disease.

Tenacious Spirit: When bloodied, you gain resist 1 to all damage. When reduced to 0 hit points, make one basic melee attack.

Tripping Strike: If you have combat advantage against a target, you also knock the target prone on a successful hit with a basic melee attack.

Web Crawler: Gain a climb speed of 4 and ignore the movement effects of spider webs and difficult terrain related to spider swarms.

OVERVIEW

Fremedi the tomb raider discovered a fabulous treasure. However, it was not gold nor was it gems. It was not a powerful magical artifact or even a weapon of wondrous power. Fremedi, a charlatan by reputation, discovered a clay jar full of perfectly preserved seeds. Hieroglyphics on the jar described how to use them, and with a slight effort, the worldly rogue deciphered the antique code. It was then that he hatched a plan that would bring a new race to the world.

With a little help from a farmer friend, Fremedi cultivated these strange little seeds and soon had a small grove of odd spiky bushes. With time, the shrubbery finally bore a bluish-purple fruit. It was marketed as "Fremedi's Wonder Fruit" and sold with special instructions and with the classic advertising phrase, "They gave their lives to you, now give their lives to them!" The anumi were born, and Fremedi became very wealthy.

Long ago, when the gods bore the forms of beasts, the anumi plant was created with the aid of divine magic to transform particularly beloved sentry animals into special temple guardians. Fremedi simply adapted the recipe to work for all beloved pets who had reached the end of their service due to infirmity or old age. A humane alternative to euthanasia, the fruit is mashed together with the blood of the animal's master and mixed in with the animal's favorite food. Upon digestion of this strange mixture, the creature becomes instantly revitalized and transforms into an anthropomorphic form; a swarthy and muscular human body with the head of the animal. Along with the facial semblance, the bestial companion retains rudimentary and dreamlike memories of its former life. It begins life again as a young adult sentient humanoid.

While the long forgotten anumi of the ancient world had specific purpose and direction, this new generation often struggled for identity beyond a personified pet. After a few decades, they sought the now aged Fremedi and beseeched him for an answer. For a hefty sum, Fremedi parted with his secret, and the anumi became caretakers of both the sacred fruit and its secret. They carried on the business and continued to inspire the tradition of bestowing new life to animal companions whose existence was otherwise near an end.

Play an anumus if you want...

- ◆ to personify your favorite animal.
- ◆ to have a lot of racial options at creation.
- ◆ to have a defensive bonus.
- ◆ to be strong and well-muscled.
- ◆ to have versatility in class selection.

PHYSICAL QUALITIES

Anumi, from the neck down, are identical to very fit Medium-size humans. Their skin tone varies from olive to dark brown and is both flawless and hairless. Gender cues are exaggerated; females have perfect hourglass forms and males feature bulging biceps and rippling abdominals. From the neck up they are entirely bestial and extremely varied. While proportionate to a human head, the animal head can be that of just about any imaginable natural creature. Canines, felines, and avians are most common. However, bears, boars, horses, and even lizards are also well-known. Any natural beast that someone might have considered a beloved pet or companion may become an anumi. If a species type is not listed, the Dungeon Master may decide to add new statistics and powers.

Over the last few decades, the anumi have been trying to create a unique identity in the world. In their new forms, many study the crumbling ruins of the civilization that invented their magical origins. Some anumi have adopted a style similar to that which they observed depicted in ancient hieroglyphics and often pattern clothes, jewelry, and other personal effects to reflect this antiquated design. A few anumi even venerate these forgotten gods in an effect to resurrect a long dead religion. In their hearts, however, most hold true to the values of their original master, whom they often regard as a parent figure. Many continue adventuring with their original master for several years after they start their second life.

ECOLOGY

Despite their attractive (from the neck down), and fully-sexed forms, anumi are completely sterile. They cannot have children, and have no way of naturally creating offspring. Instead, they defer toward using the anumi fruit to ensure that the species lives on.

The juice of the fruit itself is highly magical, though inert until mixed with blood. The blood acts as a catalyst only if the master truly cared deeply for his or her animal companion. Otherwise, it has no effect. Originally, it was thought that the mixture called specifically for human blood. Fremedi's original directions stated this explicitly. However, experimentation has shown that the blood of any sentient creature will suffice, so long as the sentiment is true. Regardless of the blood used, the body form always appears human.

The mixture only works on natural beasts of the non-magical variety. The beast's original abilities, powers, skills, and so on are all replaced by those of the anumus. The Dungeon Master may also rule that certain beasts are immune to the mixture.

The change in form is permanent and irreversible. Biologically, the anumus begins life with the body of a fit 16-year old human. Their countenance reverts to the way the animal looked in the prime of its life, adjusted for size proportion to the new body. Afterwards, the anumus ages much the same as a human.

As to its mental state upon first reaching humanoid form, an anumus resembles an amnesiac. At best he has blurry memories of a past in which he was an animal, though he seems to have a firm grasp of language and other basic skills needed for survival. During this period of mental confusion, the anumus is typically nurtured by its original master. In a few short months, the anumus is ready to set out on his own, if he so desires.

PLAYING AN ANUMUS

Anumi often share the same ideals, virtues, and vices of their original masters; this is often very similar to a parent-child relationship. An anumus who had a very strict master is as likely to be very strict as they are to be especially lenient. In any case, anumi often show a great deal of respect and understanding of their original master's values.

Anumi also harbor an inner struggle with their bestial nature. This makes them especially easy to stereotype by species. For example, canine anumi are often very loyal. Feline anumi, on the other hand, are fiercely independent. Avian anumi are free spirits, while porcine anumi are often gluttons. Reptiles can be callous; arachnids single-minded; rodents jumpy; equines trustworthy. Unfortunately, these stereotypes do nothing good for their already diminished reputations. One of the biggest obstacles that an anumus faces is to be seen as a serious individual in their own right, and not just a personified animal.

It is often this lessened status that drives an anumi to the adventuring life. They have much to prove, and often have little trouble finding their niche. Often, an anumi picks up where their master left off: continuing a quest in their absence. In addition, anumi are fueled by the same goals as most humans: glory, gold, honor, and love. At their core, they are both human and animal. An anumus's motivations tend to match both.

Many anumi take up the cause of animal rights, and are among the first beings in the realm to help orchestrate the formation of humane animal shelters, veterinary clinics, and laws that prevent animal cruelty. Most anumi will not stand by to see an animal be mistreated, and will react in violent opposition. Some anumi often adopt pets of their own, many of which become anumi themselves after living a long, happy life.

Anumi fill a variety of class roles, grouped slightly by species. Felines, ophidians, and rodents excel as rogues because of their nimbleness and propensity for stealth. Canines, equines, porcines, and reptiles typically make great clerics, fighters, rangers, and warlords. A fair number of anumus wizards and warlocks do exist as well, though they are not as common.

Anumus Characteristics: Affectionate, bestial, charitable, cheerful, clever, concerned, dedicated, friendly, humane, inquisitive, loyal, mischievous, playful, pleasant, sly, sneaky, social

Names: Anumi often keep the names given to them when they were animals. However, some prefer to adopt names that are reminiscent of the extinct culture that created the anumi fruit.

Male Names: Ace, Ajax, Amon, Anubis, Bear, Bingo, Butch, Dexter, Duke, Fido, Horus, Jaws, Killer, Lucky, Rover, Silver, Snapper, Thoth

Female Names: Babe, Daisy, Dixie, Duchess, Fluffy, Foxy, Hathor, Isis, Jaws, Killer, Peaches, Pepper, Precious, Silver, Snapper, Snuffles

ANUMUS ADVENTURERS

Alvilda spent her entire animal life as a raven on the shoulder of a scoundrel by the name of Captain Gareth the Black. When Gareth died, his crew took it upon themselves to give Alvilda the anumi mixture. Many regard the new Alvilda as a reincarnation of Gareth. They have the same booming voice, same cantankerous attitude, and same propensity for swashbuckling. Still, Alvilda wants to do more than just follow in her former master's footsteps. This raven-headed pirate wants to see the land, taste high adventure beyond the seven seas, and find her own way in the world. With a flamboyant spirit and cutlass in hand, she adds a little spice to any situation.

Fenris started life as a trained attack dog, and his adventuring career followed along that path. As a professional soldier, Fenris is a force to be reckoned with. A fierce and brutal fighter, this dog-headed myrmidon rarely backs down from a good fight. Out of combat, Fenris is a lovable and social soul with a wonderful sense of humor. He is extremely loyal to his companions, many of whom consider him more trustworthy and honorable than most humans.

Arrow came from the noble existence of being one of the king's prized falcons. Now he protects the king's land as a ranger. While once flying "true like an arrow," Arrow now brandishes a bow that is quite deadly in his hands. While his fellow adventurers often find him to be rather uptight, they rarely hesitate to admire his prowess at ranged combat. Arrow is also a very effective hunter, capable of bringing a meal to an otherwise empty pot wherever he goes. He credits not only his superior senses, but his companion: a falcon of his own that he named "Edward," after the king.

ANUMI IN YOUR GAME

Anumus add a new dimension to the animal companions in your game, and brings new options to your table. For example, a local dog pound may spring up in the area run by anumi. Anumi might develop new pet items, new animal cruelty laws, or take a special interest in a PC's pet.

Optionally, the Dungeon Master can create a more detailed back story for the anumi. Perhaps there was an ancient uprising of the species and they were wiped out. Now that they are back, a cult with primeval ties may be hunting the anumi or watching to make sure they stay in line. Perhaps the anumi are completely new; the results of recent arcane experiments resulting in a new fad. Then again, the anumi might be an established race in their own right, with a history, biology, and origin akin to other PC races.



BOGGLE



Small goblinoids, once bred to be expert builders, now a fierce new breed of genius on the cusp of madness

RACIAL TRAITS

Average Height: 3' 4" – 3' 8"

Average Weight: 40–50 lb.

Ability Scores: +2 Constitution, +2 Intelligence

Size: Small

Speed: 6 squares

Vision: Low-light

Languages: Common, Goblin

Skill Bonuses: +2 Arcana, +2 Perception

Avoid Catastrophe: You can use *avoid catastrophe* as an at-will power. Goblin abilities mingle with boggle hybridization to create an ability that helps them dodge sudden catastrophic malfunctions.

Boggle Aptitude: You gain an additional magical item daily power activation each day. You gain another additional activation at 21st level.

Goblin Subspecies: You are considered a goblin for the purposes of spells and effects that specifically target goblins.

Mechanical Genius: You gain a +2 racial bonus to Thievery checks involving disabling traps or opening locks.

Avoid Catastrophe

Boggle Racial Power

You may avoid area attacks entirely with supernatural deftness.

Encounter

Immediate Interrupt **Personal**

Trigger: You are targeted by a burst or blast power.

Effect: You may shift up to 6 squares away from the area of effect for the attack. You must end your shift when you no longer have line of sight to the attack's area.

OVERVIEW

Boggles are specially bred and magically engineered goblins that excel in all things magical and mechanical. Originally from slave stock of an oni mage named Dianlor, these small green humanoid vary little in appearance from their ancestors. Nearly a century of selective breeding, magical experimentation and subjection to special serums were designed to turn the common goblin into an expert builder. Dianlor and his protégés planned to use a hoard of these altered goblins to build and maintain a mobile fortress, and then lead this new battle bastion out to conquest. However, with intelligence came cleverness and independence.

The boggles used scrap to build a secret fleet of ornithopters, drugged the oni legions with a homemade potion, and flew to far away safety. The oni lords awoke to find their unfinished fortress mostly dismantled for parts and no trace of the boggles. Dianlor's legions have since fallen into anonymity, but the boggles remain.

With intelligence came a conscience as well, and most boggles turned away from evil and treachery. The majority exist as beneficial artificers, spreading works of genius and magic throughout the land. They abhor slavery, and still harbor a grudge towards the oni. Occasionally, an older boggle will go crazy from lack of serum, something the race has trouble being open about.

Play a boggle if you want...

- ◆ to be a weird little goblin creature.
- ◆ to play a genius crafter with a terrible secret.
- ◆ to be able to potentially dodge blast effect spells.
- ◆ to be smart and sturdy.
- ◆ to be a member of a race that favors the artificer (or wizard) class.

PHYSICAL QUALITIES

Boggles are Small-sized, green-skinned, hairless humanoids. Their faces are particularly goblinoid and feature fairly large noses. A boggle's eyes are most generally red, but may also be orange or violet. These goblinoids are known for their long, donkey-like ears that move according to their mood. This race has short legs and long arms that end in four digits – three fingers and a thumb.

Boggles look very similar to goblins with larger, longer ears and no hair. However, the similarity is skin deep. This race is highly intelligent with a mind for solving puzzles, crafting devices and unlocking magical secrets. Many who are used to their less refined cousins find a boggle's appearance and mannerisms a bit comical; a mistake that they are quick to forgive.

Boggles dress in mismatched and patchwork clothes that are cobbled together more for functionality than fashion. The typical individual of this race, including non-artificers, has a hodge-podge of pouches, tool clips, and other bags placed conveniently around their body. Some boggles even sport mechanical appendages; a specialty of some artificers.

ECOLOGY

Due to lack of hair and fashion sense, males and females are hard to tell apart by a non-boggle. They tend to share all roles, and make few distinctions. Males are a bit heavier-set than females, but this is not a definitive indicator.

Boggles have children like most humanoids, with a large proportion of twins and triplets. They mature quickly, reaching adulthood at the age of 10, but have tragically short lives, living only to their mid-thirties. Old age comes on sudden, and is marked by the onset of Boggle Madness (see next page). Their demise is almost always violent.

Though most know about it, few approach the subject: elderly boggles need a daily elixir to keep from going mad. A mixed-up and unnatural biochemistry requires a constant infusion of special herbs and other ingredients to keep the boggle's finely-tuned mind from slipping gears. On the 25th hour of not having this boggle brew, the poor creature becomes subject to the Boggle Madness. This is likely to culminate in an older boggle becoming a raving lunatic, capable only of attacking every moving creature or object. Without a dose of this serum, only complete immobilization, luck, or death will stop this boggle's rampage. Some particularly destitute boggles procure special garments that can be fastened into a straitjacket, in a pinch.

PLAYING A BOGGLE

Boggles are born with a mind for mechanics and magic. They have an uncanny and instinctual knack for problem solving and repair. For some, this is simply a lifelong hobby. For most, it is an obsession, driving most boggles directly to the profession of artificer. Of those artificers, most forgo ritual learning in favor of alchemy. Many boggle alchemists are in search of a better boggle brew, or to eliminate the need for the solution entirely.

Of the non-artificer boggles, most are drawn to the wizard class. Warrior boggles are also known, as well as rogues specializing in gadgetry, trap dodging and lock picking. A few clerics do exist, extolling the virtues of inventor gods. Beyond that, boggles of other classes are exceedingly rare or unheard of, but not impossible.

Boggles most often adventure for knowledge, to test their creations, and to gather materials or gold. Some fight slavery or oppression, while others simply work for the good of the world. Another major cause of boggle adventuring, especially the most dangerous sort, is their extremely short lifespan and potentially disreputable demise. When faced with losing one's mind to the insanity that is virtually guaranteed in old age, most boggles would rather die violently for a good cause before it gets that far.

Boggle Characteristics: Analytical, artistic, creative, driven, enthusiastic, focused, gifted, imaginative, innovative, inventive, light-hearted, obsessive, talented, tragic

Male Names: Clasp, Clutch, Cog, Gear, Glock, Grind, Gyro, Hammer, Hank, Junk, Slag, Ticker, Tin

Female Names: Bik, Brew, Bubs, Chainer, Forge, Gree, Jundle, Kiln, Lox, Pete, Sander, Vilt

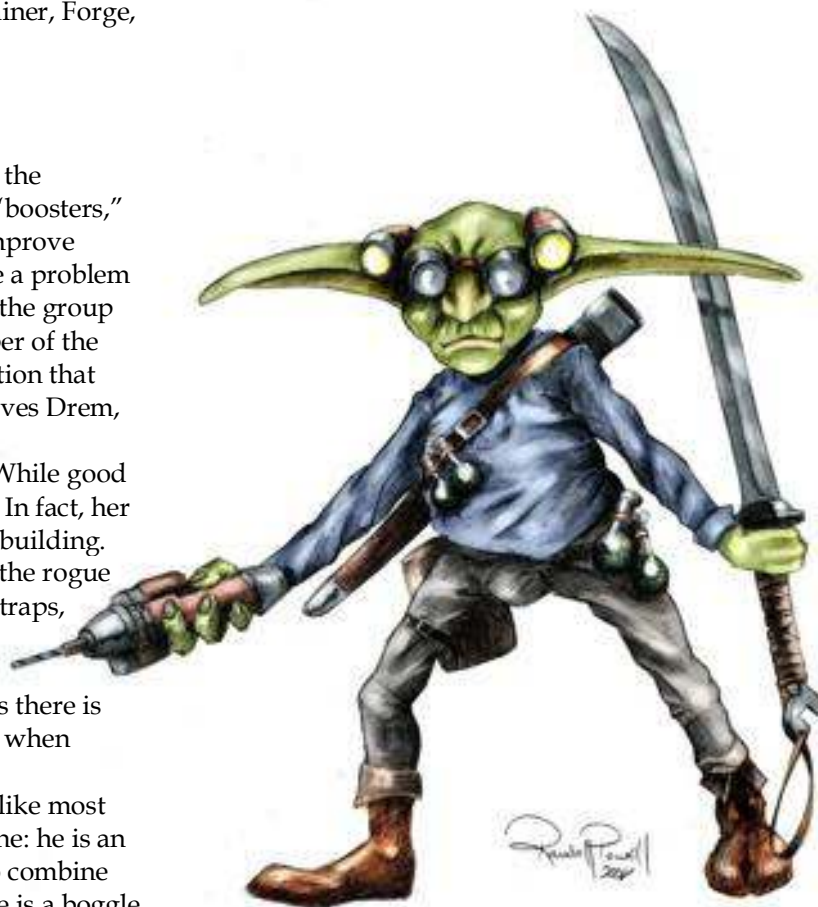
BOGGLE ADVENTURERS

Drem was born a tinkerer, like most of the boggles. He specializes in what he refers to as “boosters,” which are potions and items that increase or improve certain abilities. This hardy little fellow will see a problem and work tirelessly to fix it. The slow dwarf of the group now has boots that make him the fastest member of the party. The forgetful elven ranger now has a potion that kicks his memory back into gear. Everybody loves Drem, and they especially adore his gifts.

Lugga was always a bit of an outcast. While good with tools, she was never much of an inventor. In fact, her specialty seemed to be in the breaking, not the building. Harnessing this talent, she was well-suited for the rogue class. She specializes in busting locks, spoiling traps, and figuring out ways to get around the most complex security. Her team finds her invaluable when it comes to dungeoneering, as there is seldom a lock that blocks or a trap that springs when Lugga is on watch.

Splok is a jack-of-all-trades. However, like most who claim this title, he is master of few, save one: he is an excellent sword-mage. Always finding ways to combine magic and steel, Splok is a boon to his allies. He is a boggle at heart; always tinkering. He can just as easily mend his

armor as he can cook a gourmet meal or build a raft. He looks at every challenge as an opportunity for invention. In a pinch, Splok might try his hand at healing, lock picking, or even rituals outside of his normal range. In combat, however, he is a miniature whirlwind of blade and light; never faltering from that which works best.



Boggle Madness

Boggle Madness is a genetic condition that all boggles have. Symptoms do not typically appear until the boggle is at least 35 years old. It cannot be passed on to a non-boggle, and even goblins are immune. It cannot be completely cured, magically or otherwise. Instead, any effect that would remove disease removes only the symptoms for 24 hours.

Boggle Madness

Level 1+* Disease (Boggle Only)

Endurance stable DC 14+*, improve DC 19+*

The target feels normal, but is subject to onset of the disease in 24 hours.

Initial Effect: The target takes a -2 disease penalty to Will saves.

The target automatically fails all checks related to Wisdom. Target is unable to perform powers which require concentration.

Final State: The target loses control and must attack the nearest mobile creature or object.

*The level of the disease is equal to the level of the boggle carrying the disease. The DC to stabilize is equal to 13 + the level of the boggle carrying the disease. The DC to improve is equal to 18 + the level of the boggle carrying the disease. The worsen DC is always one less and lower than the stable DC.

BOGGLES IN YOUR GAME

While goblins have been around since the dawn of time, boggles are a fairly new race to the world. In any campaign that includes goblins, boggles could easily be their descendants or subrace. If such is the case in your campaign setting, the boggle race requires almost no adjustment to your world to begin play immediately. Because they do have a lineage that they can trace, boggles do not lack tradition, language, and history common to other PC races.

In most games, goblins have a terrible reputation for being stupid mischief makers or dangerous pests. Boggle PCs may need to overcome this stereotype. If boggles are introduced as a brand new development in your campaign world, boggle PCs may have a slight disadvantage during social encounters. Though they also might have a slight advantage when dealing with other goblinoids, who may not realize whose side the boggles are on. In any case, it will be a surprise to all when the apparent goblin is the one who solves a complex puzzle, disables a deadly trap, or gives sound engineering advice.

A campaign that lacks the components of alchemy or artificers can still harbor boggles without much trouble. Wizards make great artificers as well, and alchemy could easily be a subset of the Arcana skill. Nearly all fantasy role-playing games have potions, magic items, and mechanical devices, so the boggle should feel right at home.

If your campaign setting does not include goblins, for whatever reason, boggles could still be possible in your game. Perhaps they were a relatively unknown race until they entered a spontaneous industrial revolution. Maybe they are from

another world, which just happens to be more technologically advanced. Yet another possibility is that they were magically created from scratch—the result of a powerful wish gone awry.

Whatever the case, the boggle would make a welcome addition to any game as the resident tinkerer, an unusual option for the player who is great at puzzle solving, a challenge for the player who has played everything, or just a good match for those that like to use their engineering talents.





Spending most of their lives as larva, these insectoids value freedom, fun, and individuality

RACIAL TRAITS

Average Height: 2' 6"–3' 6"
Average Weight: 25–45 lb.

Ability Scores: +2 Dexterity, +2 Charisma
Size: Small
Speed: 6 squares
Vision: Normal

Languages: Common, choice of one other

Skill Bonuses: +2 Diplomacy, +2 Dungeoneering

Hexaped: Gain a +3 racial bonus to all Athletics checks to climb, and all Acrobatics checks to balance.

In addition, once per move action, you may enter difficult terrain without spending an additional square of movement.

Mid-Leg Attack: You have a second pair of scythe-like limbs. When using these limbs to make an unarmed melee basic attack, you gain a +3 proficiency bonus to the attack roll.

Silk Spray: You gain the *silk spray* encounter power.

Silk Spray

Entobian Racial Power

You can use your natural ability to make sticky silk as either a weapon or as a rope.

Encounter

Minor Action **Ranged 5**

Target: One Creature

Attack: Strength +2 vs. Reflex, Constitution +2 vs. Reflex, or Dexterity +2 vs. Reflex. Increase to a +4 bonus at 11th level, and a +6 at 21st level.

Hit: Target creature of up to Large size is slowed (save ends).

Special: During character creation, select Strength, Constitution, or Dexterity as the ability score used to make this attack. This choice cannot be changed.

Also, you may instead expend this power to create a 40-foot length of silk rope. You may do this a number of times per day equal to one half your level, minimum 1. This rope grants a +2 circumstance bonus to climb checks made using it. The rope is destroyed after you take an extended rest.



OVERVIEW

Entobians are a small race of insect people that spend most of their lives as bipedal larvae, looking somewhat like an upright walking caterpillar. They come in all colors and varieties, literally and figuratively. Perhaps the strangest trait of these already unusual creatures is how human they actually seem under their buggy visages. Despite their incredibly alien anatomy, they are prone to familiar dispositions, friendly demeanors, and values common to mankind.

In addition, entobians are attracted to all walks of life. They harbor no favorite class or profession, instead going where their desires take them. Many entobians are hedonistic, wanting to get the most out of life's pleasures. Others thirst for high adventure, wanting a taste of every new experience. Most are a combination of the two. With experience comes opportunity. Higher level entobians can undergo a metamorphosis that will change their appearance and abilities forever.

Play an entobian if you want...

- ◆ to be a bug-like creature.
- ◆ to play a character that could possibly change drastically at higher levels.
- ◆ to be able to create rope at-will.
- ◆ to be both nimble and charismatic.
- ◆ to be a member of a race that enjoys most classes.

PHYSICAL QUALITIES

Perhaps the oddest looking of available PC classes, larval entobians, also known as "larvites," can be likened to vaguely upright walking caterpillars with thin and elongated limbs. All entobians have six limbs; two arms and legs like most other humanoids, and a pair of mid-legs. Their arms end in three digit hands and their legs end in two clawed toes. An entobian's mid-legs aid in balance, movement, and object manipulation, though these appendages end only in very sharp points. While these limbs are sheathed in rubbery chitin, the larvite's body is fleshy and covered in coarse hair.

The limbs and eyes of a larvite are almost universally darker than the body, while their body color, hair color and hair distribution varies greatly from individual to individual. Body and hair color is usually bright and unnatural, sometimes even fluorescent in hue. Hair distribution can be sparse, thick, or varied in density; sometimes creating wild looking "hair styles." Patterns of stripes and spots are also quite common. Any color or combination is possible. Larvites have silk glands on their lower abdomen that appear as a small pouch-like protrusion.

ECOLOGY

Larvites are sexually immature, and most remain in this state their entire lives. Reproduction happens with only the most experienced entobians who decide to undergo metamorphosis (by taking a metamorphosis feat at the paragon or epic levels). Until then, the larvite is effectively genderless, though most are considered male because of their deep and resonating voices. Larvites hatch from a clutch of roughly 200 marble-sized eggs of various colors. They grow from Diminutive caterpillars to Small-sized larvite children in about 6 weeks, eating practically constantly during this time. Larvites are omnivorous; they eat anything. By restricting their diet, and through intense meditation, they can choose when and what they metamorphosis into, provided they have endured enough trials and tribulations beforehand. Larvite children, identical to larvite adults in appearance, generally reach emotional and social maturity in about 14 years. Entobians live about a decade longer than humans on average. While most entobians never gain the ability to lay eggs – only epic level entobians can – when they do, they can have thousands of children in their lifetime.

The origin of the entobians is speculated to be the result of environmental contamination from an arcane waste produced by a particularly reclusive race of insectoid creatures that live in deep underground hives. Of what little is known of this race, there is much evidence that they are experimenting on creatures by implanting their own biological components, creating deadly insect hybrids. A byproduct of this partially alchemical process is a purplish goo that is disposed of in great quantity into an underground river. This river eventually leads to the surface and into a fertile valley. There, insect life absorbed the waste and became fundamentally altered, all producing tens of thousands of offspring which became the first larvites. According to eladrin memory of the event, the first larvites were only about one foot tall.

PLAYING AN ENTOBIAN

Entobians share many personality qualities with humans; they are creative, passionate, inventive, and they have a sense of humor. Despite their appearance, their likable and relaxed demeanor can be quite charming. They are excellent conversationalists, having strong and rich voices that give many the feeling that they are wise and intelligent. They enjoy conversing and interacting with all friendly races, and are often quick to lend a helping hand. They forge strong and loyal friendships, and feel nearly all emotions that humans do, with a few exceptions.

Ironically, their apparently familiar personalities cause their differences to seem even starker when others become aware of them. The most evident of which is that entobians have no sense of romance or romantic love; even those that are sexually mature view the process as a required duty rather than a pleasurable interaction. They also don't see the need to interact with others of their own kind, unless it's a matter of reproduction. Aside from their colossal nurseries, there are no entobian cities or communities, Entobians have no distinct cultures or languages. They often find each other to be dreadfully boring.

Entobians adventure for many reasons, though there are three reasons that are most common. First, entobians love nothing more in life than creature comforts: food, drink, and song. They will travel far and wide to amass enough wealth to afford a life of luxury and excess. Entobians that seek this existence often live out their entire lives as fat and happy larvites. The second reason for adventure is simply the love of adventure itself. All entobians seem to be instilled with the desire to experience new things, and thrive on the rush of adrenaline in the face of great danger.

Lastly, some entobians feel a sense of duty to carry on the race, and thus obtain enough world experience in order to master the meditations required for metamorphosis. Some combination of the three is often encountered, as well as strictly personal reasons common to other races; revenge, greed, honor and glory.

Entobian Characteristics: Adventurous, aloof, ambitious, charismatic, charming, clever, courageous, daring, easy-going, friendly, gluttonous, greedy, hedonistic, independent, light-hearted, versatile

Names: Drister, Drytun, Haldozan, Malowa, Miraopay, Morgnan, Pulequay, Telduuk, Tiibay, Vanuuz, Verduzi, Vesterban, Zimberbim

ENTOBIAN ADVENTURERS

Some say that Glastoban was hatched with a sword in one hand and a spell in the other. It was not surprising when he took up the path of a swordmage, nor was it surprising that he was particularly good at it. What is most surprising is the respect this three foot tall pink and purple striped caterpillar commands on the battlefield. Sure, those that don't know of him may laugh, snicker, or even jeer – but not for very long. With a flash of blade and spark of magic, this small but fierce entobian is a devastatingly effective combatant. He rarely backs down from a fight, no matter where it might take him.

Malguway was always a sneaky little bugger. His coloration – bright green with yellow spots – actually conferred a bit of camouflage in the forest town in which he grew up in. With this advantage, he learned that he could creep about and steal food from wealthy travelers. With maturity came a conscious, and Malguway concentrated on spreading the wealth and comforts of corrupt nobles and merchants. Of course, Malguway would always keep a bit for himself, especially food, which he greedily gobbles down in private.

Since the metamorphosis from larvite to farfalite, Delster feels he has become a better wizard. He has anticipated this transformation his entire life and worked diligently to master the meditations. Now that he has earned his wings, his arcane power has increased much more than he anticipated. While generally not as outgoing as he once was, he enjoys a clearer intellect. As an added bonus, he has kept his lightning fast reflexes, to which he credits most of his success.



Eulite Entobian

ENTOBIANS IN YOUR GAME

Entobians in this text are presented as a fairly fresh race to the world. They are a new race that sprung from wildlife contaminated with magical residue. 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 downside 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. Entobians player characters can be bold pioneers, inventing their own paths, their own history and their own unique traditions. The Dungeon Master also has an opportunity to design new magic items for this race, such as special mid-leg sheaths that confer a magic bonus.

Entobians are a race that does not gravitate toward each other. They do not form hives, as some other insect races do, and generally have no sense of racial community. In fact, if it was not for a female’s ability to lay hundreds of viable eggs at one time, entobians might have become extinct long ago. While this provides even more plug and play ability for a game, it also means the entobian race does not benefit from these features as other races do. It may be necessary to set up entobian friendly areas in populations of other races.

Optionally, the Dungeon Master can create a more detailed back story for the entobians. They could easily be an ancient race in their own right. Their unique life cycle would normally keep their population fairly low and unnoticed for many centuries. Another possibility is that entobians originated from another plane or an alternate reality; perhaps even a world entirely populated by insects. Yet another potential back story is that the entobians were once human, cursed to live their lives as insects for acts of excessive greed or an offense to some nefarious power.

Whatever the case, the entobian will make a welcome addition to any game as a representative of the insect world, an unusual option for the player who is seeking something different, a challenge for the player who has played everything, or even a fun alternative for those that thrive on change or metamorphosis.





Tiny wingless imps that fight evil with entropy

RACIAL TRAITS

Average Height: 8"–1'

Average Weight: 100–150 lb.

Ability Scores: +2 Dexterity, +2 Wisdom

Size: Tiny

Speed: 5 squares

Vision: Low-light

Languages: Common, Abyssal

Skill Bonuses: +2 Acrobatics, +2 Athletics

Big Hands: Due to very large hands, a dense internal structure, and a knack for acrobatic maneuvers, you can wield weapons as if you were Small-sized.

Entropic Blood: When you are bloodied, creatures who begin their turn in the same square as you take 4 points of necrotic and radiant damage. Kval, who refer to the energy combination as "entropy," are immune to this effect. Increase damage to 6 necrotic and radiant damage at level 11, and 8 necrotic and radiant damage at level 21.

Flank From Below: When sharing a square with an enemy, you count as if you were in any square adjacent to that enemy for the purposes of flanking that enemy.

Note: As a Tiny creature, this is the only way that you can flank an enemy, as you cannot normally attack an enemy from an adjacent square.

Immortal Origin: You are considered an immortal creature for the purpose of effects that relate to creature of origin.

Lost Under Foot: You do not provoke an opportunity attack when entering a larger enemy's space from an adjacent square. In addition, Medium and larger creatures have a -3 to Perception when opposed to your Stealth checks.

Tiny: Four kval can fit into one square. You cannot target adjacent targets with melee attacks and can only use melee attacks against targets in the square that you occupy. You can enter and end your turn in a larger creature's space.



OVERVIEW

An immense battle had taken place which shook the once great city of Greyward to ruins. In the midst of the rubble, Balkion the Foul ripped the final talisman from the clutched fist of the dead paladin. For centuries, many had stood in his way. This shattered mortal before him now was just another felled adversary among thousands. "Anticlimactic," he whispered under his breath. "I now hold the key to world domination, and this... child was all that was left to stand in my way." With that, the archdemon assembled the relics that he had collected through the ages. As the final piece snapped into place, dark power surged uncontrollably through his body.

Suddenly, the great city trembled and shook with a terrible quake. Balkion's scream was unexpectedly cut short. Even the echo of his cries met a sudden and irrevocable hush. A ten mile wide crater was all that remained. Balkion and his assembly of terrible artifacts were never heard from again.

Agnes later, from the same crater that was once the site of the city of Greyward, scores of tiny demonlings poured forth. They came from a dead and terrible world. The rift imps, or kval, tell of a pocket dimension only a few miles wide. This tiny demiplane was a prison for terrible self-consuming evil for millennia. As the evil began to decay into oblivion, the kval grew in number, feasting on the rot like maggots on carrion. As the kval multiplied, they could see the veil between the worlds become thinner. Some kval even took up arms against the remaining evil to speed up the process. When the dimension collapsed, the only creatures small enough to escape through the tiny rifts between the two worlds were the kval. Stranger still, the kval race is not foreign to the world of men; they have been appearing through similar rifts for ages.

Sages speculate that kval are a product of the fabric of reality itself. These scholars believe that the universe has a built-in safety mechanism for when the balance of good and evil becomes violently tipped towards evil. The world itself quickly expels the evil, excising it and the surrounding area as one might remove a cancerous tumor. The offending land then resides in a self-contained demiplane where it festers for untold ages and collapses. The kval are part of that processes, acting as agents of entropy to the evil that resides within. When the malevolence is mostly consumed, the energies that maintain this microcosm collapse and deposit the kval into the mortal world, sometimes in great hordes. When unleashed upon this world, most kval continue to fight the forces of evil.

Play a kval if you want...

- ◆ to play a tiny imp-like creature.
- ◆ to have monkey-like agility.
- ◆ to be harmful when bloodied.
- ◆ to be both deft and keenly aware.
- ◆ to be a member of a race that enjoys the avenger, cleric, ranger, rogue, and wizard classes.

PHYSICAL QUALITIES

Looking upon a kval, one might be convinced it is a wicked, wingless imp. It stands only about one foot tall, has goat-like horns, bright orange cat-like eyes, and a long, spade-tipped tail. Its skin is pale blue, and its simian mouth is full of sharp teeth. It even smells of fire and brimstone. Perhaps its most alarming feature, however, is its large and disproportionate hands. This minuscule, wiry-looking creature has hands the size of a full-grown man's, with three clawed fingers and a thumb. The hands, which appear far too heavy for the creature to wield, are actually capable of grasping and using man-sized weapons. This creature is amazingly strong for its size.

Kval voices are deep and sinister, and often carry a thick abyssal accent. They hiss loudly when scared or angry.

ECOLOGY

The secret of the kval's strength is their incredible density. While standing only about a foot tall, a kval weighs over 100 lbs. It seems to be made of matter not common to this world. When badly injured, a kval bleeds a shadowy and insubstantial ooze that is toxic to those near it. Dissection of these creatures is difficult, as their ichor penetrates nearly any barrier. From what can be ascertained, the kval have many sack-like, though unidentifiable, organs, a skeletal system that seems to be composed of a dark metallic compound, and a fragile crystalline structure in their head that likely serves as a brain. Unfortunately, a kval's body decomposes very quickly, leaving an indelible black stain only one day after death.

Kval have unusual eating habits, consuming just about anything in large quantities. One peculiar habit that many find particularly disturbing is their propensity to devour fallen foes. A kval can consume an entire Medium-sized corpse in just a few hours, bones and all. While many find the act to be particularly ghoulish, the fact that kval only find evil creatures to be palatable provides a small measure of solace.

Kval have no sexual organs or any means to reproduce, though seem to spontaneously generate in naturally occurring demiplanes in which great evil is contained. As the evil wanes, the population of kval increases. The frequency is exponential, so that by the time the demi-realm collapses, most of the rift imps entering the mortal world are brand-new or only a few days old. While very naïve at this young age, they are fully grown and functional adults. Kval are immortal creatures that never show signs of age. Unfortunately, their unquenchable thirst to destroy evil often brings about their demise in less than a century after entering this realm.

PLAYING A KVAL

Kval are often quick-tempered and ill-mannered, though lack the selfishness and greed that would categorize them as truly deplorable. In fact, most view the kval as a force of good, as many kval relentlessly stalk and destroy evil at every opportunity. This tendency is instinctual; when asked about their motivation they often convey confused responses such as, "Evil is just so annoying." and, "Evil is my natural prey."

While many would assume the kval's miniscule stature to be a point of contention, it is quite the opposite. Most kval see their size as an advantage, and view shorter specimens with envy. Conversely, they commonly view tall creatures with suspicion and pity.

Kval initially have trouble fitting in with other races. In addition to their odd views on size, they can be ripe with bad habits and rash behavior. Kval are also prone to a dark sense of humor that others may find tactless and crude. Another difference is that kval care little for notions of love or romance, as they simply cannot relate. However, the kval can also be passionate, witty, caring, and inspiring. Once one gets to know a kval, it is much easier to overlook its sinister qualities and admire its fierce spirit. Many who manage to befriend a kval also find a life-long companion.

Kval tend to become excellent rogues and rangers, viewing those classes as the best avenue to hunt and kill evil. They will occasionally take up a religion that is congruent with their cause. Kval clerics are typically better mannered than others of their ilk, as their training teaches them the patience and humility that the common kval typically lacks. Kval also tend to be drawn to arcane classes, especially the wizard. Kval can be any other class, but such individuals are somewhat rare.

Kval Characteristics: Blunt, crude, cunning, eager, energetic, focused, forceful, ill-mannered, impatient, quick-tempered, rebellious, sinister, sly, vengeful, witty

Names: Baccus, Cordo, Felor, Grel, Jart, Kelkor, Quort, Rarg, Teris, Ukkob, Velus, Wulp, Zor, Zul

KVAL ADVENTURERS

Tanjor has devoted his life to hunting evil and specializes in neutralizing sentient undead. Tanjor has a knack for tracking down even the mostly stealthy vampire or ghoul. When he first met up with his fellow party members, they were convinced that he would eventually turn on them. They kept a watchful eye on the disturbing little imp as they teamed up and took out several nests of fiends. Eventually they learned that Tanjor is a valuable ally, teaching them that you cannot judge a book by its cover, not even a very tiny book.

Milort has magic in his veins. He took up the sorcerers cause as soon as he entered this world. The minute world he came from had been ravaged by fire, and flame is where Milort feels most at home. A bit of a pyromaniac, he is well-tempered by his companions who have learned to appreciate his arcane prowess. They also learned to carry extra water...just in case. While Milort is fascinated by pyrotechnics, he has vowed never to let this world burn; he long ago decided to battle the forces of Hell wherever they stand.

Pelkit arrived in this world with a task. He would destroy the Orb of Venak which came with him from the vile realm that he originated from. This terrible artifact seeks to destroy the world. Pelkit is determined to annihilate the orb before it has the chance. He has gathered several adventurers to aid him in his cause. Along the way, they battle terrible evils that the orb calls to. With roguish skills, he has managed to smuggle the orb quite far, yet the Pillars of Undoing and the end to his quest still lay distant on the horizon.



KVALS IN YOUR GAME

In a world where demonic-looking tieflings can be accepted as a player race, the kval may fit in very well. In many ways, they appear much less threatening than tieflings or dragonborn. However, playing a race that is less than a foot tall can provide some very interesting challenges. First, everything is going to be out of reach, too big, and generally giant-sized in comparison to this character. The kval can compensate with large hands, and really good athletic and acrobatic skills. Still, it may be difficult to be taken seriously when you are the size of the average housecat.

The size can also be a great advantage. Kval are no less powerful than other races, but they distinctly appear to be nothing more than a minor nuisance. Enemies will likely underestimate or fail to notice the kval, which can be a fatal mistake. Conversely, kval may be confused for a diabolic imp, and unjustly targeted by forces of good.

Despite their ancient origins, kval in this text are presented as a fairly fresh race to the world. They are rarely encountered and cannot reproduce naturally. A new batch may have entered your world eons after the last batch. Therefore 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 background will not work with your campaign, there are alternatives. The kval could easily be a goodly race that has fled from Hell, invading your world in droves in search of sanctuary. Or perhaps the kval are natural creatures; a race of kobolds infused with diabolical blood. The kval may also be from another reality; a reality in which evil has triumphed and the only goodly survivors are these tiny imp-like creatures.

Whatever the case, the kval will make a welcome addition to any game as the tiniest character in the group, an unusual option for a player seeking something entirely different, a challenge for the player who likes to play everything, or even a fun alternative for those who want to see the world from a different angle.





Brutish cavemen, a product of simpler times when man and beast were one

RACIAL TRAITS

Average Height: 4' 5"–5' 0"

Average Weight: 160–220 lb.

Ability Scores: +2 Strength, +2 to one of the following: Constitution or Wisdom

Size: Medium

Speed: 6 squares

Vision: Normal

Languages: Common, Ancient (described below)

Skill Bonuses: +2 to one of the following: Athletics, Endurance, Nature, or Stealth

Fist and Stone: You gain a +3 proficiency bonus to hit with improvised melee weapons. In addition, when attacking with an improvised melee weapon, you do damage as if wielding a weapon of one size category larger. An unarmed attack, for example, does 1d6 damage instead of 1d4.

Skin of the Beast: You gain a +1 racial bonus to Armor Class when wearing light armor. You do not gain this bonus if you are wearing, wielding, or holding anything made out of metal. This bonus increases to +2 at level 11, and +3 at level 21.

The Ancient Language

Far older than the culture of the mahrogs, the Ancient tongue uses the same script as the dragons, Iokharic, which was likely adopted from observing the followers of Io. Outside of mahrog and zif settlements, Ancient would only be found inscribed in extremely aged ruins and easily mistaken for Draconic, but undecipherable in that language. Ancient was the common dialect of distant ages ago, and was one of the first languages that mortals ever invented. The mahrogs were actually one of the last races to use it as common language. If it were not for the return of the mahrogs and the emergence of the zif, Ancient would have been a language that has been dead for eons.

OVERVIEW

Humans, as they are now, are a fairly new race to the lot. No one god claims to have created the race. Odder still, few active gods are associated with early humans at all. With a lot of research, one may find a handful of deific names that point to forces long dead or forgotten. The eladrin, with their ancient archives, remember early man as a work in progress; half-sentient being and half-animal. In essence, it seems man was less created outright, and more produced by a process of evolution guided by divine hands. It is also evident that the responsibility of man's godly caretaker has passed through many hands over the ages.

One of those hands was a goddess by the name of Mahra. In her time, the human ancestors had not yet mastered iron, and would have been considered in a stone age. They were far less sophisticated than the humans of today; both in form and in culture. By elven standards, they were brutish and crude. They were indeed simplistic hunters and gatherers. Many loved and venerated Mahra, and she returned the sentiment with protection and guidance. Under Mahra's reign, the human ancestors split into two groups: those that were protected by Mahra, and those prodded forward by other forces. As more epochs passed, the mahrogs and the humans had more and more differences. The other gods chastised Mahra for stunting her disciples with over-protection and under-encouragement to advance their race. The humans reacted by declaring war on the peaceful and primitive mahrogs, and intended to wipe them from the world.

To history it seemed that the humans were successful on all fronts. All trace of Mahra and her beloved mahrogs vanished over 10 millennia ago. Humans became the civilized force they are today, and only the dusty archives of the eladrin ever mention their primitive cousins. When the first mahrog set foot in a human city in eons, people were utterly baffled as to where this race came from.

The secret was Mahra's. Foreseeing the impending demise of her favorite worshippers, she directed the survivors to a secluded yet fertile valley through cruelly inhospitable mountains and dangerous terrain. There the mahrogs flourished, completely isolated from the rest of the world. Ten thousand years passed, but it might as well have been a day; the mahrogs were urged by their goddess with every generation to remain exactly as they are; never questioning their lot in life, or why their

numbers were periodically culled to avoid overpopulation.

It would have remained this way indefinitely, if it was not for the valiant effort of a mahrog by the name of Cruum. Cruum wanted to know what was beyond his valley. A devout priest and philosopher, he prayed daily for deliverance from what he saw as a valley prison. His dying wish was that his children might see the other side of the mountains. Mahra was touched by his effort, and came up with a plan to once again become a world force. Now unfettered by her rivals who had since passed to oblivion, she could openly intervene with the intention to discourage her people from change while safely allowing them to interact with other races.

With a couple of clever divine blessings, she opened a path for the mahrogs to enter the world. Suddenly the mahrogs' simplicity became a lot more effective. The stick became as lethal as the sword, and even the common animal skin became an efficient armor. In essence, the blessings raised the mahrogs from obsolete to competitive, without having to advance. A small earthquake finished the job, revealing a trail leading from the secluded valley to civilization. While some stayed in their ancestral home, a mass exodus followed. The world suddenly saw a great influx of this new but ancient race; along with its unwaveringly primitive ways and obscure customs. The mahrogs finally entered a new age.

Play a mahrog if you want...

- ◆ to play a primitive character.
- ◆ to be able to do better damage with simple weapons.
- ◆ to have a better AC with light armor.
- ◆ to be strong, hardy, or wise.
- ◆ to be a member of a race that enjoys the barbarian, cleric, fighter, and ranger class.

PHYSICAL QUALITIES

Mahrogs are vaguely human in appearance, but shorter, ranging in height from four to five feet tall. They are also quite squarely built with well-defined musculature. A mahrog's shoulders are stooped and gait slightly hunched. Their arms are longer and their legs shorter in proportion to a human. Their fingers are stubby, while their feet are large and flat. They also have considerable body hair, though they are not prone to have more hair on their face than on the rest of their skin. Their heads, however, feature a shaggy mane of bright red hair. Their faces seem primitive and almost simian. Mahrogs have sloping foreheads, heavily ridged brows, weak chins, and broad noses. Their ears are large and round. Their eye color is usually blue or grey. Mahrogs typically dress in animal skins, and prefer primitive weapons and attire. Mahra, their personal goddess, would not approve of any other way.

ECOLOGY

Biologically, mahrogs are nearly identical with humans. Some might even mistake some mahrogs for human, and some humans for mahrogs. Mahrogs are built for a brutal existence. They have a high pain threshold, seem to be better at withstanding harsh environments, and are generally very strong.

Mahrogs mature slightly faster than humans and live shorter lives. They typically have children early in their lives; age eleven or twelve is not uncommon for a mahrog parent. Child rearing is similar to humans, though at a faster pace. Five-year-olds are expected to participate in hunting and gathering expeditions, and they do so with some success. This rapid maturation may lead some to believe that mahrogs are actually intellectually superior to humans, especially at a young age. However, humans and mahrogs have the same cerebral capacity, with strengths that focus in different areas.

PLAYING A MAHROG

According to most who view them, mahrogs are a primitive race. They stubbornly cling to strange superstitions, have brutish mannerisms, and face most problems with either fear or hostility. Many see a mahrog's typical demeanor to be rather bestial. In many ways, they seem very simple.

However, mahrogs are sophisticated in other ways. They are deeply religious, and feel close ties to Mahra. Mahrogs are also very close to their family and tribe. If one member of their family needs something, they will go through great personal sacrifice to get it. In many ways, mahrogs are a very sensitive people. They focus greatly on emotion and feelings rather than power or glory.

Perhaps it is these traits that led them to become a matriarchal society. Women are the leaders and the directors. Males are expected to obey, protect, and serve females. Females are seen as direct emissaries of their goddess, and are encouraged to behave accordingly. Occasionally, a male mahrog will rise to power, but only if he demonstrates great humility and piety. Despite this balance of power, male and female roles have a blurry line. Both become hunters, priests, gatherers, child caretakers, and so on. With the exception of leadership, rolls seem to be divvied up more by skill and preference than by gender.

Mahrogs, perhaps because of their closeness to nature, have an affinity for beasts. Most have pets or animal companions. Many mahrogs have an uncanny bond with a certain animal type, which they refer to as their power animal. Many times, they will dress in furs and collect other body parts (fangs, claws, horns, etc.) related to that animal.

Mahrogs most often adventure to help or further their family or tribe. Occasionally, they will adventure to further their personal standing within their group, or to redeem themselves for a misdeed. Wealth, glory, and fame mean little to a typical mahrog. They also seem to have a lower propensity towards greed and vengeance than other races.

Most mahrogs become barbarians, warriors, clerics, or rangers. Wizards, and those that have an arcane power focus, are exceedingly rare among the mahrogs. Besides having a divine or martial focus, Mahra also allows a primal focus, so druids are possible so long as

they continue to revere Mahra in addition to the forces of nature. Warlocks and priests of other faiths are nearly unheard of, as they would not have the blessing of their goddess. To the mahrogs, these blasphemers exist as pariahs and sad examples of why one should always revere Mahra.

Mahrog Characteristics: Bestial, blunt, brutish, cautious, crude, direct, feral, hardy, humble, pious, primitive, savage, simple, social, superstitious, traditional, unrefined, wild

Male Names: Ack, Agg, Az, Daz, Doz, Dzon, Ekh, Gat, Igg, Oog, Ooz, Rez, Rog, Tez, Ugh, Uk, Zoog

Female Names: Dozi, Ekha, Gata, Gera, Goya, Igga, Kara, Ooga, Oza, Reza, Rooga, Teza, Tya, Uki, Zooga

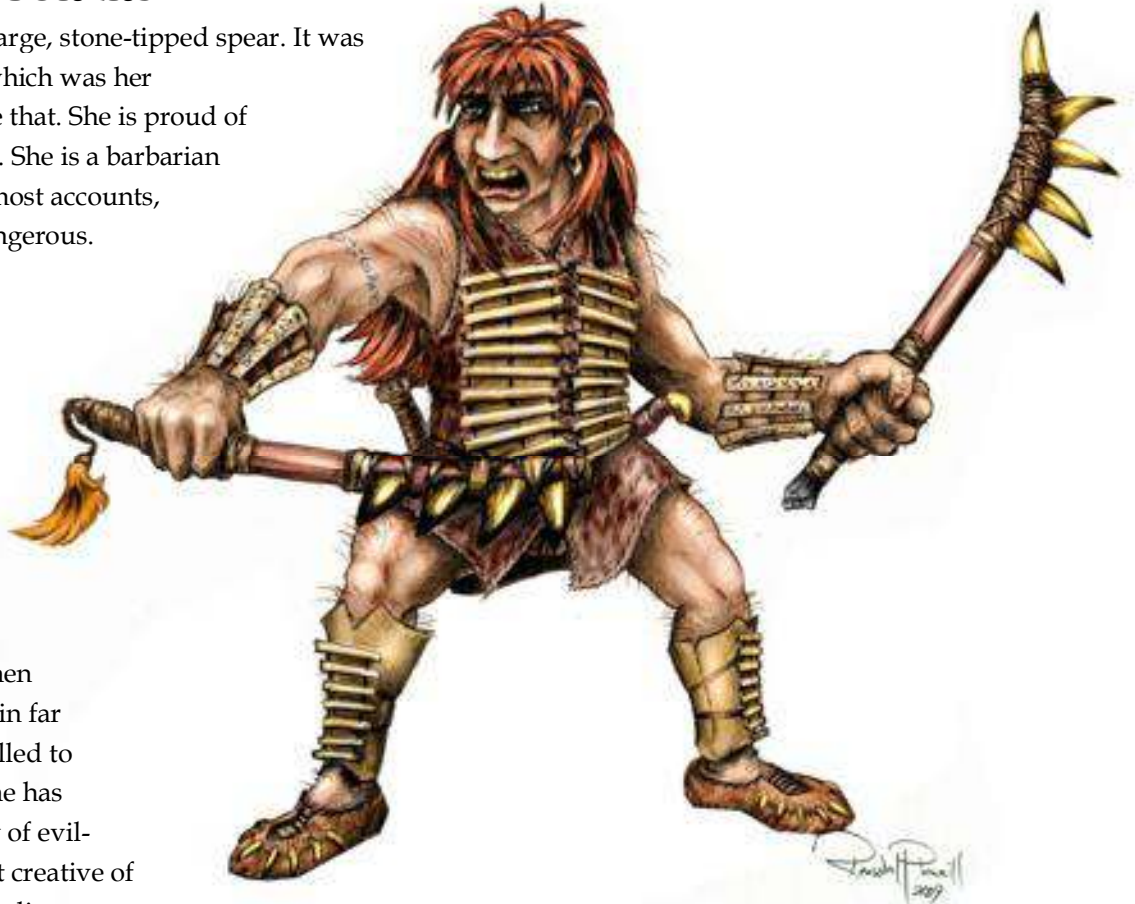
MAHROG ADVENTURERS

Tika brandishes a large, stone-tipped spear. It was her father's spear, in fact, which was her grandmother's spear before that. She is proud of her family and her heritage. She is a barbarian by vocation and spirit. By most accounts, she is crude, direct, and dangerous.

However, Tika's fellow adventurers also see a tender side. She listens and seems to feel genuine empathy with all she is close to.

Tog comes from a long line of trackers. Before leaving the valley, Tog was known for his excellent hunting skills. When Tog learned of evil lurking in far away realms, he felt compelled to exterminate it. Since then, he has become a tireless adversary of evil-doers. Perhaps not the most creative of rangers, Tog tends to take a direct approach; track evil down and beat it to death with a pair of clubs. His friends often have to advise him to come up with a plan, lest he charge into danger unprepared. Tog often surprises them, however, by repeatedly surviving impossible odds.

Zara worships Mahra. She has been a cleric since she was six years old. Mahra gives her strength and perseverance. While her party members find her ways to be strange and confusing, they seldom hesitate to receive Mahra's blessings. Her mission is merely to bring the wisdom of Mahra into the world; fighting change, embracing old ways, and returning to uncomplicated times. Surely life would be less difficult for these "sophisticated" races if they just learned to embrace a simpler existence. The rogue in the party now uses a hand-chiseled obsidian blade, so perhaps it is rubbing off a bit.



THE GODDESS

MAHRA (Unaligned)

Domains: Protection, Strength, Wilderness

Mahra began as a goddess of preservation, and was called upon to be a caretaker of the fledgling human race during a time of great hardship. The proto-humans were on the edge of extinction. Under her watchful eye, the race once again flourished.

At first, she encouraged the race to evolve. The people needed to learn better survival tactics and become more adaptable in order to thrive in an ever changing environment. However, as soon as they began to prosper, her domain suddenly spread into all areas of life for her worshippers. Not only was the species preserved, but all that made that species unique. She loved her worshipers. However, much like an over-protective mother, she was not willing to let them go.

This meddling stance made her especially unpopular with gods of progress, innovation, and civilization. These gods quickly became the patrons of a rapidly evolving mankind. As the race split into two, the progressive gods beseeched their followers to eliminate all barriers to advancement. Many saw Mahra and her worshipers as a threat.

However, this is now ancient history. While unpopular with the followers of the more progressive deities, Mahra's disciples are not viewed as being particularly threatening or evil. In Mahra's view, the modern gods have become somewhat apathetic to the plights of the mortals. She sees this indifference as the perfect place to plant the seeds of preservation. She intends to bring the world back to simpler times. She works through the mahrogs who, to her, exemplify life in harmony with nature.

Mahra encourages ties with primal forces. She wants her followers to find things within themselves that they have in common with the beasts around them. She discourages waste, destruction of natural habitats, and senseless killing of natural beasts. It would be easy to mistake a cleric of Mahra for a worshiper of Melora or even a druid. They tend to be clad in all sorts of fur, animal parts, and plants. Mahrogs do not typically brandish fancy holy symbols either. Instead, they prefer handmade symbols of natural clay or stone.

Mahra has several rules that she vehemently expects her followers to abide by:

- ◆ Honor your family and savor their traditions. Do as your mother would do.
- ◆ The wilderness is not yours to tame. Live in harmony with nature. Treat all beasts with respect.
- ◆ Avoid innovation. Resist change. Civilization and progress only exist to trick you into complicating your life.
- ◆ Simpler is better. Always seek to find the most direct solution to any problem.
- ◆ Destroy any who would force you to change. Mahra does not tolerate manipulation.
- ◆ Never question the will of Mahra, nor put faith in any other god or power. Mahra is the only entity above nature. All other gods and beings are subversive to nature.
- ◆ Honor the females, they are to be my living emissaries in this world. Their words shall echo my words.
- ◆ Teach the wisdom of Mahra to those that do not understand.



MAHROGS IN YOUR GAME

Unlike most new PC races, mahrogs come with a divine element. While this aspect could easily be added to any game with little revision, some Dungeon Masters may be hesitant to adjust their existing pantheon for one new race. In such cases, it may be easier to present the mahrogs as agents of some other nature god. Mahra and Gaia are similar, for example, and may foster a similar race of people.

In games that include human creator gods, or have differing creation stories, the mahrogs could simply be a human-like race that is unrelated to humans. Optionally, the mahrogs could be a recent development; humans transformed into more primitive people to better serve a nature goddess. Or perhaps the mahrogs hail from a parallel plane of existence that is still locked in the stone age.

Otherwise, mahrogs in this text are presented as a fairly fresh race to the world. While they do have ancient origins, it does not need to be entangled 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.

Another feature that would work very well with mahrogs would be to include ice-age animals. It is very plausible to expect that Mahra's secluded valley sheltered more than just mahrogs. Mastodons, cave bears, and giant sloths could all be reintroduced to the world along with the primitive people who are familiar with interacting with them.

Whatever the case, the mahrog will make a welcome addition to any game as the savage PC, an unusual option for the player seeking a challenge, an option for the player who likes to play everything or even a fun alternative for those that enjoy the simpler approach to life.



MOGOGOL



A subrace of bog-bullies driven to goodness and mania by an unknown affliction

RACIAL TRAITS

Average Height: 3' 6"–5' 6"

Average Weight: 85–350 lb.

Ability Scores: +2 Constitution, +2 Charisma

Size: Small or Medium (chosen at creation)

Speed: 6 squares (swamp walk*), Swim 5 squares

Vision: Normal

Languages: Common, Primordial

Skill Bonuses: +2 Acrobatics, +2 Perception

Aquatic: You can breathe normally in water and ignore rough water while swimming.

Grasping Tongue: You may make a grab against a target within three squares. If you succeed, pull the target adjacent to you. Since you are making the attack with your tongue, you do not need a free hand available to initiate the attack.

Natural Jumper: You are always considered to have a running start when making Athletics checks to jump. The distance you jump can exceed your speed. In addition, you may use *leap* as an encounter power.

Natural Climber (Small mogogol only): You gain a +5 on Athletics checks to climb.

Leap

Mogogol Racial Power

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

Encounter

Move Action

Personal

Effect: You may fly up to 6 squares and then land.

* For rules on swamp walk, refer to the D&D 4E MONSTER MANUAL.

OVERVIEW

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

Play a mogogol if you want...

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

PHYSICAL QUALITIES

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

Mogogols also differ in size greatly when compared with other races. This is likely due to their ancestral mingling with a plethora of humanoid frog species, some of which were Small-sized. Mogogols have no prejudice related to height, and treat all members equally. About seven out of every ten mogogols grow to be Medium-sized. Players choose the size of their character at the time of creation.

Despite their prolific variety, mogogols do have a few things in common. All mogogols have three fingers and one thumb on each hand. Their clawed, webbed feet enable them to be excellent swimmers. They have extremely muscular legs, which aid in swimming and jumping. Small mogogols can utilize their disproportionately long limbs, finger pads and light weight to climb extremely well.

ECOLOGY

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

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

PLAYING A MOGOGOL

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

When playing a mogogol, one must remember that they are indelibly good and optimistic. It's not a choice, it's a virtual curse. A particularly downtrodden mogogol will still seem upbeat, though his mania may be particularly acute at this time as well. Performing an evil act makes a mogogol physically ill, and they learn early to avoid it if at all possible. Some sages believe the strange mogogol behavior to be the result of a magical curse, although no style of divination has yet been able to prove that the mogogols have any magical taint. Others believe it to be the result of some sort of neurological disease that only infects intelligent

amphibians. However, this theory is also shot down, as no magical or mundane methods to cure disease or remove poison has altered a mogogol's personality in any way.

Whatever the cause, mogogols are here to stay. They will venture from their dismal marshes in search of good deeds and a worthy title. Other amphibian races have come to fear and loath the mogogols. Adding to the validity of the disease theory, normal bog-bullies usually flee rather than face a mogogol, for fear they too will succumb to the forces of good. A bog-bully's worst imaginable fate is to be forever doomed to help old ladies across busy streets, defend the helpless, and be generally optimistic and nice.

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

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

Mogogol Names: Mogogols have three important naming practices. The first, and most confusing tradition, is that all mogogols are named Mogogol. The second, whose name is probably a corruption of the word "epitaph" (and an unfortunate one at that), is the ever-so-common "epitab". An epitab, as the mogogols describe it, are words that people tack onto the end of your name. So one would know one mogogol from another by calling one "Mogogol with the green spots" or "Mogogol who broke his leg". The epitab carries with it no honor, and its use generally denotes a mogogol who has not yet succeeded at anything worthwhile. All of the noteworthy mogogols have a title, which to the race, just means that someone decided to tack on a noteworthy prefix to their name rather than a suffix.

Nearly all mogogols are guaranteed the title of Father or Mother if they have children, and Grandfather or Grandmother if they live to see their children have children. However, the more prestigious titles are ones earned from another race. Among the most memorable of these are Captain Mogogol, Friar Mogogol, Doctor Mogogol, and Dread Pirate Mogogol. Generally mogogols make no distinction between male and female (in fact, the title of Father and Mother is often awarded incorrectly).

MOGOGOL ADVENTURERS

Mogogol with the Golden Eyes loves the elven people. Just barely over a tadpole in size, Gold Eyes (as the elves often call him for short) peered up from the marsh muck and saw a beautiful elven face peering down. The face smiled and waved, and that was it; he knew he must live with the elves. Since then, Mogogol with the Golden Eyes has adopted elven attire, and speaks Elven fluently. He is a champion of Correlon; becoming a cleric at the age of 12. Many think that this mogogol even believes himself to be an elf; but he knows better than that-- he could never be so perfect. That doesn't stop him from trying.

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

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

MOGOGOLS IN YOUR GAME

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

However, if your campaign setting does not allow for an ancient race of frog people that the mogogols could have descended from, then there are other possibilities that can be explored to bring the mogogols in. Perhaps they are from a different world or plane—trapped in this new and alien world.

Maybe mogogols are the result of a mad experiment gone wrong—an attempt to make kindly helpers out of common frogs. Lastly, mogogols may have always been around, but in very small numbers and easily overlooked.

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





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 anomalous 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

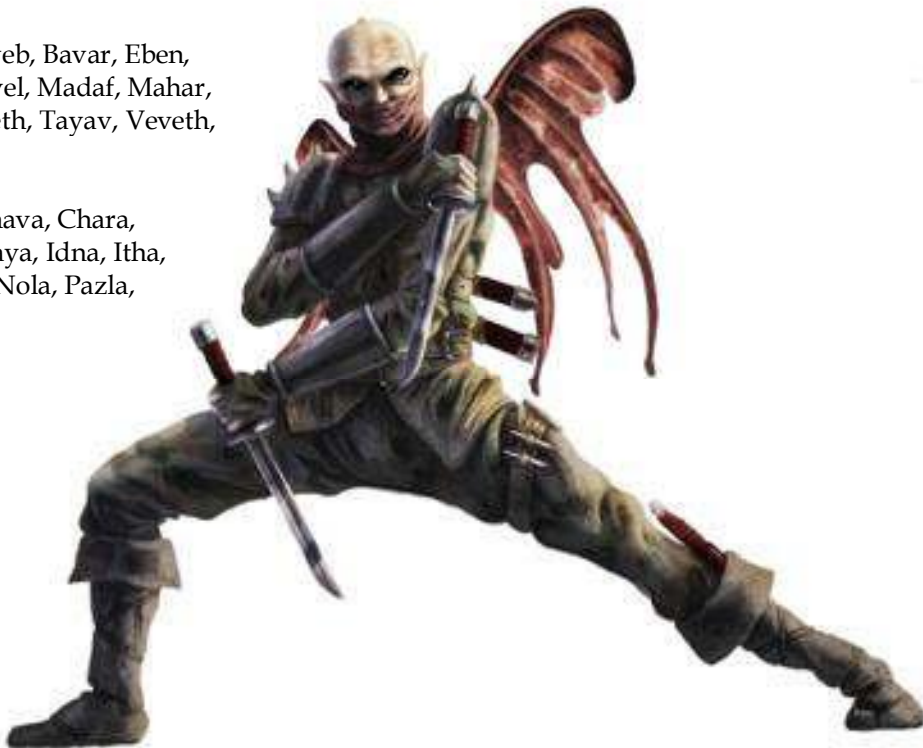
Female Names: Abea, Atha, Athava, Chara, Danah, Darlelle, Elra, Enarah, Harna, Haya, Idna, Itha, Jaeda, Kara, Kavia, Lehlu, Mae, Nathia, Nola, Pazla, Rathia, Rivendi, Satha, Shava, Tivia

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 led 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.



MUSES 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 daeva 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 Dungeon 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.





Souls of commerce, born with a silver tongue and a golden thumb

RACIAL TRAITS

Average Height: 3' 0" - 6' 0"

Average Weight: 130 - 210 lb.

Ability Scores: +2 Charisma, +2 Wisdom

Size: Small and Medium (See *adjust size* racial feature below)

Speed: 6 squares

Vision: Low-light

Languages: Common, choice of one other

Skill Bonuses: +2 Diplomacy, +2 Streetwise

Adjust Size: As a move action, you can become Small if Medium-sized, or Medium if Small-sized. You can be any height between three and six feet tall.

Astral Origin: Your ancestors were native to the Astral Plane, so you are considered a creature of immortal origin for effects that relate to origin.

Bribe Fate: You may use the *bribe fate* racial power.

Detect Coins: Metallic money shines like a candle to your eyesight. You gain +5 to Perception checks to notice coins.

In addition, you can see metallic money in darkness and through any material that is less than one inch thick.

Money is Life: As a minor action, you may spend a healing surge and consume 50 gp. Instead of the hit points you would normally regain, you regain 10 + your Wisdom modifier hit points. By consuming 1,000 gp in the same way, you regain 25 + your Wisdom modifier hit points.

Consuming 25,000 gp in this way will allow you to regain 50 + your Wisdom modifier hit points.

Silver Stomach: You have a +1 racial bonus to Fortitude.

Bribe Fate

Numistian Racial Power

With a small sacrifice, you may acquire another chance to avoid a bad fate.

Encounter

Free Action

Personal

Effect: When you fail a saving throw, you may lose half your level in hit points to reroll that saving throw.

OVERVIEW

Money has long been the desire of mortals. Even before the first gold coins clanked around in protected purses, this blood of commerce was deeply coveted. In the mists of creation, the land of mortal men was mirrored in the astral worlds. Man's vices were reflected in the Hells; his virtues in the Heavens. Man's love of wealth and buying, however, manifested in a more clandestine form. Thus was the origin of Mnol, the Demiplane of Commerce.

Known more commonly to its visitors as the Mystic Marketplace, it was long a secluded realm accessible to the privileged few. Only the wealthiest astral beings knew of its existence. The markets of Sigil and the City of Brass combined pale in comparison to this vast plane of markets, shops, and bazaars. Anything and everything can be found for sale here. Cities are divided up by what is sold. In the city of Ring, for example, rings of all varieties are sold. With patience, travel, and enough money one could virtually buy their heart's desire in Mnol.

For centuries, the Mystic Marketplace experienced great prosperity; cities expanded, and their population boomed. During this time, the numistian evolved. Numistians are the indigenous inhabitants of the realm. Originally, they were a simple merchant people who became shopkeepers, craftsmen, slavers, and entertainers. Anything that could be sold, a numistian could sell it. As time went on, the numistians expanded into planar exploration and began to scour the planes for new merchandise and worthy customers to frequent their plane. During the time of prosperity, some numistians even moved from Mnol to set up shops in other realms.

Mnol could have been quite possibly the richest realm in all the cosmos, and would have remained so if it were not for a series of cataclysms that rocked the financial sector of the entire multiverse. As these worlds served as the financial backbone of the planar economy, the Mystic Marketplace suffered. Shops began to close. Unemployed numistians overpopulated Mnol. Many dispersed to other realms. Not surprisingly, some numistians set out as adventurers in other realms to secure a profit, and continue to survive.

Play a numistian if you want...

- ◆ to play a character who is obsessed with money.
- ◆ to play a race with strange origins and unusual customs.
- ◆ to be able to heal easily or make better saving throws.
- ◆ to be both charming and witty.
- ◆ to be a member of a race that enjoys the cleric, paladin, rogue, wizard, and sorcerer classes.

PHYSICAL QUALITIES

Numistians look similar to humans, with long, narrow noses and slightly pointed ears. However, it would be difficult to describe the height and general appearance of a numistian, as both are variable. At rest, they appear as a wrinkled, elderly individual, roughly three feet tall. At this height, they are fairly squat and might even be mistaken for a very short dwarf. However, they can double their height to 6 feet, or appear as any height in-between.

When they increase height, their skin stretches taut and appears smooth and youthful. At six feet tall, they look somewhat elven, with narrow features and long, delicate limbs. Thus, with a minor disguise, they can infiltrate nearly any mortal community — short or tall. If age is respected in the community they are in, a numistian may appear a bit shorter and older. If youth would be an asset, they can appear tall and vibrant. The numistian is a natural marketing chameleon.

However, numistians do have a few distinguishing and immutable traits. First, their pale skin has a metallic luster which can appear coppery, silvery, or even golden. Second, they have a third eye in the center of their forehead. While the two eyes in the normal position are often a cloudy blue or grey, the third eye is perfectly round, cat-like, and brilliant green. They often hide this eye with the aid of a hat, helmet, or turban.

While males have no hair on their heads, or most of their bodies, they do tend to grow long white, pale blue, or grey colored beards and mustaches, regardless of their age. Females have long hair on their heads of the same colors as the male's beards.

Numistian gender cues are entirely superficial. Males and females, from the waist down, are identically featureless. Neither gender has nipples, though females have the slight suggestion of breasts. Both genders tend to dress in clothing common to the realm that they are traveling in, though they do prefer the fanciest styles. A numistian's clothing often appears ill-fitting because of their ability to change height and girth.

ECOLOGY

Biologically, the numistian is a complete alien. First, they have no organs; they are basically a dry husk filled with glittery sand, coins, and a collapsible skeleton. An injured numistian actually bleeds sand and coins. Numistians have no sense of taste, and do not eat food, nor drink liquids. Instead, they ingest gold, silver, and copper coins. In some unknowable way, these coins act as nourishment and are eventually absorbed by the numistian's body. In a sitting, they eat as many coins as the cost of a typical meal. Of course, they can eat more if desired.

Numistians can however smell things and can sniff out precious metals. They can generally tell what sort of metal is nearby and in what quantity. Their two normal eyes are very close to a human's in acuity, though many suffer from nearsightedness. This is compensated by the third eye which is highly sensitive, and has low-light vision and provides the numistian with its detect coins racial feature. Their pointed ears are as keen as an elf's.

All numistians carry a certain amount of mystical coins within their body. This money appears to bleed from them when they lose hit points. The type of coin changes with the numistian's tier—copper for a numistian of the heroic tier, silver for paragon, and gold for epic. The coins, however, are completely insubstantial and disappear as the numistian is healed. One mystical coin bleeds for every hit point lost.

A numistian's mystical coins also serve as a reproductive tool. When a male passes half of his mystic coins to a female, a numistian infant is conceived. Six months later, a small golden egg is expelled from the mouth of the female. The egg hatches immediately when placed on a small pile of gold coins, and the infant ravenously eats all of the coins.

Growth is dependent on how much money the child eats. The child reaches adult-size when it consumes at least a thousand gold in coins. Emotionally and mentally, numistians mature similarly to humans. Numistians also have a lifespan similar to humans, though they remain vibrant and healthy most of their lives. Towards the end of their lifespan, they begin to bleed coins spontaneously from their coin pool. It is subtle at first, starting with only a few coins a day. Numistians have even been known to hide this disorder for months. Eventually, the condition worsens and the numistian succumbs to death from old age.

PLAYING A NUMISTIAN

To a numistian, money is life. They live for the clatter of coins, the thrill of the sale, and the pride of being wealthy. Each numistian goes about his own quest in his own way. Many are innovative entrepreneurs, seeking out new markets or interesting ways to sell old ideas. Others seek riches through treasure hunting or pirating. Some numistians may even hone one particular skill to perfection and use it to make their livelihood.

Whatever the means, numistians are all business. They have little time for romance, find entertainment to be more of a commodity than a pleasure, and generally shun any emotional endeavors that will not give them some sort of gain. Still, they know the intricacies of charm, the flair of personality, and the power of good humor—as all are needed to be successful in the world of commerce. Cold-hearted as their true nature may be, a numistian's demeanor is friendly and warm. Unfortunately, loyalty, honor, and amity may easily go to the highest bidder.

Numistians even excel at certain human callings, particularly in the religious sector. A numistian can easily relate to the selfless zeal with which one pursues a religion, as they do the same with money. In addition, nearly all faiths that have temples or churches require finance. Numistian clerics and paladins often become extremely successful evangelists; collecting both large sacks of coin and throngs of new followers. While a pleasant percentage of spoils stays in their personal accounts, the organizations for which they collect benefit nicely from a numistian's exploits.

Of the other adventuring numistians, rogues are most often encountered. These treasure-seekers make their coin through plunder, theft, and con-artistry. Still other numistians turn to the arcane arts, searching for a way to turn magic into money, either directly, or by selling their services to those who need them.

Numistian Characteristics: Acquisitive, avaricious, business-minded, charming, civilized, clever, cold, courtly, greedy, mercenary, patient, polite, refined, sophisticated, stylish, well-mannered, witty

Male Names: Auran, Argent, Cash, Cupro, Curren, Darragh, Deynar, Golden, Merko, Odwulf, Orro, Otho, Prospero, Quarto, Rich, Theomund, Udolf, Wellington, Welth, Yen

Female Names: Ada, Aurana, Argenta, Casha, Dolla, Darlelle, Edris, Goldie, Merka, Neda, Odella, Pay, Penny, Prospera, Salla, Silves, Tresha, Thriva, Udela, Victa

NUMISTIAN ADVENTURERS

The God of Progress has been kind to Midas. He has been dedicated to the church for many years as a faithful cleric, which is periodically demonstrated by his generous fifteen percent tithing. While his fellow party members do share his zeal for the religion, they occasionally bicker about Midas's tendency to require donations in exchange for divine favors such as healing. Regardless, Midas has saved them all much more money through sound financial advice, finding the best deals, and excellent accounting skills. Currently, they are hunting a notorious green dragon—for its treasure hoard, of course.

Nickel's parents were wealthy merchants, as numistians often are. Nickel however, had no desire to sit in a shop and wait for the money to come to her. It started small; a few coins here and there from her mother's purse. Now Nickel relies on a good eye and a quick wit to make her fortune. While not known to be the nimblest of thieves, the adventurers that she travels with most admire her ability to talk herself out of any bad situation. Nickel's knack for sniffing out the treasure in a cluttered dungeon is also quite handy.

NUMISTIANS IN YOUR GAME

Numistians, despite their alien heritage, have the distinct advantage of appearing familiar to most other races. Some can even pass as human or elven, with certain features covered or disguised. While distrust will be apparent when dealing with any new race, the numistian should find miniscule prejudice among humans, elves, eladrin, and other races with similar features.

Numistians also adopt the style of the area that they do business in. Clothes are important to a numistian, and whatever a society considers most fashionable, a numistian will deem most desirable. This alone will help them fit in well with the majority, as they are not fixated on racial traditions or cultural preferences prevalent in most other races.

Numistians in this text are presented as a fairly fresh race to the world. The relative anonymity of their home world rendered it nearly nonexistent to the realm of the adventurers. The Dungeon Master can introduce this new astral realm and its inhabitants as he sees fit. Numistians 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 numistian can come from an alternate dimension, or even a free-floating, non-astrally-related demiplane. If other planes of existence are absent entirely, the numistian could be a natural creature, descended from a fanatic race of merchant people. They could also be the living representatives of a money god; a sacred race of capitalists and entrepreneurs.

Whatever the case, the numistian will make a welcome addition to any game as bookkeeper of the group, an unusual option for a player seeking to play a greedy character, a challenge for the player who wants their character to be rich, or even a fun alternative for those who want to be well-dressed with an eye for the finer things in life.



OAKLING



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 (see below)

Skill Bonuses: +2 Insight, +2 Nature

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

Plant: While you eat and breathe much like any other creature, you do not sleep (though you are not immune to sleep effects). Spells and effects that affect plants also affect you.

Protective Sap: While you are bloodied, you gain resist 1 to all damage except fire. At level 11, increase to resist 3 to all damage except fire. At level 21, increase to resist 5 to all damage except fire.

Rooted Foot: Whenever a power, condition or effect would render an oakling prone, make a saving throw. If you succeed, the oakling does not fall prone.

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 plus your Wisdom modifier.

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.

OVERVIEW

Oaklings are unusual plant creatures distantly related to treants, though much further removed from the energies of the Feywild. 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.

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 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 palate 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 have many years to learn, enjoying a 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 up front 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, thus improving 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 strong point, 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 documents 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 best strategy for felling her quarry, 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 when the spells start slinging. Although he rarely sings party members, he is not very forgiving if one happens to ignore his booming cries of “TIMBER!”

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. Oakling player characters can be bold pioneers, inventing their own paths, their own history, and their own unique traditions.

Optionally, the Dungeon Master can create a more detailed back story for the oaklings. Perhaps they are an ancient race of dryads who starkly split from the Feywild 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.





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: +2 Dexterity, +2 Strength
Size: Medium
Speed: 6 squares
Vision: Darkvision

Languages: Common, choice of one other
Skill Bonuses: +2 Acrobatics, +2 Perception
Fossil Fortitude: You gain a +5 racial bonus to Endurance checks against disease.
Necrotic Resistance: You have built up a resistance to negative energy, thus having resist 5 necrotic. Increase to resist 10 necrotic at 11th level and resist 15 at 21st 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 an 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 2d6 damage at 11th level, and 3d6 damage at 21st level.

OVERVIEW

Obitu ("Oh-Bee-Two," singular and plural) are neither dead nor undead. They are magically created living creatures that have undead origins. In ages past, a lich by the name of Varquil designed the obitu to be the ultimate weapon against the goodly clergy he so despised – 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 superior dexterity and strength.
- ◆ 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 animated 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.

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 a deep beige. However, the most effective 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. Regardless of its appearance, obitu eat, drink, and breathe much like other living beings, consuming as much as a creature of Small size. An obitu has no heart, relying on muscular contractions inside its bones to circulate blood. 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-borne, the undead must ingest the blood, be injected with 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, but lacking sufficient blood, a 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 orbs 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, learning how to fully 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 arisen from death, negativity generally sets the tone for their entire life. Beginning their existence in the form of a monster with the mind of a child, 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.

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 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 A sun god just seemed the best thing to worship. Grinning Jack was among the first obitu to join the clergy of the sun god, 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 he 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 his 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.



Obitu Infection (Vivification Virus)

The Obitu Infection bypasses a corporeal undead's normal immunity to disease. In addition, this disease has no effect whatsoever on the living. This disease only affects 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). This disease cannot be cured by magical means.

Obitu Infection

Level 1* Disease (Undead Only)

Endurance stable DC 14*, improve DC 19*

The target is cured.



Initial Effect: The target regains only half the normal number of hit points from healing effects.



The target cannot heal from healing effects



Final State: The target dies, flesh melts off bones (if any), and rises as a fledgling obitu within 3 rounds.

*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. The worsen DC is always one less and lower than the stable DC.

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 downside 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 Dungeon 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 possibility 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 has played everything, or just a good match for those who revel in the absurdity of the macabre.





Strange living constructs from an age gone by; the primordial chaos runs in their veins

RACIAL TRAITS

Average Height: 5' 10"–6' 2"
Average Weight: 275–325 lb.

Ability Scores: +2 Constitution, +2 Charisma
Size: Medium
Speed: 6 squares
Vision: Normal

Language: Common

Skill Bonuses: +2 Endurance, +2 Intimidate

Armor Gems: You can use small quartz crystals and gemstones to emulate armor and gain access to special racial powers. Wearing an armor other than armor gems causes you to become *dazed* and *slowed*. These effects end immediately only when the armor is removed (the penalties cannot be removed through other means). Please see the Armor Gems and Ecology section for details.

Breath of Steam : You can use *breath of steam* as an encounter power.

Construct: You have the construct keyword, so you are considered to be a construct for effects that relate to that keyword.

Light and Heat: Your crystal head constantly glows as bright as a torch and can light flammable objects on fire.

Living Construct: You are a living creature that does not need to consume food (you still need air and water), though this does not render you immune to any effect. You only need 4 hours to benefit from extended rest, and you gain a +2 bonus to saving throws against ongoing damage. When you roll a death save, you take the better of your die roll or 10 as the result.

Breath of Steam

Relluk Racial Power

A cloud of steam pours forth from your torso-mouth, scalding enemies and obscuring vision.

Encounter ♦ **Fire, Zone**

Move Action **Close burst 1**

Effect: Hot steam fills a close burst 1 until the end of your next turn. This zone of steam provides concealment to all creatures within it. Any creature other than you that starts its turn within the zone takes 1d4 fire damage. Increase to 2d4 damage at 11th level, and 3d4 damage at 21st level.

OVERVIEW

They stood for over a millennia in the dark recesses of the decaying temple; scores of them. Poised for combat, armed, and silently watching, these primitive statues lay undisturbed, unmoving, and largely forgotten for ages. When rediscovered about three centuries ago, they were a novel mystery. Some speculated they were part of a plan to save the Altowan civilization from an attempt to purge them from the world. It was a plan that evidently failed. The Altowans are now only known by their mysterious and ancient ruins and relics; not the least of which was their army of strange stone soldiers and the huge iron molds that formed them from molten rock. Through time, they became a small wonder of the ancient world.

Ninety years ago, it was a mogogol that discovered the ageless shipwreck in the cold waters. If it wasn't for the accumulation of sea life, this now fossilized drakkar would have gone unnoticed. Inside, the mogogol found gold, gems, and thousands of unusual crystal points. The crystals glowed with unknown power and proved to be impervious to damage. Their purpose, however, was as great a secret as the standing statues on Relluk Isle a few hundred miles east.

Still, it would take another two decades before someone would connect the two. Self-proclaimed archaeologist Vigo Malstoson procured one of these crystal oddities and brought it to the statues on Relluk Isle. Each statue had a hexagonal fissure in its top. This opening was just the right size for the crystal point. Upon inserting the soul crystal, Vigo witnessed the first Relluk roar to life. The previously cold and lifeless basalt first began to glow with heat. Then, with a great creaking stretch, it stepped deftly forward and asked in a dialect of common that had not been heard for a thousand years, "Who am I?"

They came to be known as relluks, named after the isle that was likely named after them. It was not long before the whole lot of them bellowed to life and began a quest to figure out who and what they are. Almost instinctual memories of a bygone era led them to clues; hidden chambers, lost texts, and more ruins. The relluks puzzled together their history.

Relluks were the product of two dead civilizations facing the same threat; an enemy that neither would name for fear the deadly foe might take notice. Over the course of several decades, the two doomed nations forged a plan. They would craft an army of stone and steam that would strike fear into that which they feared. The Altowans worked diligently on mass producing the stone bodies. The other culture, whom Altowans referred to as the "Shining Folk from the West," were in charge of procuring the large crystal points. From what the relluks could discern, it was the crystal points that acted as the relluks' soul and power source. Through some great disaster, crystal was not destined to meet stone until long after their creators had perished.

Play a relluk if you want...

- ◆ to play a new type of living construct.
- ◆ to use an alternate form of armor.
- ◆ to breathe out hot steam for both concealment and to damage your foes.
- ◆ to be both tough and charismatic.
- ◆ to be a member of a race that enjoys the fighter, warlock, warlord, and paladin classes.

PHYSICAL QUALITIES

Relluks look like a thing from a forgotten time and a lost culture. Their bodies are of volcanic rock pressed into the shape of a crudely fashioned humanoid. The front of their torso features a stylized tribal face. On this face, mouths are typically large and tooth filled, noses are simple and roughly formed, and eyes are slanted ovals, half-circles, or crescents that flicker with orange fire. These torso-faces are unique to each body; vaguely similar only in style and proportion. Their upper arms are somewhat thin and featureless, with massive forearms that end bluntly in stubby-fingered mitts. A relluk's legs resemble those of a muscular human.

Channels of golden metal run in circuit-like stripes throughout the relluk's frame. These circuits are dotted with circular disks, many of which feature round gemstones. The circuit pattern is as unique to the individual as the torso-face. Where a head might be on a humanoid is a large uncut crystal point that glows with heat and light.

From this crystal, the relluk sees, hears, and speaks. Its voice sounds almost metallic, with many echoes and reverberations regardless of the environment in which they are speaking. A dense odor of boiling rock emanates from their bulky mass, along with a great deal of heat.

ECOLOGY

The body of a relluk appears to be made of hard volcanic rock banded together with solid gold circuits. However, this is not entirely the case. Much of a relluk's interior is actually a porous, pumice-like stone riddled with hollow tubes. A living relluk is also full of hot water, steam, and ashy mud which they bleed when injured.

Much to the chagrin of treasure hunters who may spend several days stripping out the gold circuitry from relluk corpses or relluks that were not yet activated, the metal is actually mostly copper and nickel with only about 20% genuine gold. A relluk body yields about 30 gp worth of pure gold, which is hardly worth the time and energy it takes to process it.

Unlike many other types of living constructs, relluks need both air and water in order to thrive. Their interior mechanisms mimic life through a complex internal elemental chaos of fire, water, air, and earth. Their soul crystal provides heat and the spark of life, while their bodies provide substance and form. Air and water must be added regularly. Without water, the relluk at first loses access to its breath of steam power, and then becomes brittle and likely dies from crumbling. Without air, the relluk behaves much like other life-forms; it slows down and dies. A relluk consumes water through grates around the soul-crystal head. Air intake holes are actually the “eyes” of the torso face.

Most of the pseudo-biological processes inside a relluk have to do with the transfer and management of heat. This is the number one reason that they do not wear normal armor. While the relluk can expel heat from its torso mouth in the form of steam, this only provides temporary cooling. The circuits themselves radiate warmth, drawing heat away from the core of the body. Blocking this exit of heat from the body of a relluk causes it to slow down considerably. In addition, most armor does not fit a relluk's body shape and may obstruct the exit of steam or the intake of air.

The skin of a relluk without the enhancement of armor gems is actually somewhat spongy, despite its appearance, and many liken it to reptilian scales in suppleness. While uncomfortably hot to the touch by human standards (about 175 degrees Fahrenheit), it is still fairly cool compared to its crystal head (which is about 550 degrees Fahrenheit). A relluk can greatly alter the consistency of its skin by adding armor gems, to the point of making the skin as hard as the stone it appears to be.

One might assume that a relluk is either resistant to fire or cold, from its appearance and its ability to generate large amounts of heat, as well as thrive unharmed in its own scalding hot steam cloud. However, such is not the case. While they do not outwardly appear to be harmed by fire or cold, it does throw them terribly out of balance internally, which in turn causes damage within. However, in regards to their *breath of steam* power, the expulsion of this steam provides just enough temporary cooling to help them withstand the duration of its effect externally.

The composition and nature of the crystal head is the biggest mystery. The crystals are impervious to damage, and, aside from glowing softly, are completely inert when not inside a relluk body. While resembling natural hexagonal quartz points, these crystals are flawless. About three-quarters of the crystal rests inside the body of the relluk, to which it bonds until the body is destroyed. The remaining quarter acts as the head of the relluk; providing both visual and auditory input in some inexplicable fashion.

At last count, there are exactly 4,023 known soul crystals in the world, most of which are attached to relluks. More could exist somewhere, yet to be found. When the relluks first came to life, there were only about five hundred relluk bodies left – the survivors of erosion, treasure hunters, vandals, and other such adversities common to all ancient relics. This provided something of a conundrum to the newly conscious relluks; their species was imminently doomed to extinction.

However, guided by an almost instinctual memory of ages gone by mixed with a need to awaken the thousands of souls still sleeping in crystal form, they quickly unraveled the mystery of relluk body creation. The bodies must be created at a font of power using molten rock directly from a volcanic source, and generally take months of painstaking labor to complete. Luckily, the ancients left many of the necessary tools in place at the fonts of power, and production began very quickly.

A small group of relluks formed to build new bodies, recover crystals from dead relluks, find new soul crystals, and generally act as caretakers for the new species. They now call themselves the Archeopatroni, and one can expect their agents to show up wherever a relluk was known to be slain to collect its soul crystal. The Archeopatroni are the closest thing that the relluks have to parents. Most relluks alive today have new bodies constructed by this society.

Unfortunately, the memory of a relluk is thought to be contained in its complex circuitry, not the soul crystals, and thus is destroyed when the relluk is slain. A newly awakened relluk is generally a blank slate. The soul crystal does seem to convey a few important aspects, however. Personality traits, class tendencies, and general disposition all seem to be some intangible quality of these crystals. For example, when a soul crystal is retrieved from a relluk that was known to be a capricious rogue, it is very likely that this crystal will yield another impulsive scoundrel type – though of first level, without memories or experience. It is also quite possible that although both relluks started out as the same class with the same general personality, they will lead markedly different lives.

Relluks do not age, have gender, or share many biological processes common to other races. Still they seem somewhat more organic than many other living constructs, as they still need to breathe and drink. In addition, their makeup prevents embedded and attached components, aside from the armor gems.

PLAYING A RELLUK

Relluks are extremely varied in personality, despite their small population. Relluks are surprising in that such an alien-looking creature is still very capable of depths of emotion, humor, and even love. Of course matters of gender and reproduction confuse them somewhat, though they often relate to the concept of family as they share the same reverence for the Archeopatroni society. In some ways, they are envious of the natural born; often believing that the other races are much more advanced than they are. This may lead to a bit of an inferiority complex in some cases.

Relluks are generally kindhearted creatures who seem to have a hard time comprehending senseless violence and cruelty. They can also be quite fierce, and are often overprotective, territorial, and suspicious of strangers. Many express feelings of being lost or without purpose. Much of this is attributed to the reason they were created in the first place; as protectors and guardians. Unfortunately, their charge has long ago crumbled into oblivion.

Often, relluks adventure to find clues of their past. Some intend to unravel the mystery of the soul crystals. Others are simply trying to recover relics of lost civilizations in order to glean some more hints of their ancient creators. Relluks will also join an adventure to protect the land they live in, recover lost property, or to gain power.

Most relluks are of martial classes, though often too big and clumsy to be rogues. Relluks do have a natural attraction to arcane and primal forces as well, feeling that they are a mystical merger of both. Wizards and druids among them are not terribly uncommon. They often have trouble relating to divine power, as they have no patron deity and they know little of the religion of their human creators. In addition, they do not believe in an afterlife, as they think of their souls as tangible objects – the soul crystals. Of the few divinely focused relluks, paladins are much more common than priests, and can often be found defending goodly temples.

Relluk Characteristics:

Caring, considerate, defensive, ferocious, fierce, friendly, gentle, guarded, just, kindhearted, peaceful, pleasant, protective, reasonable, territorial, warm, wary

Names:

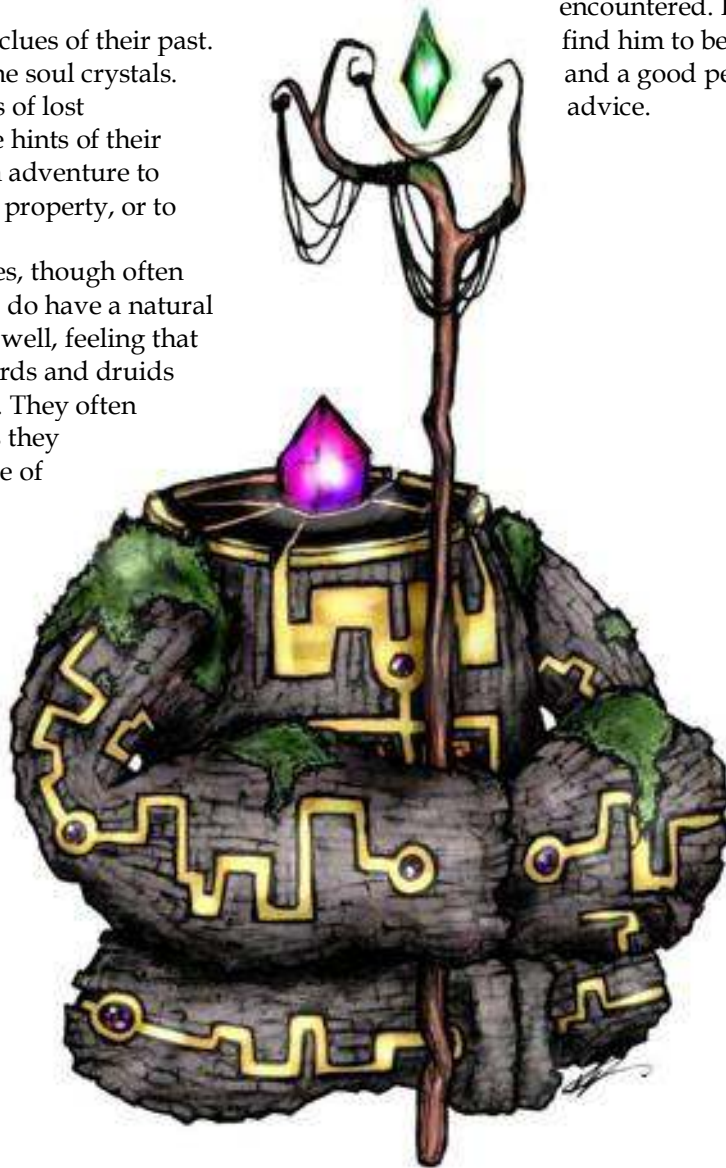
Baluk, Diwi, Fujow, Gerwiki, Hiwu, Iji, Kuwu, Lonu, Muluki, Nimuku, Pakwuk, Rukk, Tugwi, Ulu, Wuki, Zuwuki

RELUK ADVENTURERS

Tuktuki has been a warrior since the day he was activated. When most relluks ask “Who am I?” Tuktuki asked “Where’s the battle?” He eagerly signed on with a group of bold adventurers who enjoy his company. While a bit single-minded, Tuktuki is a fairly generous conversationalist who loves to swap stories about brain-bashing brawls and precarious clashes. Outside of battle, his jovial torso-face seems to put people at ease. In battle, however, it has quite the opposite effect.

Tuwa has pored through many an ancient tome in search of an answer. He has studied arcane texts, scoured ancient ruins, and even studied under several great historians and sages. Despite becoming quite an accomplished wizard, he has not yet unlocked the secret to his own creation. He happily accompanies his friends on even the most mundane of missions in hopes he may find a new lead. His companions do not mind. Tuwa’s arcane knowledge and power has always been a great asset to

any conflict they have encountered. In addition, they find him to be quite personable and a good person to go to for advice.



ARMOR GEMS

First of all, many “armor gems” are not true gemstones at all, but merely common quartz crystals or semi-precious stones which are cut and faceted to appear gem-like. Eleven of these stones are embedded throughout the relluk’s golden circuitry. Quartz armor gems need not be enchanted, though they are specially crafted from extraordinary mineral specimens specifically for the purpose of fitting into the relluk’s circuitry receptacles.

To be at all useful, armor gems must be comprised of a homogenous and complete set; eleven armor gems of the same type. Any variation and they cease to function. When activated by placing them in the correct receptacles, they radically change the consistency and toughness of the relluk’s skin; thus emulating armor. In addition, each set confers one other racial bonus that is usually defensive in nature.

Actual gemstones can be used in place of the quartz variations, though they must be enchanted first using the Enchant Armor ritual. This works much like enchanting regular armor: the armor gems must be enchanted as a set (like a suit of armor), must obtain at least the minimum enhancement bonus, and fulfill all

other requirements for enchanting armor. Actual gemstones count as masterwork armor, and their price is included in the cost of enchanted armor.

It is not easy to remove or place armor gems, as they are tightly set and must be latched into the circuitry receptacles. It takes about the same amount of time to don or remove regular armor. The effect begins when the last gem is placed and ends when the first gem is removed. Armor is fully emulated; including type and category as well as check and speed penalties.

The weight added is actually subtracted from your own body weight, and is typically only about three-quarters that of normal armor of the same armor bonus and type. The skin texture of the relluk stays the same in appearance as well. What changes is the density and composition of the skin. This will cause a minor variation in the color of the relluk’s stony hide; generally taking on a more subtle shade of the armor gems that are being used. The soul crystal’s hue changes to match the armor gems as well.

Light Armor Gems	Type	Armor Bonus	Minimum Enhancement Bonus	Check	Speed	Base Price per Set	Weight
Rock Crystal	cloth	+0	--	--	--	11 gp	2 lb.
Amethyst	cloth	+1	+4	--	--	special	3 lb.
Alexandrite	cloth	+2	+6	--	--	special	4 lb.
Aventurine	leather	+2	--	--	--	22 gp	11 lb.
Peridot	leather	+3	+4	--	--	special	12 lb.
Aquamarine	leather	+4	+6	--	--	special	13 lb.
Rose Quartz	hide	+3	--	-1	--	33 gp	19 lb.
Garnet	hide	+4	+4	-1	--	special	21 lb.
Ruby	hide	+5	+6	-1	--	special	23 lb.
Heavy Armor Gems	Type	Armor Bonus	Minimum Enhancement Bonus	Check	Speed	Base Price per Set	Weight
Citrine	chainmail	+6	--	-1	-1	44 gp	30 lb.
Topaz	chainmail	+9	+4	-1	-1	special	33 lb.
Jacinth	chainmail	+12	+6	-1	-1	special	36 lb.
Prasiolite	scale	+7	--	--	-1	55 gp	34 lb.
Emerald	scale	+10	+4	--	-1	special	38 lb.
Diamond	scale	+13	+6	--	-1	special	40 lb.
Onyx	plate	+8	--	-2	-1	66 gp	37 lb.
Sapphire	plate	+11	+4	-2	-1	special	39 lb.
Astral Diamond	plate	+14	+6	-2	-1	special	42 lb.

Types of Armor Gems

Armor gems convey special racial powers by the type of armor they emulate. Listed below are these granted powers and a brief description of each armor gem.

CLOTH EMULATION

You gain resist psychic equal to half your level.

Rock Crystal: clear quartz crystal

Amethyst: transparent purple gemstone

Alexandrite: transparent reddish-purple gemstone

LEATHER EMULATION

You can breathe underwater.

Aventurine: translucent blue-green quartz

Peridot: transparent dark green gemstone

Aquamarine: transparent sea-green gemstone

HIDE EMULATION

Your healing surge value is equal to one-quarter of your maximum hit points + your Constitution modifier.

Rose Quartz: translucent pink quartz

Garnet: clear violet-red gemstone

Ruby: transparent red gemstone

CHAINMAIL EMULATION

You gain resist fire equal to half of your level.

Citrine: transparent yellow-orange quartz

Topaz: transparent yellow gemstone

Jacinth: transparent reddish orange gemstone

SCALE EMULATION

You gain both resist acid and resist poison equal to one-quarter your level.

Prasiolite: translucent mint-green quartz

Emerald: transparent green gemstone

Diamond: colorless transparent gemstone

PLATE EMULATION

Choose a damage type: lightning, necrotic, or radiant. You gain resistance to that damage type equal to one-fifth your level. As a minor action, you can change the type of resistance to any other listed damage type. This resistance lasts until the end of the encounter.

Onyx: opaque black quartz

Sapphire: transparent deep-blue gemstone

Astral Diamond: colorless transparent glowing gemstone

RELUKS IN YOUR GAME

The relluk race is full of mystery. Who were their creators? What were the “Shining Folk of the West” and where did they get the soul crystals? What was the mysterious dark force that sparked the need to create this new race? These questions could simply be unsolvable mysteries. However, they may also make interesting plot hooks and spur on other remarkable adventures. Some features of this race may also provide launching platforms for further adventure. Perhaps the rumor of a large cache of soul crystals has surfaced. Even the armor gems may provide a source of adventure. It is very possible that the Altowan civilization enchanted several sets, now pilfered and scattered throughout the world. Since they do not work without all eleven gems, the relluk PC may find itself on a perilous odyssey to assemble a complete set with particularly strong enchantments.

Despite their prehistoric roots, relluks in this text are presented as a fairly fresh race to the world. While they do have ancient origins, this does not need to be entangled with your existing campaign history. After all, the relluk spent most of recorded history as motionless statues. 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 this ancient spin does not work well with the concept of your game world, there are alternatives. The relluks may be a new invention. It is quite possible that a primitive but highly mystical culture stumbled upon the secret of creating life. They could also be a spawn of the elemental chaos itself— an aspect of order from the astral plane manifested in the four elements.

Whatever the case, the relluk would make a welcome addition to any game as an alternative to the war-forged, an unusual option for the player who is bored with standard equipment, a challenge for the player who has played everything, or just a good match for those that enjoy adding a bit of ancient mystery to the game.



Humanoid elemental slimes trying to improve their image to the multiverse

RACIAL TRAITS

Average Height: 5' 6" or 6' 2"

Average Weight: 135 or 220 lb.

Ability Scores: +2 Strength, +2 Constitution

Size: Medium

Speed: 6 squares

Vision: Blind, Blindsight 8

Languages: Common, Primordial

Skill Bonuses: +2 Athletics, +2 Perception

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

Blind: You cannot detect objects or creatures by sight. You cannot make Perception checks to notice things beyond the range of your blindsight. You are immune to gaze attacks and other effects that rely on sight.

Blindsight: You can clearly see creatures or objects within 8 squares and within line of effect, even if they are invisible or obscured.

Boneless: You have a +1 racial bonus to Reflex. In addition, you can move and attack normally during a squeeze move.

Elemental Oozing : When you create your character choose a damage type: acid, cold, fire, or lightning. This choice remains throughout your character's life. When you make a successful melee basic attack, you may add 1d4 damage of the chosen type. Increase damage to 1d6 damage at level 11, and 1d8 damage at level 21.

Elemental Resistance: You gain resist 5 to the same damage type chosen for your *elemental oozing* racial feature. At 11th level, the resistance improves to 10 of this same type. At 21st level, the resistance improves to 15 of the same type.

Pliable Grasp : When you make a Strength check for grab attacks, roll twice and use either result.

OVERVIEW

The Elemental Chaos teams with mingled elements. Fire and earth create great expanses of lethal lava. Water and fire spin great clouds of scalding steam. However, some reaches of the Elemental Chaos are far less magnificent. One such case is when large fragments of elemental earth mingle with elemental water they create the effervescently putrid realms of ooze.

Many horrid creatures are native to the dominions of ooze. In fact, most of the oozes, slimes, and jellies that plague mortals originated from these terrible realms. Primordial in nature, the dripping facelessness of the region's inhabitants have granted them a bad reputation among mortalkind. The word slime has become synonymous with evil. Great efforts have been made by forces of good to eradicate these territories and their inhabitants.

However, not all ooze is evil. In fact, most oozes and slime are completely neutral; acting purely out of instinct to protect themselves or to feed. Though sentience and benevolence are rare among ooze-kind, some species do exist that can exhibit both. Such is the case of the multicolored squoles. The squole race began their existence as a collective of amorphous sentient slimes. After growing weary of frequent persecution, unwarranted attacks, and an ever-shrinking territory, they came together and completely altered the form of their entire race. Using alchemical formulas and arcane rituals derived from the creation of gelatinous cubes, they gave themselves a definable and permanent appearance and shape. Squoles used humans, the most well-received race of the multiverse, as a model.

Play a squole if you want...

- ◆ to play a character with special senses.
- ◆ to play a race that is good at making a grab attack.
- ◆ to have elemental powers and resistances.
- ◆ to be both strong and resilient.
- ◆ to be a member of a race that enjoys the barbarian, fighter, and warden classes.

PHYSICAL QUALITIES

The first squoles all had the same form; that of a fit and muscular male human. Later, they adopted an additional form; a slender and well-proportioned female. Being ooze, they lacked a good eye for detail, and all squoles appear somewhat featureless. With the exception of color, all male forms look alike and all female forms look alike, as they are all born from the same mold. All male-appearing squoles are 6'2" and 220 pounds. All female-appearing squoles are 5'6" and 135 pounds. Many have compared the appearance of a squole to that of a mannequin or roughly hewn statue.

Diversity among the squoles is found mostly in the color of their "skin," which can come in every color of the rainbow. The race actually consists of several subspecies, each affected by a different aspect of the elemental chaos, which is reflected in their color and the type of energy that they are at home with. Fire squoles are reddish or orange. Ice squoles are any shade of blue or indigo. Lightning squoles range in color from violet to deep purple. Acid squoles are yellowish or green. The skin of all squoles is glossy, smooth, and hairless.

While their bodies mimic most of the features that would be found on a human, it is in shape only. No facial features are actually functional or moving; a squole's eyes do not move or see, its nose and ears have no inlets, and its mouth does not open. They lack organs, and are somewhat translucent; light passes through them as it does through murk-tinted water. When squoles move, they appear to bend in all the wrong places and are capable of motions that would pale even the most skilled contortionists. Their voices consist of androgynous muffled gurgles. Squoles exude odor reminiscent to their energy affinity; red squoles smell smoky, blue squoles smell like fresh frost, green squoles smell acrid, and purple squoles smell of ozone.

ECOLOGY

Despite their suggestive form, squoles lack gender and reproductive facilities. In fact, squoles are made-up entirely of homogenous, multifunctional cells. Once per decade, any squole with a full hit point total can split into two squoles. The original takes damage equal to half its hit points. The other begins its life as a first level squole of the same class of the original. They often depart from each other after only a few days, as the new squole is a fully functional adult with rudimentary memories of its originator. Squoles live about as long as humans.

Squole are omnivorous, and can ingest any organic material simply by engulfing it into any section of their body. Food is digested in a matter of minutes, a process visible to observers through the squole's transparent skin. They can choose what they wish to ingest, expelling unsavory materials at will. A squole's sense of taste and smell is very discerning, and they can often tell one individual from another by its scent.

PLAYING A SQUOLE

All squoles face the challenge of trying to behave and interact as if they were human, while having a mindset and biology vastly dissimilar from a human. They exist to emulate what is, to them, the most successful race in creation. Consequently, their behavior is highly exaggerated and stereotypical. For example, if a squole discovers that humans enjoy a particular food, that squole might eat that food above all else, all the while praising its taste (even if the squole actually dislikes it). For every squole, it is a struggle to understand human ways.

Emotion is likewise an act of mimicry. A squole loves because the object of their love has met a set of parameters that they believe humans require for love. Younger squoles have trouble with literal interpretation and seem lost at the nuances of figurative meaning. By the time the squole has reached venerable years, it may seem extremely human, having honed its mimicry act to perfection.

Aside from following in the footsteps of man, squoles also aspire to make a good name for ooze-kind. They typically model their personality and role after a popular human example. This human role model is studied extensively and incorporated into the squole's mannerisms and outlook. Eventually, a squole builds his entire persona based on several human role models. This is an ongoing process, and a squole is constantly observing and changing, endeavoring to be benevolent by human standards.

Originating from primitive pools of mud, squoles generally gravitate towards less sophisticated means of combat. An overwhelming majority of squoles are barbarians, fighters, and wardens. Melee combat is favored, as that is where a squole has the most advantage. They commonly avoid long range combat, as their senses do not permit it.

Squole Characteristics: Abnormal, blunt, bold, curious, determined, direct, dramatic, exaggerated, fanatic, forthright, heroic, militant, robotic, single-minded, unabashed, unusual, valiant

Names: Squoles idealize humans, and therefore have adopted their naming practices. Occasionally, squoles will also use names common to other humanoid races.

SQUOLE ADVENTURERS

King Cedric lived more than a century ago, yet his deeds lived on as a positive example to mankind. Cedric the squole fighter, however, still has far to go. While he follows the teachings of his namesake, he has faced many failures. Undaunted, he has joined a group of adventurers worthy of his cause. Together they vowed to uphold the old ways; fight evil, end oppression, and never let the works of good King Cedric become unraveled.

The only blue-skinned member of his tribe, William faught hard for his place. Originally a prisoner, this hardy squole learned quickly from his captors. The primitive tribe that imprisoned him let him join their cause after he won them over with a respectful display of unarmed combat. Now part of a small band of barbarians, William never fails to impress. Their mission is simple: eliminate all threats in the northern steppes. Of course, the northern steppes are known for their unlimited supply of peril, so the task is not an easy one.



SQUOLES IN YOUR GAME

Squoles offer an opportunity to add a character to the party who has very different strengths and weaknesses when it comes to senses. While blindsight has several distinct rewards (see in the dark, immune to blindness, etc), there are also several drawbacks. The first is that squoles are extremely nearsighted...a foe that is only nine squares away is effectively invisible. This creates a certain balance, where the squole will have the advantage in some situations, and disadvantage in others.

Consequentially, the squole may face more of a struggle in some games than in others. Scenarios with an overwhelming majority of long range opponents may be extremely challenging for a squole who won't be able to see these adversaries. On the other hand, if opponents rely on invisibility or darkness, the squole will have the upper hand.

Squoles in this text are presented as a fairly fresh race to the world. The exact date of their migration to this world was purposefully left out so the Dungeon 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. If using the classic DUNGEONS & DRAGONS™ cosmology of previous editions, the squole would most definitely come from the paraelemental Plane of Ooze. If other planes of existence are absent entirely, the squole could have naturally evolved from creatures such as the ochre jelly and gelatinous cubes presented in the core rule books. Another possibility is that they are a cursed race of humans that descended from a primordial cult.

Whatever the case, squoles will make a welcome addition to any game with a new way to see things, an unusual option for a player seeking to play a grappler or melee type, or even a fun alternative for those who want to explore a more alien side of life.





Tall, stately, and two-headed, the taddols are the descendants of eladrin and ettin

RACIAL TRAITS

Average Height: 7' 0"–8' 0"

Average Weight: 300–550 lb.

Ability Scores: +2 Strength, +2 Intelligence

Size: Medium

Speed: 6 squares

Vision: Low-light

Languages: Common, Elven

Skill Bonuses: +2 Insight, +2 Perception

Big: You may wield any one-handed melee weapon as if it had the off-hand property.

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

Twin Mind: Gain a +3 racial bonus to saves against dazed and stunned conditions and charm effects that a save can end. In addition, each head can read the other's mind.

Two In One: One taddol is two PCs. This means two sets of statistics, including ability scores, hit points, and two complete turns each round on individual initiatives. They also have separate powers and abilities (one character cannot use the other's feats or powers). They count as two characters for battle and experience purposes, as well. Treat the taddol as two characters with the exceptions listed below.

The taddol counts as two PCs with the following exceptions:

1. The taddol characters occupy the same space simultaneously. They can never occupy two separate spaces. With the exception of their heads and necks, they are always wearing and wielding exactly the same thing in exactly the same way at precisely the same time. When one moves or acts, it forces the other to move or act in the same way simultaneously. Only the heads, each representing a different PC, may move or act independently of each other. For example, they can speak at the same time while saying different things. However, if it is one character's turn and he draws his sword, the other must draw the sword, regardless of whether he wants to or not.



Two PC exceptions, continued.

2. The two taddol characters (twins) have different hit point totals, healing surges, and so on. However, when targeted by a single attack, choose one of the twins to take the damage. Targeted effects work the same way; choose one twin to take the effect. The player or players controlling the characters decide which twin is targeted. Powers and other abilities that have a range of personal only affect the twin who activated them. Blasts, bursts and other area effects affect both of the twins, simultaneously. For example, a blast that does 5 points of damage does so to both twins. When checking against the taddol's defenses, however, only one roll is made per attack (see below).
3. The taddol shares defenses. Always use the lesser defense score of the two characters for Armor Class, Reflex and Fortitude, and the greater defense score for Will.
4. The taddol characters receive only one opportunity attack per opportunity. Either twin may respond to the opportunity and may make an opportunity attack if normally able, but only one may do so.
5. The taddol characters share the same conditions and position. For example, if one is blind, stunned and prone, then both are blind, stunned and prone. When one sleeps, both sleep. When one dies, they both die.
6. For magic items, the taddol (both PCs together) have the same slots as a single character with twice the number of head and neck slots. One magic item affects both characters as if they were one. For example, a *Ring of Protection* protects both characters while wearing it. However, head and neck items only affect the twin who is wearing them. For instance, if one twin wears a neck item, only that twin receives its bonus to Fortitude, Reflex and Will defenses. The taddol characters count as one character for purposes of calculating suggested treasure amounts.

OVERVIEW

In the annals of ancient eladrin history, a small footnote refers to a tiny volcanic island in the icy northern sea. This island was originally noted as a place of extreme danger, for its coast is an inward facing waterfall featuring jagged rocks and a countless fathom plummet to certain death. Many speculated it was created by a rift between this world and the elemental chaos. This theory is supported by the land's active but stable volcano, and the fact that the entire perimeter has terrible influences on powers dealing with teleportation. The isle's unusual nature and remote location made it a perfect place for the eladrin to imprison some of the more notorious criminals convicted by the high eladrin court.

Specifically, two groups became important on this island, even after the eladrin elders deemed it overpopulated and ceased dumping more prisoners onto it. The first group was a family of particularly despicable ettin. This family flourished by feasting on many of the other prisoners. The second clan was made up of eladrin themselves; a band of eladrin pirates, murderers, and con artists. The island was locked in conflict for over a century.

When the smoke settled, only the two groups remained. The eladrin clan emerged victorious, and had enslaved the ettins. The eladrin and the first generation of eladrin children to be born on the isle directed many generations of ettins to build several great works designed to help with an escape from the island. Unfortunately, violent earthquakes, the relative stupidity of the slaves, and the isle's unique properties foiled every plan. What was worse, ettins, who mature very quickly, began to outnumber the slow-aging eladrin.

That is about where recorded history leaves off. The archives of the eladrin elders tell us how they got there, and well-preserved written logs left by the eladrin prisoners and their children tell us the rest. However, when and how the taddols came about can only be speculated at. Taddol lore states that the eladrin became envious of the ettin for its two heads. According to the legend, the eladrin magically crafted their own second heads and slaughtered the ettin, as they were no longer needed. This is, of course, is a preposterous notion.

Many sages believe that there was an ettin uprising, and that the eladrins were enslaved in a most vicious manner. The taddols were the resulting offspring. Others believe that the taddol hybrids were intentional; the eladrin's way of making smarter slaves. In any case, two millennia after the island had faded into obscurity, it was rediscovered by a troop of elven eagle riders. The Isle of Benfalas was populated entirely by taddols.

Play a taddol if you want...

- ◆ to play part of a two-headed character.
- ◆ to be able to use large weapons.
- ◆ to have some unique options only available to those that share a body with another character.
- ◆ to be both strong and smart.
- ◆ to be a member of a race that enjoys the barbarian, fighter, warlord and wizard class.

PHYSICAL QUALITIES

It is undisputed that taddols are the unlikely hybrid of elf and ettin. Their abilities, appearance, and even culture seem to be a strange mix of the two. They stand from seven to eight feet tall and have lean and muscular frames. Their skin ranges in color from cream to tan. Their hair distribution is very similar to humans, though they do not grow facial hair and males customarily keep their heads clean shaven.

The most distinguishing feature of the taddols is their two identical heads. Their faces are average looking by human standards; not nearly as ugly as their ettin ancestors, but rarely as sublime as most elvish kin. As the originating races both have pointed ears, so do the taddols. Eye color is of reddish hue and can range from violet to orange. Unlike the eladrin, the taddols have sclera (whites of the eye) and pupils, though the iris is of solid hue.

Taddols typically dress in primitive, but well-made attire and are fond of symbols, glyphs, and runes. They also enjoy tattoos of this same theme, especially on their faces. Despite their origins, their demeanor is somewhat demure and civilized.

ECOLOGY

How exactly the taddols came about, biologically speaking, is a mystery that is pondered by many sages. Eladrin and ettins are dissimilar creatures in many respects, and should not have produced viable offspring. While some speculate there may have been some arcane tampering, eladrin elders are quick to point out that the prisoners did not have that sort of magic or knowledge at their disposal. Another theory is that ettin are giants with fomorian blood, which may potentially mix with the blood of other creatures of fey origin. If such is the case, this opens the way to many other questions.

However it happened, the taddol are similar to both ettins and eladrin. They mature slightly quicker than humans, reaching adulthood at age 12 (unlike ettins who reach adulthood around age 3). They practice polygamy, and each will often have multiple wives or husbands. They never have multiple births, and rarely have more than two children in their lifetime. The heads are always identical, like identical twins. However, the personalities of each head may be markedly different. They live as long as humans, but remain vigorous their entire lives.

PLAYING A TADDOL

Taddols have the unique experience of being the only civilized race that has two heads. They were also relatively undisturbed by other sentient races for thousands of years. This, combined with a keen intellect, has produced a most unusual culture that could seem very alien to the outside observer.

The first cultural difference that one might notice is that taddols are not overly possessive. The concept of "mine and yours" is a bit blurry for a being who shares a body. While they do claim ownership, it is a rather loose association, and it is usually with the attitude of "its mine because no one else wants it." For this reason, they may cross the line on what other races feel comfortable with on matters of personal space and private property.

One item of note is that it may be very difficult to ascertain when to use singular or plural adjectives when referring to a taddol. Each individual creature is actually two distinct beings. Taddols each refer to their body as if they were two, not one. "Those people over there" might refer to one taddol body. However, "That person standing there on the left" would refer to the left head of the taddol.

Using “taddols” as a plural form refers to multiple bodies. They tend to get upset when someone does not respect the fact that the taddol is actually two distinct people. Individuals prefer to be referred to as a twin, rather than just a head.

Taddol are also fairly superstitious, and most elaborately so. Many feel this to be strange since the taddol are also highly intellectual. However, one must also remember their ancestor’s propensity for the arcane and that the taddols had little or no guidance with either arcane or spiritual matters. Most of what they came up with was interpreted from ancient manuscripts and manufactured on their own. It would be impossible to list all of the Taddol superstitions, as the list is long, often contradictory, and varies from taddol to taddol.

Upon speaking with a taddol, one can easily see how the superstitions became so intricate. Taddols love conversation and talk frequently, about virtually any topic. They are master philosophers, but often fall victim to the folly of being able to rationalize nearly anything. Having two heads has also made them quite sympathetic and diplomatic, and they are quick to act as mediators to quarrelling parties.

While taddols will occasionally have villains among them, they are generally a peaceful race. Despite having descended from monsters and murderers, they are not evil, nor do they have habits that most would consider evil. While they do eat a lot of meat, they wouldn’t even think of eating a sentient creature. They will occasionally fight amongst themselves over philosophical differences, and these disputes have a history of turning ugly very fast and lasting a long time.

Taddols view other races with a great degree of pity, and see them as disabled and sometimes lesser beings. While some measure of ancestral eladrin arrogance has undoubtedly trickled into their own psyche, the taddols try to fight back a condescending attitude with understanding. They often adopt the role of caretaker when among other races.

Taddol characters most often choose two complementary classes for each head, or opt to be of the same class. They are individuals, however, and no two taddol heads think exactly alike or focus on precisely the same things. One head may focus on an entirely different skill set than the other head. Sometimes they do choose different or even seemingly opposing classes, and this often means that one taddol twin must sacrifice a bit,

while the other benefits. With their non-possessive philosophy, however, this is rarely an issue. Watching a taddol train is a dizzying experience, as they take turns in rapid succession doing entirely different things. It happens so fast sometimes that it appears that they are literally doing two things at once.

Taddol characters tend to gravitate towards martial classes, as they have no recent legacy of tapping arcane or divine sources. They will occasionally utilize primal fonts, however, and have been known to spontaneously muster workable druids. They are curious and adventurous creatures, however, and are quick to devour new information. It is very likely that taddol wizards and clerics will become more common in the near future.

Taddols adventure most often for the sake of adventure. For eons, they had been confined to Benfalas Isle, and most long to see the rest of the world. Taddols have since purchased scores of giant eagles from the elven people and have scattered to the four winds. They often leave all of their possessions behind, as the eagles already strain under the weight of their unencumbered bodies.

Taddols do not often adventure for wealth or fame, as they cannot relate well to these concepts. They will, however, adventure for a concept, ideal, or philosophy. Some say that a taddol values their beliefs over anything else.

Taddol Characteristics: Adventurous, caring, chatty, condescending, cooperative, curious, elf-like, friendly, glib, inquisitive, intelligent, open-minded, philosophical, sensitive, superstitious, talkative, understanding

Male Names (right head & left head): Adan & Ardan, Berro & Berrin, Carick & Darick, Eldin & Ertin, Gondal & Thal, Ian & Eltrin, Lucan & Lucus, Rolen & Theren

Female Names (right head & left head): Adrie & Sadie, Birel & Biren, Chaedi & Chaeda, Dala & Dasa, Emmi & Enni, Fralas & Frelas, Keyla & Freyas, Mialen & Maylen, Shala & Shela



TADDOL

ADVENTURERS

Tadis is a barbarian and his twin Tedas is a ranger. They find their vocations to be complementary and believe that the combination makes them both more effective. Tadis loves hand to hand combat, and enjoys wielding a mighty great axe. Tedas prefers ranged combat with his longbow, but doesn't mind trading off a few blows with his brother's axe in close melee. Their fellow party members feel that Tadis & Tedas are both very important members of the team. In combat, they can be quite a sight, especially if Tadis is raging; one head is frothing and wild while the other seems calm and focused.

Talia & Zalia are both accomplished fighters. While Talia prefers large weapons, Zalia likes using one weapon and a shield. To compromise, they change up their fighting style and weapons often. This actually has a beneficial effect on the battlefield — the

enemy never knows what to expect. One moment they are being swatted with a gigantic maul, and the next they are being filleted by a longsword and shield routine. This taddol's companions enjoy their company, and seldom mind standing behind them in battle.

Jeck & Zeck have two very different personalities. Jeck prefers tricks of the sneaky variety; he always has a dagger up his sleeve and a smile on his face. Zeck however, is more the bookish sort and is learning to master arcane arts. Somehow the two manage to get along fine; meshing stealth and spell nearly seamlessly. Jeck is always coming up with new ways that Zeck could improve his success, which in turn provides Zeck with access to more and more power and knowledge. While party members have trouble trusting either one, they appreciate their two-headed friends' ability to gain access to treasure and riches.

TADDOLS IN YOUR GAME

Unlike other races, taddols present an unusual option: play two PCs in one body. This can be done in a variety of ways. First, for the player who absolutely wants to play two PCs at once, this is an option with the taddol. Or perhaps two players really enjoy working together; the taddol would work well for them as well. Yet another option is to have a player play one half of the Taddol, and the Dungeon Master treats the other as an NPC. In any case, the taddol is a race that requires two character sheets, and which can both be twice the work and twice the fun.

Taddols in this text are presented as a fairly fresh race to the world. While they do have ancient origins, it does not need to be entangled 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.

In games that lack either eladrins or ettins, other creatures can be substituted. Elves work well in place of eladrins. For ettins, substitute nearly any two-headed giant. If nothing like that currently exists in your game, those races could have easily existed and have since gone extinct after the creation of the taddols.

Optionally, the Dungeon Master can create an alternative back story for the taddols. Perhaps, like ettins, they are simply a naturally occurring race that has been relatively rare. Then again, maybe they are from another plane, such as the Feywild, and are fleeing to your campaign world from a terrible menace. Taddol could also be a brand new race that arose from an arcane experiment; a clone machine that has gone horribly wrong.

Whatever the case, the taddol will make a welcome addition to any game as a the only two-headed PC, an unusual option for a couple of players who are seeking something different, a challenge for the player who likes to play everything, or even a fun alternative for those that really enjoy working together on everything.





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. Choose one PC ally within your line of sight who has access to a racial encounter power. Gain access to that ally's racial encounter power as if you were a member of the chosen ally's race. If there are no PC allies in line of sight with racial encounter powers, re-roll for this 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 — 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 a 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 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 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, Uradium, 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.



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 Dungeon 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.





An ancient race of mollusks that are enjoying their new life on land

RACIAL TRAITS

Average Height: 5' 0"–5' 6"
Average Weight: 150–200 lb.

Ability Scores: +2 Intelligence, +2 Wisdom
Size: Medium
Speed: 5 squares
Vision: Normal

Languages: Common, Ancient (described on next page)

Skill Bonuses: +2 Diplomacy, +2 Perception

Inborn Knowledge: You gain training in one additional knowledge skill.

Odd Anatomy: You cannot equip items to your feet slot, as you have no feet. However, you can wear one additional waist slot item.

Retract into Shell: You can use *retract into shell* as an encounter power.

Sucker Foot: You gain a +5 on Athletics checks to climb. In addition, when an attack would knock you prone, you can immediately make a saving throw to avoid falling prone with a +2 racial bonus.

Retract into Shell

Zif Racial Power

You can pull your entire body into the shell on your back to avoid most damage.

Encounter

Standard Action **Personal**

Effect: You gain resist 8 to all damage. While using this effect, you are considered blinded, immobilized and cannot take any actions, except to sustain or end this effect. You can end this effect as a free action. You may sustain this effect with a standard action. Increase damage resistance to 13 at 11th level, and 18 at 21st level.

Special: You cannot activate this power if you are immobilized, being grabbed, or taking on-going damage.

The Ancient Language

By all accounts, the zif were the first to use this language, which may have been the first language ever invented by a mortal race. Originally, the ancient tongue was scribed in a tactile-based writing that was meant to be read much like Braille. Later, the zif adopted Iokharic, the script of the dragons. This was likely a measure to better interact with the newly emerging sentient races of their world. Outside of zif and mahrog settlements, Ancient would only be found inscribed in extremely aged ruins and easily mistaken for Draconic, but undecipherable in that language. Ancient was the common dialect of distant ages ago. If it were not for the return of the mahrogs and the emergence of the zif, Ancient would have been a language that has been dead for eons.

OVERVIEW

In the primordial eons of forgotten times, before any beast roamed on land, the sea was teeming with life. Some of these creatures are still around in similar forms such as the shark, the horseshoe crab, and the sea slug. Others fell into extinction. Among those were the ammonites. Ammonites were squid-like creatures with spiral shaped shells. We know them by countless fossils suggesting that they were once quite prolific.

With their general simplicity, one would assume ammonites were simple creatures; not much more intelligent than the modern octopus or cuttlefish. This is only partially correct, however. During the age of the ammonites, another creature was also quite successful. This mollusk did not have teeth like the shark, nor did it have a hard shell like the crab. It could not swim very fast, nor did it have particularly good camouflage techniques. It did have two amazing abilities, however, that helped it to survive the countless ages. First, it was a parasite. It could attach itself to the nervous systems of other mollusks and assume control over the host's body. The zif, as they came to call themselves, were also extremely intelligent.

The zifs preferred the ammonites as hosts. With the ammonite forms, they built great cities. In the course of a million years, they had a thriving undersea civilization. They ruled the world for ages, until a terrible and mysterious force from beyond threatened their existence. The peaceful world that the zifs created ended in a cataclysmic apocalypse of fire, ice, and lightning. The ammonites were wiped from the realm. The zifs, however, retreated and survived.

For the next several eons they would survive in the bodies of colossal deep sea squids. At oppressive depth and darkness, they could continue their civilization unmolested. For millions of years they persevered through countless rises and falls of their civilization, which was accompanied with ages of great discovery and dark times when much knowledge was lost. At the dawn of the age of man, the zif had declined into a race of nearly solitary individuals, teetering on the edge of extinction.

They first learned of mankind from its shipwrecks, and a new movement was sparked. They began to once again dream of roaming free in the world. To do this, they would have to shed their bulky forms and inky lairs. They searched far and wide for a new host that would suit their needs.

Their travels brought them to the snillorgs; a cowardly species of primitive snail people. Snillorgs were a pest on the tiny island that they inhabited. They were known for nocturnal raids of farmland, their timid nature, and their deplorable stupidity. At the time, the entire snillorg population was only about two thousand individuals. This changed immediately after the zif began an aggressive breeding program.

The population of snillorgs grew in secret, while all the zif of the world congregated, plotted, and dreamed. Suddenly and without warning, the land was inundated with countless snail creatures. While it had all the appearances of a wide-scale invasion (and many land creatures mistook it for such) the zif were on a mission of peace. In exchange for new concepts, commodities, and secrets the zif only wanted a place in the world. Most areas welcomed them and greedily accepted all of the strange new elements that only a race as old as time could offer. In areas which would not accept the zif, they simply retreated apologetically.

Play a zif if you want...

- ◆ to play a snail-like creature.
- ◆ to be able to avoid massive damage.
- ◆ to be able to climb walls with ease or avoid being knocked prone.
- ◆ to be both smart and wise.
- ◆ to be a member of a race that enjoys the wizard, cleric, druid and ranger class.

PHYSICAL QUALITIES

Zifs as they are today are known by their snillorg forms. These odd creatures have all that one would expect from a humanoid snail. Standing about five feet tall, they glide along on one muscular foot. This motion is powered by succeeding waves of muscular contraction which move down the ventral of the foot. A small, flat shell known as an operculum rests on top of this foot. They have a long, thin body with arms that are almost skeletal in width. These arms end in equally long and thin three-fingered hands. A larger four foot diameter spiraled shell protrudes from their backs, much like a backpack. Their heads extend practically neckless from their torso and have wide and flat mouths filled with smooth, grinding teeth. Two bulbous antennas protrude from where their nose should be. Their heads are capped with two long eye stalks. Zif eyes are simple black orbs. The most remarkable aspect of the zif's body is that it is entirely retractable, and fits snugly into the shell that they wear on their backs. When retracted into their shell, the foot shell fits neatly over the main shell's opening providing maximum protection.

Zifs speak in gurgling voices and smell a bit musky, but not as terribly unpleasant as one might expect. Their yellowish brown skin is particularly slimy as it exudes purplish mucus that aids in movement and maintains the elasticity of their skin. Their shells vary in color and pattern, but are typically black, white, pink, brown, or yellow. Unlike the zif's previous forms, the snillorg form is primarily terrestrial, and lacks the biology necessary for prolonged underwater life.

ECOLOGY

Zifs are mollusks, and like many of this category they are also functional hermaphrodites. Any two zifs can get together to create children. It is even possible for a zif to spontaneously create children without a mate, though this is generally reserved for times of very low population. Beyond this, zif biology is extremely complicated.

First, zif are actually two distinct organisms in one. The intelligent part, the actual zif species, starts life as a tiny squid-like mollusk that burrows into the base of another mollusk's tail and effectively hijacks its nervous

system. Once attached, it begins to root itself permanently into the other creature. In the matter of a decade, the zif matures and becomes an enduring feature of the host individual. The host's original brain and the parasite's internal organs both atrophy into oblivion and the two organisms effectively become one. The zif parasite (referred to as a larva by the zif) can only attach to other mollusks.

The current host species is the snillorg. A zif can be discerned from a common snillorg by the operculum feature; the zif brain resides under this smaller shell. Snillorgs, and most terrestrial snails in general, do not have an operculum. Snillorgs start life as shellless slugs, about the size of a large cat. They mature quickly, reaching adulthood at age five, at which point they are chosen as hosts for the zif larva. Snillorgs are very prolific, but do not typically care for their young. Naturally, many more snillorg children die than live to grow to maturity. They are voracious herbivores, and love the taste of cultivated food. Before the zif, however, the snillorgs lacked the intellect required for horticulture and often resorted to stealing and raiding. Barring a violent death, which the pre-zif snillorgs were pretty much assured, snillorgs can live for about 80 years without signs of old age. Afterwards, their health declines sharply. The zif die with their host.

One might assume that zifs would choose a variety of host organisms. However, this has never been the case. Zifs often refer to a "collective intellect" that prevents this as an option. While they cannot read each other's mind, they do have some uncanny sense of each other's status, knowledge, and memories. When many zif die, the entire race feels it. Inborn knowledge comes to them through this bond, and they are often well-versed on matters that they never studied themselves. Apparently, if they choose hosts that are not similar, the connection that they share becomes interrupted. Therefore, it is customary for the vast majority of zif to all agree on a new host species before they decide to use it. Because of this, the zif have had only three different species of hosts in their entire existence as a species, which spans hundreds of millions of years.

As a mollusk, they lack a skeleton, but do have several floating structures in their body made of hard, but-flexible, cartilage. All of their extremities are designed to retract, fold, and generally diminish greatly in size in order to fit neatly into their shell. They exude slime through their pores regularly, and because of this zif generally require about twice as much water as a human of the same weight. The shell of a zif is extremely hard and resilient. It is designed to take a lot of damage and protect the soft parts within.

PLAYING A ZIF

Zif are a mature race, and usually have a mellow and gentle demeanor. In many ways, they seem to have the attitude of a man in his golden years. This can be a deep wisdom and understanding mixed with childlike wonder, or even a crotchety disposition with a kind heart. While they are a race that is millions of years old, with a strong racial memory, this is their first foray on dry land. Many show great interest in things that are not useful in the sea; from finesse-style weapons to ancient paper books. As a race, zif are generally good aligned. Zif do not see any wisdom in evil deeds, and many feel they are too sophisticated for “primitive” motivations such as greed, egotism, and vengeance.

However, zif do tend to have a few alien views. The most obvious is their disregard for sentient races that fail to rise above selfishness or evil. Most zif view these races as others view beasts; to be respected as life forms, but also used or disposed of as needed. This manifests as a prejudice against any individual member of these races, regardless of their actions. Drow, gnolls, and even tieflings often feel the cold sting of condescension and disregard from the zif. Zifs look upon the snillorg in the same respect; seeing the race as cattle to be used for their own purposes. It boils down to an indelible perceptual difference; the zif simply cannot see their disregard for these races as any more evil than a farmer who raises pigs for food, or a knight using a horse for combat. Some translate the zif attitude as extremely arrogant, though it seems absent when dealing with members of races who have proven to be predominantly good.

Zif adventures have a variety of motivations that drive them. Most often, they see a great imbalance in the world and wish to right it. Some feel a sort of responsibility to help out the younger races, and perhaps a tinge of guilt for not being there for them in their infancy.

Other zif adventure for the sheer wonder of it; hungering for new sights, new knowledge, and new experiences. Still other zif adventure solely to catalogue worldly facts for future use. These zif almost seem like reporters that are searching for that perfect “scoop.”

Zif are not particularly strong, nor does armor work well for them. Therefore, most zif avoid the martial classes. Zif warriors are very rare, and usually use light and ranged weapons. Zif rogues are slightly more common than warriors, and prefer to use their skills to explore ancient ruins, lost temples, and dangerous dungeons. Zifs are most often wizards, preferring to rely on arcane knowledge to get by. However, they are usually very open-minded to the plethora of beliefs, customs, and ideas the world has to offer. If a zif finds a cause, ideal, or force that he believes in, he will pursue it with hobby-like zeal. In this spirit, there are many cleric, druid, and warlock zif. Of these classes, however, most zif avoid the darker applications. Zif clerics usually choose deities of good alignment, while zif warlocks most often avoid infernal and star pacts.

The latter aversion comprises a sort of mystery about the zif. The far realm terrifies most zif on an instinctual level, and many have an inborn loathing of anything to do with it, especially “mind slayers.” Sages of other races have even speculated that the zif race may be the terrestrial ancestor of the mind slayers; based on a similar life cycle, squid-like features of the larva, ancient heritage, and the zif’s strange phobia regarding them and the far realm. Zifs, however, feel insulted by the comparison. Many zif are ardent destroyers of all creatures with an aberrant origin, and seem to have an instinctual insight on how to fight them.

Zif Characteristics: Alien, arrogant, clever, condescending, cultured, eccentric, educated, inquisitive, magical, mature, mellow, mysterious, reserved, smart, sophisticated, wise

Names: Bariarti, Conordrum, Fremestor, Grelesior, Julesti, Kelkestor, Qualestri, Reviarti, Timbledere, Umblebleme, Vevosum, Warsotrum, Zembleblam

ZIF ADVENTURERS

Hecalistor is a wizard, a common vocation among the zif. However, this wizard likes to get up close, preferring the heat of combat and the burn of melee. His close-range spells certainly help in combat, but his methods are often a subject of worry. Hecalistor's fellow adventurers think he has a death wish; he is a frail fighter at best, and seemingly not well-suited for taking multiple blows. He is confident however, and his calm approach in the face of adversity mixed with a hard shell have allowed him to persevere where other races would have perished.

Milunglam worships Avandra, the god of change. He is both an effective cleric and an agent of change for the better. Where most zif express prejudice, Milunglam sees opportunity for growth. He sees a time when the zif must even allow the snillorgs to grow beyond their lot in life. He adventures alongside both a drow and a tiefling, who have similar ideals. While he does sometimes resort back to typical zif ways, the others view him as a fairly tolerant zif with many keen insights. In his spare time, Milunglam preaches to other zif on the virtues of a higher level of respect to all sentient life. Most zif, however, just think of him as a crazy zealot.

Zelobini has been a ranger from the time his first arrow plunged into the dark abomination that called itself a mind slayer. He relentlessly scours the underdark for any sign of this tentacled menace or its allies. A bit stronger and more nimble than his kin, Zelobini still fights with all the cleverness and sophistication of any zif. He has recently joined a small band of

adventurers with similar goals, and together, they form an effective team. All benefit from Zelobini's cunning mind and expert tracking and survival skills. Zelobini welcomes the company and realizes this is one fight he should not face alone.



ZIFS IN YOUR GAME

Zifs have an unmistakably Lovecraftian quality, and may help to add these elements to the player side of your game. They are an acceptable counterbalance to mind slayers, aboleths, and other strange creatures from the Far Realm. With the zif's expansive and mysterious history, it would be relatively easy to interweave any unspeakably ancient terror or dark eldritch aspect in with this race for added flavor.



Playing a race without feet may provide some interesting challenges. While they can jump, run, and move like most other races, they do not leave distinctive tracks except perhaps a slime trail. Riding mounts may also pose some questions; special equipment may be required. Their anatomy may preclude them from wearing certain equipment. Alternatively, equipment can be specially designed for them by the Dungeon Master. Perhaps a similar race, or a creature of aberrant origin, has equipment suitable for a zif PC as well.

Despite their prehistoric roots, zifs in this text are presented as a fairly fresh race to the world. While they do have ancient origins, this does not need to be entangled with your existing campaign history. After all, the zif spent nearly all of the recorded history of the other races as reclusive giant deep-sea squids. 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 this ancient spin does not work well with the concept of your game world, there are alternatives. The zifs could easily be a

race that has fled from the Far

Realm, invading your world in droves in search of sanctuary from a sinister and alien force. Or perhaps the zif are recently evolved creatures from the Underdark, hardened with frequent encounters with nefarious races. The zif may also be from another reality; one in which mollusks have evolved as the dominant species.

Whatever the case, the zif will make a welcome addition to any game as a the only player with a shell, an unusual option for a player seeking something entirely different, a challenge for the player who likes to play everything, or even a fun alternative for those thirsting for an eldritch edge.

RACIAL PARAGON PATHS

ARCHEOVITUS

"The past lives on within each of us. I embrace both the then and the now."

Prerequisite: Relluk

You have become an elite member of the Archeopatroni. The archeovitus are expected to be living representatives of their ancient heritage. You tend to collect antiques and often wear and use items that are hundreds of years old. In addition to collecting soul crystals, you are charged with the task to uncover the mystery of the past. You embrace the past fully as a way of bringing it into the future.

You have a knack for archeology, and all that comes with it. You are able to expose items hidden by ages or by magic. In addition, you have discovered many arcane secrets along the way that aid you in your quest. You are truly a living relic; well versed in ancient history and cultures long dead.

ARCHEOVITUS PATH FEATURES

Wisdom of Eons (11th Level): You may add your Wisdom or Constitution modifier to your Arcana and History checks. You may add one-half your Wisdom or Constitution modifier to Initiative checks.

Insightful Action (11th Level): When you spend an action point to take an extra action, you also gain an extra move action that you can use during the next turn.

Lore of Ages (16th Level): Your attacks deal 3 extra damage on a hit against creatures whose origins are within the scope of your trained skills. For example, if you are trained in Dungeoneering, your attacks deal 3 extra damage on a hit against aberrant creatures.

ARCHEOVITUS POWERS

Primeval Strike Archeovitus Attack 11

You channel ancient wisdom into one deadly strike.

Encounter ♦ **Weapon**

Standard Action Melee weapon

Special: This power can be used as an opportunity attack.

Target: One creature

Attack: Constitution, Wisdom, or Intelligence vs. Reflex

Hit: 3[W] + Constitution, Wisdom, or Intelligence modifier damage.



Eyes of the Ancients Archeovitus Utility 12

Your eyes can see through veils both magical and mundane.

Daily

Minor Action Personal

Effect: Until the end of the encounter, you gain the ability to perceive invisible creatures and objects as if they were visible. In addition, while this power is active, creatures and objects in total concealment you may regard as lightly concealed and normally concealed creatures are not treated as concealed.

Mists of Time Archeovitus Attack 20

A cloud of mist pours forth from your torso-mouth, ravaging enemies and obscuring vision.

Daily ♦ **Necrotic, Radiant, Zone**

Standard Action Close burst 2

Hit: A thick gray mist fills a close burst 2 until the end of your next turn. This zone of mist provides total concealment to all creatures within it. Any creature other than you that starts its turn within the zone takes 4d8 necrotic and radiant damage.

BATTLETWIN

"We long since gave up on our individuality. We are stronger as one."

Prerequisite: Taddol

Taddols always have a strong connection to their twin. Still, many strive for individuality. You and your twin, however, decided to focus on working as a singular unit. Consequently, the battletwin paragon path requires both you and your twin to take it to be effective. If your twin does not take this path, you will not gain its benefits or powers, and must choose a new path.

By effectively combining two brains in one body, you are capable of remarkable wonders that can be helpful to both you and your twin. You work as a cohesive unit with your twin; combining your separate attacks into one more powerful attack. Together, you prove that two heads are definitely better than one.

BATTLETWIN PATH FEATURES

Special: Your twin must also take this paragon path. The following powers are granted only if both characters have access to them.

Twintellect (11th Level): Add your twin's Intelligence modifier to Knowledge checks that you are both trained in.

Twin Action (11th Level): When you spend an action point to take an extra action, your twin may make an extra move action on his next turn.

Double Jeopardy (16th Level): You and your twin may both respond to an opponent who provokes an opportunity attack. Normally, taddols only receive one such response per set of twins.

BATTLETWIN POWERS

Twin Attack Battletwin Attack 11

You borrow your twin's action to make a ferocious assault.

Encounter ♦ **Reliable, Weapon**
Standard Action Melee weapon

Special: Your twin loses his next standard action.

Targets: One or two creatures

Attack: Strength vs. AC, two attacks

Hit: 2[W] + Strength and Intelligence modifier damage per attack.



Watch My Back Battletwin Utility 12

You use your twin's perception to gain all-around sight.

Daily ♦ **Stance**
Minor Action Personal

Effect: Until the stance ends, you cannot be flanked for the rest of this encounter.

One Heart Battletwin Attack 20

You smite an opponent who has hurt your twin.

Daily ♦ **Weapon**
Immediate Reaction Melee weapon

Trigger: An adjacent enemy bloodies your twin with a melee attack

Target: The triggering enemy
Attack: Strength vs. AC

Hit: 3[W] + Strength or Intelligence modifier damage and the target is knocked prone.

Miss: Half damage, and not knocked prone.

Effect: Your twin gains a +2 bonus to hit the triggering enemy on his next turn.

CAVEMAN

"A real man uses only what he can kill with his bare hands."

Prerequisite: Mahrog

Mahrogs are known to be primitive with brutish tendencies. You revel in this. You are a true caveman; using only what you can make yourself. Draped in animal skins and wielding crudely fashioned weapons, you are the epitome of savage. You are considered holy by your people, as you are a self-proclaimed agent of Mahra and the preservation of your people's ways. You may smell bad, be infested with fleas, and appear generally barbaric, but you are also a formidable force of nature.

By dedicating yourself to Mahra's way, she has given you several blessings. In addition, you have become even more skillful at using primitive weapons and armor. You are in tune with the natural world, and have learned to harness your inner beast.

CAVEMAN PATH FEATURES

Beasthide (11th Level): Your Skin of the Beast racial trait grants you an additional +1 bonus to AC when wearing light armor.

Savage Action (11th Level): You can spend an action point to make a melee basic attack against each adjacent enemy, instead of taking an action. You gain a bonus to each damage roll equal to your Constitution or Wisdom modifier (whichever is higher).

Brutal Strike (16th Level): Whenever you score a critical hit with an improvised weapon or a mace, the attack deals extra damage equal to twice your Constitution or Wisdom modifier (whichever is higher).

CAVEMAN POWERS

Pummel the Earth Caveman Attack 11

You savagely beat the ground, causing waves of destruction.

Encounter ♦ Weapon

Standard Action Close burst 3

Targets: Each enemy in burst

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage, and you either knock the target prone or push it 2 squares.

Weapon: If you are wielding an improvised weapon or a mace, the number of squares you can push the target equals 1 + your Constitution modifier or Wisdom modifier (whichever is higher).



Beast Within Caveman Utility 12

You unleash your inner animal.

Daily ♦ Stance

Minor Action **Personal**

Effect: Until the stance ends, you gain a +2 bonus to damage rolls and gain resist 5 to all damage.

Savage Whomping Caveman Attack 20

You wallop your foe into his allies, bowling them over.

Daily ♦ Weapon

Standard Action **Melee Weapon**

Target: One enemy

Attack: Strength vs. AC

Hit: 4[W] + Strength modifier damage, and you push enemies adjacent to the target 1 square and knock them prone.

Weapon: If you're wielding an improvised weapon or a mace the attack deals extra damage equal to your Constitution modifier or Wisdom modifier (whichever is higher.)

Miss: Half damage, and you push enemies adjacent to the target 1 square.

DEATHSEEKER

"It does not matter when or where I die, what matters is who I take with me."

Prerequisite: Kval

Kvals are a bane to evil; drawn to it like moths to a flame. You are no exception. Your life revolves around seeking out and destroying evil in its lair. You have no fear; this is your purpose. Even when the odds seem stacked against you, you persevere. Many have tried to dissuade you from your quest, but you are undaunted. Supernatural evil must be eliminated.

You are well-suited to monstrous environments, for that is where they dwell. If a creature is much more powerful than you are, you rise to the occasion. When your enemies draw blood, you are bolstered. Even your death holds one last surprise.

DEATHSEEKER PATH FEATURES

Reciprocal Ravage (11th Level): Whenever you are bloodied by an opponent, that opponent takes ongoing necrotic and radiant damage equal to your Dexterity modifier or Wisdom modifier (save ends). If you are slain by an opponent, that opponent takes ongoing necrotic and radiant damage equal to your Dexterity or Wisdom score (save ends).

Resilient Action (11th Level): When you spend an action point to take an extra action, you gain resist 10 to all damage until the end of your next turn.

Entropic Wash (16th Level): When you use your second wind, each enemy within 5 squares of you takes 1d10 + your Wisdom modifier or Dexterity modifier necrotic and radiant damage. In addition, you gain temporary hit points equal to the damage that was rolled.

DEATHSEEKER POWERS

Bloodbond Deathseeker Attack 11

You spit entropic blood at an opponent, which flares up whenever you are injured.

Encounter ♦ **Necrotic, Radiant**

Standard Action **Ranged 5**

Targets: One creature

Attack: Dexterity +4 or Wisdom +4 vs. Reflex

At level 21: Increase to Dexterity +6 or Wisdom +6 vs. Reflex

Hit: 2d6 + Dexterity modifier or Wisdom modifier necrotic and radiant damage. Until the end of your next turn, when you take damage, the target takes half that amount of necrotic and radiant damage.



Fountain of Doom

Deathseeker Utility 12

Your corrupting blood sprays in all directions.

Daily ♦ **Stance**

Immediate Reaction **Personal**

Trigger: An enemy bloodies you with a melee attack.

Effect: Your *entropic blood* racial power has an area of close burst 1 until the stance ends.

Reckless Spite

Deathseeker Attack 20

You put yourself in harm's way to make a devastating attack.

Daily ♦ **Weapon**

Standard Action **Melee weapon**

Target: One creature

Attack: Dexterity or Wisdom vs. AC

Hit: 7[W] + Dexterity modifier or Wisdom modifier damage.

Effect: After the attack, the target may make a basic melee attack against you as a free action.

DEMOLISHER

"A boggle's birthright was forced upon him; our brain says to build, our heart, however, says to break."

Prerequisite: Boggle

Boggles are heavily conflicted creatures. While they do have highly developed intellects, at their core they are bloodthirsty goblins. Their civilized reputation is a testament only to a victory of reason over instinct.

Some boggles wish to embrace their inner nature; balancing both their technological wits with more base, goblinoid cravings. As a demolisher, you have mastered that balance. You use your keen insight into all things artificial to find weaknesses. Not only can you tear down marvels of engineering, but you have learned to harness the power of alchemy to inflict damage. As a demolisher, you have also learned how to emerge relatively unscathed from the thick of catastrophe.

DEMOLISHER PATH FEATURES

Break and Bend (11th Level): Whenever you score a critical hit against an opponent that is wielding a weapon, that opponent gains a cumulative -2 to hit with the weapon or weapons it was wielding until the end of the encounter.

Destructive Action (11th Level): You can spend an action point to open a lock, shatter a mundane object, or gain a +10 bonus to disable an adjacent trap.

Scratch and Dent (16th Level): When you hit an enemy, that enemy takes a -1 penalty to AC until the end of your next turn. If that enemy is a construct, it also takes a -1 penalty to Fortitude defense until the end of your next turn.

DEMOLISHER POWERS

Boggle Bomb Demolisher Attack 11

You unleash a powerful explosion upon your foes.

Encounter ♦ **Fire, Thunder**

Standard Action Area burst 3 within 10 squares

Targets: Each enemy in burst

Attack: Intelligence +4 vs. Reflex

At level 21: Intelligence +6 vs. Reflex

Hit: 2d6 + Intelligence modifier fire and thunder damage, and the target is knocked prone.



Bear the Boom

Demolisher Utility 12

You know how to weather a terrible blast and its aftermath.

Daily

Immediate Interrupt

Personal

Trigger: You are targeted by a burst or blast power.

Effect: You gain resist 15 to all damage until the end of your next turn.

Mangle Mail

Demolisher Attack 20

With a precision strike, you eradicate the defenses of a single opponent.

Daily ♦ **Reliable, Weapon**

Standard Action Melee weapon

Target: One creature

Attack: Intelligence vs. Fortitude

Hit: 2[W] + Intelligence modifier damage. The target takes a -4 penalty to AC and gains vulnerable 5 all (save ends both).

Aftereffect: If the target is a construct, it takes a -4 penalty to AC and gains vulnerable 5 all until the end of its next turn.

ENTREPRENEUR

"Even Hell has opportunity for those that seek it."

Prerequisite: Numistian

You hunger for riches. All three of your eyes are always wide open for even the slightest opportunity to gather more gold. Long ago, you decided that one cannot sit around and wait for a fortune to come to him, one must go to the fortune! You have become a traveler, an adventurer, and a salesman of words.

You have learned how best to pilfer dungeons and dangerous lairs. You procured ways to slay monsters while keeping them in one piece for later sale of their hides and other valuable extremities and innards. You have the gift of the gab, and can even talk your way out of harm. Most importantly, you make a living out of adventuring.

ENTREPRENEUR PATH FEATURES

Knowledge is Power (11th Level): You gain a +2 bonus to Arcana checks, Dungeoneering checks, History checks, Religion checks, and Streetwise checks.

Lucrative Action (11th Level): When you spend an action point, you may use your Money Is Life racial trait at half the normal cost of gold.

Trustworthy Aura (16th Level): Adjacent creatures, at your discretion, may incur a penalty to Insight and Initiative checks equal to your Charisma modifier or Wisdom modifier. At 21st level, increase the range to 5 squares. You choose what creatures are affected and when.

ENTREPRENEUR POWERS

Preservative Damage Entrepreneur Attack 11

You release a wave of damaging energy that leaves no visible wounds and repairs physical damage without restoring hit points.

Encounter ♦ Cold, Poison, Thunder

Standard Action Close burst 3

Targets: Each enemy in burst

Attack: Charisma +4 or Wisdom +4 vs. Reflex

At level 21: Increase to Charisma +6 or Wisdom +6 vs. Reflex

Effect: All physical damage on target is healed, yet no hit points are gained or restored.

Hit: Choose the cold, poison, or thunder damage type. Enemies in burst take 2d8 + Charisma modifier or Wisdom modifier damage of the chosen type.

Miss: Half damage.



Ask and Receive

Entrepreneur Attack 12

Your words afflict a target, making it impossible for it to disobey.

Daily ♦ Charm

Standard Action Range 10

Target: One creature

Attack: Charisma +4 or Wisdom +4 vs. Will

At level 21: Increase to Charisma +6 or Wisdom +6 vs. Will

Hit: The target is dominated until the beginning of your next turn.

Frozen Assets

Entrepreneur Attack 20

Your stare freezes an enemy in his tracks, literally.

Daily ♦ Cold, Gaze

Standard Action Ranged 20

Target: One creature

Attack: Charisma +4 or Wisdom +4 vs. Reflex

At level 21: Increase to Charisma +6 or Wisdom +6 vs. Reflex

Effect: Target takes ongoing cold damage equal to your Charisma modifier or Wisdom modifier (save ends).

Hit: 4d10 + Charisma modifier or Wisdom modifier cold damage and the target is immobilized (save ends).

FLAYER SLAYER

"Tentacles writhe in the darkness. I will be there to ensure they wriggle no more."

Prerequisites: Zif, Flayer Slayer feat

A deep hatred exists between the inhabitants and descendants of the Far Realm and the Zif. The origin of this enmity is unimportant to you. All that matters is that they must die. You hunt them in their lairs, you stalk them in the dark bowels of the underdeep, and you eradicate them wherever you go. Aberrant creatures must die, their plots must be overthrown, and their minions abolished if the world is to survive.

All of your skills are designed to better match the aberrant foe. Your defenses center on protection from psychic attacks, a favorite among their kind. You are well-suited to hunting and killing them in their underground lairs. They will fear you as they have others fear them.

FLAYER SLAYER PATH FEATURES

Flayer Slayer's Action (11th Level): You can spend an action point to reroll an attack roll against an aberrant creature, or to end a condition currently affecting you that originated from an aberrant creature, and that a save can end.

Mental Shell (11th Level): You gain resist 5 psychic. While using your *retract into shell* racial power, you gain resist 20 psychic.

Vengeance Surge (16th Level): When an aberrant creature reduces an ally that you can see to 0 hit points or fewer, you can spend a healing surge.

FLAYER SLAYER POWERS

Mind Cracker Flayer Slayer Attack 11

You expel a psychic burst, dealing damage and debilitating those who use psychic powers.

Encounter ♦ **Psychic**

Standard Action **Close** burst 3

Targets: Each enemy in burst

Attack: Intelligence +4 or Wisdom +4 (whichever is higher) versus Will

At level 21: Increase to Intelligence +6 or Wisdom +6 (whichever is higher) versus Will

Hit: 2d6 + Intelligence modifier or Wisdom modifier psychic damage, and the target is dazed until the end of your next turn. The target cannot use a power that has the psychic keyword until the end of your next turn.



See the Darkness

Flayer Slayer Utility 12

You become keenly aware of your surroundings.

Daily

Minor Action

Personal

Effect: Until the end of the encounter, you gain darkvision and tremorsense 10.

Gaze of Elders

Flayer Slayer Attack 20

Your eyes project mental scorn that sears the mind and soul of an enemy.

Daily ♦ **Psychic**

Standard Action

Ranged 10

Targets: One enemy

Attack: Intelligence +4 or Wisdom +4 vs. Fortitude

At level 21: Intelligence +4 or Wisdom +6 vs. Fortitude

Hit: 4d10 + Intelligence modifier or Wisdom modifier psychic damage, and the target is dazed (save ends). If the target is an aberrant creature, it is instead stunned (save ends).

Miss: Half damage and no daze or stun effect.

GOLDEN MUSE

"I exist solely so that the righteous may prosper."

Prerequisite: Muse, Lawful Good alignment

A life as a muse often means a life dedicated to helping another's cause. In your case, there is no exception. You seek out the servitors of good aligned deities and inspire them to overcome evil. You are deeply religious and hold the values of your temple above all else. These values often include virtue, honor, and compassion. You are the living embodiment of these principles.

Drawn to the path of divine good, you are well-suited to aiding the cause of other divine classes. You are charged with pure radiant energy, and all those who use that type of energy can benefit from having you nearby. You may also harness this energy into powerful radiant attacks.

GOLDEN MUSE PATH FEATURES

Golden Light (11th Level): Allies within 5 squares of you gain a +2 to damage with powers that use the radiant or divine keyword.

Brilliant Burst (11th Level): When you spend an action point to take an extra action, all enemies adjacent to you take radiant damage equal to one-half your level + your Charisma modifier or Intelligence modifier. In addition, each enemy adjacent to you is blinded until the beginning of your next turn.

Divine Presence (16th Level): Your Unearthly Presence racial trait now grants a +2 bonus to all defenses against attacks made by creatures within 2 squares of you.

GOLDEN MUSE POWERS

Golden Strike Golden Muse Attack 11

Your weapon, bathed in golden light, sends shards of inspiration to your allies on a successful strike.

Encounter ♦ **Radiant, Reliable, Weapon**

Standard Action Melee weapon

Targets: One Creature

Attack: Charisma or Intelligence vs. AC

Hit: 2[W] + Charisma modifier or Intelligence modifier radiant damage. Each ally within 2 squares of the target gains a bonus to his or her next attack roll against that target equal to 1 + your Charisma modifier.



Touch of Gold

Golden Muse Utility 12

Your touch can replenish an ally's divine power.

Daily

Standard Action Melee touch

Target: One adjacent ally

Effect: The target can regain the use of one daily power with the radiant or divine keyword.

Let it Shine

Golden Muse Attack 20

You glow with brilliant radiant light.

Daily ♦ **Radiant**

Minor Action Personal

Effect: You shine with brilliant light until the end of the encounter, illuminating the area like a bonfire. While this power is active and you are able to take actions, any enemy that starts its turn adjacent to you is dazed until the end of your next turn and takes radiant damage equal to your Charisma modifier plus your Intelligence modifier.

GRIM REAPER

"There is a cycle to all things. I serve as both a reminder and an enforcer of that edict."

Prerequisite: Obitu

You came from death. Your bones were laid to rest once by loved ones in hopes their owner would find peace. Instead, some cruel twist of fate stole that right. It is not fair, it is not natural, and you are outraged. To honor the bones you walk in, you feel a duty to hunt and destroy the undead. While you did not rob the peace from the bones you now walk in, you can at least set them in motion to atone for those that did.

You draw on the powers of life and death to destroy supernatural evil. Bestowing the obitu infection to the undead is only half the battle. If the beast cannot be turned, it must be destroyed. You hunt vampires, you stalk ghouls, and you haunt the haunts. Your hooded visage and shining blade will strike fear in those that deal in terror.

GRIM REAPER PATH FEATURES

Reaper's Action (11th Level): You can spend an action-point to re-roll a saving throw or re-roll an attack roll against an enemy. If the attack hits and the enemy is undead, gain an extra standard action this turn.

Undead Slayer (11th Level): When you deal your Alacrity of the Dead damage to an undead target, you deal an additional +5 damage. Increase to +10 damage at 11th level and +15 damage at level 21. In addition, you gain a +2 bonus on monster knowledge checks regarding undead and on Perception checks to notice undead.

Sow Weakness (16th Level): When you deal damage to an undead target, that target loses all resistances until the end of your next turn. When you score a critical hit on an enemy that is not undead, that creature loses all resistances until the end of your next turn.

GRIM REAPER POWERS

Deathbane Strike Grim Reaper Attack 11

You make a death-infused strike laden with obitu virus.

Encounter ♦ **Weapon**

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage, and ongoing 10 damage (save ends). If this attack kills an undead target, it rises as a fledgling obitu in three rounds.



Death's Visage

Grim Reaper Utility 12

You suddenly reveal that death has entered the battlefield.

Daily ♦ **Fear**

Minor Action Close burst 5

Targets: Each humanoid enemy in burst that can see you.

Effect: You throw back your hood, and the targets take a -2 penalty to attack rolls against you until the end of the encounter. If you're trained in Intimidate, you additionally gain combat advantage against the targets until the end of your next turn.

Circle of Balance

Grim Reaper Attack 20

You expel a powerful radiant burst, harming your enemies and healing your allies.

Daily ♦ **Radiant**

Standard Action Close burst 5

Targets: Each enemy in burst

Attack: Str +4 vs. Fortitude

At level 21: Str +6 vs. Fortitude.

Hit: 4d8 + Strength modifier radiant damage.

Effect: Your allies in the burst regain 5 hit points, plus an additional 5 hit points for each undead hit by this attack.

LIGHTSEEKER

"Our duty is to find the light in the darkness, even if we have to build the flame ourselves."

Prerequisite: Entobian

Much like your insect brethren, you are drawn to the light. In the case of the entobians, however, this has much more metaphorical connotations. All entobians begin life with a thirst for adventure. They want to experience new things, see new landscapes, and climb to new horizons. You, however, are not satisfied with simply seeing things as they are. You purposefully creep into the darkest of dwellings, most dangerous of locales, and most sinister places in search of the diamond in the rough.

You are convinced that no matter how dire the situation, something positive might be found. Failing that, you feel it is your duty to set things right. As a lightseeker, your deeds epitomize the entobians sense of adventure, as well as their incredible sense of humanity. You live for the thrill of finding the good in every situation, and bringing light out of the darkness. Your talents revolve around keen powers of observation, unhindered movement, and neutralizing those who intend to cause harm.

LIGHTSEEKER PATH FEATURES

Darksense (11th Level): When in darkness or low light, you gain a +2 bonus to initiative checks and to Perception checks.

Resilient March (11th Level): When you spend an action point to take a move action, you also gain resist 10 to all damage until the end of your next turn. The resistance increases to 20 at 21st level.

World Walker (16th Level): You ignore difficult terrain if that terrain is naturally occurring.

LIGHTSEEKER POWERS

Enlighten Lightseeker Attack 11

You channel radiant energy to alight your foes.

Encounter ♦ Radiant

Standard Action Close burst 4

Targets: Each enemy in burst

Attack: Charisma +4 vs. Reflex

At level 21: Charisma +6 vs. Reflex

Hit: 2d8 + Charisma modifier radiant damage. In addition, until the end of your next turn, all attacks against the target have combat advantage, and the target cannot benefit from invisibility or concealment.



See the Unseen

Lightseeker Utility 12

Your eyes become keenly aware of everything.

Daily

Minor Action

Personal

Effect: Until the end of the encounter, you gain darkvision and truesight 6 (you can see invisible creatures and objects within six squares and within your line of sight.)

Appeal to the Heart

Lightseeker Attack 20

Your words strike confusion into the heart of an enemy.

Daily ♦ Charm

Standard Action

Ranged 20

Target: One enemy

Attack: Charisma+8 vs. Will

At level 21: Charisma +10 vs. Will

Hit: The target is stunned (save ends).

Miss: The target is dazed (save ends).

Aftereffect: (for hit only) The target is dazed until the end of your next turn.

MOGOGOLDIN

"My blood may be cold, but my heart is noble and true. My sword can say the same."

Prerequisite: Mogogol

The desire to do right boils in the veins of every mogogol. With you, however, it also pounds with every beat of your heart. Enamored with the concept of the champion of good, it has become your obsession. You wear the armor, you wield the sword. Even if the armor is leather, the sword actually a dagger, and you may be a rogue by vocation, you are still every bit the valiant knight. You adhere to a strict code of honor, and have honed your combat abilities to best defend the helpless, uphold the righteous, and destroy the wicked.

Whatever your class, you have learned to inspire others to feats of action and courage, to make the most of meager arms and armor, and harness uncanny luck. Your idealistic nature and impeccable moral compass gives you an air of nobility.

MOGOGOLDIN PATH FEATURES

Armor of the Heart (11th Level): You receive a +1 bonus to AC when wearing light armor.

Inspiring Aura (11th level): Allies gain a +1 bonus to attack rolls whenever they are adjacent to you.

Inspirational Action (11th Level): When you spend an action point to take an extra action, each ally within 10 squares of you gains a +2 power bonus to attack rolls until the start of your next turn.

Fool's Luck (16th Level): As a free action, if you or an ally within 5 squares of you misses a saving throw, you can spend an action point to allow the target to reroll that saving throw with a +3 bonus.

MOGOGOLDIN POWERS

Claws of the Meek Mogogoldin Attack 11

You unleash a ferocious assault, doing more damage than one would anticipate.

Encounter ♦ Invigorating, Weapon

Standard Action Melee weapon

Targets: One or two creatures

Attack: Charisma vs. AC, two attacks

Hit: 1[W] + Charisma modifier damage per attack.

Weapon: If you're wielding a light blade or improvised weapon, the attacks deal extra damage equal to your Constitution modifier.



Face the Fear

Mogogoldin Utility 12

Your fearlessness inspires courage in nearby allies.

Daily

Minor Action Close burst 5

Targets: You and all allies in burst.

Effect: Negate any fear effects affecting the target.

Leap of Fury

Mogogoldin Attack 20

You unexpectedly launch yourself through the air at your opponent.

Daily ♦ Weapon

Standard Action Melee weapon

Target: One creature

Attack: Constitution vs. Reflex

Effect: Before the attack, you fly up to 5 squares to a space adjacent to the target and gain combat advantage against it until the end of your turn.

Hit: 4[W] + Constitution modifier damage.

Miss: Half damage.

PHARAOH

"I was once a lowly servant of humanity. Since, I have risen to humble servant of the gods."

Prerequisite: Anumus

The anumi fruit harkens to a time when strange gods ruled the realm. The divine magic used to create the fruit was part of a cherished dedication to these beastly deities. While much of this tradition was lost in the desert sands when this civilization died, many anumi feel drawn to these forgotten times. You heard this call most of all.

The blood of the primeval gods flows in your veins. You feel compelled to serve the gods as your ancient ancestors did. You follow a faith that has been puzzled together from the artifacts of countless ruins. While much is still shrouded in mystery, you have gleaned great power from what you have uncovered. You are the new representation of the old pantheon. You are the pharaoh.

PHARAOH PATH FEATURES

Ancient Secrets (11th Level): You gain the Alchemist feat and training in Religion and History. You also gain a +3 bonus to death saving throws.

Light of the Gods (11th Level): When you spend an action point to take an extra action, you regain hit points equal to your level, and until the end of your next turn, your attacks that hit deal extra radiant damage equal to your Strength modifier..

Resplendent Power (16th Level): When you use a class power against a creature and score a critical hit, the attack deals 2d10 extra radiant damage to that creature.

PHARAOH POWERS

Flames of Judgment Pharaoh Attack 11

You blast an enemy with a beam of holy fire which flares up whenever you hit him.

Encounter ♦ Radiant

Standard Action Ranged 20

Target: One enemy

Attack: Strength +6 vs. Reflex

At level 21: Strength +8 vs. Reflex

Hit: 3d6 + Strength modifier radiant damage, and until the end of the encounter, each subsequent time you hit the target with an attack, it takes additional radiant damage equal to your Strength modifier.



Crook and Flail Pharaoh Attack 12

You bring an ally close and put an enemy in harm's way.

Daily ♦ Teleportation

Move Action Close burst 10

Target: One ally and one enemy in burst

Attack: (enemy only) Strength + 4 vs. Fortitude
Level 21: Strength + 6 vs. Fortitude

Hit: Target enemy is teleported up to 3 squares.

Effect: Target ally is teleported to a space adjacent to you.

Divine Decree Pharaoh Attack 20

You command obedience or torment, opponent's choice.

Daily ♦ Charm, Radiant

Standard Action Close burst 5

Target: Each enemy in burst

Attack: Strength +4 vs. Will

At level 21: Strength +6 vs. Will

Hit: The target chooses either to be dazed and immobilized until the end of your next turn, or to take ongoing 20 radiant damage (save ends).

Miss: The target chooses either to be slowed until the end of your next turn, or to take ongoing 10 radiant damage (save ends).

REVERENT OF SPRING

"Now is the time to plant the seeds of progress; let them take root in the carcasses of our enemies, let their leaves choke out the light for those beneath us."

Prerequisite: Oakling

You know the truth about nature. It is not all about conservation, fuzzy animals, and pretty flowers. To you, nature's law is simple and unforgiving: kill or be killed. From the lowly weed that siphons nourishment from those above it to the mighty oak whose branches starve sunlight from those below it, you feel nature has taught you many lessons.

You have learned to harness your inner nature to overcome your obstacles. You have developed your body to become more effective in combat. You have rid your mind of illogical feelings and sentiments that can only stand in the way of progress. You are a force of nature now; your limbs twisted, your body wild, and your mind in tune with the cold, hard truth of reality.

REVERENT OF SPRING PATH FEATURES

Reaching Branches (11th Level): When you spend an action point to take an extra action, your melee reach increases by 1 until the end of your turn.

Wild Roots (11th Level): Enemies treat each square adjacent to you as difficult terrain.

Oaken Will (16th Level): Whenever a creature makes an attack against your Will and misses, you gain temporary hit points equal to your Wisdom modifier.

REVERENT OF SPRING POWERS

Strangling Root Reverent of Spring Attack 11

You send a constrictive root sprawling after your foe.

Encounter

Standard Action Ranged 5

Target: One creature

Attack: Strength or Wisdom vs. Reflex

At level 21: Strength or Wisdom + 2 vs. Reflex

Hit: 2d8 + Strength or Wisdom modifier damage, and the target is restrained until the end of your next turn.

Effect: You gain combat advantage for this attack unless the target has tremorsense.

Special: When you gain this power, choose Strength or Wisdom as the ability for this power.



Tame the Mind Reverent of Spring Utility 12

You can shake off charm and fear affects.

Daily

Free Action Personal

Trigger: You are affected by a charm or fear power that a save can end.

Effect: You automatically succeed your saving throw versus this power.

Blood Heal Reverent of Spring Attack 20

You crush the blood from your foe, so that you may drink it and heal.

Daily ♦ **Weapon**

Standard Action Melee weapon

Target: One creature

Attack: Strength or Wisdom vs. Fortitude

Hit: 3[W] + Strength or Wisdom modifier

Miss: Half damage

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

SLIME LORD

"I am a face for the faceless ones."

Prerequisite: Squole

You are the willing representative of ooze-kind. You have learned how to work with non-sentient oozes, slimes, and jellies and use them to further your cause. Your goal is to cultivate a positive relationship between the denizens of ooze and the world of men. Your hope is that the next time an adventurer encounters these creatures, they see an opportunity for positive gain, instead of an adversary that needs to be destroyed.

Your skills and powers allow you to better locate and interact with ooze-kind. At higher levels, you can even summon an ooze to aid you in combat. In addition, your closeness to these creatures has given you the ability to assume their form.

SLIME LORD PATH FEATURES

Ooze Whisperer (11th Level): You gain a +5 bonus to all Perception checks or Dungeoneering checks to find any oozes and other amorphous creatures in your line of sight. In addition, you can communicate with ooze as if speaking a language that the ooze knows. Oozes with an Intelligence of 1 only know what has occurred within their perception

Splashing Action (11th Level): When you spend an action point to take an extra action, you deal damage equal to your Strength modifier or Constitution modifier to one, two, or three creatures of your choice within 5 squares of you. This damage is of the same type as your Elemental Oozing racial trait.

Acidic Resistance (16th Level): Your Elemental Resistance racial trait now grants the same resistance to acid as your other chosen damage type. If acid is your chosen damage type, increase this resistance by 5.

SLIME LORD POWERS

Slime Shot Slime Lord Attack 11

You squirt elemental ooze at a foe, slowing him down.

Encounter ♦ Acid, Cold, Fire, or Lightning

Standard Action Ranged 5

Targets: One creature

Attack: Constitution +4 or Strength +4 vs. Reflex

At level 21: Increase to Constitution +6 or Strength +6 vs. Reflex

Hit: The target is slowed and takes ongoing 10 damage (save ends both). This damage is of the same type as your Elemental Oozing racial trait.



Amorphous Body

Slime Lord Utility 12

You become amorphous and can move like ooze.

Encounter

Move Action

Personal

Effect: You shift your speed, including through squares occupied by enemies. For the rest of the encounter, you gain a +5 bonus to checks to escape a grab.

Summon Purple Ooze

Slime Lord Attack 20

You summon a terrible purple ooze to attack your foes.

Daily ♦ **Summoning**

Minor Action

Ranged 20

Effect: You summon a Large purple ooze in an unoccupied 2-square-by-2-square space within range. The purple ooze has reach 2 and a speed of 4. It has a bonus to AC equal to your Constitution modifier or Strength modifier. You can give the purple ooze the following commands.

Standard Action: Close blast 3; Constitution + 4 vs. Fortitude (At level 21: Increase to Constitution + 6 vs. Fortitude); 2d8 + Constitution modifier acid damage, and the target is grabbed. **Sustain Standard:** The purple ooze sustains the grab, and the target takes 2d8 acid damage and loses a healing surge. A target that has no healing surges instead takes damage equal to its level.

Opportunity Attack: Melee reach 2; targets one creature; Strength + 4 vs. AC (At level 21: Increase to Strength + 6 vs. AC); 2d8 + Strength modifier damage, and ongoing 10 acid damage (save ends). The purple ooze can make this opportunity attack against a creature that attacks you.

Move Action: The purple ooze shifts 4 squares.

WARRIOR PHILOSOPHER

"The philosophy of war is the philosophy of peace."

Prerequisite: Xax

You were born of conflict; on a battlefield or betwixt mortal combat. Consequently, your mind is finely tuned toward military endeavors. As a xax, you felt compelled to enwrap this motivation with an elaborate philosophy. You endeavor to unravel the art of war, both philosophically and in practice.

Your study of combat has expanded your martial abilities. Regardless of class, you tend to be seen on the battlefield as an astute warrior. You are able to fortify brawn with a keen intellect. Your powers reflect a keen understanding of the flow of battle and the tactics of a seasoned soldier.

WARRIOR PHILOSOPHER PATH FEATURES

Combat Precognition (11th Level): You can act during a surprise round even when surprised and do not grant combat advantage from being surprised.

Strategic Action (11th Level): When you spend an action point to take an extra action, all allies within your line of sight gain a +1 bonus to attack rolls and damage rolls until the start of your next turn.

Army of One (16th Level): For your We Are One racial trait, roll twice and gain access to both racial encounter powers.

WARRIOR PHILOSOPHER POWERS

Forceful Strike Warrior Philosopher Attack 11

Use a superior weapon to drive foes away.

Encounter ♦ **Invigorating, Weapon**

Standard Action Melee weapon

Requirement: You must be wielding a superior weapon.

Target: One creature

Attack: Constitution or Intelligence vs. Fortitude

Hit: 2[W] + Constitution modifier or Intelligence modifier damage, and you push the target a number of squares equal to your Intelligence modifier.



Impossible Odds Warrior Philosopher Utility 12

You can turn a catastrophic miss into a spectacular hit.

Daily

Free Action Personal

Trigger: You roll a natural 1 to hit.

Effect: The roll is considered to be a natural 20.

Awaken Experience Warrior Philosopher Attack 20

With an expert hit, you awaken more potential within yourself.

Daily ♦ **Reliable, Weapon**

Standard Action Melee weapon

Target: One creature

Attack: Constitution or Intelligence vs. AC

Hit: 3[W] + Constitution modifier or Intelligence modifier damage, and you gain an action point. The action point disappears if it's not used by the end of the encounter. You can use this action point regardless of whether or not you have spent one during this encounter.

RACIAL BACKGROUNDS

Something in your background sets you apart from others in your race.

ANUMUS

Ancestral Dreams: You are plagued with dreams of an age-gone-by. From these dreams, you learn details of ancient religions and cultures. What do the dreams mean? Do you search for clues of this ancient past? Should you resurrect the old ways?

Associated Skills: History, Religion

Bestial: You are especially bestial; you have thick fingernails and substantial body hair (or other species related trait). How do you temper your animal side with your rational side? What typically dominates your personality, man or beast? Why are you different?

Associated Skill: Intimidate

Guard Animal: You spent your animal life as a watchdog or similar sentry animal. In your anumus life, you still have a knack for patrolling and protecting. What will your new charge be? Will you take up the role of a defender? What were you guarding?

Associated Skill: Perception

BOGGLE

Inflicted: Onset of the boggle madness affliction has started early. You teeter on the edge of insanity, and without a near-constant infusion of the elixir you will turn into a raving psychopath. What will you do to keep your wits? What caused this affliction to affect you so young? How will you insure that have enough boggle brew?

Associated Skills: Bluff, Stealth

Obsessed: You are absorbed in a life's work, and have trouble thinking of anything else. This could be anything from a great invention to a detailed manual. What will be your obsession? How does your obsession mesh with the goals of the adventuring party? What will you do once you have completed your objective?

Associated Skill: Arcana

Throwback: You exhibit more goblin-like tendencies than other boggles. While still very intelligent, you tend to shun mechanical endeavors in favor of mischief-making and carnage. How do you rationalize these urges? How will you fit in with other boggles? Will you return to your goblin roots or be at odds with your inner nature?

Associated Skills: Streetwise, Thievery

ENTOBIAN

Hive Born: You come from a rare community that consisted exclusively of entobians. You grew up never having met a member of a different race. Why did this community isolate themselves? Do you share their views? Why have you decided to mingle with other races?

Associated Skill: Religion

Vagabond: Your wanderlust knows no bounds, and you call only the open road your home. What drives your need to travel? Are you a fugitive? Have you made any friends and how do you keep in contact with them on your travels?

Associated Skills: Nature, Streetwise

KVAL

Cursed: The fiend whose realm you once helped to bring down personally cursed your existence. How does this curse manifest? Are there any physical signs? Do others of your race consider you a pariah or a saint?

Associated Skills: Religion

Nemesis: You have gained the mutual enmity of an infernal fiend. Who is this villain and why have you chosen him as your nemesis? What are you doing to vanquish this evil? What is your enemy doing to stop you?

Associated Skill: Heal, Intimidation

Rift Born: You sprang into existence just as your pocket dimension collapsed, and consequentially have no memory of the realm that your brethren came from. Do you have the same drive to destroy evil? Do you get along with others of your brood? Does being born in this world bring you closer to humankind?

Associated Skill: Diplomacy

MAHROG

Civilized: For a mahrog, you are uncharacteristically urbane. Your speech and mannerisms express that you are much more refined than the typical savage. Will you use this talent to bridge the gap between savage and sophisticate? Will you use your glib conversation skills to promote or renounce Mahra? Will you reject your savage ways?

Associated Skills: Streetwise, Diplomacy

Orphan: You were raised by humans who thought you were one of their own. At puberty, you began to hear Mahra calling to you. Do you heed the call? Do your parents suspect that you might be a mahrog? Will you contact your race? How did you end up with the humans to begin with?

Associated Skill: Insight

Six-Fingered: You were born with six fingers on each hand which marks you as both ill-fated and an agent of Mahra. Your tribe sought to educate you in all of the deeper aspects of religion, but also prevents you from ever finding a mate or having children. Do you believe in this superstition? Will you go against your tribe and take up a different path?

Associated Skills: Insight, Religion

MOGOGOL

Curseless: While not necessarily evil, you do not feel the undeniable urge to be good. Even at a young age, you had trouble fitting in with the steadfast mogogol mindset. Do you let other mogogols know? What does this mean? Could your lack of curse spell a cure for other mogogols?

Associated Skill: Bluff

Mania Inclined: While most mogogols are prone to having a lifelong obsession, your focus tends to waver. One week, magic may fascinate you, the next it could be religion. What is your current obsession? How have your manias impacted your personal relationships? Can you manage any long term goals? What caused you to be this way?

Associated Skills: Any two knowledge skills.

Orphan: You were captured as a tadpole and raised by a race other than your own. What is your relationship with your captors? Why did they capture you? Do you look fondly upon the race that raised you? Do you intend to reconnect with your mogogol brethren?

Associated Skill: Diplomacy

MUSE

Bad Dream: You are the spawn of a darker deity, here to help those that serve this cause. Since you are rare among your kind, you often hide your true nature. What god do you serve? Do you work secretly or overtly? Would you aid those who do not serve your cause, or hinder them?

Associated Skill: Bluff

Scribe of the Gods: You are a keeper of legends and recorder of history. The gods have hidden knowledge in you so that it might inspire others. What sorts of lore do you keep? Who do you share your knowledge with? Did your thirst to observe and record inspire you to become an adventurer?

Associated Skill: History, Religion

NUMISTIAN

Mercenary: You sell services rather than wares. You possess a skill that is valuable to others. What is this skill? How do you advertise your services? What makes you better than your competitors?

Associated Skill: Diplomacy

Panhandler : Instead of selling goods and services, you routinely acquired money through begging and con artistry. What are your methods? Why have you eschewed more ethical means of acquiring gold? Have you resorted to panhandling out of desperation or was the choice intentional?

Associated Skills: Streetwise, Thievery

Rare Coin: The mystical coins that you bleed when injured appear to be of a rare or ancient mint. You are a source of intrigue to other numistians, and you have extensively researched their origin. Have you found the origin of the coin? What is the significance of this phenomenon?

Associated Skill: History

OAKLING

City Grown: Your wise parents decided to plant you in the heart of a great metropolis. Your formative years were spent absorbing urban discourse, day and night. You feel very uneasy in natural surroundings. Why were you planted in the city? How will you cope with being associated so strongly with nature?

Associated Skills: History, Streetwise

Primal Touched: Unlike many of your kin, you feel a oneness with nature and the need to protect it. This puts you at constant odds with others of your race who feel nature exists to be exploited. What caused you to feel this way? How will you convince your race of your ideals?

Associated Skill: Nature

OBITU

Heroic Bones: You walk in the bones of a great hero. Who was this hero and what did he do? How did he meet his fate? Can you atone for what he did as an undead? Do you honor his life or reject it?

Associated Skill: History

Shadow Touched: An unusual amount of shadow energy still pulses in your soul. You are unnaturally attracted to all aspects of death and dying. How does this manifest in your goals? Why are you even darker than the typical obitu?

Associated Skill: Arcana or Religion

Telltale Bones: Your skeleton is that of a obvious nonhuman, perhaps tiefling or dragonborn. Were your bones were the result of a terrible menace to your bone donor's race? Do you fit in well with that race? Does your even more sinister appearance cause you hardship?

Associated Skill: Intimidate

RELLUK

Ancient Body: Your body is not newly built. It was retrieved in a remote region, far away from the relluk's ancestral home, and brought to life by the Archeopatroni. What is the significance of your body's location? Why was it retrieved? Does your body hold a clue as to what happened to the relluks' creators?

Associated Skills: History

Modern Design: Your body was designed by another race. Consequently, you appear very different from your brethren. Who made your body and why? What do other relluks think of you? Where did your builders obtain a soul crystal?

Associated Skills: Diplomacy

Strange Memories: Your soul crystal was imprinted with vague memories of a lifetime in a bizarre realm, not of this world. What exactly do you remember? What is the significance of these memories? Are these recollections pertinent to the creation of your race?

Associated Skill: Arcana

SQUOLE

Clear: You were born as clear and colorless as pure water. While you still harbor an elemental affinity, you show no outward signs of it. How do other squoles view this rare condition? Did your parent have the same features? Do you use your natural ability to blend in with your surroundings to your advantage?

Associated Skills: Stealth

Slime Hunter: You have rejected the cause of your race and actively hunt and destroy slime, oozes, and jellies. Why are you on this quest? Do you seek the acceptance of your race, or have you condemned them as well?

Associated Skills: Dungeoneering

TADDOL

Bi-gendered: You and your twin are of a different gender, which is extremely rare among the taddols. Others of your race consider you to be a freak or bad omen. Do you turn to other races for acceptance? Do you agree with others of your kind? What caused this mutation?

Associated Skills: Diplomacy, Insight

Sibling Rival: You and your twin disagree more often than you agree. Why do you argue so much? What caused this rift? How do you typically manage to solve disputes?

Associated Skills: Bluff, Insight

XAX

Blank Birth: You were born in a desolate area, and have therefore not acquired any innate skills or knowledge. Consequently, it has taken you much longer to mature than the typical xax. Where were you born? How did you overcome your initial naivety? What lead you to the path you are on now?

Associated Skill: Insight

Cosmopolitan Birth: You were born amidst a large city and have acquired a large variety of experiences and motivations. Where were you born? With so much diversity, how do you determine which path to take?

Associated Skill: Streetwise

ZIF

Incomplete Symbiosis: You did not merge well with your snillorg and consequently have some less-civilized quirks. Instead of eradicating the snillorg's memory and personality, you assimilated some of it into your own. What interfered with your unification? How do other zifs view you? Does the snillorg side of you resent the zif race?

Associated Skills: Thievery, Stealth

Slayer Scarred: You bear the scars of an encounter with a mind slayer. What happened during the encounter? Has this encounter increased your hatred or your fear of these creatures?

Associated Skills: Dungeoneering, Heal

Outcast: Your race has collectively turned its back on you. What did you do to deserve such treatment? Are you trying to redeem yourself, or do you continue on the path away from your race?

Associated Skill: Bluff

RACIAL FEATS

Remarkable Races have a number of feats all their own.

Metamorphosis Feats

Entobian larvites may choose from several metamorphosis feats at the paragon tier, and another is available at the epic tier. They are not required to take any of these feats and may remain a larvite for their entire lives. Metamorphosis is a planned event. For one, the larvite must take the Prepare for Metamorphosis feat at some point beforehand. Immediately preceding the event, the larvite prepares and consumes a large feast roughly equal to their body weight. The ingredients of the feast vary according to what metamorphosis feat the entobian is taking; rare herbs for coleophites, exotic fruits for farfalites, uncommon grains for eulites, and meat from dangerous beasts for moscanites. After consumption, the larvite then enters a state of intense meditation for 8 hours. This meditation culminates in the spinning of a cocoon. In this pupa state, the entobian is completely helpless and unconscious for roughly 7 days. The newly emerged and transformed entobian is considered weakened for 24 hours. The transformation is both physical and psychological. The original racial ability bonuses (+2 Dexterity, +2 Charisma) vanish and are replaced by new racial ability bonuses. Retroactively adjust statistics such as hit points, and so on to match the new ability scores. Any feats for which you no longer meet the requirements can be retrained for free. Paragon tier metamorphosis feats assign a male gender to the entobian, while the epic tier feat denotes a female gender. The new form bares a very small resemblance to the old form. Metamorphosis feats can only be taken by a larvite (thus only one, once, ever). Metamorphosis is irreversible and permanent. Please see individual feats for more details.

HEROIC TIER FEATS

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

ALMOST HUMAN [MAHROG]

Prerequisite: Mahrog

Benefit: Gain the benefits of one other feat with human as a prerequisite, as long as you meet the other prerequisites.

ARCANE APTITUDE [BOGGLE]

Prerequisite: Boggle

Benefit: You gain a +1 feat bonus to attack rolls made with a magic item power.

ARCANE CRAFT [BOGGLE]

Prerequisites: Boggle, 4th level, Int 13

Benefit: You can master the Enchant Magic Item ritual without studying from a book or scroll. You may cast this ritual without the Ritual Caster feat.

ARCANE RUIN [BOGGLE]

Prerequisites: Boggle, 6th level

Benefit: You can master the Disenchant Magic Item ritual without studying from a book or scroll. You may cast this ritual without the Ritual Caster feat.

BARGAIN [NUMISTIAN]

Prerequisites: Numistian, Wis 14

Benefit: You may add your Wisdom modifier to Streetwise and Diplomacy checks to find and negotiate the best deal on an item for purchase.

BIG SPINNER [ENTOBIAN]

Prerequisite: Larvite

Benefit: Your *silk spray* power now has a range of 10. In addition, you may use the special function of *silk spray* an additional two times per day, and create a 50-foot length of rope with each use.

Special: You may retrain this feat for free when you take a metamorphosis feat.

BRUTE STRENGTH [MAHROG]

Prerequisites: Mahrog, Str 15

Benefit: You gain a +4 feat bonus to Strength checks made to break or burst items and objects (refer to D&D 4E PLAYER'S HANDBOOK).

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.

HEROIC TIER FEATS

Any Race	Prerequisites	Benefit
Mahrah's Perseverance	Channel Divinity class feature, must worship Mahra	Shake off any effect that would alter your mind or form.
Racial Feats	Prerequisites	Benefit
Almost Human	Mahrog	Gain the benefits of one feat normally reserved for humans
Arcane Aptitude	Boggle	Gain a +1 feat bonus to attack rolls made with a magic item power
Arcane Craft	Boggle, 4 th level, Int 13	You can master the Enchant Magic Item ritual without studying from a book and without the Ritual Caster feat.
Arcane Ruin	Boggle, 6 th level	You can master the Disenchant Magic Item ritual without studying from a book and without the Ritual Caster feat.
Bargain	Numistian, Wis 14	Add your wisdom modifier to Streetwise and Diplomacy checks when making purchases
Big Spinner	Larvite Entobian	Your <i>silk spray</i> power now has range 10 and makes more rope.
Brute Strength	Mahrog, Str 15	Gain a +4 feat bonus to Strength checks to break or burst items
Chaotic Surge	Xax	Add 1d6 of a random damage type to a critical hit
Club and Spear	Mahrog, proficiency with a simple weapon, Str 15	Your <i>fist and stone</i> power now applies to spears and maces
Crystal Gore	Relluk, Str 13	Instead of <i>breath of steam</i> , gore opponents with your crystal head
Death Spawn	Obitu	Increase resist necrotic value by 5
Deep Roots	Oakling	As a move action, root yourself into place to prevent being forcibly moved
Dodgy	Kval, Dex 15	Gain a +1 bonus to AC and Reflex versus Medium or larger foes
Elemental Acclimation	Squole	Increase the resist value conferred by elemental resistance by 5
Elude Grasp	Zif	Gain a +3 feat bonus to escape a grab
Evade Grasp	Squole	Escape a grab as a minor action with a +3 feat bonus to Athletics checks
Fantastic Tongue	Mogogol	Grasping Tongue can grab targets up to 4 squares away with a +2 bonus
Fearless	Oakling	Gain a +2 feat bonus to saving throws against fear effects, and a +1 feat bonus to your Will defense against charm effects.
Flee to Shelter	Zif, Dex 13	Use <i>retract into shell</i> as a move action
Foster Fortitude	Taddol	Use your twin's Fortitude defense once per encounter
Glowworm	Entobian	Shed light like a torch as a free action
Inspire Courage	Muse	Grant allies within 10 squares a +2 racial bonus to saving throws versus fear effects, and a +1 feat bonus to Will defense against fear effects.
Into the Rough	Kval	Ignore the effects of difficult terrain when shifting
Leaping Strike	Mogogol	Make both a bull rush and a melee basic attack when charging
Lend Health	Taddol	Loose hit points and give them to your twin as temporary hit points.
Manifest Claws	Anumus, species with claws	Use your claws as if they were sickles with a +3 bonus
Manipulate Probability	Xax	Once per encounter, roll 5d4 instead of a d20
Mantis Grab	Entobian, Str 15	Use your Mid-Leg Attack to grab opponents, with +2 bonus if a hand is free
Mismatched Gem	Relluk	Mix armor gems to get bonus of one set, with the power of the odd gem
Money is Power	Numistian	Expend an encounter power to activate <i>bribe fate</i> without a hit point loss
Monkey Wrench	Boggle	Get a second chance to disable a trap or lock
Natural Instinct	Anumus	Gain training in Nature and +2 feat bonus to Streetwise or Dungeoneering
One of Many	Xax	Better your odds with the We Are One racial trait
One With Wood	Oakling	Gain a feat bonus to damage when using wooden weapons.
Penny Saved	Numistian	Recover some gold when using the Money Is Life racial trait
Plagueborn	Obitu	Gain a +1 feat bonus to Fortitude and become immune to disease
Power Ooze	Squole	Deal an additional 2 damage with your elemental oozing racial feature
Prepare for Metamorphosis	Entobian	Allows you to take a metamorphosis feat, and increases your healing surges by 2 until you take a metamorphosis feat.
Poisonous	Entobian	Unarmed attackers take poison damage when they hit you
Rescuing Reflex	Taddol	Use your twin's Reflex defense once per encounter
Rising Steam	Relluk	Increase range of <i>breath of steam</i> power to close burst 2
Servitor's Diplomacy	Anumus	Gain training in Diplomacy and +2 feat bonus to Bluff or Insight
Slayer Flayer	Zif	Gain a +1 bonus to attack aberrant creatures
Spiker	Entobian	Gain a +1 bonus to attack and damage of Mid-Leg Attack
Thorns	Oakling	Unarmed attackers take damage when they attack you
Tricky Target	Kval	Gain a +1 bonus to AC against opportunity attacks.
Triple Jointed	Obitu	Move normally when squeezing, and gain +2 to avoid a grab
Twinspike	Entobian, Dex 15	Increase the die of Mid-Leg Attack to 2
Uncanny Will	Mogogol	Gain a +3 feat bonus against charm effects
Vicious Bite	Anumus	Make unarmed attacks with your mouth as if armed with a sickle
Waking Dream	Muse	Sleeping allies within 10 squares do not have a penalty to Perception
Waterjot	Mogogol	Run over the surface of water
Wings of a Dream	Muse	Reduce falling damage

CLUB AND SPEAR [MAHROG]

Prerequisites: Mahrog, proficiency with a simple weapon, Str 15

Benefit: Your *fist and stone* power now applies to all spears and maces that are simple weapons in addition to improvised melee weapons. Your proficiency bonus with these weapons does not change from the feat, however.

CRYSTAL GORE [RELLUK]

Prerequisites: Relluk, Str 13

Benefit: You may use the *crystal gore* encounter power in place of your *breath of steam* encounter power.

Crystal Gore

Relluk Racial Power

You charge an enemy and gore it with your crystal head.

Encounter ♦ Fire

Standard Action Melee 1

Requirement: You must charge and use this power in place of a melee basic attack.

Target: One creature.

Attack: Strength + 2 vs. Reflex. Increase to +4 at 11th level, +6 at 21st level.

Hit: 1d8 + Constitution modifier fire damage. Increase 2d8 + Constitution modifier fire damage at 11th level and 3d8 + Constitution modifier fire damage at 21st level.

DEATH SPAWN [OBITU]

Prerequisite: Obitu

Benefit: Increase resist necrotic value by 5.

DEEP ROOTS [OAKLING]

Prerequisite: Oakling

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 a +2 feat bonus to the saving throw conferred by your Rooted Foot racial trait. A move action ends this effect.

DODGY [KVAL]

Prerequisites: Kval, Dex 15

Benefit: You gain a +1 bonus to AC and Reflex defense against the attacks of Medium or larger foes.

ELEMENTAL ACCLIMATION [SQUOLE]

Prerequisite: Squole

Benefit: Increase the resist value conferred by your elemental resistance by 5.

ELUDE GRASP [ZIF]

Prerequisite: Zif

Benefit: You have learned to use your slimy skin and retractable body to help you escape from enemies that have grabbed you. You gain a +3 feat bonus to Acrobatic or Athletics checks to escape a grab.

EVADE GRASP [SQUOLE]

Prerequisite: Squole

Benefit: You can attempt to escape a grab with an Athletics check as a minor action instead of as a move action. In addition, you gain a +3 feat bonus to Athletics checks to escape a grab.

FANTASTIC TONGUE [MOGOGOL]

Prerequisite: Mogogol

Benefit: When using Grasping Tongue, you can attempt to grab a target up to four squares away and gain a +2 feat bonus on the attempt.

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.

FLEE TO SHELTER [ZIF]

Prerequisites: Zif, Dex 13

Benefit: You may use the *retract into shell* power as a move action rather than a standard action. For example, now you can make a standard action and then *retract into shell*.

FOSTER FORTITUDE [TADDOL]

Prerequisite: Taddol

Benefit: Once per encounter, use your twin's Fortitude defense. This feat is taken by the twin with the lowest Fortitude, which is the score normally used for the entire Taddol.

GLOWWORM [ENTOBIAN]

Prerequisite: Entobian

Benefit: You have special glands that allow you shed light as a torch from your abdomen at-will, as a free action. You can extinguish your light at-will, as a free action.

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.

INTO THE ROUGH [KVAL]

Prerequisites: Kval

Benefit: You ignore the effects of difficult terrain when shifting.

LEAPING STRIKE [MOGOGOL]

Prerequisite: Mogogol

Benefit: When you charge, you may make both a bull rush and a melee basic attack, in that order.

LEND HEALTH [TADDOL]

Prerequisite: Taddol

Benefit: Once per encounter, lose 10 hit points as long as this does not bring you below 1 hit point. Your twin gains 10 temporary hit points. Increase both the loss and the gain to 20 hit points at 11th level, and 30 hit points at 21st level.

MAHRA'S PERSEVERANCE [DIVINITY]

Prerequisites: Channel Divinity class feature, must worship Mahra

Benefit: You can invoke the power of your deity to use Mahra's Perseverance.

Channel Divinity: Mahra's Perseverance Feat Power

Mahra's will allows you to shake off any effect that would alter your mind or for.

Encounter

Immediate Interrupt **Personal**

Trigger: You suffer an effect that has the Charm, Fear, or Polymorph descriptors that a save can end.

Effect: You make a saving throw against the effect with a bonus equal to your Wisdom or Constitution modifier (whichever is higher).

MANIFEST CLAWS [ANUMUS]

Prerequisites: Anumus, species with claws.

Benefit: You can sprout bestial claws at-will and retract them at-will, as a free action. You can use these claws as weapons with a +3 proficiency bonus. For purpose of powers, feats, and damage, you can treat your claws as sickles, and you are considered to have one in each hand. You cannot enchant your claws.

MANIPULATE PROBABILITY [XAX]

Prerequisite: Xax

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

MANTIS GRAB [ENTOBIAN]

Prerequisites: Entobian, Str 15

Benefit: You can attempt grab attacks with your mid-legs (even with both hands occupied). If you have at least one hand free, you gain a +2 racial bonus on your Strength attack when making a grab attempt.

MISMATCHED GEM [RELLUK]

Prerequisite: Relluk

Benefit: Replace one armor gem with another armor gem of a different type. Keep the armor emulation of the majority, but gain the bonus racial power of the odd gem. You can only have one mismatched gem at a time. Switching gems takes a short rest outside of combat.

MONEY IS POWER [NUMISTIAN]

Prerequisite: Numistian

Benefit: As a minor action, you may expend a single encounter power to activate your *bribe fate* racial power without losing hit points.

MONKEY WRENCH [BOGGLE]

Prerequisite: Boggle

Benefit: If you fail a Thievery check to disable a trap or open a lock, you may immediately reroll and use the second result instead.

NATURAL INSTINCT [ANUMUS]

Prerequisite: Anumus

Benefit: Gain training in Nature, and gain a +2 feat bonus to either Streetwise or Dungeoneering, depending on character background or species. Choose only one of these skills at the time of taking this feat.

ONE OF MANY [XAX]

Prerequisite: Xax

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

ONE WITH WOOD [OAKLING]

Prerequisite: Oakling

Benefit: You gain a +1 feat bonus to damage when using a weapon that is made of mostly wood (club, quarterstaff, greatclub, longbow, shortbow, or weapon made of special materials, such as bronzewood.)

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

PENNY SAVED [NUMISTIAN]

Prerequisite: Numistian

Benefit: After activating your Money Is Life racial trait, the next time that you are damaged from an attack during this same encounter, one gold piece per hit point of damage from this attack will drop into your square from your wounds. Subsequent attacks will not release gold pieces. The maximum number of gold pieces that appear is equal to the amount consumed during the last time that you activated your Money Is Life racial trait.

PLAGUEBORN [OBITU]

Prerequisite: Obitu

Benefit: You gain a +1 feat bonus to Fortitude. In addition, you are immune to disease.

POWER OOZE [SQUOLE]

Prerequisite: Squole

Benefit: Deal an additional +2 damage whenever you activate your Elemental Oozing racial trait. This damage is the same damage type as your racial feature.

PREPARE FOR METAMORPHOSIS [ENTOBIAN]

Prerequisite: Entobian

Benefit: You may take a metamorphosis feat when you are at least level 11 or above. In addition, until you take a metamorphosis feat, you may increase your number of healing surges by two. You may not retrain this feat if you take a metamorphosis feat.

POISONOUS [ENTOBIAN]

Prerequisite: Entobian

Benefit: You exude a mild contact poison through your pores. Any creature that makes a successful unarmed attack (standard melee attack without the weapon descriptor) against you takes 2 points of poison damage. You can turn this on and off at-will, as a free action. Entobians are immune to this poison. Increase to 5 points of poison damage at 11th level, and 10 points of poison damage at 21st level.

RESCUING REFLEX [TADDOL]

Prerequisite: Taddol

Benefit: Once per encounter, use your twin's Reflex defense. This feat is taken by the twin with the lowest Reflex, which is the score normally used for the entire Taddol.

RISING STEAM [RELLUK]

Prerequisite: Relluk

Benefit: When using your *breath of steam* power, you may chose to have a range of close burst 2, instead of close burst 1.

SERVITOR'S DIPLOMACY [ANUMUS]

Prerequisite: Anumus

Benefit: You gain training in Diplomacy, and gain a +2 feat bonus to either Bluff or Insight, depending on character background or species. Choose only one of these skills at the time of taking this feat.

SLAYER FLAYER [ZIF]

Prerequisite: Zif

Benefit: You gain a +1 racial bonus to attack rolls against creatures with the aberrant origin.

SPIKER [ENTOBIAN]

Prerequisite: Entobian

Benefit: Gain a +1 bonus to unarmed attack and damage rolls made using your Mid-Leg Attack racial trait.

THORNS [OAKLING]

Prerequisites: Oakling, 1st level

Benefit: Any creature that attacks you with an unarmed attack takes 1d4 damage from thorns. Increase to 1d6 at level 11 and 1d8 at level 21.

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

TRICKY TARGET [KVAL]

Prerequisite: Kval

Benefit: You gain a +1 bonus to AC against opportunity attacks.

TRIPLE JOINTED [OBITU]

Prerequisite: Obitu

Benefit: You can move and attack normally during a squeeze move. In addition, you gain a +2 to Reflex when avoiding a grab attack.

TWINSPIKE [ENTOBIAN]

Prerequisites: Entobian, Dex 15

Benefit: You can attack with both mid-legs as one, effectively increasing the number of dice of your Mid-Leg Attack racial trait to 2. For example, a larvite attacking with Twinspike would do a base 2d4 points of damage instead of 1d4.

UNCANNY WILL [MOGOGOL]

Prerequisite: Mogogol

Benefit: You gain a +3 feat bonus against charm effects.

VICIOUS BITE [ANUMUS]

Prerequisite: Anumus

Benefit: You may make an unarmed attack with your mouth as if you were armed with a sickle. Treat as an off-hand attack. You cannot enchant your bite.

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.

WATERJOT [MOGOGOL]

Prerequisite: Mogogol

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

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 character of 11th level or higher who meets the prerequisites.

BESTIAL DEFENSE [MAHROG]

Prerequisites: Mahrog

Benefit: While gaining the benefit of the Skin of the Beast racial trait, you also gain a +1 feat bonus to your Reflex and Fortitude.

BOILING STEAM [RELLUK]

Prerequisite: Relluk

Benefit: Use d6s for your *breath of steam* power instead of d4s.

COLEOPHITE [METAMORPHOSIS]

Prerequisites: Larvite, Prepare for Metamorphosis feat

Benefit: You metamorphose into a beetle-like entobian. Your racial ability scores are now modified to +2 Constitution and +2 Strength. You can no longer use the *silk spray* power, and instead can use the *surge of flight (coleophite)* encounter power.

Surge of Flight (Coleophite) Entobian Racial Power

You can fly for a short burst.

Encounter

Minor Action Personal

Effect: Gain fly speed 5 (Clumsy) until the end of your next turn. You may sustain this effect with a minor action. This effect automatically ends if you are bloodied.

In addition, you gain the following powers:

Deadly Mid-legs: Increase the damage dice for unarmed attacks using your Mid-Leg Attack racial trait to 1d6.

Hard Shell: Gain the *hard shell* utility power. You cannot use this power while flying.

Hard Shell Entobian Racial Power

You hunker down and expose only layers of tough chitin, thus taking less damage.

Encounter

Move Action Personal

Effect: Forfeit all actions until the beginning of your next turn. You gain resist 10 to all damage until the beginning of next of your next turn. Increase to resist 15 at level 21.

CORROSIVE ICHOR [KVAL]

Prerequisite: Kval

Benefit: When bloodied, you deal an additional 3 points of necrotic and radiant damage with your Entropic Blood racial trait.



Coleophite Entobian

DEATHBANE TOUCH [OBITU]

Prerequisite: Obitu, Plagueborn feat

Benefit: Gain the *deathbane touch* encounter power.

Deathbane Touch

Obitu Feat Power

Your touch drains the life from undead foes.

Encounter

Standard Action **Melee** touch

Target: One creature with the undead keyword

Attack: Strength, Constitution, or Dexterity +4 vs. Fortitude.

Hit: Target takes ongoing 10 damage (save ends).

Effect: Whenever the target takes 10 damage as a result of this attack, you gain 5 hit points.

At level 21: Increase hit points gained to 10.

Special: When you take the Deathbane Touch feat, choose Strength, Dexterity, or Constitution as the ability score that you use when you make attack rolls with this power. If this attack kills a target, it rises as a fledgling obitu in three rounds.

ELEMENTAL GRASP [SQUOLE]

Prerequisite: Squole

Benefit: Each round that you sustain a grab on your turn, you may also do damage through your Elemental Oozing racial trait as though you succeeded with a basic melee attack.

EULITE [METAMORPHOSIS]

Prerequisites: Larvite, Prepare for Metamorphosis feat

Benefit: You metamorphose into a moth-like entobian. Your ability scores are now modified to +2 Strength and +2 Wisdom. You can no longer use the *silk spray* power, and instead can use the *surge of flight (eulite)* encounter power.

Surge of Flight (Eulite)

Entobian Racial Power

You can fly for a short burst.

Encounter

Minor Action **Personal**

Effect: Gain fly speed 5 (hover) until the end of your next turn. You may sustain this effect with a minor action. This effect automatically ends if you are bloodied.

In addition, you gain the following powers:

Razored Mid-legs: Gain a +3 bonus to damage rolls using your Mid-Leg Attack racial trait.

Electric Burst: Gain the *electric burst* encounter power. You cannot use this power while flying.

Electric Burst

Entobian Racial Power

You generate a crackling bioelectric burst that harms those nearby.

Encounter ♦ Lightning

Minor Action **Close** burst 1

Target: Each creature in burst

Attack: (Strength or Wisdom) + 4 vs. Reflex

Hit: 2d8 + (Strength or Wisdom) modifier lightning damage.

Increase to +6, and 3d8 + (Strength or Wisdom) modifier lightning damage at 21st level

Special: When you take the Eulite feat, choose either Strength or Wisdom to use for the attack and damage rolls when using this power. This choice is permanent and cannot be changed.



Eulite Entobian



Farfalite Entobian

FARFALITE [METAMORPHOSIS]

Prerequisites: Larvite, Prepare for Metamorphosis feat

Benefit: You metamorphose into a butterfly-like entobian. Your ability scores are now modified to +2 Dexterity (stays the same) and +2 Intelligence. You can no longer use the *silk spray* power, and instead can use the *surge of flight (farfalite)* encounter power.

Surge of Flight (Farfalite) Entobian Racial Power

You can fly for a short burst.

Encounter
Minor Action **Personal**

Effect: Gain fly speed 5 (Hover) until the end of your next turn. You may sustain this effect with a minor action. This effect automatically ends if you are bloodied.

In addition, you gain the following powers:

Wicked Mid-legs: You may use your Dexterity modifier in place of your Strength modifier for attack and damage rolls for unarmed attacks using your Mid-Leg Attack racial trait.

Flutter: Gain the *flutter* utility power. You cannot use this power while flying.

Flutter Entobian Racial Power

Your colorful, fluttering wings can deceive opponents as to where you actually are.

Encounter ♦ **Illusion**
Move Action **Personal**

Effect: You shift one square and the next targeted attack against you has a 50% chance of missing, unless it is a critical hit (which hits normally). You can sustain this effect as a free action. The miss effect ends if you use another move action.

GAMBLE [NUMISTIAN]

Prerequisites: Numistian

Benefit: You may activate your *bribe fate* racial power without losing hit points. If you succeed at your second saving throw, you immediately lose your level in hit points.

GOLDEN EYE [NUMISTIAN]

Prerequisite: Numistian

Benefit: Your Sense Coins racial trait also applies to all things made of gold metal.

HONED SENSES [SQUOLE]

Prerequisites: Squole, Wis 13

Benefit: Your blindsight range increases by a number of squares equal to your Wisdom modifier.

INDOMITABLE WILL [MOGOGOL]

Prerequisites: Mogogol, Uncanny Will feat

Benefit: If you fail a saving throw versus a charm effect, you may immediately make another saving throw, taking the second result.

JURY-RIG [BOGGLE]

Prerequisites: Boggle, Arcane Craft feat

Benefit: You can wear an item meant for one item location slot in an entirely different slot. For example, you can wear a feet slot item in a waist slot. This only applies to items with an "Item Slot" entry. You may wear only one item affected by this feat at a time.

LARVITE LIFER [ENTOBIAN]

Prerequisite: Larvite

Benefit: You grow to Medium size after resting 8 hours. Increase the damage dice for unarmed attacks using mid-legs to 1d6. This change in size and damage is permanent.

Special: Much like metamorphosis, the larvite prepares by eating a huge feast of rare herbs followed by meditation. If you take this feat you can never take a metamorphosis feat. You do not need to take the Prepare for Metamorphosis feat in order to take this feat.

LEND SURGE [TADDOL]

Prerequisites: Taddol, Lend Health feat

Benefit: Once per encounter, give one of your healing surges to your twin. On his next turn, if he can spend one healing surge, he can spend both.

LIGHT AFLAME [RELLUK]

Prerequisites: Relluk, Crystal Gore feat

Benefit: Creatures damaged by your *crystal gore* power now take an additional ongoing 5 fire damage (save ends).

MANIFEST ADAPTATIONS [ANUMUS]

Prerequisite: Anumus

Benefit: If Endurance is granted as a skill bonus by your race, gain resist 5 poison. If Perception is granted as a skill bonus by your race, gain blindsight 3. If Stealth is granted as a skill bonus by your race, gain an additional +3 feat bonus to Stealth checks when you have any cover or concealment.

MOSCANITE [METAMORPHOSIS]

Prerequisites: Larvite, Prepare for Metamorphosis feat

Benefit: You metamorphose into a fly-like entobian. Your ability scores are now modified to +2 Constitution and +2 Dexterity (stays the same). You can no longer use the *silk spray* power, and instead can use the *surge of flight* (moscanite) encounter power.

Surge of Flight (Moscanite) Entobian Racial Power

You can fly for a short burst.

Encounter

Minor Action **Personal**

Effect: Gain fly speed 5 until the end of your next turn. You may sustain this effect with a minor action. This effect automatically ends if you are bloodied.

In addition, you gain the following powers:

Toxic Mid-legs: Your Mid-Leg Attack racial trait does +2 points of poison damage in addition to regular damage.

Acid Spit: Gain the *acid spit* encounter power. You cannot use this power while flying.

Acid Spit

Entobian Racial Power

You can spit a stream of acid at a single foe.

Encounter ♦ **Acid**

Minor Action **Range** 10 squares

Attack: (Dexterity or Constitution) + 4 vs. Reflex

Hit: 2d8 + (Dexterity or Constitution) modifier acid damage.

Increase to +6 and 3d8 + (Dexterity or Constitution) modifier acid damage at 21st level.

Special: When you take the Moscanite feat, choose either Dexterity or Constitution to use for the attack and damage rolls when using this power. This choice is permanent and cannot be changed.



Moscanite Entobian

PARAGON TIER FEATS

Racial Feats	Prerequisites	Benefit
Bestial Defense	Mahrog	Skin of the Beast racial trait gives +1 feat bonus to Reflex and Fortitude
Boiling Steam	Relluk	Use d6s for your <i>breath of steam</i> power
Coleophite	Larvite entobian, Prepare for Metamorphosis feat	You metamorphosis into a beetle-like entobian with a hard shell
Corrosive Ichor	Kval	Deal an additional 3 points of damage with Entropic Blood racial trait
Deathbane Touch	Obitu, Plagueborn feat	Damage undead with touch attack and gain hit points
Elemental Grasp	Squole	Deal Elemental Oozing damage while sustaining a grab
Eulite	Larvite entobian, Prepare for Metamorphosis feat	You metamorphosis into a moth-like entobian with an electric burst attack
Farfalite	Larvite entobian, Prepare for Metamorphosis feat	You metamorphosis into a butterfly-like entobian with a displacing effect
Gamble	Numistian	Only lose hit points with <i>bribe fate</i> if you succeed at your second saving throw
Golden Eye	Numistian	Use Sense Coins to detect all gold
Honed Senses	Squole, Wis 13	Your blindsight increase in range equal to your Wisdom modifier
Indomitable Will	Mogogol, Uncanny Will feat	Make another saving throw versus a charm effect
Jury-Rig	Boggle, Arcane Craft feat	Wear magic items in a different slot from which they were intended
Larvite Lifer	Larvite entobian	Stay a larvite, grow to Medium size, and do more damage with your mid-legs
Lend Surge	Taddol, Lend Health feat	Once per encounter, give your twin a healing surge
Light Aflame	Relluk, Crystal Gore feat	Light foes on fire (ongoing damage) with your <i>crystal gore</i> attack
Manifest Adaptations	Anumus	Gain resistance to poison, blindsight, or a bonus to Stealth checks
Moscanite	Larvite entobian, Prepare for Metamorphosis feat	You metamorphosis into a fly-like entobian that can spit acid
One of Few	Xax, One of Many feat	Better control the outcome of your We Are One racial trait
Primeval Brutality	Mahrog, Savage Beating feat, Str 17	All weapons affected by <i>fist and stone</i> have the high crit property
Quick Inspiration	Muse	Use <i>touch of the muse</i> as a minor action
Quickstrike	Obitu, Dex 15	As an immediate interrupt to a shifting opponent, make a basic melee attack
Retune Resistance	Xax	Reroll for <i>chaotic resistance</i> racial feature, and increase resist value by 5
Rolling Shell	Zif, Flee to Shelter feat	Shift 2 squares while using <i>retract into shell</i> power
Savage Beating	Mahrog, Str 15	Gain a +2 feat bonus to damage while using <i>Fist and Stone</i>
Share Dexterity	Taddol, Rescuing Reflex feat	Use your twin's Dexterity modifier instead of your own, once per encounter
Share Strength	Taddol, Foster Fortitude feat	Use your twin's Strength modifier instead of your own, once per encounter
Shielding Sap	Oakling	Protective Sap increases resist value by 1, and protects against fire
Song of the Muse	Muse	Use <i>touch of the muse</i> at a range of 10
Spring Loaded	Boggle	Your first attack of the encounter gains a +2 to attack and damage
Strongfoot	Zif, Str 15	Better resist pushes, pulls, or slides and avoid getting carried away
Taste of Blood	Anumus, Vicious Bite feat	Make a Vicious Bite attack when you bloody an opponent
Tongue Lash	Mogogol	Make an unarmed basic attack with a reach of 2 with your tongue
Vile Vendetta	Kval	When bloodied, gain a +2 to attack and damage versus the attacker who bloodied you.
Wicked Thorns	Oakling, Thorns feat	Spray thorns in a close burst 2
Zig Zag	Boggle	Use <i>avoid catastrophe</i> power to shift up to 6 squares

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.

PRIMEVAL BRUTALITY [MAHROG]

Prerequisites: Mahrog, Savage Beating feat, Str 17

Benefit: Treat all weapons affected by your *Fist and Stone* racial trait to have the high crit property, including those affected through the *Club and Spear* feat.

QUICK INSPIRATION [MUSE]

Prerequisite: Muse

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

QUICKSTRIKE [OBITU]

Prerequisite: Obitu, Dex 15

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

RETUNE RESISTANCE [XAX]

Prerequisite: Xax

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.

ROLLING SHELL [ZIF]

Prerequisites: Zif, Flee to Shelter feat

Benefit: While under the effect of *retract into shell* you may shift up to 2 squares. All other effects remain the same.

SAVAGE BEATING [MAHROG]

Prerequisites: Mahrog, *fist and stone* racial power, Str 15

Benefit: You gain a +2 feat bonus to damage rolls made while using your *Fist and Stone* racial trait, including those affected through the *club and spear* feat.

SHARE DEXTERITY [TADDOL]

Prerequisites: Taddol, *Rescuing Reflex* feat

Benefit: Once per encounter you can use your twin's Dexterity score to modify a single roll instead of your own.

SHARE STRENGTH [TADDOL]

Prerequisites: Taddol, *Foster Fortitude* feat

Benefit: Once per encounter you can use your twin's Strength score to modify a single roll instead of your own.

SHIELDING SAP [OAKLING]

Prerequisite: Oakling

Benefit: Your resist value from the *Protective Sap* racial trait is increased by 1, and now protects you against fire.

SONG OF THE MUSE [MUSE]

Prerequisite: Muse

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

SPRING LOADED [BOGGLE]

Prerequisite: Boggle

Benefit: Your first weapon attack of the encounter gains a +2 to hit and damage rolls.

STRONGFOOT [ZIF]

Prerequisites: Zif, Str 15

Benefit: When an effect forces you to move because of a push, pull, or slide action, you can move 1 square less than the effect specifies. If the effect forces you to move only one square, you do not move at all.

In addition, you are considered to be of Large size in regards to effects that lift or carry you from your current position. For example, a roc cannot target you with its *claw snatch* power, as that can only be used against Small or Medium targets.

TASTE OF BLOOD [ANUMUS]

Prerequisites: Anumus, *Vicious Bite*

Benefit: When you bloody a foe with a melee attack, you can choose to make an additional *Vicious Bite* attack.

TONGUE LASH [MOGOGOL]

Prerequisite: Mogogol

Benefit: You can make an unarmed basic melee attack with a reach of two with your tongue. Increase to a reach of three if you have the *Fantastic Tongue* feat.

VILE VENDETTA [KVAL]

Prerequisites: Kval

Benefit: When bloodied from an attack, you gain a +2 bonus to attack rolls and damage rolls against the creature that attacked you until the end of the encounter.

WICKED THORNS [OAKLING]

Prerequisites: Oakling, *Thorns* feat

Benefit: 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

Target: Each creature in burst

Attack: Your Strength, Dexterity, or Constitution score (whichever is higher) vs. Reflex

Hit: 2d8 damage + 1 per level.

ZIG ZAG [BOGGLE]

Prerequisite: Boggle, *avoid catastrophe* racial power

Benefit: The effect of *avoid catastrophe* is now, "You may shift up to 6 squares." The line of sight and direction are no longer stipulations.

EPIC TIER FEATS

These feats are available to any character of 21st level or higher.

ARCHAIC FEROCITY [MAHROG]

Prerequisites: Mahrog, *Primeval Brutality* feat, Str 21

Benefit: When attacking while using your *Fist and Stone* racial trait, you can score a critical hit on a roll of 19 or 20. This includes those weapons affected through the *Club and Spear* feat.

BOOBY TRAPPED [BOGGLE]

Prerequisites: Boggle, *Spring Loaded* feat

Benefit: If your *Spring Loaded* feat has not yet activated, the first successful melee attack against you triggers a free basic weapon attack against the foe that attacked you, as an immediate reaction. This attack has the bonus conferred by *Spring Loaded*, which is also expended by this effect.

COLLECTIVE INTELLECT [ZIF]

Prerequisite: Zif

Benefit: Gain a +5 feat bonus on all knowledge related skill checks that you are not trained in.

CHOOSE THE ONE [XAX]

Prerequisites: Xax, One of Few feat

Benefit: Instead of rolling for your We Are One racial trait, you may choose one out of the list instead at the beginning of the encounter.

DEATH DRAIN [OBITU]

Prerequisite: Obitu, Deathbane Touch feat

Benefit: Whenever you succeed on an armed melee attack, you may use *deathbane touch* as a free action. It is still expended as if you had used it normally.

ENTROPIC CONTROL [KVAL]

Prerequisites: Kval

Benefit: You can activate or cancel the effect of your Entropic Blood racial trait as a standard action, even when you are not bloodied. If you activate the racial feature in this way you deal an additional 2 points of necrotic and radiant damage.

GOLDEN DESTINY [NUMISTIAN]

Prerequisite: Numistian

Benefit: After activating your *bribe fate* racial power, gain your Wisdom modifier as a racial bonus to your second savings throw.

HEAVENLY PRESENCE [MUSE]

Prerequisite: Muse

Benefit: You gain the benefit of the Unearthly Presence racial trait even when bloodied.

INTERNAL EPIPHANY [MOGOGOL]

Prerequisites: Mogogol, Indomitable Will feat

Benefit: You gain a +1 bonus to all Wisdom-related skill checks.

LEND TURN [TADDOL]

Prerequisites: Taddol, Lend Surge feat

Benefit: Once daily, you may sacrifice your turn so that your twin may take another turn on your initiative.

LIQUEFY [SQUOLE]

Prerequisites: Squole, Evade Grasp feat

Benefit: Once per encounter as a minor action, you can automatically escape a grab or free yourself from all bonds or shackles.

MANIFEST FORM [ANUMUS]

Prerequisites: Anumus, Manifest Adaptations feat or Manifest Claws feat

Benefit: Once daily, you can change shape (see the glossary of the D&D 4E MONSTER MANUAL for details) into an animal of your species, according to the chart below. You cannot use equipment that obviously does not suit this new form (you cannot wield a sword as a wolf, use gloves as a horse, and so on). You revert back to your original form at the end of the encounter, or after a short rest (whichever is first).

Species	Type of Animal
Amphibian	Battle Woggart*
Arachnid	Deathjump Spider
Avian	Griffon
Canine	Dire Wolf
Equine	Warhorse
Feline	Spectral Panther
Ophidian	Crushgrip Constrictor
Porcine	Dire Boar
Reptile	Vicejaw Crocodile
Rodent	Dire Rat
Ursine	Cave Bear

*see *Amphibians* in Monsters section



EPIC TIER FEATS

Racial Feats	Prerequisites	Benefit
Archaic Ferocity	Mahrog, Primeval Brutality feat, Str 21	<i>Fist and Stone</i> can score a critical hit on a 19 or 20
Booby Trapped	Boggle, Spring Loaded feat	Respond to the first successful hit against you with a free basic melee attack
Collective Intellect	Zif	Gain a +5 feat bonus on all untrained knowledge checks
Choose the One	Xax, One of Few feat	Choose the power for your We Are One racial trait, instead of rolling randomly
Death Drain	Obitu, Deathbane Touch feat	Use <i>deathbane touch</i> when you succeed on an armed attack
Entropic Control	Kval	Deal 2 more damage with Entropic Blood, and choose when to turn it on or off
Golden Destiny	Numistian	Gain your Wisdom modifier to the second save provided by <i>bribe fate</i>
Heavenly Presence	Muse	Your Unearthly Presence is always active
Internal Epiphany	Mogogol, Indomitable Will feat	Gain a +1 bonus to all Wisdom-related skill checks
Lend Turn	Taddol, Lend Surge feat	Once per day, sacrifice your turn so that your twin may take another turn
Liquefy	Squole, Evade Grasp feat	Once per encounter, automatically escape a grab or bindings
Manifest Form	Anumus, Manifest Adaptations feat or Manifest Claws feat	Once per day, change shape into a large animal
Matron	Larvite entobian, Prepare for Metamorphosis feat	Metamorphosis into a blend of any two paragon metamorphosis feats, or blend with the larvite form
Mighty Oak	Oakling	Grow taller and be able to wield one-handed melee weapons as if they had the off-hand property
Never Ending Steam	Relluk	Sustain <i>breath of steam</i> power with a minor action
Quick Retreat	Zif, Flee to Shelter feat	Use <i>retract into shell</i> as a minor action

MATRON [METAMORPHOSIS]

Prerequisites: Larvite, Prepare for Metamorphosis feat

Benefit: Choose two different paragon metamorphosis feats to draw from, and you become a physical blend of the two. Choose one of the *surge of flight* powers. Choose two different modifiers of the four ability modifiers to apply (you cannot choose two modifiers that affect the same ability). Gain all of the additional powers for each feat (choose the higher damage dice for the Mid-Leg Attack racial trait). In addition, you grow to Medium size. Optionally, you may blend larvite statistics (treat as a metamorphosis feat and keep the *silk spray* power) with one paragon metamorphosis feat. There are 10 possibilities! Form may be patterned somewhat after an insect that looks similar to the blended form. For example, a Farfalite/Moscanite combination looks much like a dragonfly, and the form can have minor alterations to appear as such.

MIGHTY OAK [OAKLING]

Prerequisite: Oakling

Benefit: Upon taking this feat, you permanently grow another foot taller, though you are still considered Medium-sized. You may now wield any one-handed melee weapon as if it had the off-hand property.

NEVER ENDING STEAM [RELLUK]

Prerequisite: Relluk

Benefit: Sustain your *breath of steam* power with a minor action, as long as you are adjacent to any square of the zone.

QUICK RETREAT [ZIF]

Prerequisites: Zif, Flee to Shelter feat

Benefit: You may use the *retract into shell* power as a minor action rather than a move or standard action.



EQUIPMENT

Some Remarkable Races have their own unique equipment.

Weapons

Here are a few weapons common to the boggle arsenal.

BATTLE WRENCH

One-Handed* Simple Melee Weapon

This oversized monkey wrench is used as a hammer, grapple hook, vice, crowbar, weapon and, of course, a wrench.

BUZZBLADE

One-Handed Superior Melee Weapon

This weapon is a toothy, circular blade vertically mounted on the end of a short handle. A tightly wound spring keeps the blade spinning when a trigger is pressed on the handle (free action). The blade can spin for the duration of the encounter before it needs to be rewound. Unwound, it works as a handaxe. The buzzblade takes 2 minutes to wind.

SNIPER CROSSBOW

Two-Handed Simple Ranged Weapon

A relatively small crossbow with superior range, the sniper crossbow comes with a scope and adjustment dials for long distance accuracy.

BOGGLE WEAPONS

Name	Proficiency	Damage	Range	Price	Weight	Group	Properties
Battle Wrench*	+2	1d8	--	15 gp	10 lb	Hammer	Versatile
Buzzblade	+2	1d10	--	50 gp	4 lb	Axe	Off-hand
Sniper Crossbow	+3	1d6	25/45	50 gp	3 lb	Crossbow	Load free

*Since this is a versatile weapon and boggles are Small, they must wield it with two hands (and get no bonuses for doing such).

Adventuring Gear

Boggles are known for many mundane, but wonderful, inventions. Among these, headlamps can be very useful for a clandestine rogue.

HEADLAMPS

Adventuring Gear

Market Cost: 100 gp, Weight: 2 lb.



A boggle warrior with a battle wrench and a mechanical arm

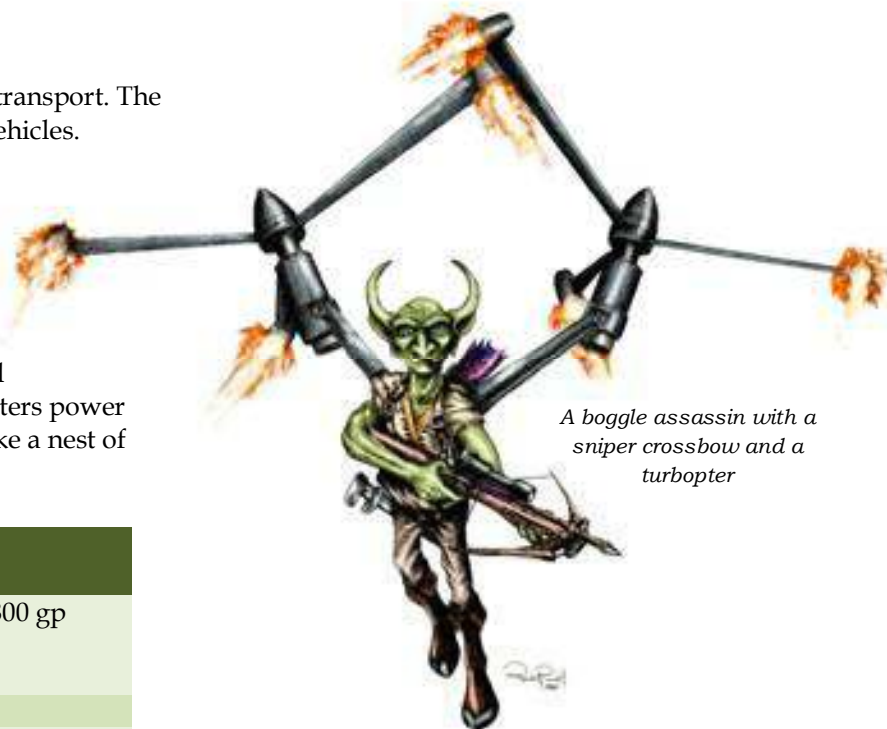
These are small Everburning Torches that are rigged with specially designed lenses and a harness for wearing them on one's head. When worn, light is shown only on what the wearer is looking at. Thus, it sheds light in a 5-square long beam, rather than in a radius. This is a common tool for boggle rogues.

VEHICLES

Boggles often invent new forms of transport. The turbopter is the most memorable of these vehicles.

TURBOPTER

A leather harness straps this device to your back. A turbopter is essentially two propellers mounted on a "V" shaped metal beam. At the ends of the propeller blade are magically enchanted torches that spew orange flame. These boosters power the vehicle. In flight, the machine sounds like a nest of hornets.



A boggle assassin with a sniper crossbow and a turbopter

Turbopter

Medium Vehicle

HP 10 Space 1 Square Cost 1,800 gp

AC 5; Fortitude 11; Reflex 5

Speed: 0, fly 5 (clumsy)

Pilot

The pilot must be strapped into the harness and have at least one hand free to operate the levers at his waist.

Load

One Small creature; 50 pounds of gear.

Out of Control

When not directed, the turbopter descends 5 squares per round. If it hits the ground while out of control, it is destroyed.

MAGIC ITEMS

Many Remarkable Races have their own unique magic items.

ANUMI MAGIC ITEMS

THE MAGIC OF PETS

Anumi often inherit items they wore or used while they were animal companions. Listed below are just a few of the items that can spice up any game that may adventure with some four-legged friends.

Anumi Fruit

Level 1

This bluish-purple fruit, which looks something like a tiny apple, holds the key to creating the anumi.

Price: 260 gp

Power (Consumable): The fruit becomes activated when it is mashed together with the blood of a master who truly cares for the creature, and mixed in with the animal's favorite food. Upon complete consumption of this mixture, the animal transforms into a level 1 anumus within 24 hours. It has no effect on creatures that are not natural beasts. The mixture is specific to the animal it was intended for; it will not transform an animal that the blood donor did not care deeply for.

Bowl of Everfood

Level 2

This heavy iron bowl produces a nutritious meal that only a beast would find palatable.

Wondrous Item 440 gp

Power (Daily): Upon command word the bowl fills with a nutritious meal of liver and fish flavored mush. Most carnivorous animals enjoy the flavor, and some anumi find that the meal bears a sense of nostalgia. Other creatures find it to be inedible.

Collar of Beast-speech

Level 7

This stylish black leather and gold-studded collar confers the ability of speech upon an animal.

Item Slot: Neck 2,600 gp

Property: If the wearer is a non-magical natural beast, the collar grants the ability to speak and understand Common. It does not, however, increase the beast's Intelligence. On other creatures, it prevents the wearer from speaking or understanding Common.

Enhancement: The wearer gains a +2 bonus to Fortitude, Reflex, and Will.

Invisible Leash

Level 6

This item consists of a short metal wand and an adjustable hinged steel collar. It works as an adjustable leash.

Wondrous Item 2,000 gp

Property: This device creates an unbreakable bond between the wand and the collar that is both intangible and invisible. Dials on the wand control several functions of the leash. Settings include off (no bond), one square, three squares, and ten squares. If the collar is outside of the maximum range of the collar (10 squares) it cannot activate. Once activated, a creature wearing the collar cannot move or be moved out of the range that the wand is set at. Collars come in three sizes (all separate items): Small, Medium, and Large.

Pet Carrier

Level 12

This three-pound iron orb is covered in strange glyphs. It can store and recall one willing creature of low intelligence.

Wondrous Item 13,000 gp

Power (Encounter): Upon command word and touch, the item stores one willing creature with an Intelligence of 8 or less in a temporary demiplane. The creature can be recalled at-will and at any time with a second command word by anyone who is holding the orb. The orb can transfer a creature of size Large or smaller. Regardless of size, the unique properties of the demiplane prevent more than one creature to be held there at a time. If used to store another creature, the previous creature is expelled. Due to the fragile nature of the demiplane, any creature that suddenly gains Intelligence or becomes unwilling to be there is also immediately expelled. Creatures called or expelled from the demiplane appear in the nearest unoccupied adjacent square to the pet carrier.



Anumi Magic Items

Tag of Homing

Level 4

This golden dog tag inscribed with magical runes can guide anyone wearing it back to a person or location.

Wondrous Item 1,000 gp

Property: This tag can be tied to any other piece of equipment. The wearer will know the direction of a location or person that the tag was previously set to (see Power below). The tag does not impart distance. If the target is on a plane different from that of the tag, the tag does not function.

Power (Daily): Hold tag and speak a command word to either set the tag to point to current location or point to the person holding the tag.

Power (At-Will): The last person who activated the tag via command word may utter another command word, regardless of distance, to impart a strong urge upon the wearer of the tag to go in the direction that the tag is set to point to. However, this urge is only about as powerful as a stern verbal command, and may be disregarded. This does not work if the speaker is on a different plane than the tag.

BOGGLE MAGIC ITEMS

INGENIOUS CREATIONS

It is no secret that boggles are great inventors, magic item makers, and potion brewers. Included here is a small sampling of some of their more popular items.

BOGGLE BREW

Level: 1

Category: Curative

Time: 15 minutes

Component Cost: 3 sp

Market Price: 6 sp, See below

Key Skill: Arcana (no check)

Boggles rarely drink this potion straight, as it is quite bitter and unpalatable. Often, the brew is mixed with some other drink or added to food. Boggles will often purchase or create large quantities of this substance at one time; keeping it in bottles or even small casks. A bottle of boggle brew costs 10 gp and holds about 20 doses. A cask costs about 1,000 gp and holds 2000 doses.

Boggle brew

Level 1

This small vial of bright green bubbly and bitter solution prevents older boggles from entering a murderous rampage.

Alchemical Item 6 sp

Power (Consumable): Minor Action. One boggle is immune to the symptoms of Boggle Madness for 24 hours. This does not prevent further mind-altering effects. This potion has no effect on non-boggles.

MECHANICAL LIMBS

Mechanical limbs are magically crafted metal appendages. These items do not take up a slot on the body, though they do require the space of one limb. Mechanical limbs can be made for Small or Medium-sized creatures. In the case of arms, they can be made for the left or right arm. Mechanical legs replace both legs at once. Your original limb must be replaced to use this item which is something that usually only boggles look upon as favorable. Attachment of a mechanical limb is considered permanent; though they can be removed via gruesome means.

Mechanical limbs relay the sense of touch, and are similar in features to that of the warforged race, components can be attached (though not embedded). These limbs, once attached, are considered to be the part of your body that was replaced.

Mechanical Arm

Level 6+

This metallic arm looks as if it was removed from a living construct. It is crafted of many different metals and seems intricately designed. The arm increases strength and agility.

Lvl 6 1,800 gp

Lvl 26 1,125,000 gp

Lvl 16 45,000 gp

Wondrous Item

Property: You gain a +1 item bonus to Strength checks and Dexterity checks. You do not gain this bonus to Strength or Dexterity attacks.

Level 16: +2 item bonus

Level 26: +3 item bonus

Power (daily): Free action. Add a +5 power bonus to hit with one melee or ranged attack.

Level 16: +10 power bonus.

Level 26: +10 power bonus to all melee or ranged attacks for one round.

Mechanical Legs

Level 16

These sleek metallic legs look something like the lower half of some alien full plate armor. They aid in speed and jumping.

Wondrous Item 45,000 gp

Property: You gain a +1 item bonus to speed.

Power (Encounter): Free action. You make an Athletics check to jump with a +5 item bonus. If you jump vertically, you may make the check as though you were jumping horizontally.

MUSE MAGIC ITEMS

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:** 1,000 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: Weedling

Form: Appearing as a shambling mass of briars, dandelions, crabgrass, and ragweed, the weedling 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.

OAKLING MAGIC ITEMS

MAGIC MISTLETOE

Magic Mistletoe is created by coaxing common forms of mistletoe, a 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 guardians 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 effects 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. The only exception is when a new mistletoe of the same variety is being immediately introduced. This typically happens when the oakling finds a specimen of higher level. The new mistletoe replaces the old mistletoe with no hit point cost.

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-leaved 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 3,200 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

GLOWBERRY 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: Free Action. Light or extinguish the glowberries (one action per round). They collectively can provide as much light as a torch (which is enough to use *sun heal*). 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 (although the berries can still be smashed into darkness). 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 5 hit points 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 2,600 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 10 berries once per day. Berries burst after one day or instantly upon being picked, regardless of preservation.

Level 8: Plant produces an additional 6 berries per day.

Level 13: Plant produces an additional 12 berries per day.

Level 18: Plant produces an additional 20 berries per day.

MAGIC MISTLETOE IN YOUR GAME

Any sentient plant-based creature can use magic mistletoe. Dungeon Masters may add them to their treats for a 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 Nature check (DC 25). A failure indicates that the mistletoe was destroyed. The plant cannot be transplanted from one living host to another.

OBITU MAGIC ITEMS

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 inside 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 done outside of combat.

While most living things cannot survive without a real 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 skill 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 22

This chiseled grey crystal sphere is about five inches in diameter and secured with six steel chains. When worn, you may gain hit points as if spending a healing surge.

Item Slot: Heart 323,000 gp

Property: Gain a +4 bonus to your death saving throws.

Power (Daily): Move Action. Gain hit points as if you had just spent a healing surge.

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 total.

Item Slot: Heart 21,000 gp

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

SQUOLE MAGIC ITEMS**MAGIC OOZE**

The squole ancestors brought many beneficial slimes and oozes with them from the Elemental Chaos. Among those, magic ooze has become the most popular. All magic oozes share the same thing in common: they can become powerful magic items. These magic items also have the ability to revert back to a living ooze under control of its master.

When the magic ooze transforms from its magic item form, the conjured creature appears in a space adjacent to the conjurer, provided the space is large enough to contain the creature without squeezing. The creature obeys only the conjurer, responding to commands spoken in any language. The creature remains for one encounter, until the conjurer uses a minor action to dismiss it, or until it is reduced to 0 hit points or less. When expelled by any means, the creature reverts back to magic item form. The conjured creature acts on the same initiative count as the conjurer. Every action it takes costs the conjurer a minor action (which the conjurer uses to issue commands), and a conjured creature cannot exceed its normal allotment of actions (a standard, a move, and a minor action) during its turn. If the conjurer spends no minor actions on the conjurer's turn to command the creature, it remains where it is without taking any actions on its turn.

A conjured creature has hit points, defenses, and attacks as indicated in its statistics block. It has no healing surges and cannot be healed, though it can still benefit from temporary hit points. Conjured creatures lack basic attacks and therefore cannot make opportunity attacks. While the conjured creature exists, the magic item does not exist.

Helm Orb

Level 13

This clear rubbery orb encompasses your entire head. It protects you from drowning and from becoming deafened.

Price: 17,000

Item Slot: Head

Property: You can breathe water as well as air.

Property: You cannot be deafened.

Power (Daily): Minor Action. Use this power to gain tremorsense 5 until the end of your next turn.

Power (Daily ♦ Conjunction, Polymorph): Standard Action. The orb jumps off of your head and transforms into a gelatinous orb (see below for statistics).

Gelatinous Orb

Small natural beast (blind, ooze)

Initiative: As conjurer **Senses:** Perception +9, blindsight 10, tremorsense 5

HP 20; **Bloodied** 10

AC 26; **Fortitude** 29, **Reflex** 22, **Will** 26

Immune gaze; **Resist** 10 acid

Speed 8

† **Slam** (standard; at-will) ♦ **Acid**

+17 vs. AC; 1d8+7 damage plus 1d6 acid damage.

† **Engulf Head** (standard; at-will) ♦ **Acid**

Target one Medium or smaller adjacent creature; +13 vs. Reflex (automatically hits an immobilized creature); the orb is pulled into the target's space, the target is grabbed, dazed, and takes ongoing 5 acid damage until the grab ends. When the grab ends, the orb shifts to a square of its choosing adjacent to the creature that was grabbed.

Translucent

A gelatinous orb is invisible until seen (Perception DC 25) or until it attacks.

Alignment: Unaligned **Languages:** --
Str 24 (+13) **Dex** 14 (+8) **Wis** 7 (+4)
Con 20 (+11) **Int** 1 (+1) **Cha** 1 (+1)

Description: This clear gelatinous sphere rolls quickly and stealthily towards its victims, trying to engulf and dissolve their heads.

Slime Armor

Level 16

This translucent green armor looks as if it was poured onto the wearer. It allows the wearer to assume an ooze-like form at a price.

Price: 45,000**Armor:** Scale**Enhancement:** +3 AC

Power (Daily ♦ Acid): Immediate Reaction. Use this power when an enemy misses you with a melee attack. The attacker takes ongoing 10 acid damage (save ends), and you shift 3 squares.

Power (Daily ♦ Polymorph): Move Action. You transform into green ooze and move up to your speed. You can move through small cracks and tight spaces without difficulty. You automatically escape a grab or bonds. While in this form, you become blinded, and gain blindsight 10. You can only take move actions until you return to your natural form, which you can do as a free action. While in slime form, you take 10 acid damage at the start of each of your turns until you return to your natural form.

Power (Daily ♦ Conjunction, Polymorph): Standard Action. The armor jumps off of your body and transforms into an emerald slime (see below for statistics).

Emerald Slime

Medium natural beast (blind, ooze)

Initiative: As conjurer **Senses:** Perception +15, blindsight 10
HP 34; **Bloodied** 17
AC 33; **Fortitude** 30, **Reflex** 27, **Will** 26
Immune gaze; **Resist** 10 acid
Speed 6

† **Slam** (minor; at-will) ♦ **Acid**

+22 vs. AC; 1d8+3 damage plus 1d6 acid damage, and the target is grabbed (until escape). An emerald slime cannot take actions other than *absorbing acid* while grabbing a creature.

† **Absorbing Acid** (standard; at-will)

If an emerald slime begins its turn with a target grabbed, it makes an attack against the grabbed creature; +20 vs. Reflex; 2d6 acid damage.
Miss: Half damage.

† **Double Attack** (standard; at-will)

The emerald slime makes two slam attacks.

Alignment: Unaligned **Languages:** --
Str 24 (+14) **Dex** 18 (+11) **Wis** 16 (+10)
Con 23 (+13) **Int** 1 (+1) **Cha** 1 (+1)

Description: This brilliant green amorphous ooze bounds after opponents like a vicious panther. Terribly ferocious in combat, the emerald slime uses its slam attack to pin opponents and dissolve them with its acid.

Sticky Weapon

Level 8

This weapon appears to be made of thick black tar.

Price: 3,800**Weapon:** Mace**Enhancement:** +2 attack rolls and damage rolls**Property:** On a critical hit, you may pull the target adjacent to you at the beginning of your next turn.

Power (Daily): Free action. Use this power when you hit with the weapon. The target is restrained until the end of your next turn. You cannot attack with this weapon while the target is restrained.

Power (Daily ♦ Conjunction, Polymorph): Standard Action. The weapon jumps out of your hands and transforms into a tar jelly (see below for statistics).

Tar Jelly

Small natural beast (blind, ooze)

Initiative: As conjurer **Senses:** Perception +4, tremorsense 10
HP 12; **Bloodied** 6
AC 19; **Fortitude** 22, **Reflex** 21, **Will** 20
Immune gaze
Speed 5

† **Slam** (standard; at-will)

+12 vs. Armor Class; 1d8+4 damage, and the tar jelly makes a secondary attack.

Secondary Attack

+10 vs. Fortitude; the target is immobilized (save ends).

† **Consequential Strike** (immediate reaction, when an enemy succeeds with a melee attack against the slime, at-will)
 +10 vs. Fortitude; the target is immobilized (save ends).

† **Attach** (minor; at-will)

Targets an immobilized creature of Medium size or smaller; +10 vs. Fortitude; the target is grabbed (escape ends). While the target is grabbed, that creature takes 5 damage at the start of its turn, and when the tar jelly is hit by an attack, the tar jelly takes half damage from the attack and the grabbed creature takes the other half.

Alignment: Unaligned **Languages:** --
Str 15 (+5) **Dex** 14 (+5) **Wis** 12 (+4)
Con 16 (+6) **Int** 1 (-2) **Cha** 1 (-2)

Description: This small black ooze bubbles and bounces as it attacks. Its object is to immobilize and grab opponents so it can crush the life out of them.

XAX MAGIC ITEMS

AN EXPLORATION OF REALITY

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 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.

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.

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.

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.

RITUALS

THE RITES OF THE ANCEINTS

The rituals detailed below are a small sample of the knowledge that the zif used to weather countless ages.

CRYSTALLIZE

With a touch, a greenish glow encircles the dying sage and he is suddenly encased in hardened crystal. His wisdom will endure until the time is right.

Level: 9 **Component Cost:** 100 gp
Category: Warding **Market Price:** 200 gp
Time: 10 minutes **Key Skill:** Arcana
Duration: Instantaneous

One willing subject that you touch at the conclusion of this ritual and up to 200 lbs of equipment becomes encased in magical crystal. The subject is effectively *petrified* and gains additional resistance to all damage (in addition to the 20 gained from being *petrified*) according to the result of the Arcana check and the chart below. The subject's *petrified* condition can be removed with a Remove Affliction ritual or when conditions you set are met.

Arcana Check Result	Additional Resistance
0 or lower	none
1-9	+10
10-19	+20
20-29	+30
30 or higher	+40

EXTRACT KNOWLEDGE

The mind slayer's corpse rests among expertly placed glowing crystals. He vowed in life never to disclose the whereabouts of his lair. He cannot keep that vow in death.

Level: 8 **Component Cost:** 300 gp
Category: Exploration **Market Price:** 500 gp
Time: 10 minutes **Key Skill:** Arcana (no check)
Duration: Instantaneous

You touch the disembodied brain of the corpse of any sentient being and instantly know details related to one specific person, place, or thing as the subject knew them in life. This applies only to information directly related to the particular subject at hand. For example, if the subject is the mind slayer's lair, you could get directions to the lair and a list of contents inside the lair. However, it will not convey things about the lair that the mind slayer did not know, or about any hazards along the way, or what the contents in the lair are used for. Access to the information gained through this ritual fades from the caster's mind after an extended rest.

DISENTHRALL

The aboleth servitor squirms helplessly in its chains, hissing curses in accursed deep speech. Suddenly, all vestiges of evil vanish, and the pinkish hue of health returns to his flesh. The human rests peacefully.

Level: 14 **Component Cost:** 500 gp
Category: Restoration **Market Price:** 1,000 gp
Time: 1 hour **Key Skill:** Heal
Duration: Instantaneous

This ritual works exactly like Remove Affliction, except that it removes all enduring effects (instead of just one effect) on the subject that were placed there by a creature of aberrant origin, such as an aboleth or mind slayer. However, much like with Remove Affliction, the subject may not survive.

SHELTER OUT OF TIME

The paladin standing in the circle of runes suddenly vanishes into a realm without time. He will return in a few days as if he had just left.

Level: 12 **Component Cost:** 1,000 gp
Category: Exploration **Market Price:** 2,500 gp
Time: 1 hour **Key Skill:** Arcana
Duration: Special

During the ritual, you inscribe runes around a single square of space. All creatures and objects within that square at the conclusion of the performance of this ritual are instantly transferred to a temporary demiplane in which time does not pass. Once the ritual ends, the demiplane disappears, and any creatures or objects in the demiplane appear in the nearest unoccupied space to the original square exactly the same as when they left. Duration lasts according to the result of the Arcana check, or less if so designated by the ritual caster during performance of the ritual. The ritual caster cannot end the spell before the designated duration expires.

Arcana Check Result	Duration
0 or lower	1 day
1-9	2 days
10-19	3 days
20-29	4 days
30 or higher	5 days

DUNGEON MASTER'S SECTION

New races can add a lot to your game. By now, the experienced player is extremely well-versed in the standard character races available from the core books. Even the enigmatic dragonborn and mysterious tiefling have lost their sense of uniqueness. The world of *Dungeons & Dragons*, regardless of setting, is a world of unending wonder, where something unknown lurks around every corner. This sense of surprising adventure can be difficult for a Dungeon Master to maintain. The *Remarkable Races Compendium* is a remedy for these issues. Instead of the run-of-the-mill elemental, what if the adventurers encounter an oozelord squole? Tired of the typical dwarven merchant? The numistians offer a fresh alternative. Whatever you choose to use from this book, it will not likely have been encountered in previous campaigns. Remarkable Races are a unique addition to the game, never before seen in previous editions.

The design concepts of Remarkable Races were required to fit three important criteria. The first was that each new race concept must be something that has never been seen before in the history of *Dungeons and Dragons*. Many concepts were ruled out simply because they were far too similar to creatures found in previous editions. While minor similarities are bound to exist, we have ensured that the core flavor of each race was entirely new and unique. Next, we designed each race to be modular and easily fit into even the most established campaigns. With simple and adaptive racial histories, each race can be added without too much upset to the story continuity of the game. Last, each race needed to be something we felt Wizards of the Coast would not produce for their product line. Each race touches design aspects that we knew the core books would shy away from. This bold approach guarantees that Remarkable Races will continue to be fresh and innovative for years to come.

The Dungeon Master's Section of this book is tailored to helping you incorporate Remarkable Races into your game beyond the player character. This section offers a few new realms, new artifacts, and over six dozen new monsters and non-player characters. Each race is furnished with at least four monster statistics, including an example for each tier of adventuring. A simple, level-by-level encounter guide follows, which provides possible encounters from level one to thirty. Monsters are also listed by level and role, for easy substitution when building your own remarkable encounters.

REMARKABLE REALMS

Some Remarkable Races come from even more remarkable realms. Two of those lands are detailed here: Benfalas Isle and Mnol, Demiplane of Commerce.

THE ISLE OF BENFALAS

The island that harbored the taddols is still a source of mystery and intrigue. While much of the indigenous population has left, a good number of taddols still remain. Many also return in search of a mate or to visit family. How it has kept this bright and crafty race from leaving it for thousands of years is what makes it most interesting.

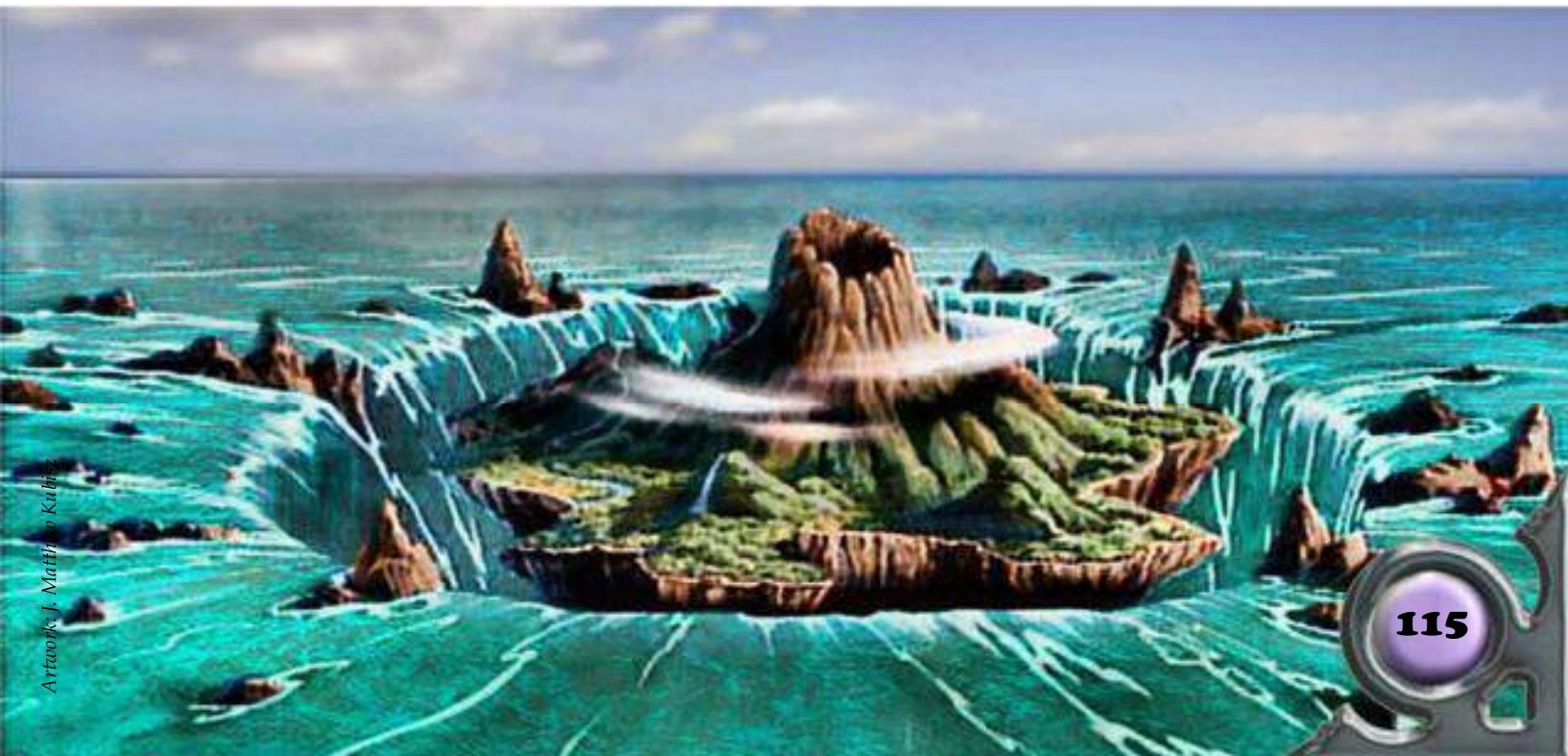
First, and most obvious, is that the Isle of Benfalas is missing a coast. Around the entire perimeter of the island is a strange mile-wide, infinitely deep canyon. The ocean flows down into the canyon in a tremendous waterfall. Where the canyon ends is yet another mystery. Many believe that it drains somewhere into the elemental chaos, though no one yet has proved it.

A jagged and ominous rocky reef surrounds the outskirts of the canyon. The taddols refer to this reef as “The Teeth of Benfalas.” The reef is so named because the current pulls things rapidly towards the island, battering them violently against the rocks. By the time anything reaches the edge it is likely already chewed to bits by the reef.

The island itself has an active volcano in its center. While the volcano does not have violent eruptions, small lava flows and mild earthquakes are not uncommon. It periodically belches smoke and ash. Hot springs and geysers dot the island. The island also has another unique feature that taddols refer to as “river spouts.” At the top of some of the larger hills, water constantly boils over and out—forming the source of four separate river systems on the island.

This constant heat and numerous sources of fresh water have made this island quite tropical. This is most unusual because it exists in arctic waters. This creates a constant weather front that shrouds the island in clouds and fog for most of the year.

One might think that the constant fog, combined with the smoke and ash from the volcano, would make visibility non-existent on the island, but then one must also take into consideration the strange winds on and around the island. Over the canyon, wind howls downward at a terrible speed. With it, much of the fog, ash, and other vapors are sucked away like a vacuum. On the island, wind seems to blow towards the volcano and upward. This later turned out to be the only exit from the island. Only a flying creature with fairly good maneuverability can fly to those heights and escape the narrow funnel of wind back into more normal surroundings.

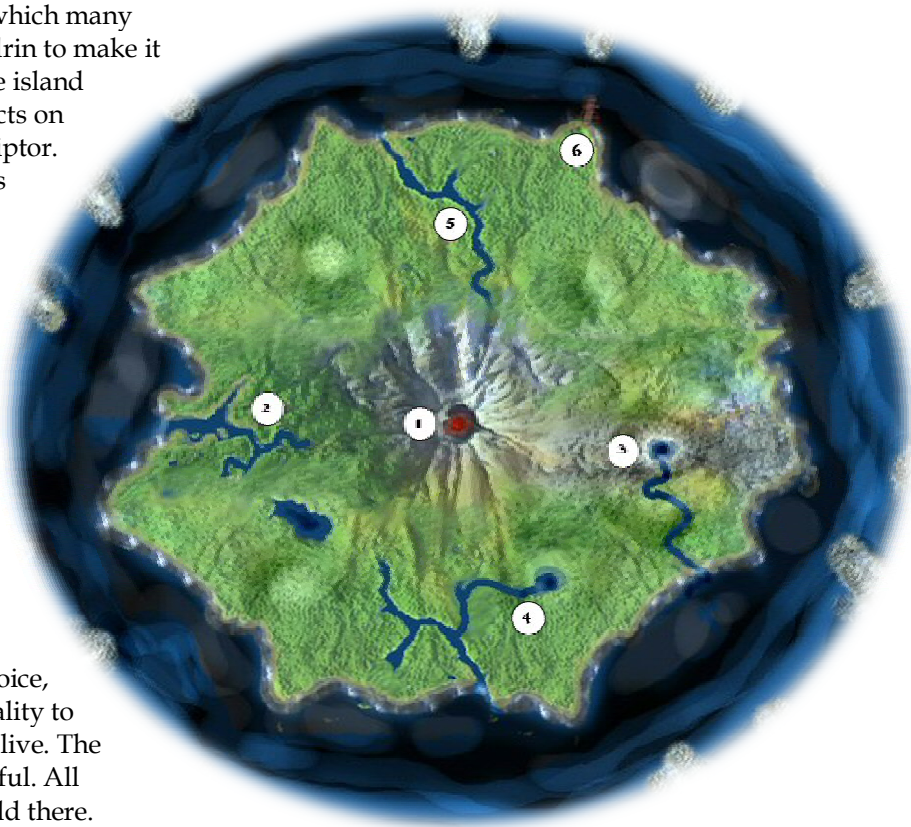


The most mysterious feature, which many speculate was added by the ancient eladrin to make it an even more effective prison, is that the island and its entire boundary has terrible effects on all powers with a “Teleportation” descriptor. Anyone who tries to use such a power is instead drawn in the direction of the volcano for the same amount of squares of the effect. A powerful teleportation effect would undoubtedly land one in the heart of the volcano.

The taddol and their ancestors have tried several ways to get off the island. Bridges crumble from earthquakes, hot air balloons are buffeted by the winds, and all manner of sea craft are smashed to bits by the reef and the current, even if it does survive the one mile launch over a windy bottomless canyon.

The taddols, with little other choice, calls this isle home. Despite its inhospitality to travelers, it can be a rather nice place to live. The weather is warm and the water is plentiful. All manner of fruit and vegetables grow wild there. Indigenous wildlife is limited to rodents, fox, deer, and several variety of birds, one of which, a large flightless variety called a toog by the taddols, has been domesticated and is their main source of meat. It is about the size of a large turkey, quite plump, and yields meat similar to ostrich in flavor and texture.

One deterrent to many potential non-taddol settlers (who manage to make it onto the island) is the near constant noise of the falls, which is a dull roar at all times. The taddols claim they are used to it, and barely notice it at all. In fact, many taddol complain that it is too quiet in other lands. They often make this excuse when being accused of talking too much.



MAP KEY

1. **The volcano.** The crater is about a half-mile wide.
2. **The taddol city of Torech.** This is built upon the same encampment built by their eladrin ancestors.
3. **Boiling Hill.** This is the largest river spout on Benfalas. It is also a place that harbors a small keep where taddol mystics, monks, and philosophers congregate.
4. **Torrid Hill.** A great white wyrm was slain here by an army of taddol, two centuries earlier. It is the second largest river spout.
5. **The taddol city of Thavron.** This city split off from Torech because of a different philosophy. They believed in continuing to try to get off the island by improving upon existing methods, while those that stayed in Torech believed that they needed to come up with something new.
6. **The Bridge of Failure.** This massive structure teeters over the chasm several hundred feet, only to lay in crumbling ruin at its end. A massive ark-like ship rests at the foot of the bridge and has been remodeled into a tavern, market, and apartment complex.

MNOL: DEMIPLANE OF COMMERCE

Anything and everything that can be sold can be found by the barrel in the bazaars of MnoI

MNOL TRAITS

Type: Astral dominion.

Size and Shape: Extremely mountainous planet, roughly 5000 miles in diameter, riddled with unending caverns; recursive.

Gravity: Normal.

Mutability: Divinely mutable. (Economancers can collectively change the environs of the entire dominion.)

Alignment: Unaligned.

Cold Affinity (surface only): Attacks with the cold keyword gain a +1 bonus to the attack roll, and attacks with the fire keyword deal half damage (ongoing fire damage is not affected).

MnoI has many names. To the wealthy outsiders, it is known as the Mystic Marketplace. To the sages and bookkeepers it is the Demiplane of Commerce. Whatever the name, it is known for its fantastic underground markets.

From the Astral Sea, MnoI appears as a small, spiky, and inhospitable planet. The entire surface is rock, ice, and uninhabited. For eons, this worked to MnoI's advantage. The numistians who evolved there did not want competition from other races, and

therefore only invited the wealthiest outsiders, and charged a handsome fee for entry into their markets. The rest of the multiverse had no idea that MnoI even had markets.

Nowadays, a few brave numistians mark the surface entrances to some of the cavern markets with impossibly large billboards that can be seen for great distances in the Astral Sea. As business suffers, the merchants of MnoI try many things to bring in customers, and are far less discriminating. Times are hard, and the inhabitants of MnoI have adapted.

The cavern markets, lit both magically and with firelight, are busy at all hours. Night and day are nonexistent in this realm. Colossal rows of caverns make up a merchant city. Each city has its own specialty, for which it is named. The city of Wand, for example, sells primarily wands and wand accessories.

Only one commodity is slightly lacking in MnoI, and that is food. While the raw materials exist (exotic meats, rare spices, and unusual herbs abound), prepared meals are something amiss. Numistians eat money, and therefore have little need for food, except to sell it. Their lack of taste means they make terrible cooks.

Mapping MnoI is nearly impossible, as a council of elder numistians, who were recently nicknamed the "economancers," are constantly redesigning it for "maximum economic potential." A guide is required to navigate the realm, and one is always conveniently nearby to offer his services, at a reasonable price, of course.



ARTIFACTS

DOOMSDAY ARTIFACTS OF THE KVALS

Occasionally a demiplane will return a terrible artifact back to this realm trusted to the care of hundreds of kvals. Some kvals often devote their lives towards keeping these artifacts out of the hands of evil. Featured below are examples of two such artifacts.

THE DAGGER OF SUVAL

The *Dagger of Suval* is appropriate for epic-level characters.

Dagger of Suval

Epic Level

This dagger is intricately carved from the armbone of an archfiend. Its blade is etched with eldritch runes that waver and shift with the thoughts of its wielder.

The *Dagger of Suval* is a +5 *terror* dagger with the following properties and powers.

Property: You gain all-around vision.

Property: You gain a +1 item bonus to attack and damage rolls against creatures with the leader role.

Property: You gain a +2 item bonus to Bluff, Stealth, and Thievery checks.

Power (Encounter): Free Action. When you hit with the *Dagger of Suval*, the target takes ongoing 15 poison damage (save ends).

Power (Daily): Free Action. When you hit with the *Dagger of Suval*, the target takes ongoing 15 necrotic damage (save ends). Saving throws made to end this effect take a -2 penalty. If a creature taking ongoing necrotic damage from the dagger dies and is of *higher* level than any souls currently trapped by the dagger, the dagger traps the target's soul and gains a luminescent rune. If a creature taking ongoing necrotic damage from the dagger dies and is of *lower* level than any souls currently trapped by the dagger, the dagger loses all luminescent runes (the souls are freed).

Power (Daily): Standard Action. When the *Dagger of Suval* has at least thirteen luminescent runes, you can call forth an astral stalker (detailed in the D&D 4E MONSTER MANUAL). The dagger does not confer any control over this creature, though the stalker will not attack you unless it is provoked. Once surfacing, the astral stalker goes on a murderous rampage until it is destroyed. This power consumes all luminescent runes on the *Dagger of Suval* (the souls are vanquished).

GOALS OF THE DAGGER OF SUVAL

- ◆ Bring about the end of civilization through mass destruction.
- ◆ Cause as much destruction and anarchy as possible.
- ◆ Kill anyone who stands in the way of the apocalypse, especially leaders.

ROLEPLAYING THE DAGGER OF SUVAL

The *Dagger of Suval* communicates telepathically to its bearer. It starts with messages of how the world needs to be cleansed, pointing out all the injustices and atrocities of the world. It then begins telling of rich rewards in the afterlife for bringing an end to it all.

However, this does not stop with atrocities. Eventually the dagger demands blood and destruction of everything. It sees everything as corrupt, and thus in need of final cleansing. It eventually tries to convince the bearer that he cannot do his service alone, and to gather luminescent runes to help summon an even greater agent of "purification."

If the concordance score continues to decline, the dagger will call for the suicide of its bearer, all-the-while telling him how worthless he is and how much better the afterlife will be.

CONCORDANCE

Starting Score	5
Owner gains a level	+1d10
Dagger gains a luminescent rune (maximum 1/day)	+2
Owner completes a quest to that causes mass destruction and mayhem	+2
Owner kills a leader (maximum 1/day)	+1
Owner doesn't improve concordance over the course of a day	-1
Owner releases souls from dagger	-2

TRANSCENDANT (21 OR HIGHER)

"The end is now."

The wielder explodes with great force, dealing 10d10 fire damage to everything in a three mile radius. The *Dagger* will survive, the wielder is disintegrated.

PLEASED (16-20)

"The time of purification is nigh. Prepare for the end!"

The *Dagger* and its wielder are on the same page; unfortunately it is near the end of the book.

The *Dagger's* enhancement bonus increases to +6.

Property: The item bonus to attack and damage rolls against creatures with the leader role increases to +3.

Property: The item bonus to Bluff, Stealth, and Thievery checks increases to +5.

SATISFIED (12-15)

"I now see that it all must end, still we have far to go."

The *Dagger* sees great potential in its wielder.

Property: The item bonus to attack and damage rolls against creatures with the leader role increases to +2.

Property: The item bonus to Bluff, Stealth, and Thievery checks increases to +3.

NORMAL (5-11)

"I see all of the horrors of this world."

The *Dagger* makes the wielder aware of everything that makes this world a terrible place. It shows the bearer visions of a idealized afterlife in the wake of destruction.

UNSATISFIED (1-4)

"The dagger thinks I am part of the problem with this world."

The *Dagger* has decided that its best that the wielder move on to the afterlife. It urges that suicide is the best solution.

Special: You take a -2 penalty to all attack and damage rolls against any creature that does not have a leader role. This penalty applies whether or not you are wielding the *Dagger of Suval*.

ANGERED (0 OR LOWER)

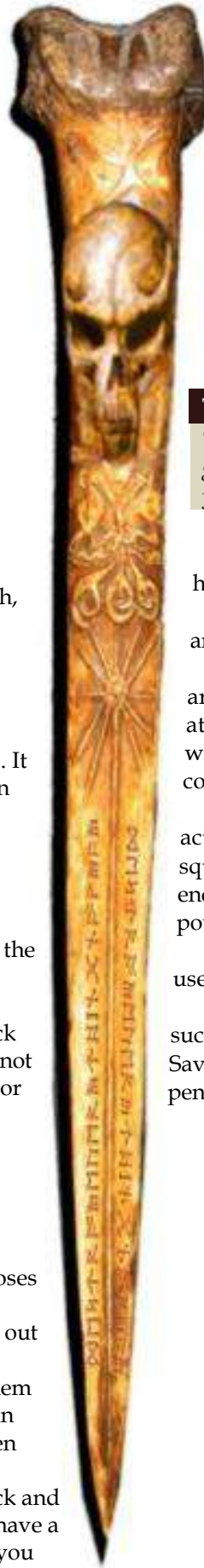
"The dagger is trying to kill me."

The *Dagger* informs the wielder that it intends to exterminate his life.

The dagger's bonus drops to +4, and it loses its *terror* property.

Property: The *Dagger* telepathically calls out to random beings within sight of the wielder, informing them that the wielder intends to do them harm. It will do this intelligently, telling a paladin that the wielder is a fiend in disguise, or a warden that the wielder intends to threaten his charge.

Special: You take a -5 penalty to all attack and damage rolls against any creature that does not have a leader role. This penalty applies whether or not you are wielding the *Dagger of Suval*.



MOVING ON

"The dagger seeks cleansing elsewhere."

If several attempts to kill the wielder fail, the dagger teleports to a random location of great conflict. It can appear in the midst of a battlefield, or on the table during heated negotiations. If the *Dagger* ever meets a former wielder, it will instruct its new owner to kill that person as soon as possible, citing a great threat to the purity of the universe.

THE SKULL OF ATAKLA

The *Skull of Atakla* is appropriate for paragon-level characters.

The Skull of Atakla

Paragon Level

This human skull appears unremarkable aside from its pale green color and topaz eyes. The eyes glow with a sickly yellow radiance.

Body Slot: Held

Property: You gain darkvision. If you already have darkvision, gain blindsight 5.

Property: You gain a +1 item bonus to attack and damage rolls against worshippers of a sun god.

Property: While in dim light or darkness, you are treated as having cover against area and ranged attacks. This property applies even against attackers who can see you normally or otherwise ignore concealment penalties.

Power (At-Will ♦ Illusion): As a minor action, you cause all active light sources within 10 squares of you to be suppressed until the end of the encounter. Light sources activated after you use this power function normally.

Power (Encounter): Standard Action. You can use *Frigid Darkness* (warlock 3).

Power (Daily): Free Action. On your next successful attack, your target is *blinded* (save ends). Saving throws against this effect are made with a -8 penalty.

GOALS OF THE SKULL OF ATAKLA

- ◆ Plunge the world into darkness.
- ◆ Destroy those that venerate the sun, especially worshippers of a sun god.
- ◆ Teach others the virtues of darkness.

ROLEPLAYING THE SKULL OF ATAKLA

The *Skull of Atakla* speaks in telepathic whispers to its owner. It encourages the owner to shun daylight, and preaches that true power resides in darkness.

The *Skull* slowly perverts its owner to believe that the sun is actually an enemy, and the world would be better off plunged into darkness. Furthermore, it tries to convince the owner that the worshippers of a sun god are actually members of a terrible cult hell-bent on burning up the world in a solar fire.

If the concordance score continues to decline, the *Skull* will plead to be passed on to someone who better understands the plight of darkness.

CONCORDANCE

Starting Score	5
Owner gains a level	+1d10
Owner slays a follower of a sun god (maximum 1/day)	+2
Owner kills a target in complete darkness (maximum 1/day)	+1
Owner does not see sunlight for 24 hours	+1
Owner kills a target in bright light	-1
Owner passes an opportunity to kill a follower of a sun god	-2

PLEASED (16-20)

"Darkness is my true element!"

The owner has essentially become a sun-hating nocturnal agent of doom, much to the pleasure of the *Skull*.

Power (Encounter): Free Action. On your next successful attack, your target is *blinded* (save ends).

SATISFIED (12-15)

"I can feel the darkness in my veins."

The *Skull* is pleased with its new acolyte of shadow.

Power (Encounter): Standard Action. You can use *Hunger of Hadar* (warlock 5).

NORMAL (5-11)

"It teaches me the virtues of the night."

The *Skull of Atakla* begins mixing lies with half-truths about a sun god, the sun, and darkness. Its goal is to first convince the owner that darkness is the better choice for him. Afterwards, the *Skull* will attempt to convince the owner that darkness is the better choice for the world.

UNSATISFIED (1-4)

"The sun smiles upon me, the skull does not."

The skull is convinced that its owner is "addicted to the light" and tries to convince the owner to pass it on to someone who can appreciate it more.

You lose the *frigid darkness* power, and the ability to blind opponents.

Special: You take a -2 penalty to all attack rolls against anyone who is not a worshipper of a sun god.

ANGERED (0 OR LOWER)

"The skull seeks darkness and that is all it shows me now."

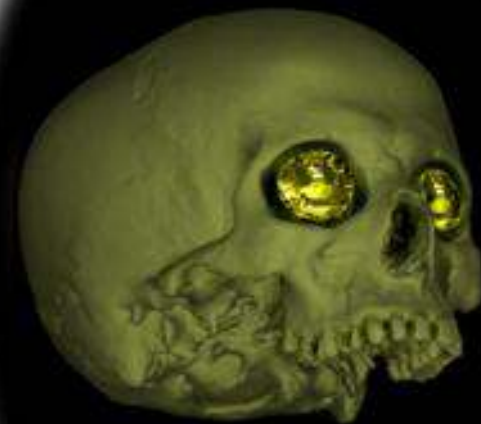
The *Skull* is highly annoyed with the owner, and continually berates and taunts him.

Special: You become *blinded* (and lose blindsight, if you had that ability) until you regain favor with the *Skull* or find it a new owner. This blindness cannot be cured for as long as you own the skull.

MOVING ON

"The skull seeks darker pastures."

If the *Skull* remains angered for three or more days, it immediately teleports to the nearest dark cavern to await discovery.



MONSTERS AND NPCs

Remarkable Races can make amazing adversaries. Listed below are these races and their cohorts in monster format. At the end of this section, several encounter blocks exemplify a typical encounter in a world of many races.

AMPHIBIAN



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

PURPLE PEEPER

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

Purple Peeper	Level 1 Minion
Small natural beast (aquatic)	XP 25
Initiative +3 Senses Perception +5; low-light vision	
HP 1; a missed attack never damages a minion.	
AC 15; Fortitude 13, Reflex 15, Will 12	
Speed 3 (swamp walk), climb 3, swim 3	
⬇ Bite (standard; at-will)	
+6 vs. Armor Class; 2 damage.	
⬇ Prodigious Leap (move; at-will)	
Jump 3 squares without provoking opportunity attacks.	
Alignment: Unaligned Languages: --	
Str 12 (+1) Dex 17 (+3) Wis 10 (0)	
Con 12 (+1) Int 2 (-4) Cha 6 (-2)	
Market Price: 20 gp	

HEROIC TIER FAMILIAR

The following familiar is available to anyone who qualifies for a familiar.

Purple Peeper	Familiar
<i>No wizard mogogol is complete without an obnoxious purple frog chirping on his shoulder.</i>	
Speed 3 (swamp walk), climb 3, swim 3	
Constant Benefits	
You gain a +2 bonus to Endurance and Perception checks.	
Active Benefits	
Disquieting Effect: Any adjacent enemy that spends an action point or a healing surge is weakened until the end of its next turn.	

BATTLE TOAD

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

Battle Toad	Level 2 Brute
Medium natural beast (aquatic)	XP 125
Initiative +3 Senses Perception +4	
HP 47; Bloodied 23	
AC 14; Fortitude 15, Reflex 14, Will 14	
Speed 6 (swamp walk), swim 4	
⬇ Bite (standard; at-will)	
+5 vs. AC; 2d6 +3 damage	
⌚ Grasping Tongue (standard; at-will)	
Ranged 5; +5 vs. Reflex; grab and pull 2.	
⬇ Leaping Lunge (standard; encounter)	
+5 vs. AC; 3d8 +3 damage and the target is pushed one square	
Prodigious Leap (move; at-will)	
Jump 4 squares without provoking opportunity attacks.	
Alignment: Unaligned Languages: --	
Str 11 (+1) Dex 14 (+3) Wis 14 (+3)	
Con 17 (+4) Int 2 (-4) Cha 11 (+1)	
Market Price: 70 gp	

NEW BEAST COMPANION CATEGORY: AMPHIBIAN

Amphibians consist of frogs, toads, and salamanders. They are aquatic creatures that are equally at home on land. Mogogol rangers are often found in the company of a giant toad or frog.

AMPHIBIAN STATISTICS

Ability Scores: Strength 12, Constitution 18, Dexterity 12, Intelligence 6, Wisdom 12, Charisma 6

Size: Medium

Defenses: AC 14 + level, Fortitude 14 + level, Reflex 10 + level, Will 12 + level

Hit Points: 14 + 12 per level

Attack Bonus: Level + 4

Damage: 1d8

Melee Basic Attack: Bite; level +4 vs. AC; 1d8 + Strength modifier damage.

Trained Skills: Endurance, Perception

WOGGART

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

BATTLE WOGGART

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

Battle Woggart Large natural beast (aquatic)	Level 6 Brute XP 250
--	--------------------------------

Initiative +6 **Senses** Perception +2

HP 90; **Bloodied** 45

AC 18; **Fortitude** 20, **Reflex** 18, **Will** 14

Speed 6 (swamp walk), **swim** 6

Per Hour: 3 miles / swim 3 miles

Per Day: 30 miles / swim 30 miles

⊕ **Bite** (standard; at-will)

+9 vs. Armor Class; 2d8+5 damage.

⊗ **Grasping Tongue** (standard; at-will)

Ranged 10; +9 vs. Reflex; grab and pull 4.

⊕ **Lunging Leap** (standard; recharge [1][3])

+9 vs. AC; 4d8+5 damage and the target is pushed one square.

Leaping Charge (while mounted by a friendly rider of 7th level or higher; at-will) ⊕ **Mount**

When charging, the battle woggart may use a *prodigious leap* in place of its normal movement. If it does so, the rider deals an extra 1d8 damage when he attacks after the battle woggart charges.

Prodigious Leap (move; at-will)

Jump 4 squares without provoking opportunity attacks.

Alignment: Unaligned **Languages:** --

Str 20 (+8) **Dex** 17 (+6) **Wis** 9 (+2)

Con 20 (+8) **Int** 2 (-1) **Cha** 7 (+1)

Market Price: 1,800 gp

Carrying Capacity:

Normal: 250 lbs, **Heavy:** 500 lbs, **Push/Drag:** 1,250 lbs

DWARF BATTLE WOGGART

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

Dwarf Battle Woggart Medium natural beast (aquatic)	Level 3 Brute XP 150
---	--------------------------------

Initiative +3 **Senses** Perception +2; darkvision

HP 58; **Bloodied** 29

AC 15; **Fortitude** 17, **Reflex** 14, **Will** 13

Speed 7 (swamp walk), **swim** 7

Per Hour: 3½ miles / swim 3½ miles

Per Day: 35 miles / swim 35 miles

⊕ **Bite** (standard; at-will)

+6 vs. Armor Class; 1d6+5 damage.

⊗ **Grasping Tongue** (standard; at-will)

Ranged 5; +6 vs. Reflex; grab and pull 3.

⊕ **Lunging Leap** (standard; recharge [1][3])

+6 vs. AC; 3d8+5 damage and the target is pushed one square.

Hopping Charge (while mounted by a friendly rider of 5th level or higher; at-will) ⊕ **Mount**

When charging, the battle woggart may use a *prodigious leap* in place of its normal movement. If it does so, the rider gains a +2 bonus to attack rolls when he attacks after the battle woggart charges.

Prodigious Leap (move; at-will)

Jump 5 squares without provoking opportunity attacks.

Alignment: Unaligned **Languages:** --

Str 21 (+6) **Dex** 14 (+3) **Wis** 9 (+2)

Con 18 (+5) **Int** 2 (-1) **Cha** 7 (+1)

Market Price: 250 gp

Carrying Capacity:

Normal: 210 lbs, **Heavy:** 420 lbs, **Push/Drag:** 950 lbs

RIDING WOGGART

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

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

against the target until the end of the assassin's next turn.
Combat Advantage
The anumus assassin deals an extra 2d6 damage against any target it has combat advantage against.
Contortionist
An anumus assassin can squeeze into narrow passages as if it were one size category smaller than it is. In addition, he gains a +2 bonus on Athletics or Acrobatics checks to escape a grab.
Alignment: Any Languages: Common, one regional
Skills Athletics +14, Bluff +9, Stealth +14
Str 18 (+7) Dex 21 (+8) Wis 16 (+6)
Con 16 (+6) Int 19 (+7) Cha 12 (+4)
Equipment: 5 daggers

ANUMUS ASSASSIN TACTICS

The assassin lurks in the shadows or tight area until his target is in sight. If a swift *assassin's strike* does not neutralize his quarry, he will attempt to regain combat advantage, using *snake eyes*. Once his target is slain, he will attempt to flee.

Anumus Watchdog

"I've been guarding this place since I was a puppy."

This burly, chainmail clad, mastiff-headed guard brandishes a wicked cutlass. He eyes passersby with scrutiny. He does not appear the type that is easily distracted from his charge.

Anumus Watchdog	Level 2 Soldier
Medium Natural Humanoid	XP 125
Initiative +5 Senses Perception +9	
HP 41; Bloodied 20	
AC 24; Fortitude 18, Reflex 14, Will 15	
Speed 5	
⚔ Cutlass (standard; at-will) ♦ Weapon	
+9 vs. AC; 2d6+3 damage	
⚡ Protective Swing (standard; recharge ☰☱) ♦ Weapon	
+9 vs. AC; 2d10+3 damage, and the target is marked until the end of the watchdog's next turn.	
Tripping Strike	
If the anumus watchdog has combat advantage against a target, it can also knock the target prone on a successful hit.	
Alignment: Any Languages: Common, one regional	
Skills Athletics +11	
Str 19 (+5) Dex 14 (+3) Wis 16 (+4)	
Con 17 (+4) Int 12 (+2) Cha 11 (+1)	
Equipment: cutlass, chainmail	

ANUMUS WATCHDOG TACTICS

The anumus watchdog will attempt to get between the enemy and his charge as often as possible. He will mark the more dangerous opponents to distract them from their target. The watchdog will also encourage allies to help him flank opponents so he can gain the advantage of his *tripping strike* power.

Anumus Assassin

"Quick and deadly as a snake, and I should know!"

It would be easy to mistake this cobra-headed man who is dressed all in black and glittering with deadly implements for a treacherous yuan-ti malison. Actually, in this case, it would be just as bad either way.

Anumus Assassin	Level 7 Lurker
Medium Natural Humanoid	XP 300
Initiative +12 Senses Perception +13, darkvision	
HP 64; Bloodied 32	
AC 21; Fortitude 20, Reflex 23, Will 19	
Speed 6	
⚔ Dagger (standard; at-will) ♦ Weapon	
+12 vs. AC; 1d4+5 damage and ongoing 5 poison damage (save ends).	
⚡ Dagger (standard; at-will) ♦ Weapon, Poison	
Ranged 5/10; +12 vs. AC; 1d4+5 damage and ongoing 5 poison damage (save ends).	
⚡ Assassin's Strike (standard; recharge ☱☱)	
+10 vs. Reflex; 4d8+5 damage, and ongoing 5 poison damage (save ends).	
⚡ Snake Eyes (minor; at-will)	
+10 vs. Reflex; the anumus assassin gains combat advantage	

Anumus Witch

"My mentor taught me from familiar to familiar face."

Bright green cat eyes shine out from the shadows of her cloak. The anumus witch speaks with a playful tone. This good humor unfortunately extends to combat as well; the anumus witch enjoys toying with her prey.

Anumus Witch	Level 12 Controller
Medium Natural Humanoid	XP 700
Initiative +13 Senses Perception +14, Low-light vision HP 123; Bloodied 61 AC 26; Fortitude 25, Reflex 28, Will 24 Speed 6	
⊕ Claw (standard; at-will) +17 vs. AC; 3d6+5 damage	
† Rake the Eyes (standard; at-will) +17 vs. AC; 1d6+5 damage, and the target is blinded until the end of the witch's next turn. The witch shifts 2 squares before or after making this attack.	
↗ Face Full of Sparks (standard; at-will) ♦ Illusion Ranged sight; +16 vs. Reflex; the target's vision is heavily obscured (-5 penalty to attack rolls, save ends).	
✱ Cat's Cradle (standard; recharge ☉☉☉) ♦ Conjuration, Zone Area burst 2 within 10; +17 vs. Reflex; 4d8+6 damage and the target is immobilized (save ends). This attack's area becomes a zone of difficult terrain (web-like string) until the end of the encounter. Any creature that enters or starts its turn in the zone is weakened until they leave the zone. The anumus witch is immune to its own string.	
Catlike Grace (immediate reaction, when the anumus witch is hit with a Reflex attack; encounter) The anumus witch may force the attacker to reroll the attack and use the second roll.	
Alignment: Any Languages: Common, one regional Skills Acrobatics +20, Arcana +17, Athletics +18, Religion +14, Stealth +20 Str 21 (+11) Dex 24 (+13) Wis 17 (+9) Con 19 (+10) Int 22 (+12) Cha 19 (+10)	
Equipment: cloak, spellbook	

ANUMUS WITCH TACTICS

The anumus witch will annoy as many of her enemies as she can with her powers, while her allies pick them off. If they get too close, however, she will *rake the eyes*, and attempt to gain a more strategic position.

Knight of the Hoof

"Rule number one: Know thy horse."

Clad in shining full plate, and wielding a magic longsword, this horse-headed soldier seems to epitomize a surreal representation of all that knighthood represents. On his shield blazes a rampant stallion; just a clue to the ferocity one might witness while in combat with the noble creature.

Knight of the Hoof	Level 23 Soldier
Medium Natural Humanoid	XP 5100
Initiative +20 Senses Perception +23 HP 219; Bloodied 109 AC 47; Fortitude 39, Reflex 36, Will 35 Speed 8	
⊕ Longsword (standard; at-will) ♦ Weapon +30 vs. AC; 4d6+8 damage, and the target is marked until the end of the knight of the hoof's next turn.	
† Lightning Strike (standard; at-will) ♦ Lightning, Weapon Targets a creature marked by the knight of the hoof; +30 vs. AC; 4d12+8 damage, and ongoing 10 lightning damage (save ends).	
⚡ Electrifying Burst (standard; recharge ☉☉☉) Close burst 2; +28 vs. Reflex; 4d12+8 lightning damage to enemies in the burst. Allies within the burst (including the knight of the hoof) deal an extra 2d8 lightning damage with melee attacks until the end of the knight of the hoof's next turn.	
Enhanced Speed When the knight's charge attack is preceded by moving at least 6 squares from his starting position, he may make both a bull rush and a melee basic attack, in that order.	
Alignment: Any Languages: Common, one regional Skills Athletics +26, Endurance +25 Str 29 (+20) Dex 24 (+18) Wis 24 (+18) Con 27 (+19) Int 26 (+19) Cha 24 (+18) Equipment: longsword, plate armor	

KNIGHT OF THE HOOF TACTICS

The knight is a fearless adversary. He will attack with his longsword to mark a foe, and then subsequently hit them with *lightning strike* on the next round. He will wait to use *electrifying burst* to obtain the maximum effect. The knight of the hoof will use his speed to his advantage as well, overtaking ranged combatants who may be at a safe distance for slower foes.

BOGGLE



Boggle Demolitions Expert

"Kaboom!"

While certain boggles enjoy breaking things, this boggle goes one step further and blows them to smithereens. He sports quite a few burns and wears singed clothing.

Demolitions Expert Small Natural Humanoid	Level 11 Artillery XP 600
Initiative +10 Senses Perception +14; low-light vision HP 89; Bloodied 44 AC 23; Fortitude 23, Reflex 24, Will 23 Speed 6	
⚔ Buzzblade (standard; at-will) ♦ Weapon +18 vs. AC; 1d10+5 damage	
🚀 Incendiary Missile (standard; at-will) ♦ Fire, Weapon Ranged 5/10; +18 vs. AC; 2d6+5 fire damage	
⚡ Catastrophic Touch (standard; encounter) +16 vs. Reflex; Magical or mechanical item of Small size or smaller ceases to function for the rest of the encounter. No effect on items greater than 11 th level.	
💣 Incendiary Bomb (standard; encounter) ♦ Fire Area blast 1 within 20; +18 vs. AC; 3d8+5 fire damage.	
Boggle Dodge (Immediate interrupt, when within the burst effect area as the effect goes off) The boggle shifts 6 squares away from effect.	
Alignment: Any Languages: Common, Goblin Skills: Arcana +13 Str 18 (+9) Dex 21 (+10) Wis 18 (+9) Con 17 (+8) Int 17 (+8) Cha 15 (+7) Equipment: buzzblade, leather armor	

DEMOLITIONS EXPERT TACTICS

A boggle demolitions expert will lob *incendiary missiles* at his targets, always looking for the right opportunity to use his *incendiary bomb*. He will use his Arcana skill to assess what object his adversaries would get the most use out of, and he then targets that item for destruction with his *catastrophic touch* ability. When fleeing, if he has not yet used *incendiary bomb*, he uses it to cover his escape.

Boggle Grease Monkey

"One good bash fixes just about anything."

Covered in oil and dirt, this little guy could easily be mistaken for a beggar. However, one should not underestimate his handiness with a wrench.

Boggle Grease Monkey Small Natural Humanoid	Level 6 Soldier XP 250
Initiative +8 Senses Perception +9; low-light vision HP 71; Bloodied 35 AC 22; Fortitude 19, Reflex 18, Will 18 Speed 6	
⚔ Battle Wrench (standard; at-will) ♦ Weapon +13 vs. AC; 1d8+4 damage	
✋ Unhinged Grasp (standard; encounter) ♦ Weapon +13 vs. AC; 3d8+4 damage and target has been grabbed by the wrench if Medium-sized or smaller. Target is immobilized until it escapes the grab (treat as if the boggle succeeded on a grab attack). Creatures grabbed in this manner take an ongoing 1d8+4 damage until they escape the grab.	
Boggle Dodge (Immediate interrupt, when within the burst effect area as the effect goes off) The boggle shifts 6 squares away from effect.	
Alignment: Any Languages: Common, Goblin Skills Arcana +10 Str 19 (+7) Dex 16 (+6) Wis 16 (+6) Con 15 (+5) Int 15 (+5) Cha 13 (+4) Equipment: battle wrench	

BOGGLE GREASE MONKEY TACTICS

A boggle grease monkey prefers the direct approach—slam the target over the head repeatedly with a wrench. When bloodied, he will try to use *unhinged grasp* to neutralize his foe. If that fails, he will attempt to flee.



Boggle Ninja

"Quick as my sword, strong as my wrench."

Trained in exotic lands, this darkly clad boggle excels at subterfuge. Like most boggles, she has a few gadgets to help out.

Boggle Ninja	Level 8 Lurker
Small Natural Humanoid	XP 350
Initiative +13 Senses Perception +11; low-light vision HP 70; Bloodied 35 AC 22; Fortitude 20, Reflex 21, Will 20 Speed 6	
⊕ Katana (standard; at-will) ♦ Weapon +13 vs. AC; 1d10+5 damage	
⊗ Shuriken Slinger (standard; at-will) ♦ Weapon Ranged 20; +13 vs. AC; 1d4+5 damage	
✦ Rain of Shurikens (standard; encounter) ♦ Weapon Area burst 1 within 10; +11 vs. Reflex; 3d8+5 damage. The boggle is out of shurikens at the end of this power.	
Boggle Dodge (Immediate interrupt, when within the burst effect area as the effect goes off) The boggle shifts 6 squares away from effect.	
Combat Advantage The boggle deals +1d6 damage on melee and ranged attacks against any target it has combat advantage against.	
Alignment: Any Languages: Common, Goblin Skills: Stealth +14, Thievery +14 Str 17 (+7) Dex 20 (+9) Wis 17 (+7) Con 16 (+7) Int 16 (+7) Cha 14 (+6) Equipment: katana (bastard sword), 20 shurikens, dark clothing	

BOGGLE NINJA TACTICS

A boggle ninja attacks with her *shuriken slinger*, from the shadows if possible. If her position is compromised, she will use *rain of shurikens* to cover her escape. When cornered or bloodied, she will fight valiantly with her katana, attempting to carve a path to escape.

Mechnomancer

"We are all just machines, aren't we?"

A mechnomancer has mastered the connection between man and machine. In fact, he has hard-wired himself into a mechanical giant. A mechnomancer appears as a large and menacing suit of armor, with clockwork gears protruding at odd intervals. One of its hands appears to be a cannon. A small circular window in the chest region of the construct reveals what is left of the living part of the mechnomancer: a begoggled boggle face with various tubes and wires running from it to other internal mechanisms.

Mechnomancer	Level 25 Soldier
Large Natural Humanoid (living construct)	XP 7000
Initiative +21 Senses Perception +31; low-light vision HP 232; Bloodied 116; also see <i>jury-rig repair</i> AC 41; Fortitude 39, Reflex 37, Will 37 Speed 8	
⊕ Slam (standard; at-will) Reach 2; +32 vs. AC; 3d8+9 damage	
⊗ Electric Cannon (standard; at-will) ♦ Lightning Ranged 30; +32 vs. AC; 3d10+10 lightning damage	
✦ Flame Thrower (standard; encounter) ♦ Fire Close blast 3; +30 vs. Reflex; 4d10+9 fire damage	
✦ Radioactive Pulse (standard; encounter) ♦ Radiant Area burst 2 within 20; +30 vs. Reflex; 4d10+9 radiant damage.	
Jury-Rig Repair (minor, usable only while bloodied; encounter) The mechnomancer gains 87 temporary hit points.	
Alignment: Any Languages: Common, Goblin Skills Arcana +24 Str 30 (+22) Dex 25 (+19) Wis 25 (+19) Con 24 (+19) Int 24 (+19) Cha 22 (+18) Equipment: large plate armor	

MECHNOMANCER TACTICS

A mechnomancer wades fearlessly into battle, zapping enemies with his *electric cannon* whenever possible. Enemies that get too close will feel the wrath of his slam attack and *flame thrower*. If worse comes to worst, he will use a *radioactive pulse* and then run quickly away. He will use *jury-rig repair* as soon as he becomes bloodied.



CATERPILLAR ZEALOT

"Life is change, change is god."

The caterpillar zealot has discovered that the life of the clergy has its benefits. He is clad in simple robes, though he carries an ornate gold holy symbol. The lavishness of his divine icon appears stark against his rather plain coloration; green skin with light brown fuzz.



FARFALITE MAGE

"I'm more than just a flashy pair of wings."

Metamorphosis has been kind to this mage; a heightened intellect has led to a greater understanding of arcane arts. Master of flash and fire, this entobian has bright orange wings and clothing to match.

Caterpillar Zealot	Level 5 Controller (Leader)
Small Natural Humanoid	XP 200
Initiative +4 Senses Perception +3	
Deathless Fanaticism: aura 5; allies below the zealot's level in the area remain alive when reduced to zero hit points. They die at the end of their next turn if they are still at zero or below.	
HP 64; Bloodied 32	
AC 19; Fortitude 18, Reflex 17, Will 18	
Speed 6	
⊕ Mid-leg Attack (standard; at-will)	
+10 vs. AC; 2d4+4 damage	
⊗ Light of Reason (standard; at-will) ♦ Radiant	
Ranged 5; +9 vs. Fortitude; 1d8+4 radiant damage, and the target is dazed until the end of the caterpillar zealot's next turn.	
⚡ Inspiring Faith (standard, recharge 2) ♦ Healing	
Target ally within 10 squares gains a +4 bonus to attack rolls until the end of its next turn. Additionally, the target heals 12 hit points.	
Alignment: Any Languages: Common, one regional	
Skills Religion +8	
Str 17 (+5) Dex 14 (+4) Wis 12 (+3)	
Con 16 (+5) Int 11 (+2) Cha 17 (+5)	
Equipment: robes, holy symbol	

CATERPILLAR ZEALOT TACTICS

In the service of his deity, the caterpillar zealot is both fearless and frenzied. He usually only travels with those who share a similar sentiment. He feverishly slings *light of reason* while bolstering and tending to his allies.

Farfalite Mage	Level 15 Controller
Small Natural Humanoid	XP 1200
Initiative +8 Senses Perception +10	
HP 141; Bloodied 70	
AC 29; Fortitude 25, Reflex 29, Will 27	
Resist 5 fire	
Speed 6, fly 5 (hover)	
⊕ Mid-leg Attack (standard; at-will)	
+20 vs. AC; 2d6+8 damage	
⊗ Flaming Ray ♦ Fire (standard; at-will)	
Ranged 10; +19 vs. Reflex; 2d6+6 fire damage, and ongoing 5 fire damage (save ends).	
✦ Halo of Stars (standard; at-will) ♦ Illusion	
Ranged sight; +19 vs. Reflex; the target's vision is heavily obscured (-5 penalty to attack rolls, save ends).	
✦ Flutterfire (standard; recharge 2) ♦ Fire	
Area burst 2 within 20; +19 vs. Reflex; 2d6+7 fire damage, and the target takes an additional 1d6+7 fire damage on its next turn.	
Flutter (move; encounter) ♦ Illusion	
Shift one square and the next targeted attack against the mage has a 50% chance of missing, unless it is a critical hit (which hits normally).	
Alignment: Any Languages: Common, one regional	
Skills Arcana +19, Bluff +17	
Str 9 (+6) Dex 12 (+8) Wis 16 (+10)	
Con 16 (+10) Int 25 (+14) Cha 20 (+12)	
Equipment: robes, spellbook	

FARFALITE MAGE TACTICS

The farfalite mage will first soften opponents with *flutterfire*. Then, he will attempt to neutralize stronger foes with *halo of stars*. He will dash the battlefield liberally with *flaming ray*, setting as many enemies on fire as he can. In melee, he will use his *mid-leg attack* and *flutter* to escape.

LARVITE MARAUDER

"Food and combat, who can ask for anything more?"

This battle-scarred, blue caterpillar has a swarthy patch over one eye and brandishes a hefty scimitar. He doesn't appear to be the friendly sort.

Larvite Marauder	Level 7 Skirmisher
Small Natural Humanoid	XP 300
Initiative +7 Senses Perception +3	
HP 78; Bloodied 39	
AC 21; Fortitude 19, Reflex 19, Will 16	
Speed 6 (8 while charging)	
⊕ Scimitar (standard; at-will) ♦ Weapon	
+12 vs. AC; 1d8+5 damage	
↘ Dagger (standard; at-will) ♦ Weapon	
Ranged 5/10; +12 vs. AC; 1d4+5 damage	
† Mid-leg Attack (standard; at-will)	
+12 vs. AC; 1d4 damage	
† Surge of Battle (standard, usable only while bloodied, encounter) ♦ Healing, Weapon	
The larvite marauder makes a melee basic attack, spends a healing surge, and regains 10 hit points.	
Combat Advantage	
The larvite marauder deals an extra 2d6 damage on melee attacks against any target it has combat advantage against.	
Poisonous	
Unarmed attackers take 2 points of poison damage for each successful unarmed attack against the larvite marauder.	
Alignment: Any Languages: Common, one regional	
Skills Endurance +10, Intimidate +7	
Str 17 (+6) Dex 15 (+5) Wis 10 (+3)	
Con 14 (+5) Int 8 (+2) Cha 9 (+2)	
Equipment: scimitar, 5 daggers, leather armor	

LARVITE MARAUDER TACTICS

A larvite marauder will enter combat like a typical fighter, slashing foes and throwing daggers. When bloodied, however, his tactics suddenly change and he becomes a more opportunistic fighter; looking to gain combat advantage. He is poisonous and may also encourage unarmed combat.

SUN-SCARAB

"I have three thousand children; don't speak to me of pain."

At the pinnacle of her lifecycle, this entobian matron is a blend of the farfalite and coleophite forms, appearing something like a humanoid scarab beetle. Her brilliant yellow butterfly wings are only visible while she is flying. She enjoys her new form, and combined with her love of radiant energy, she has become affectionately known as the "Sun-Scarab."

Sun-scarab	Level 21 Artillery
Medium Natural Humanoid	XP 3200
Initiative +19 Senses Perception +16	
HP 160; Bloodied 80	
AC 33; Fortitude 33, Reflex 35, Will 36	
Resist 25 necrotic, 25 radiant	
Speed 6, fly 5 (hover)	

⊕ Mid-leg Attack (standard; at-will)
+28 vs. AC; 2d6+9 damage
☀ Shining Ray (standard; at-will) ♦ Radiant
Ranged 15; +28 vs. Reflex; 2d6+9 radiant damage, and the target is blinded (save ends).
✦ Blazing Glory (standard; recharge ☀☀☀)
♦ Healing, Radiant
Close burst 3; targets enemies; automatic hit; the target takes 10 radiant damage and is blinded until the end of the sun-scarab's next turn. The sun-scarab regains 2 hit points for each enemy who takes damage from this power.
✦ Blinding Light (standard; encounter)
Close burst 3; +26 vs. Will; the target is blinded until the end of the encounter.
Flutter (move; at-will) ♦ Illusion
Shift one square and the next targeted attack against the mage has a 50% chance of missing, unless it is a critical hit (which hits normally).
Alignment: Any Languages: Common, one regional
Skills Arcana +15, Diplomacy +24, History +15, Insight +21, Intimidate +24, Nature +21
Str 17 (+13) Dex 28 (+19) Wis 22 (+16)
Con 22 (+16) Int 17 (+13) Cha 29 (+19)
Equipment: robes

SUN-SCARAB TACTICS

The sun-scarab intends to blind all of her enemies and then flee combat. She is a defensive fighter who rarely fights a sighted foe one on one, preferring to use *shining ray*.



Kval Demon Hunter

"Evil has always been my prey."

This darkly cloaked kval has a hand crossbow strapped to his back, which is about the same size as his body.

Kval Demon Hunter	Level 7 Artillery
Tiny immortal humanoid	XP 300
Initiative: 7 Senses Perception +7, low-light vision	
HP: 67; Bloodied: 33	
AC: 19 Fortitude: 21 Reflex: 20 Will: 20	
Speed 5	
↘ Hand Crossbow (standard; at-will) ♦ Weapon	
Ranged 10/20; +14 vs. AC; 1d8+5 damage	
↘ Head Shot (standard; recharge ☀☀☀) ♦ Weapon	
Ranged 10/20; +14 vs. AC; 3d8+3 damage and the target is dazed (save ends).	
Entropic Blood (when bloodied) ♦ Necrotic, Radiant	

Creatures who begin their turn in the same square as a bloodied kval take 4 points of necrotic and radiant damage. Kval are immune to this effect.

Flank From Below

When sharing a square with an enemy, the kval counts as if it was in any square adjacent to that enemy for the purposes of flanking that enemy.

Lost Under Foot

A kval does not provoke an opportunity attack when entering a larger enemy's space from an adjacent square. In addition, Medium and larger creatures have a -3 to Perception when opposed to a kval's Stealth checks.

Alignment: Any **Languages:** Common, Abyssal

Skills Endurance +13, Stealth +12

Str: 20 (+8) **Dex:** 18 (+7) **Wis:** 18 (+7)

Con: 19 (+7) **Int:** 16 (+6) **Cha:** 16 (+6)

Equipment: hand crossbow, 20 crossbow bolts

KVAL DEMON HUNTER TACTICS

The kval demon hunter hides out of sight, and relentlessly attacks enemies with his crossbow, using *head shot* whenever possible.

Kval Thug

"I rob from the tall, and give to me!"

The kval thug ignores his instincts to destroy evil. Instead, he wishes to increase his own power and wealth. He wields a wicked-looking mace.

Kval Thug **Level 5 Lurker**
XP 200
Tiny immortal humanoid

Initiative: 9 **Senses** Perception +7, low-light vision

HP: 55; **Bloodied:** 27

AC: 19 **Fortitude:** 19 **Reflex:** 18 **Will:** 18

Speed 5

⚔ **Mace** (standard; at-will) ♦ **Poison, Weapon**

+10 vs. AC; 1d10+4 damage, and the kval thug makes a secondary attack.

Secondary Attack

+8 vs. Fortitude; the target takes ongoing 3 poison damage and is slowed (save ends both).

Entropic Blood (when bloodied) ♦ **Necrotic, Radiant**

Creatures who begin their turn in the same square as a bloodied kval take 4 points of necrotic and radiant damage. Kval are immune to this effect.

Flank From Below

When sharing a square with an enemy, the kval counts as if it was in any square adjacent to that enemy for the purposes of flanking that enemy.

Lost Under Foot

A kval does not provoke an opportunity attack when entering a larger enemy's space from an adjacent square. In addition, Medium and larger creatures have a -3 to Perception when opposed to a kval's Stealth checks.

Alignment: Any **Languages:** Common, Abyssal

Skills Acrobatics +13, Athletics +8, Stealth +11, Streetwise +9,

Thievery +13

Str 19 (+6) **Dex** 14 (+4) **Wis** 14 (+4)

Con 15 (+4) **Int** 11 (+2) **Cha** 10 (+2)

Equipment: mace

KVAL THUG TACTICS

The kval thug can easily hide in almost any terrain. It simply pops out, attacks heavily with its poisoned mace, and then attempts to escape. If it does escape, it repeats the process until its victims are too worn down to fight.

Kval Vindicator

"Vengeance is sweeter served cold."

The kval vindicator is lightly armored, and brimming with weapons. He is so well armed that at first glance one might mistake him for a walking pile of armaments.

Kval Vindicator **Level 12 Skirmisher**
XP 700
Tiny immortal humanoid

Initiative: 14 **Senses** Perception +9, low-light vision

HP: 124; **Bloodied:** 62

AC: 26 **Fortitude:** 24 **Reflex:** 25 **Will:** 25

Speed 5

⚔ **Battle Axe** (standard; at-will) ♦ **Weapon**

+17 vs. AC; 2d6+5 damage

🗡 **Dagger** (standard; at-will) ♦ **Weapon**

Ranged 5/10; +17 vs. AC; 1d4+5 damage

🗡 **Dagger Rain** (standard; at-will) ♦ **Weapon**

The kval vindicator makes three dagger attacks against the same target.

Combat Advantage

The kval vindicator deals an extra 3d6 damage to any target it has combat advantage against.

Entropic Blood (when bloodied) ♦ **Necrotic, Radiant**

Creatures who begin their turn in the same square as a bloodied kval take 9 points of necrotic and radiant damage. Kval are immune to this effect.

Flank From Below

When sharing a square with an enemy, the kval counts as if it was in any square adjacent to that enemy for the purposes of flanking that enemy.

Lost Under Foot

A kval does not provoke an opportunity attack when entering a larger enemy's space from an adjacent square. In addition, Medium and larger creatures have a -3 to Perception when opposed to a kval's Stealth checks.

Alignment: Any **Languages:** Common, Abyssal

Skills Athletics +14, Stealth +16

Str: 20 (+11) **Dex:** 22 (+12) **Wis:** 21 (+11)

Con: 20 (+11) **Int:** 19 (+10) **Cha:** 21 (+11)

Equipment: battle axe, 8 daggers

KVAL VINDICATOR TACTICS

The kval vindicator will often use a cooperative effort with allies to gain combat advantage.

Knight of Entropy

"I simply speed up the process."

A fully armored imp is indeed a strange sight, but one brandishing a full sized longsword can be even stranger. The knight of entropy packs a lot more punch than his size would suggest.

Knight of Entropy Level 23 Elite Soldier
Tiny immortal humanoid XP 10,200

Initiative: 9 **Senses** Perception +17, low-light vision

Extended Entropic Aura (Necrotic, Radiant) aura 1; Enemies who begin their turn in the aura take 5 points of necrotic and radiant damage. Kval are immune to this effect.

HP: 440; **Bloodied:** 220

AC: 41 **Fortitude:** 40 **Reflex:** 38 **Will:** 36

Saving Throws +2

Speed 5

Action Points 1

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

+30 vs. Armor Class; 2d6+8 damage and 2d6 radiant and necrotic damage, or 2d10 + 8 and 2d10 radiant and necrotic damage against a weakened creature.

† **Triple Threat** (standard; at-will)

♦ **Necrotic, Radiant, Weapon**

The knight of entropy makes two longsword attacks. If both longsword attacks hit a single target, the knight of entropy makes a secondary attack against the same target.

Secondary Attack

+28 vs. Fortitude; the target is weakened (save ends).

Entropic Aura ♦ **Necrotic, Radiant**

Creatures who begin their turn in the same square as the knight of entropy take 11 points of necrotic and radiant damage. Kval are immune to this effect.

Flank From Below

When sharing a square with an enemy, the kval counts as if it was in any square adjacent to that enemy for the purposes of flanking that enemy.

Lost Under Foot

A kval does not provoke an opportunity attack when entering a larger enemy's space from an adjacent square. In addition, Medium and larger creatures have a -3 to Perception when opposed to a kval's Stealth checks.

Alignment: Any **Languages:** Common, Abyssal

Skills Diplomacy +22, History +18, Insight +18, Intimidate +24

Str 19 (+6) **Dex** 14 (+4) **Wis** 14 (+4)

Con 15 (+4) **Int** 11 (+2) **Cha** 10 (+2)

Equipment: longsword

KNIGHT OF ENTROPY TACTICS

The knight of entropy is a direct assailant, who uses his longsword and *triple threat* power to cripple his foes.



MAHROG

Mahrog Hunter

"If the spear fails, bring out the club."

Covered in furs, beast parts, and tree branches, this filthy-looking brute looks quite dangerous and unstable. Strangely, his mannerisms tell the story of a calm and focused individual with much patience and training.

Mahrog Hunter Level 3 Brute
Medium Natural Humanoid XP 150

Initiative +3 **Senses** Perception +8

HP 59; **Bloodied** 29

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

Speed 6

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

+6 vs. Armor Class; 1d10+3 damage

† **Battle Fury** (free, when first bloodied; encounter)

The mahrog makes a melee basic attack with a +4 bonus to the attack roll and deals an extra 1d6 damage on a hit.

Alignment: Any **Languages:** Common, Ancient

Skills: Athletics +12, Endurance +12

Str 19 (+5) **Dex** 14 (+3) **Wis** 14 (+3)

Con 19 (+5) **Int** 12 (+2) **Cha** 12 (+2)

Equipment: spear, leather armor

MAHROG HUNTER TACTICS

The mahrog hunter is an accomplished combatant that prefers to fight up close. He is also a berserker, and will become even more dangerous when bloodied. He fights like a rabid animal and will not back down until brought to unconsciousness or death.

Mahrog Witchdoctor

"Walla walla bang bang."

Clad in animal skins and wearing deer antlers, this jovial soul does not appear to be much of a threat. However, when danger is abound, his eyes darken and his continence twists into fits of simultaneous rage and concentration.

Mahrog Witchdoctor	Level 12 Artillery
Medium Natural Humanoid	XP 700
Initiative +10 Senses Perception +12 HP 100; Bloodied 50 AC 24; Fortitude 26, Reflex 24, Will 26 Speed 6	
⚔ Spear (standard; at-will) ♦ Poison, Weapon +19 vs. AC; 1d10+5 damage and the mahrog witchdoctor makes a secondary attack against the same target. <i>Secondary Attack</i> +17 vs. Fortitude; 1d4 poison damage and the target is dazed until the start of the mahrog witchdoctor's next turn.	
☞ Freezing Ray ♦ Cold (standard; at-will) Ranged 10; +17 vs. Reflex; 2d6+5 cold damage and the mahrog witchdoctor makes a secondary attack against the same target. <i>Secondary Attack</i> +17 vs. Fortitude; target is slowed until the start of the mahrog witchdoctor's next turn.	
✱ Acid Bomb (standard; encounter) ♦ Acid Area burst 2 within 20; +17 vs. Reflex; 4d8+5 acid damage, and the target takes an additional 1d6+5 acid damage on its next turn.	
Skills: Arcana +15 Religion +17 Str 24 (+13) Dex 18 (+10) Wis 23 (+12) Con 22 (+12) Int 19 (+10) Cha 19 (+10)	

MAHROG WITCHDOCTOR TACTICS

The mahrog witchdoctor will start off far away, slowing down stronger opponents with his *freezing ray*, in order to wait to catch them all with his *acid bomb*. However, he is still rather formidable up close with his poisoned spear. If the battle goes sour, he will use *freezing ray* to help cover his escape.

Priest of Mahra

"Change is another word for chaos."

Clad simply, this humble priest follows the ways of Mahra. She carries a club and spear, dresses in furs, and seems to have never touched a modern convenience in her life.

Priest of Mahra	Level 9 Controller (Leader)
Medium Natural Humanoid	XP 400
Initiative +7 Senses Perception +8 HP 100; Bloodied 50 AC 23; Fortitude 23, Reflex 21, Will 23 Speed 6	
⚔ Club (standard; at-will) ♦ Radiant, Weapon +14 vs. Armor Class; 1d8+5 damage plus 1d6 radiant damage.	
☞ Mahra's Icy Wrath (standard; at-will) ♦ Cold, Radiant Ranged 10; +13 vs. Reflex; 1d8+5 cold and radiant damage, and one ally in the priest of mahra's line of sight gains a +2 power bonus to its next attack roll against the target.	
✱ Mahra's Fury (standard; recharge ⚡) ♦ Lightning Area burst 2 within 10; +13 vs. Fortitude; 3d10+5 lightning damage the target slides 3 squares.	

Alignment: Any Languages: Common, Ancient
Skills: Religion +13
Str 22 (+10) Dex 17 (+7) Wis 19 (+8)
Con 20 (+9) Int 17 (+7) Cha 21 (+9)
Equipment: club, leather armor, spear

PRIEST OF MAHRA TACTICS

The priest of Mahra will rush into combat swinging her club and behaving like a berserk barbarian until wounded. Then, she will retreat to a safe distance and use *Mahra's fury*. The rest of combat she will mitigate the battlefield with *Mahra's icy wrath*, and use her recharge power whenever possible.

Upholder of the Way

"The old ways are unforgiving and so am I."

This impossibly well-muscled caveman is dressed in furs of powerful magical beasts and adorned with the teeth of a dragon. He carries an exquisitely carved great club. The scars on his face tell the story of countless victories.

Upholder of the Way	Level 25 Brute
Medium Natural Humanoid	XP 7000
Initiative +19 Senses Perception +18 HP 292; Bloodied 146 AC 37; Fortitude 41, Reflex 37, Will 36 Speed 6	
⚔ Greatclub (standard; at-will) ♦ Weapon +28 vs. AC; 2d10+9 damage (crit 6d10+21). Can score a critical hit against an enemy on a roll of 19-20.	
☞ Back Swing (standard; at-will) ♦ Weapon The upholder of the way makes two attacks with his greatclub against the same target.	
☜ Thunder Bash (standard; recharge ⚡) ♦ Thunder Close blast 3; +26 vs. Fortitude; 5d10+9 thunder damage and the target is knocked prone.	
Alignment: Any Languages: Common, Ancient Skills: Intimidate +23 Str 34 (+24) Dex 25 (+19) Wis 23 (+18) Con 32 (+23) Int 22 (+18) Cha 21 (+18)	
Equipment: greatclub, hide armor	

UPHOLDER OF THE WAY TACTICS

The upholder of the way is a fairly straightforward fighter. He will rush into the thick of combat, use his *thunder bash*, and then continually beat his foes with his greatclub until he is victorious or his foes have been vanquished.



Corporal Mogogol

"Ready for action, Sir!"

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

Corporal Mogogol	Level 11 Soldier
Medium Natural Humanoid (Aquatic)	XP 600
Initiative +11 Senses Perception +9	
HP 115; Bloodied 57	
AC 27; Fortitude 24, Reflex 23, Will 23	
Speed 6 (swamp walk), swim 5	
⊕ Longsword (standard; at-will) ♦ Weapon	
+18 vs. AC; 1d8+5 damage	
↘ Dagger (standard; at-will) ♦ Weapon	
Ranged 5/10; +18 vs. AC; 1d4+5 damage	
⬇ Leaping Strike (standard; encounter) ♦ Weapon	
+18 vs. AC; 4d8+5 damage and the target is pushed one square	
⚡ Prodigious Leap (move; at-will)	
Jump 3 squares without provoking opportunity attacks.	
Alignment: Good Languages: Common, Primordial	
Skills: Streetwise +12	
Str 21 (+10) Dex 18 (+9) Wis 18 (+9)	
Con 19 (+9) Int 15 (+7) Cha 15 (+7)	
Equipment: longsword, 3 daggers, chainmail armor	

CORPORAL MOGOGOL TACTICS

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

Doctor Mogogol

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

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

Doctor Mogogol	Level 2 Controller
Small Natural Humanoid (Aquatic)	XP 125
Initiative +2 Senses Perception +3	
HP 39; Bloodied 19	
AC 16; Fortitude 14, Reflex 13, Will 16	
Speed 6 (swamp walk), swim 5	

⊕ **Poisoned Scalpel** (standard; at-will) ♦ **Poison, Weapon**

+7 vs. Armor Class; 1d6+1 damage, and ongoing 5 poison damage (save ends).

↘ **Splash of Medicine** (standard; recharge ⓀⓀ) ♦ **Acid**

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

Secondary Attack

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

↘ **Sedentary Capsule** (standard; at-will) ♦ **Poison**

Ranged 5/10; +6 vs. Reflex; 1d6+4 damage, and the target takes -2 penalty to attack rolls until the end of the doctor mogogol's next turn.

Prodigious Leap (move; at-will)

Jump 3 squares without provoking opportunity attacks.

Alignment: Good **Languages:** Common, Primordial

Skills Arcana +6, Heal +9

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

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

Equipment: scalpel (treat as a short sword), bag of medicines, smock

DOCTOR MOGOGOL TACTICS

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

Mogogol with the Axe

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

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

Mogogol with the Axe	Level 3 Brute
Medium Natural Humanoid (Aquatic)	XP 150
Initiative +3 Senses Perception +3	
HP 55; Bloodied 27	
AC 15; Fortitude 16, Reflex 15, Will 15	
Speed 6 (swamp walk), swim 5	
⊕ Greataxe (standard; at-will) ♦ Weapon	
+6 vs. AC; 1d12+3 damage	
⊕ Handaxe (standard; at-will) ♦ Weapon	
Ranged 5/10; +6 vs. AC; 1d6+3 damage	
⬇ Leaping Strike (standard; encounter) ♦ Weapon	
+6 vs. AC; 4d8+3 damage and the target is pushed one square	
↘ Grasping Tongue (standard; at-will)	
Ranged 5; +4 vs. Reflex; grab and pull 3.	
Prodigious Leap (move; at-will)	
Jump 3 squares without provoking opportunity attacks.	

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

Equipment: greataxe, 4 handaxes, hide armor

MOGOGOL WITH THE AXE TACTICS

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

Sorceress Mogogol

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

Mogogols often have trouble learning to wield magic. However, mogogols are also relentless in the pursuit of an obsession— when they master something, they are quite formable. This red-toed mogogol has a few tricks up her sleeve.

Sorceress Mogogol Level 21 Elite Artillery
Small Natural Humanoid (Aquatic) XP 6400

Initiative +13 **Senses** Perception +12
HP 306; **Bloodied** 153
AC 35; **Fortitude** 34, **Reflex** 36, **Will** 29
Speed 6 (swamp walk), swim 5
Action Points: 1

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

Ranged 5; +26 vs. Reflex; 2d6+5 lightning damage.

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

Ranged 20; +28 vs. Armor Class; 2d8+8 fire damage and ongoing 8 fire damage (save ends).

❄️ **Frost Ruse** (standard; recharge []♦ **Illusion**

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

👁️ **Vexing Visage** (standard; recharge []♦ **Charm**

Ranged 10; +26 vs. Will; the target cannot attack the sorceress mogogol and if the target is adjacent to the mogogol when she is targeted by a ranged or melee attack, the target interposes itself and becomes the target instead. Effects last until the end of its next turn.

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

Area burst 1 within 20; +26 vs. Reflex; 2d6+8 cold damage.

🏃 **Prodigious Leap** (move; at-will)

Jump 3 squares without provoking opportunity attacks.

Alignment: Good **Languages:** Common, Primordial
Skills Arcana +23, History +23, Religion +23
Str 14 (+12) **Dex** 16 (+13) **Wis** 14 (+12)
Con 21 (+15) **Int** 26 (+18) **Cha** 15 (+12)

Equipment: robes, staff

SORCERESS MOGOGOL TACTICS

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



Corporal Mogogol



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 anomalous 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 3)	
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)	

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 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 anomalous 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 anomalous 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).	
↶ Cacophonous 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 cacophonous 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 superlative martial skill.

Muse Warmaster Level 7 Soldier (Leader)
Medium anomalous 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

✦ **Bedeaving 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.



Economancer

"Money makes the world go 'round'"

Clad in golden coinmail, the economancers are the enforcers and protectors of Mnol. They appear as average gold-skinned numistians, with the most lavish and extravagant equipment imaginable.



An economancer of Mnol

Economancer		Level 30 Artillery
Small immortal humanoid		XP 19,000
Initiative +23	Senses Perception +23; low-light vision	
HP: 211; Bloodied : 105		
Regeneration 10		
AC: 42 Fortitude : 41 Reflex : 43 Will : 26		
Speed 6		
⊕ Magic Maul (standard; at-will) ✦ Weapon, Thunder		
+37 vs. AC; 2d8+10 damage, 2d8 thunder damage, and the target is deafened until the end of the economancer's next turn.		
⊕ Coin Shot (standard; at-will) ✦ Radiant		
Ranged 25; +35 vs. Reflex; 2d8+10 damage, 1d8 radiant damage, and ongoing 5 radiant damage (save ends).		
↶ Coin Spray (standard; recharge Ⓣ) ✦ Radiant		
Close blast 3; +35 vs. Reflex; 4d10+9 damage, 1d12 radiant damage, the target is knocked prone, and the target takes ongoing 5 radiant damage and is blinded (save ends both).		
✦ Rain of Coins (standard; recharge Ⓣ) ✦ Radiant		
Area burst 3 within 20; +35 vs. Reflex; 4d10+9 damage, 1d12 radiant damage, the target takes ongoing 5 radiant damage (save ends) and the target is blinded until the end of the economancer's next turn.		
Buy Fate (free; encounter)		
When the economancer fails a saving throw, he may lose 15 hit points to automatically succeed the saving throw.		
Alignment : Any Languages : Common, 1 regional		
Skills : History +31, Bluff +22, Diplomacy +28, Insight +28, Streetwise +28		
Str : 26 (+23) Dex : 27 (+23) Wis : 37 (+28)		
Con : 25 (+22) Int : 31 (+25) Cha : 35 (+27)		
Equipment : scale armor, maul		

ECONOMANCER TACTICS

The economancer attacks much like the numistian merchant, and prefers hitting as many targets as possible as often as possible.

Numistian Evangelist

"The currency of faith is blood."

The numistian evangelist dresses as the paragon of his faith; holy robes of the finest white silk, bejeweled golden holy symbols, and a fashionable pontiff-style hat.

Numistian Evangelist		Level 8 Controller
Medium immortal humanoid		XP 350
Initiative +7	Senses Perception +7; low-light vision	
HP: 90; Bloodied : 45		
AC: 22 Fortitude : 20 Reflex : 20 Will : 23		
Speed 6		
⊕ Warhammer (standard; at-will) ✦ Weapon		
+13 vs. AC; 1d8+5 damage		

⊕ Divine Ray (standard; at-will) ✦ Radiant	
Ranged 10; +12 vs. Fortitude; 2d6+5 radiant damage.	
† Debilitating Blow (standard; recharge Ⓣ) ✦ Weapon	
Requires warhammer; +13 vs. AC; 3d8+5 damage, and the target can only make basic attacks (save ends).	
✦ Marvelous Murmur (standard; recharge Ⓣ) ✦ Psychic	
Ranged 5; deafened creatures are immune; +10 vs. Will; 4d8+5 psychic damage, and the target is slowed (save ends). If the target is already slowed, it is dazed instead (save ends).	
Bribe Fate (free; encounter)	
When the numistian fails a saving throw, he may lose 4 hit points to re-roll that saving throw.	
Alignment : Any Languages : Common, 1 regional	
Skills : Insight +10, Religion +10	
Str : 17 (+7) Dex : 17 (+7) Wis : 23 (+10)	
Con : 18 (+8) Int : 18 (+8) Cha : 22 (+10)	
Equipment : robes, holy symbol, warhammer	

NUMISTIAN EVANGELIST TACTICS

The evangelist's main attack is his awe inspiring *divine ray*. He will use *marvelous murmur* as often as possible. When threatened with melee attacks, he will weaken his attackers with *debilitating blow*.

Numistian Mercenary

"My life is the most valuable resource that I have."

Wearing plate armor with the words "For Hire" emblazoned in red on the front, this muscular numistian has a look of confidence and experience.

Numistian Mercenary		Level 5 Elite Soldier
Medium immortal humanoid		XP 400
Initiative +6	Senses Perception +3; low-light vision	
HP: 132; Bloodied : 66		
AC: 23 Fortitude : 21 Reflex : 17 Will : 20		
Speed 6		
Action points: 1		
⊕ Maul (standard; at-will) ✦ Weapon		
+12 vs. AC; 1d10+4 damage		
† Heavy Swing (standard; at-will) ✦ Weapon		
Requires maul; +12 vs. AC; 1d10+4 damage, and mercenary can shift 1 and make a secondary attack.		
Secondary Attack		
+12 vs. AC; 1d10+4 damage		
↶ Slam the Ground (standard; at-will) ✦ Weapon		
Requires maul; close burst 2; +10 vs. Reflex; 1d6+4 damage.		
Bribe Fate (free; encounter)		
When the numistian fails a saving throw, he may lose 3 hit points to re-roll that saving throw.		
Hired Hit		
The employer of the numistian mercenary may designate one creature as a special target. The mercenary's melee attacks deal an extra 2d4 damage to that target, and if he reduces the target to 0 hit points, he heals 30 hit points. The employer can designate only one target at a time.		



OAKLING

Alignment: Any **Languages:** Common, 1 regional
Skills: Endurance +12, Intimidate +8
Str: 20 (+7) **Dex:** 15 (+4) **Wis:** 18 (+6)
Con: 18 (+6) **Int:** 15 (+4) **Cha:** 17 (+5)
Equipment: plate armor, maul

NUMISTIAN MERCENARY TACTICS

The numistian mercenary does as he is directed by his employer, usually devoting all of his attacks towards a target of his employer's choice.

Numistian Merchant

"Do I have a deal for you!"

Selling wares from all around the realm, the numistian merchant appears friendly, calm, and jubilant. When his goods are threatened, however, he snaps into action like a deadly cobra.

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	
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	
Oaklings gain a saving throw 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 from 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.

Numistian Merchant	Level 13 Artillery
Small immortal humanoid	XP 800
Initiative +10 Senses Perception +12; low-light vision	
HP 106; Bloodied : 53	
AC : 25 Fortitude : 26 Reflex : 25 Will : 27	
Speed 6	
⚔ Falchion (standard; at-will) ♦ Weapon	
+20 vs. AC; 1d10+6 damage	
⚔ Coin Shot (standard; at-will)	
Ranged 10; +18 vs. Reflex; 2d8+6 damage.	
✦ Rain of Coins (standard; recharge 3)	
Area burst 3 within 20; +18 vs. Reflex; 3d8+6 damage, and the target is knocked prone.	
Bribe Fate (free; encounter)	
When the numistian fails a saving throw, he may lose 7 hit points to re-roll that saving throw.	
Alignment: Any Languages: Common, 1 regional	
Skills: Streetwise +19, Bluff +16, Insight +12	
Str : 22 (+12) Dex : 19 (+10) Wis : 22 (+12)	
Con : 22 (+12) Int : 19 (+10) Cha : 24 (+13)	
Equipment: falchion, robes	

NUMISTIAN MERCHANT TACTICS

The numistian merchant's secret is that he can shoot mystic coins at incredible speeds with *coin shot*. At the beginning of combat, he will make this ability apparent with *rain of coins*. The coins become insubstantial and fade away 1 round after being released.



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 107; Bloodied 53	
AC 26; Fortitude 27, Reflex 27, Will 27	
Speed 6	
Flaming Globe (standard; at-will) ♦ Fire	
Ranged 10/20; +21 vs. AC; 1d10 fire damage and ongoing 2 fire damage (save ends).	
Enchanted Dagger (standard; at-will) ♦ Fire, Weapon	
+21 vs. AC; 1d4 + 10 damage and ongoing 1 fire damage (save ends).	
Fan the Flames (standard; encounter) ♦ Fire	
Ranged sight; +21 vs. AC; 3d10 + 6 fire 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; +19 vs. Reflex; 3d10 + 6 fire damage and ongoing 3 fire damage (save ends).	
Sunheal (standard; encounter)	
Oakling can heal 48 hit points if it is bright light.	
Rooted Foot	
Oaklings gain a saving throw 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 17, Reflex 16, Will 17	
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	
Oaklings gain a saving throw 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 the autumn goddess's hand, I live and you die."

A reverent of autumn reveres the goddess of autumn, 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	
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; +27 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; +27 vs. Fortitude, 4d10 + 10 cold damage, and the target is immobilized until end of reverent of autumn's next turn.	



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 Medium Natural Humanoid	Level 3 Minion XP 37
Initiative +4 Senses Perception +3; darkvision	
HP 1; a missed attack never damages a minion.	
AC 17; Fortitude 15, Reflex 16, Will 15	
Resist 5 necrotic	
Speed 6	
⚔ Claws (standard; at-will) ♦ Weapon	
+8 vs. AC; 5 damage.	
Alacrity 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 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 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.

◀ Frostburst (standard; at-will) ♦ Cold

Close burst 1; +27 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.



Reverent of Autumn

Artwork: Vasilis Zikos

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 19, 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 +5 bonus to AC vs. opportunity attacks incurred by this movement.		
Alacrity of the Dead		
+2 bonus on attack rolls and +1d6 damage when making opportunity attacks.		
Alignment: Any Languages: Common, one 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.

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		
+18 vs. AC; 1d10+6 plus 3 fire damage, and the target is marked.		
⚔ Longbow (standard; at-will) ♦ Weapon		
Ranged 20/40; +18 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.		

Alacrity of the Dead	
+2 bonus on attack rolls and +2d6 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, one regional	
Skills Endurance +16, Intimidate +12	
Str 22 (+11) Dex 20 (+10) Wis 19 (+9)	
Con 17 (+8) Int 10 (+5) Cha 15 (+7)	
Equipment: quiver of 20 arrows, 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.

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 7000
Initiative +22	Senses Perception +31; darkvision	
HP 230; Bloodied 115		
Regeneration 5		
AC 39; Fortitude 37, Reflex 39, 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.		
Alacrity of the Dead		
+2 bonus on attack rolls and +3d6 damage when making opportunity attacks.		
Alignment: Any Languages: Common, one 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 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.



Archeopatronus Agent

"Where is the soul crystal?"

The Archeopatroni are all business, and care little for the plights going on around them. Their fanatic purpose is to collect soul crystals, which can easily be compared to a dragon recovering a lost egg. Never get between an Archeopatronus and his quarry.

Archeopatronus Agent	Level 5 Soldier
Medium Natural Humanoid (living construct)	XP 200
Initiative +8 Senses Perception +4	
HP 63; Bloodied 31	
AC 22; Fortitude 20, Reflex 18, Will 18	
Resist 2 acid, 2 poison	
Speed 5	
⊕ Maul (standard; at-will) ♦ Weapon	
+9 vs. AC; 2d6+5 damage, the target is marked until the end of the archeopatronus agent's next turn.	
↖ Breath of Steam (move; encounter) ♦ Fire, Zone	
Close burst 1; Hot steam fills area until the end of the relluk's next turn. This zone of steam provides concealment to all creatures within it. Any creature other than the relluk that starts its turn within the zone takes 1d4 fire damage.	
Protect the Crystal (when a disembodied soul crystal is in the agent's line of sight)	
The archeopatronus agent gains a +2 bonus to attack rolls.	
Alignment: Any Languages: Common, one regional	
Skills Athletics +10, History +8	
Str 19 (+6) Dex 14 (+4) Wis 14 (+4)	
Con 15 (+4) Int 11 (+2) Cha 10 (+2)	
Equipment: maul, prasiolite armor gems	

ARCHEOPATRONUS AGENT TACTICS

The agent is only interested in retrieving the soul crystal and leaving. If the crystal is not in the area, he will simply avoid all combat. If he sees one, however, he will stop at nothing to retrieve it.

Relluk Rune Master

"The world is simply the sum of its symbols."

Runes have been carved into this relluk's hide in perfect vertical columns. His torso-face accentuates these runes with a permanently mournful expression. The relluk rune master appears to be unarmed.

Relluk Rune Master	Level 7 Controller
Medium Natural Humanoid (living construct)	XP 300
Initiative +4 Senses Perception +6	
HP 78; Bloodied 39	
AC 20; Fortitude 16, Reflex 16, Will 21	
Resist 4 fire	
Speed 6	
⊕ Runic Slam (standard; at-will)	
+11 vs. AC; 2d4+5 damage and the target is dazed until the end of the rune master's next turn.	
✦ Flying Runes (standard; at-will) ♦ Fire, Radiant, Lighting, Necrotic, or Thunder	
Ranged 10; +9 vs. Reflex; 1d8+5 fire, radiant, lighting, necrotic, or thunder damage (rune master's choice).	
✦ Mark with Ruin (standard; encounter) ♦ Charm	
Ranged 10; +12 vs. Will; the target is marked and weakened until the end of the rune master's next turn.	
↖ Breath of Steam (move; encounter) ♦ Fire, Zone	
Close burst 1; Hot steam fills area until the end of the relluk's next turn. This zone of steam provides concealment to all creatures within it. Any creature other than the relluk that starts its turn within the zone takes 1d4 fire damage.	
Alignment: Any Languages: Common, one regional	
Skills Endurance +10, Intimidate +7	
Str 17 (+6) Dex 15 (+5) Wis 10 (+3)	
Con 14 (+5) Int 8 (+2) Cha 9 (+2)	
Equipment: citrine armor gems	

RELUK RUNE MASTER TACTICS

The relluk rune master attacks with *flying runes*, choosing the best energy type to do the most damage, or alternating if one is not evidently better than the other. He will use *mark with ruin* on targets that do the most damage to his allies.

Relluk Sentinel

"Watch and wait; it was what I was built to do."

The relluk sentinel believes it is his duty to guard, and he will do so with sleepless vigilance. He might easily be mistaken for a statue, if he didn't occasionally brandish his sword when potential intruders drew near.

Relluk Sentinel **Level 13 Soldier**
XP 800
Medium Natural Humanoid (living construct)

Initiative +11 **Senses Perception** +15
HP 131; **Bloodied** 65
AC 29; **Fortitude** 28, **Reflex** 23, **Will** 24
Resist 2 lightning, 2 necrotic, 2 radiant
Speed 5

⊕ **Red-hot Greatsword** (standard; at-will) ♦ **Fire, Weapon**

+20 vs. AC; 1d10+7 damage plus 1d10 fire damage.

† **Double Attack** (standard; at-will) ♦ **Fire, Weapon**

The relluk sentinel makes two red-hot greatsword attacks against the same target, dealing an extra ongoing 5 fire damage (save ends).

† **Crystal Gore** (standard; encounter)

The relluk sentinel makes a charge attack; +19 vs. Reflex; 4d8 fire damage and ongoing 5 fire damage (save ends)

◀ **Breath of Steam** (move; encounter) ♦ **Fire, Zone**

Close burst 2; Hot steam fills area until the end of the relluk's next turn. This zone of steam provides concealment to all creatures within it. Any creature other than the relluk that starts its turn within the zone takes 2d4 fire damage.

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

Skills Perception +15

Str 24 (+13) **Dex** 16 (+9) **Wis** 18 (+10)

Con 19 (+10) **Int** 10 (+6) **Cha** 14 (+8)

Equipment: greatsword, onyx armor gems

RELLUK SENTINEL TACTICS

The relluk sentinel attempts to eliminate foes in order of most to least powerful, concentrating his effort on one foe at a time. He usually starts combat with a *crystal gore* attack. If surrounded, he will use *breath of steam*.

Warden of the Ways

"Dust and ash are all that remain."

Covered in moss and weathered by the ages, this relluk features a body forged in ancient times. Among the first awakened, he has learned much in his travels.

Warden of the Ways **Level 27 Solo Skirmisher**
XP 45000
Medium Natural Humanoid (living construct)

Initiative +23 **Senses Perception** +26
HP 1205; **Bloodied** 602
AC 44; **Fortitude** 39, **Reflex** 42, **Will** 42
Resist 15 fire, 7 poison, 7 acid
Speed 6, teleport 3
Action Points 2

⊕ **Flaming Stone Fist** (standard; at-will) ♦ **Fire**

+31 vs. AC; 2d12+6 damage, and the warden makes a secondary attack against the same target.

Secondary Attack

+29 vs. Fortitude; ongoing 15 fire damage and target is dazed (save ends both).

Primordial Steam (standard; at-will) ♦ **Teleportation**

After using breath of steam, up to three times per turn the warden can teleport adjacent to an enemy in the zone and use the *flaming stone fist* attack.

◀ **Breath of Steam** (move; encounter) ♦ **Fire, Zone**

Close burst 3; Hot steam fills area until the end of the encounter. This zone of steam provides concealment to all creatures within it. Any creature other than the relluk that starts its turn within the zone takes 3d6 fire damage.

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

Skills Arcana +28, Diplomacy +28, History +28, Insight +26

Str 22 (+19) **Dex** 27 (+21) **Wis** 26 (+21)

Con 25 (+20) **Int** 30 (+23) **Cha** 30 (+23)

Equipment: 1 jacinth, 10 sapphires

WARDEN OF THE WAYS TACTICS

The warden will start combat with a *breath of steam*, and remain inside it for the duration of the encounter, attacking all enemies who enter the zone with the aid of the *primordial steam* power.



Relluk sentinel



Squole Herald

"In the beginning, there was only ooze."

Clad in chainmail and a white tabard, the squole herald appears to be a holy emissary. His bright red translucent skin, however, seems to offset any hope of a hallowed visage.

Squole Herald	Level 6 Skirmisher
Medium elemental humanoid (blind, ooze)	XP 250
Initiative +8 Senses Perception +8, blindsight 10	
HP: 76; Bloodied: 38	
AC: 20 Fortitude: 20 Reflex: 18 Will: 19	
Resist 5 fire	
Speed 6	
Mace (standard; at-will) Fire, Weapon	
+11 vs. AC; 1d8+4 damage plus 1d4 fire damage.	
Combat Advantage	
The squole herald deals an extra 1d4 fire damage on melee attacks against any target it has combat advantage against.	
Slippery Step (move; at-will)	
The squole herald moves up to 5 squares, gains a +4 bonus to AC against opportunity attacks, and gains combat advantage against any target that it ends its move adjacent to.	
Pliable Grasp	
When a squole makes a Strength check for grab attacks, he may roll twice and use either result.	
Alignment: Any Languages: Common, Primordial	
Skills Religion +8, Stealth +8	
Str: 21 (+8) Dex: 16 (+6) Wis: 18 (+7)	
Con: 20 (+8) Int: 16 (+6) Cha: 17 (+6)	
Equipment: chainmail, tabard, mace	

SQUOLE HERALD TACTICS

The squole herald uses *slippery step* to move into position to gain combat advantage, and therefore do the most fire damage to a foe. He will continue to use *slippery step* and his mace, each round if able.



Oozelord

"I am the face for the faceless ones."

Naked and frightening, this fierce-looking green squole turns unnaturally towards you. It is unarmed, though intimidates through movement alone.

Oozelord	Level 25 Elite Artillery
Medium elemental humanoid (blind, ooze)	XP 14,000
Initiative +19 Senses Perception +16, blindsight 15	
HP: 378; Bloodied: 189	
AC: 39 Fortitude: 43 Reflex: 39 Will: 37	
Resist 20 acid	
Speed 6	
Action points: 1	
Slimy Fist (standard; at-will) Acid	
+32 vs. AC; 3d8+11 acid damage, and ongoing 10 acid damage (save ends).	
Glob of Slime (standard; at-will) Acid	
Ranged 15; +30 vs. Reflex; 2d8+9 acid damage, and the target takes ongoing 10 acid damage and the target takes a -2 penalty to AC and Fortitude (save ends both).	
Jet of Slime (standard; daily) Acid	
Ranged 10; +30 vs. Reflex; 5d8+9 acid damage, and the target takes ongoing 10 acid damage (save ends). Aftereffect: Ongoing 5 acid damage (save ends). Miss: 3d8+9 acid damage, and the target takes ongoing 5 acid damage (save ends).	
Slime Explosion (standard, when first bloodied; encounter) Acid	
Close burst 5; +30 vs. Fortitude; 2d8+8 acid damage, and the target is pushed 3 squares.	
Pliable Grasp	
When a squole makes a Strength check for grab attacks, she may roll twice and use either result.	
Alignment: Any Languages: Common, Primordial	
Skills Arcana +25, History +20, Nature +21, Religion +23	
Str: 32 (+23) Dex: 25 (+19) Wis: 25 (+19)	
Con: 33 (+23) Int: 23 (+18) Cha: 23 (+18)	

OOZELORD TACTICS

The oozelord lobs slime at every foe, through use of the *glob of slime* power. Getting close to a oozelord offers no reprieve, as you will likely become victim to its *jet of slime*, then its *slimy fist*, and finally its *slime explosion*.

Squole Mediator

"I am quite used to being in the middle of things."

This violet-skinned, female-formed squole wears simple leather armor and wields an oaken quarterstaff.

Squole Mediator	Level 11 Controller
Medium elemental humanoid (blind, ooze)	XP 600
Initiative +9 Senses Perception +6, blindsight 10 HP: 118; Bloodied: 59 AC: 25 Fortitude: 25 Reflex: 23 Will: 23 Resist 15 lightning Speed 6	
⊕ Quarterstaff (standard; at-will) ♦ Lightning, Weapon +16 vs. AC; 1d8+5 damage plus 1d6+2 lightning damage.	
↗ Dazzling Bolt (standard; at-will) ♦ Lightning Ranged 8; +15 vs. Reflex; 1d8+5 lightning damage, and the target is dazed until the end of the squole mediator's next turn.	
↗ Magnetic Bolt (standard; at-will) ♦ Lightning Ranged 10; +15 vs. Reflex; 1d8+3 lightning damage, and the target is pulled 3 squares towards the squole mediator.	
↖ Blinding Blast (standard; recharge Ⓜ) ♦ Lightning Close blast 3; +15 vs. Will; 2d6+5 lightning damage, and the target is blinded until the end of the squole mediator's next turn.	
Pliable Grasp When a squole makes a Strength check for grab attacks, she may roll twice and use either result.	
Alignment: Any Languages: Common, Primordial Skills Arcana +17, History +17, Religion +11 Str: 22 (+11) Dex: 18 (+9) Wis: 19 (+9) Con: 22 (+11) Int: 18 (+9) Cha: 18 (+9)	
Equipment: leather armor, quarterstaff	

SQUOLE MEDIATOR TACTICS

The squole mediator prefers *dazzling bolt* while enemies are over 6 squares away. He may also use *magnetic bolt* to drag enemies into range.

Squole Muscle

"Slime to die."

From the cold, shiny full plate armor, only the slightest hint of glossy blue skin can be seen. He raises his greatclub and gives you an icy stare.

Squole Muscle	Level 10 Soldier
Medium elemental humanoid (blind, ooze)	XP 500
Initiative +11 Senses Perception +7, blindsight 10 HP: 111; Bloodied: 55 AC: 26 Fortitude: 24 Reflex: 22 Will: 22 Resist 5 cold Speed 5	
⊕ Greatclub (standard; at-will) ♦ Cold, Weapon +17 vs. AC; 2d4+5 damage plus 1d4+2 cold damage.	
⊕ Pushing Strike (standard; recharge Ⓜ) ♦ Weapon Requires greatclub; +17 vs. AC; 2d4+5 damage, and the target is pushed 1 square and knocked prone.	
Grapple (standard, sustain standard; at-will) Requires combat advantage; +15 vs. Reflex; 1d10+5 damage, and the target is grabbed (until escape). A target trying to escape the grab takes a -4 penalty to the check. The squoles muscle can sustain the power as a standard action, dealing 1d8+2 cold damage and maintaining the grab.	
Entangled With Foe While a target is grabbed by the squole muscle, and when the squole muscle is hit by an attack, the squole muscle takes half damage from the attack and the grabbed creature takes the other half.	
Pliable Grasp When a squole makes a Strength check for grab attacks, he may roll twice and use either result.	
Alignment: Any Languages: Common, Primordial Skills Intimidate +11, Stealth +12, Streetwise +11 Str: 23 (+11) Dex: 18 (+9) Wis: 18 (+9) Con: 23 (+11) Int: 17 (+8) Cha: 17 (+8)	
Equipment: plate armor, greatclub	

SQUOLE MUSCLE TACTICS

The squole muscle starts combat using his greatclub, resorting to *pushing strike* when overwhelmed or flanked. When bloodied, its tactics change to grab the strongest opponent.



TADDOL

Hack & Slash

"I hack 'em, I slash 'em."

Clad in iron with an axe in one hand and a sword in the other, this two-headed warrior appears ready for combat. Scars, missing teeth, blood soaked armor and fresh bruises show that this isn't his first battle of the day.

Hack & Slash	Level 2 Brute
Medium Natural Humanoid	XP 125
Initiative +3 Senses Perception +10; low-light vision HP 47; Bloodied 23 AC 20; Fortitude 16, Reflex 15, Will 14 Speed 6	
⊕ Longsword (standard; at-will)	
2d6+5 vs. AC; 2d6+5 damage	
⊕ Axe (standard; at-will)	
2d6+5 vs. AC; 2d6+5 damage	
Double Actions	
A taddol rolls initiative twice, gets two turns during a round, and has a full set of actions (standard, move, minor) on each turn. Each set of actions corresponds to a different head. The taddol's ability to take immediate actions refreshes on each of its turns.	
Twin Mind	
The taddol gain a +3 bonus to saving throws against dazed and stunned conditions and against charm effects that a save can end.	
Fey Origin	
Taddol are considered a fey creature for the purpose of effects that relate to creature origin.	
Alignment: Any Languages: Common, Elven Skills Insight +10, Perception +10 Str 19 (+5) Dex 15 (+3) Wis 14 (+3) Con 17 (+4) Int 16 (+4) Cha 14 (+3)	
Equipment: longsword, axe, armor	

HACK & SLASH TACTICS

Hack has an axe, and will trade off attacks with his brother who prefers the sword. They hold one in each hand. These twins are fairly direct fighters that waded into the thick of battle and begin tearing apart the largest foe.

Sword & Sorcery

"My sword will end your days, My magic will haunt your nights."

Lightly armored and armed with a longsword, this taddol at first seems to be the typical fighter. However, in a flash, her stance seems to change and she has all the focus of an accomplished mage.

Sword & Sorcery	Level 12 Controller
Medium Natural Humanoid	XP 700
Initiative +8 Senses Perception +15; low-light vision HP 122; Bloodied 61 AC 26; Fortitude 25, Reflex 24, Will 22 Speed 6	
⊕ Longsword (standard; at-will)	
+17 vs. AC; 2d6+6 damage	
⌚ Lightning Ray ♦ Lightning (standard; at-will)	
Ranged 15; +16 vs. Reflex; 4d8+5 lightning damage, and ongoing 2 fire damage (save ends).	
Double Actions	
A taddol rolls initiative twice, gets two turns during a round, and has a full set of actions (standard, move, minor) on each turn. Each set of actions corresponds to a different head. The taddol's ability to take immediate actions refreshes on each of its turns.	
Twin Mind	

The taddol gain a +3 bonus to saving throws against dazed and stunned conditions and against charm effects that a save can end.
Fey Origin
Taddol are considered a fey creature for the purpose of effects that relate to creature origin.
Alignment: Any Languages: Common, Elven Skills Insight +15, Perception +15 Str 21 (+11) Dex 15 (+8) Wis 14 (+8) Con 18 (+10) Int 20 (+11) Cha 13 (+7)
Equipment: longsword

SWORD & SORcery TACTICS

Sword & Sorcery swing a sword and then shoot a *lightning ray* in the same round. One head focuses on the meanest looking enemy in front, while the other picks off any enemies lurking in the background. They can both use the longsword, in a pinch.

Taddol Trailblazer

"I know these woods like the back of our hand."

This perfect blend of druid and ranger wears green dragon scales and wields a deadly longbow. He steps through the thick forest as if it was a walk on the beach. Both faces bear a serious expression.

Taddol Trailblazer	Level 24 Artillery
Medium Natural Humanoid	XP 6050
Initiative +20 Senses Perception +23; low-light vision HP 178; Bloodied 89 AC 36; Fortitude 38, Reflex 37, Will 38 Speed 6	
⌚ Longbow (standard; at-will)	
Ranged 20/40; +31 vs. AC; 3d6+8 damage	
⌚ Poison Arrow (standard; recharge ⌚) ♦ Poison, Weapon	
Ranged 15; +29 vs. Reflex; 4d12+8 poison damage, and ongoing 5 poison damage (save ends).	
⌚ Scorpion Rain (standard; encounter) ♦ Poison, Weapon	
Area burst 1 within 15; +29 vs. Reflex; 4d12+8 damage, and ongoing 5 poison damage (save ends). Miss: Half damage, and no ongoing damage. This must be used on its first turn of the round, and the second head loses its turn this round.	
Double Actions	
A taddol rolls initiative twice, gets two turns during a round, and has a full set of actions (standard, move, minor) on each turn. The taddol's ability to take immediate actions refreshes on each of its turns.	
Twin Mind	
The taddol gain a +3 bonus to saving throws against dazed and stunned conditions and against charm effects that a save can end.	
Fey Origin	
Taddol are considered a fey creature for the purpose of effects that relate to creature origin.	
Alignment: Any Languages: Common, Elven Skills Insight +28, Perception +23 Str 30 (+22) Dex 26 (+20) Wis 29 (+21) Con 28 (+21) Int 27 (+20) Cha 25 (+19)	
Equipment: longbow, scale armor	



TADDOL TRAILBLAZER TACTICS

The taddol trailblazer avoids melee if at all possible, preferring to pincushion and poison enemies from afar.

Taddol Truthkeeper

"We keep the lies out."

Dressed in full plate armor, this taddol tank wields a wicked greataxe. His faces tell of experience and wisdom. Four eyes stare intently at you, as if peering into your soul.

Taddol Truthkeeper	Level 6 Soldier
Medium Natural Humanoid	XP 250
Initiative +7 Senses Perception +13; low-light vision	
HP 77; Bloodied 38	
AC 30; Fortitude 20, Reflex 19, Will 18	
Speed 5	
⊕ Greataxe (standard; at-will) ♦ Weapon	
+13 vs. AC; 2d6+4 damage	
↶ Right Circle Sweep (standard; encounter) ♦ Weapon	
Close burst 1; +11 vs. Reflex, 3d8+4 damage	
↷ Left Circle Sweep (standard; encounter) ♦ Weapon	
Close burst 1; +13 vs. AC, 4d6+4 damage	
Double Actions	
Area burst 1 within 15; +29 vs. Reflex; 4d12+8 damage, and ongoing 5 poison damage (save ends). Miss: Half damage, and no ongoing damage. This must be used on its first turn of the round, and the second head loses its turn this round.	
Twin Mind	
The taddol gain a +3 bonus to saving throws against dazed and stunned conditions and against charm effects that a save can end.	
Fey Origin	
Taddol are considered a fey creature for the purpose of effects that relate to creature origin.	
Alignment: Any Languages: Common, Elven	
Skills Perception +13	
Str 21 (+8) Dex 14 (+5) Wis 16 (+6)	
Con 21 (+8) Int 18 (+7) Cha 16 (+6)	
Equipment: greataxe, plate armor	

TADDOL TRUTHKEEPER TACTICS

The taddol truthkeeper swings twice each round, making its way to the heart of combat. At the thick of battle, they usually use the *circle sweeps* in succession, trying to take out a large number of foes at once.

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 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 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 1) ♦ **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 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 2)	
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.



Snillorg

"Me like cabbage!"

Slobbering viscous slime and behaving much like a timid dog, this snail-like creature has none of the grace, charm, or wit of a zif, though it looks very similar.

Snillorg **Level 1 Lurker**
XP 100
Medium Natural Humanoid

Initiative +5 **Senses** Perception +1

HP 28; **Bloodied** 14

AC 15; **Fortitude** 14, **Reflex** 13, **Will** 13

Speed 5

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

+6 vs. AC; 1d10+3 damage

Combat Advantage

The snillorg deals an extra 1d6 damage against any target it has combat advantage against.

Retract into Shell (standard; encounter)

The snillorg gains resist 7 to all damage. While using this effect, the snillorg is considered blinded, immobilized and cannot take any opportunity or immediate actions. The snillorg may sustain this effect with a standard action.

Alignment: Any **Languages:** Common

Skills Stealth +8, Thievery +8

Str 16 (+3) **Dex** 13 (+1) **Wis** 13 (+1)

Con 16 (+3) **Int** 9 (-1) **Cha** 11 (+0)

Equipment: club

SNILLORG TACTICS

The snillorg ambushes its victims and then attempts to flee. If that fails, it will retract into its shell and attempt to wait out the danger. A snillorg will rarely attack large groups or intimidating adversaries. Instead, they prefer to attack those solitary individuals that appear weak or injured.

Zif Enforcer

"What you cannot enforce, do not command."

Brandishing a rapier and a short sword, this educated zif fighter appears ready for anything despite an evident lack of equipment. He wears a few trinkets on his shell and a condescending smirk on his face.

Zif Enforcer **Level 11 Soldier**
XP 600
Medium Natural Humanoid

Initiative +11 **Senses** Perception +10

HP 117; **Bloodied** 58

AC 27; **Fortitude** 24, **Reflex** 25, **Will** 24

Speed 5

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

+18 vs. AC; 1d6+5 damage

⊕ **Short Sword** (standard; at-will) ♦ **Weapon**

+18 vs. AC; 1d6+5 damage

⊕ **Combination Strike** (standard; recharge 2) ♦ **Weapon**

+18 vs. AC; 4d8+5 damage, and the target is marked until the end of the enforcer's next turn.

Retract into Shell (standard; encounter)

The zif gains resist 13 to all damage. While using this effect, the zif is considered blinded, immobilized and cannot take any opportunity or immediate actions. The zif may sustain this effect with a standard action.

Alignment: Any **Languages:** Common, Ancient

Skills Intimidate +11, History +13

Str 21 (+10) **Dex** 18 (+9) **Wis** 20 (+10)

Con 21 (+10) **Int** 22 (+11) **Cha** 18 (+9)

Equipment: rapier, short sword

ZIF ENFORCER TACTICS

The zif enforcer fights directly, utilizing both blades simultaneously. When the chance arises, he will use his *combination strike* to mark a foe. He will not hesitate to go after stronger foes, retracting into its shell if he is getting too low on hit points, waiting for the pounding to stop, and then coming back with a vengeance when least expected.

Zif Mind-Cracker

"What's on your mind, if you will permit the overstatement?"

This zif wears a colorful robe over his shell, and is covered in multiple tattoos of arcane symbols. He looks at you sternly, as if peering into your soul.

Zif Mind-Cracker	Level 9 Controller
Medium Natural Humanoid	XP 400
Initiative +7 Senses Perception +8	
HP 100; Bloodied 50	
AC 23; Fortitude 22, Reflex 23, Will 22	
Speed 5	
⚔ Dagger (standard; at-will) ♦ Weapon	
+14 vs. AC; 2d4+5 damage	
↘ Dagger (standard; at-will) ♦ Weapon	
Ranged 5/10; +14 vs. AC; 2d4+5 damage	
↶ Mind Spray (standard; at-will) ♦ Fear	
Close burst 5; +13 vs. Will; the target is pushed 3 squares and immobilized (save ends).	
↶ Mind Scream (standard; recharge 2/3) ♦ Psychic	
Close burst 5; +13 vs. Will; 1d6+5 psychic damage.	
Secondary Attack	
Area burst 1 within 5; centered on a target hit by mind scream's primary attack; targets enemies only; +13 vs. Will; 1d6+5 psychic damage.	
Retract into Shell (standard; encounter)	
The zif gains resist 8 to all damage. While using this effect, the zif is considered blinded, immobilized and cannot take any opportunity or immediate actions. The zif may sustain this effect with a standard action.	
Alignment: Any Languages: Common, Ancient	
Skills Arcana +14, Intimidate +14	
Str 20 (+9) Dex 17 (+7) Wis 19 (+8)	
Con 20 (+9) Int 21 (+9) Cha 20 (+9)	
Equipment: 3 daggers, robes	

ZIF MIND-CRACKER TACTICS

The zif mind-cracker prefers to avoid getting into melee, preferring to push his enemies into combat with his allies using *mind spray* whenever possible.

Zif Legend

"Prehistoric is a subjective term."

Aside from the bright star-like sparks for eyes, this appears to be an ordinary zif. He wields a simple quarterstaff, or so it appears.

Zif Legend	Level 26 Elite Controller
Medium Natural Humanoid	XP 18,000
Initiative +21 Senses Perception +22	
HP 490; Bloodied 245	
AC 42; Fortitude 41, Reflex 39, Will 42	
Speed 5	
⚔ Sonic Quarterstaff (standard; at-will) ♦ Thunder, Weapon	
+31 vs. Reflex; 3d8+9 thunder damage, and the target is deafened until the end of the zif legend's next turn.	

↘ **Blinding Gaze** (minor; at-will) ♦ **Gaze, Radiant**

Ranged 20; +31 vs. Reflex; the target takes ongoing 10 radiant damage and is blinded (save ends both).

↘ **Black Lightning** (standard; at-will) ♦ **Lightning, Necrotic**

Ranged 10; +30 vs. Fortitude; 5d10+9 lightning damage, and the target is slowed and weakened (save ends both).

Aftereffect: The target is weakened (save ends).

Retract into Shell (standard; encounter)

The zif gains resist 18 to all damage. While using this effect, the zif is considered blinded, and cannot take any opportunity or immediate actions. The zif may sustain this effect with a standard action. The zif legend may still use move actions while in the shell.

Alignment: Any **Languages:** Common, Ancient

Skills Arcana +15, Diplomacy +24, History +15, Insight +21, Intimidate +24, Nature +21

Str 29 (+22) **Dex** 26 (+21) **Wis** 29 (+22)

Con 29 (+22) **Int** 28 (+22) **Cha** 31 (+23)

Equipment: quarterstaff

ZIF LEGEND TACTICS

The zif legend explodes into a fury of attacks, saving his sonic staff for when enemies come within melee reach. *Blinding gaze* and *black lightning* are used liberally to neutralize the stronger foes on the battlefield. If all else fails, the zif legend retreats to his shell and rolls away at top speed.



ENCOUNTERS BY LEVEL

Below are a few examples of encounter groups, presented by level.

MM1: From the D&D 4E MONSTER MANUAL

MM2: From the D&D 4E MONSTER MANUAL 2

Level 1 Encounter (XP 500) : Snillorg Raiding Party

- ◆ 2 dire rats^{MM1} (level 1 brute)
- ◆ 3 snillorgs (level 1 lurker)

Level 2 Encounter (XP 625) : The Lone Doctor

- ◆ 1 doctor mogogol (level 2 controller)
- ◆ 2 battle toads (level 2 brute)
- ◆ 1 dwarf battle woggart (level 3 brute)
- ◆ 4 purple peepers (level 1 minion)

Level 3 Encounter (XP 800) : Friar and his Merry Men

- ◆ 1 obitu friar (level 4 skirmisher)
- ◆ 1 anumus watchdog (level 2 soldier)
- ◆ 3 elf archers^{MM1} (level 2 artillery)
- ◆ 1 hack & slash (level 2 brute)

Level 4 Encounter (XP 900) : Mounted Mogogols

- ◆ 3 mogogol with the axe (level 3 brute)
- ◆ 3 riding woggarts (level 4 brute)

Level 5 Encounter (XP 1,150) : The Zealot's Lash

- ◆ 1 squole herald (level 6 skirmisher)
- ◆ 1 caterpillar zealot (level 5 controller)
- ◆ 4 oakling mercenaries (level 4 soldier)

Level 6 Encounter (XP 1,200) : A Hellish Ambush

- ◆ 1 oakling burglar (level 7 lurker)
- ◆ 1 anumus assassin (level 7 lurker)
- ◆ 1 larvite marauder (level 7 skirmisher)
- ◆ 1 hell hound^{MM1} (level 7 brute)

Level 7 Encounter (XP 1,500) : The Holy Rollers

- ◆ 1 muse war master (level 7 soldier)
- ◆ 1 numistian evangelist (level 8 controller)
- ◆ 1 human cavalier^{MM2} (level 7 soldier)
- ◆ 1 taddol truthkeeper (level 6 soldier)
- ◆ 1 kval demon hunter (level 7 artillery)

Level 8 Encounter (XP 1,800) : Little Random Ninjas

- ◆ 4 boggle ninjas (level 8 lurker)
- ◆ 1 xax randomizer (level 9 controller)

Level 9 Encounter (XP 2,100) : Heralds of Ooze

- ◆ 4 squole heralds (level 6 skirmisher)
- ◆ 1 black pudding^{MM2} (level 8 elite brute)
- ◆ 1 young rust monster swarm^{MM2} (level 9 soldier)

Level 10 Encounter (XP 2,700) : Squole Ambassadors

- ◆ 3 squole muscles (level 10 soldier)
- ◆ 2 squole mediators (level 11 controller)

Level 11 Encounter (XP 3,100) : Cavemen Convoy

- ◆ 4 priests of Mahra (level 9 controller)
- ◆ 1 mahrog witchdoctor (level 12 artillery)
- ◆ 1 hill giant (level 13 brute)

Level 12 Encounter (XP 3,600) : Battalion of Weird

- ◆ 1 minotaur warrior (level 10 soldier)
- ◆ 1 corporal mogogol (level 11 soldier)
- ◆ 1 obitu knight (level 11 soldier)
- ◆ 1 zif enforcer (level 11 soldier)
- ◆ 1 sword & sorcery (level 12 controller)
- ◆ 1 boggle demolitions expert (level 11 artillery)

Level 13 Encounter (XP 4,000) : Stone Soldiers

- ◆ 3 relluk sentinels (level 13 soldier)
- ◆ 2 eidolon (level 13 controller)

Level 14 Encounter (XP 5,200) : Artillery Caravan

- ◆ 1 oakling evoker (level 14 artillery)
- ◆ 1 xax magician (level 14 artillery)
- ◆ 4 numistian merchants (level 13 artillery)

Level 15 Encounter (XP 6,000) : Butterfly Brigade

- ◆ 3 farfalite mages (level 15 controller)
- ◆ 1 chimera^{MM1} (level 15 elite brute)

Level 16 Encounter (XP 7,200) : The Hive Guard

- ◆ 1 sun-scarab (level 21 artillery)
- ◆ 2 farfalite mages (level 15 controller)
- ◆ 2 hellstinger scorpions (level 13 soldier)

Level 17 Encounter (XP 8,000) : The Frog Duo

- ◆ 1 sorceress mogogol (level 21 elite artillery)
- ◆ 1 blue slaad^{MM1} (level 17 brute)

Level 18 Encounter (XP 10,400) : Lightning Inspiration

- ◆ 1 divine muse (level 21 elite controller)
- ◆ 2 storm archon lightning walkers^{MM2} (level 18 skirmisher)

Level 19 Encounter (XP 13,100) : Autumn's Chill

- ◆ 1 reverent of autumn (level 23 controller)
- ◆ 2 bralanis of the autumn winds^{MM1} (level 19 controller)
- ◆ 1 ghael of winter^{MM1} (level 21 artillery)

Level 20 Encounter (XP 14,700) : Wooden Wrath

- ◆ 1 reverent of autumn (level 23 controller)
- ◆ 2 blackwood treants^{MM1} (level 19 elite soldier)

Level 21 Encounter (XP 16,000) : Hot Bugs

- ◆ 1 sun-scarab (level 21 artillery)
- ◆ 1 larva mage^{MM1} (level 21 elite artillery)
- ◆ 1 remorhaz^{MM2} (level 21 elite brute)

Level 22 Encounter (XP 23,350) : Army of the Gods

- ◆ 2 divine muses (level 21 elite controller)
- ◆ 4 angel of valor legionnaires^{MM1} (level 21 minion)
- ◆ 3 marut blademasters^{MM1} (level 21 soldier)
- ◆ 1 angel of authority^{MM2} (level 22 controller)

Level 23 Encounter (XP 29,750) : Three Knight Stand

- ◆ 1 knight of entropy (level 23 elite soldier)
- ◆ 1 knight of the hoof (level 23 soldier)
- ◆ 1 rakhasa dread knight^{MM1} (level 24 soldier)
- ◆ 3 rimefire griffons^{MM1} (level 20 skirmisher)

Level 24 Encounter (XP 31,300) : Company of the Hoof

- ◆ 3 knights of the hoof (level 23 soldier)
- ◆ 1 centaur campaigner^{MM2} (level 25 soldier)
- ◆ 1 storm gorgon^{MM1} (level 26 skirmisher)

Level 25 Encounter (XP 36,300) : Ride the Lightning

- ◆ 3 taddol trailblazers (level 24 artillery)
- ◆ 3 behir stormsteeds^{MM2} (level 24 soldier)

Level 26 Encounter (XP 54,000) : Life and Death

- ◆ 3 vitomancers (level 25 controller)
- ◆ 3 sorrowsworn reapers^{MM1} (level 27 soldier)

Level 27 Encounter (XP 63,000) : Legends of Yore

- ◆ 2 zif legends (level 26 elite controller)
- ◆ 3 dragonborn champions^{MM1} (level 26 soldier)

Level 28 Encounter (XP 68,000) : Defenders of MnoI

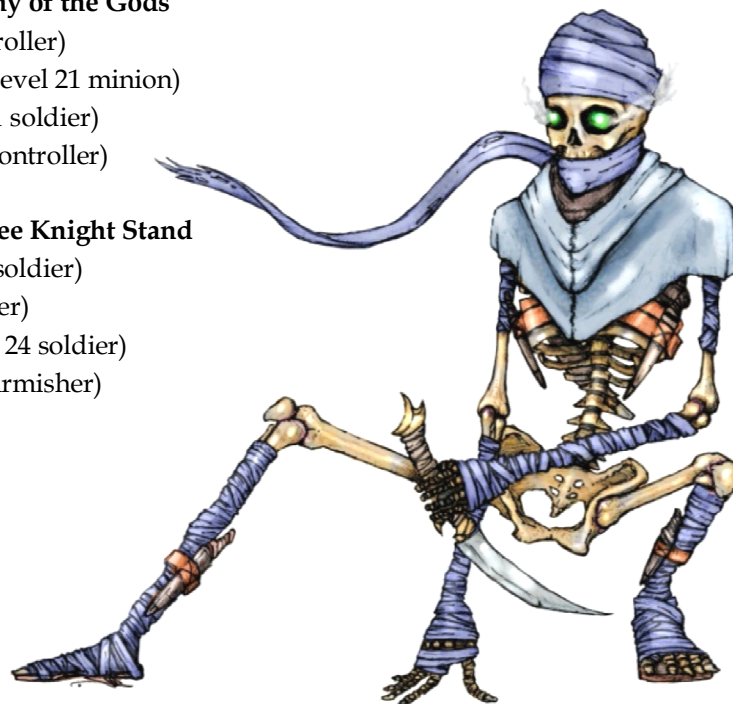
- ◆ 2 economancers (level 30 artillery)
- ◆ 1 godforged colossus^{MM1} (level 29 elite brute)

Level 29 Encounter (XP 80,000) : MnoI Bill Collector

- ◆ 1 economancer (level 30 artillery)
- ◆ 3 efreet karadjins^{MM1} (level 28 soldier)
- ◆ 2 retrievers^{MM2} (level 27 soldier)

Level 30 Encounter (XP 107,000) : Construct Convoy

- ◆ 1 mechnomancer (level 25 soldier)
- ◆ 1 slaughterstone hammerer^{MM2} (level 25 soldier)
- ◆ 1 warden of the ways (level 27 solo skirmisher)
- ◆ 1 primordial colossus^{MM2} (level 28 elite brute)



MONSTERS BY LEVEL

Every monster and NPC in this book appears on this list, which is sorted alphabetically by level and monster role. Leaders are indicated with an (L).

Monster / NPC	Level	and Role	Page
Snillorg	1	Lurker	148
Purple Peeper	1	Minion	121
Battle Toad	2	Brute	121
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Xax Philosopher	2	Controller	147
Anumus Watchdog	2	Soldier	123
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Mahrog Hunter	3	Brute	130
Mogogol with the Axe	3	Brute	132
Muse Charmer	3	Controller	134
Fledgling Obitu	3	Minion	139
Riding Woggart	4	Brute	123
Obitu Friar	4	Skirmisher	140
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Archeopatronus Agent	5	Soldier	141
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Battle Woggart	6	Brute	122
Squole Herald	6	Skirmisher	143
Boggle Grease Monkey	6	Soldier	125
Taddol Truthkeeper	6	Soldier	146
Kval Demon Hunter	7	Artillery	128
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Anumus Assassin	7	Lurker	123
Oakling Burglar	7	Lurker	137
Larvite Marauder	7	Skirmisher	128
Muse Warmaster	7	Soldier (L)	135
Numistian Evangelist	8	Controller	136
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Zif Enforcer	11	Soldier	148
Mahrog Witchdoctor	12	Artillery	131
Anumus Witch	12	Controller	124
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Pronunciation Guide

	<i>spelled pronunciation</i>	<i>IPA pronunciation</i>
Altowan	awl-toh- wahn	/ˈæltəʊwɔːn/
Anumi	uh- noo -mahy	/əˈnuːmaɪ/
Anumus	uh- noo -muhs	/əˈnuːmɪs/
Archeopatroni	ahr-kee-uh- pah -troh-nahy	/ˌɑːrki əˈpætroʊnaɪ/
Archeopatronus	ahr-kee-uh- pah -troh-nuhs	/ˌɑːrki əˈpætroʊnɪs/
Archeoviti	ahr-kee-uh- vahyt -ahy	/ˌɑːrki əˈvaɪt aɪ/
Archeovitus	ahr-kee-uh- vahyt -uhs	/ˌɑːrki əˈvaɪt ɪs/
Benfalas	ben- fawl -uhs	/bɛnˈfɔːlʌs/
Boggle	bog -uhl	/ˈbɒgəl/
Coleophite	koh-lee-uh- fahyt	/ˌkoʊliˈəfaɪt/
Dianlor	dee -an-lohr	/ˈdiːənloʊr/
Entobian	en- toh -bee-än	/ɛnˈtoʊbiən/
Epitab	ep -i-tab	/ˈɛpɪtəb/
Eulite	yool -ahyt	/ˈjuːl aɪt/
Farfalite	fahr- fahl -ahyt	/fɑːrˈfɔːl aɪt/
Fremedi	fruhm- ee -dee	/frʌmˈiːdi/
Kval	kvawl	/kvɔːl/
Larvite	lahr -vahyt	/ˈlɑːrvaɪt/
Mahra	mah -rah	/ˈmɑːrə/
Mahrog	mah -rawg	/ˈmɑːrɔːg/
Mnol	muh - nohl	/məˈnoʊl/
Mogogol	moh- goh -gohl	/moʊˈgoʊgoʊl/
Moscanite	muh - skan -ahyt	/məˈskæn aɪt/
Muse	myooz	/myuz/
Numistian	noo- mis - chuhn	/nuːˈmɪstʃən/
Oakling	ohk -ling	/ˈoʊk lɪŋ/
Obitu	oh- bee -too	/oʊˈbiːtuː/
Relluk	rel-luhk	/ˈrɛl lʌk/
Snillorg	snil -awrg	/ˈsnɪl ɔːrg/
Squole	skwohl	/skwoʊl/
Taddol	tad- dohl	/tædˈdoʊl/
Turbopter	tur -bop-ter	/ˈtɜːr bɒptər/
Varquil	vahr -kwil	/ˈvɑːr kwɪl/
Xax	zaks	/zæks/
Zif	zif	/zɪf/



Artwork: Dean Spencer

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