



# REMARKABLE RACES

## Remarkable Races Expansion Set I: The Newly Discovered



**Roleplaying Game Supplement**

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ALP-RR0016:

# REMARKABLE RACES EXPANSION SET I: THE NEWLY DISCOVERED

An Expansion for Set One of the Remarkable Races Line

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## 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 (11<sup>th</sup> 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 (11<sup>th</sup> 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 (16<sup>th</sup> 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.

## 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. You are to them what they are to the living. Your hooded visage and shining blade will strike fear in those that deal in terror. You are the reaper of the grim, and sower of life.

### GRIM REAPER PATH FEATURES

**Reaper's Action (11<sup>th</sup> 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 (11<sup>th</sup> Level):** When you deal your Alacrity of the Dead damage to an undead target, you deal an additional +5 damage for each die rolled. In addition, you gain a +2 bonus on monster knowledge checks regarding undead and on Perception checks to notice undead.

**Sow Weakness (16<sup>th</sup> 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 places, most dangerous of locales, and most sinister of abodes 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 (11<sup>th</sup> Level):** When in darkness or low light, you gain a +2 bonus to initiative checks and to Perception checks.

**Resilient March (11<sup>th</sup> 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 (16<sup>th</sup> 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 (11<sup>th</sup> Level):** You receive a +1 bonus to AC when wearing light armor.

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

**Inspirational Action (11<sup>th</sup> 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 (16<sup>th</sup> 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.

## 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 (11<sup>th</sup> 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 (11<sup>th</sup> Level):** Enemies treat each square adjacent to you as difficult terrain.

**Oaken Will (16<sup>th</sup> 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.

## RACIAL BACKGROUNDS

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

### 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

### 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

### 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



**Avoid Catastrophe**  
Boggle Racial Power

**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.

*You may avoid area attacks entirely with supernatural deftness.*

**Silk Spray**  
Entobian (Larvite) Racial Power

**Encounter**  
**Minor Action**    **Ranged 5**

**Target:** One Creature  
**Attack:**  Str  Con  Dex +2 vs Reflex  
**Hit:** Target creature of up to Large size is slowed (save ends). [ ] vs. Reflex  
**Special:** You may expend this power to create a 40ft length of silk rope 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. 40' Rope per Day

*You make sticky silk to use as either a weapon or as a rope.*

**Boggle Bomb**  
Demolisher Attack 11

**Encounter** ♦ Fire, Thunder  
**Standard Action**    **Area** burst 3 within 10  
**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.

Int +\_ vs. Reflex  
Damage

*You unleash a powerful explosion upon your foes.*

**Surge of Flight**  
Entobian (Coleophite) Racial Power

**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.

*You can fly for a short burst.*

**Bear the Boom**  
Demolisher Utility 12

**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.

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

**Surge of Flight**  
Entobian (Farfalite or Eulite) Racial Power

**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.

*You can fly for a short burst.*

**Mangle Mail**  
Demolisher Attack 20

**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.

Int vs. Fortitude  
Damage

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

**Surge of Flight**  
Entobian (Moscanite) Racial Power

**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.

*You can fly for a short burst.*

## Hard Shell

Entobian (Coleophite) Racial Power

**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.

resist damage

*You expose only layers of tough chitin, thus taking less damage.*

## Enlighten

Lightseeker Attack 11

**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.

Cha +\_\_ vs. Reflex

Damage

*You channel radiant energy to alight your foes.*

## Flutter

Entobian (Farfalite) Racial Power

**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.

*Your colorful wings can deceive as to where you actually are.*

## See the Unseen

Lightseeker Utility 12

**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.)

*Your eyes become keenly aware of everything.*

## Acid Spit

Entobian (Moscanite) Racial Power

**Encounter** ♦ **Acid**

**Minor Action**      **Range 10 squares**

**Attack:** ☐Con ☐Dex + 4 vs. Reflex

**Hit:** 2d8 + ☐Con ☐Dex modifier acid damage. [ ] vs. Reflex

Increase to +6 and 3d8 + ☐Con ☐Dex modifier acid damage at 21st level.

**Special:** Choose either Dexterity or Constitution to use for the attack and damage rolls when using this power. This choice is permanent.

Damage

*You can spit a stream of acid at a single foe.*

## Appeal to the Heart

Lightseeker Attack 20

**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.

Cha+\_\_ vs. Will

*Your words strike confusion into the heart of an enemy.*

## Electric Burst

Entobian (Eulite) Racial Power

**Encounter** ♦ **Lightning**

**Minor Action**      **Close burst 1**

**Attack:** ☐Str ☐Wis + 4 vs. Reflex

**Target:** Each creature in burst

**Hit:** 2d8 + ☐Str ☐Wis modifier acid damage. [ ] vs. Reflex

Increase to +6 and 3d8 + ☐Str ☐Wis modifier acid damage at 21st level.

**Special:** Choose either Strength or Wisdom to use for the attack and damage rolls when using this power. This choice is permanent.

Damage

*You generate a crackling bioelectric burst that harms those nearby.*

## Leap


Mogogol Racial Power

**Encounter**

**Minor Action**      **Personal**


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

*Your powerful legs have granted you incredible jumping distance.*



### Claws of the Meek

Mogogoldin Attack 11



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

**Targets:** One or two creatures

**Attack:** Charisma vs. AC

**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.

Cha vs. AC

Damage


Bonus Damage

*You unleash a ferocious assault, doing more damage than expected.*



### Thorn Spray

Oakling Feat Power




**Encounter**  
**Free Action**    **Close burst 2**

**Attack:** ☐Str ☐Con ☐Dex vs. Reflex

**Hit:** 2d8 damage + 1 per level.


[    ] vs. Reflex  
  
 Damage

*You can eject thorns in a painful burst.*



### Face the Fear

Mogogoldin Utility 12




**Daily**  
**Minor Action**    **Close burst 5**

**Targets:** You and all allies in burst.


**Effect:** Negate any fear effects affecting the target.

*Your fearlessness inspires courage in nearby allies.*



### Strangling Root

Reverent of Spring Attack 11



**Encounter**  
**Standard Action**    **Ranged 5**

**Target:** One creature

**Attack:** ☐Str ☐Wis vs. Reflex


**Level 21:** ☐Str ☐Wis +2 vs. Reflex

**Hit:** 2d8 + ☐Str ☐Wis 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.


[    ] vs. Reflex  
  
 Damage

*You send a constrictive root sprawling after your foe.*



### Leap of Fury

Mogogoldin Attack 20



**Daily** ♦ **Weapon**  
**Standard Action**    **Melee weapon**

**Target:** One creature

**Attack:** Constitution vs. Reflex

**Effect:** Before the attack, you fly up to 3 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.

Con vs. Reflex


Damage

*You unexpectedly launch yourself through the air at your opponent.*



### Tame the Mind

Reverent of Spring Utility 12




**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.

*You can shake off charm and fear affects.*



### Sun Heal

Oakling Racial Power




**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.


HP Gained

*You can channel bright light into vitalizing energy.*



### Blood Heal

Reverent of Spring Attack 20



**Daily** ♦ **Weapon**  
**Standard Action**    **Melee weapon**

**Target:** One creature

**Attack:** ☐Str ☐Wis vs. Fortitude

**Hit:** 3[W] + ☐Str ☐Wis 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.

[    ] vs. Fortitude  
  
 Damage  
  
 HP Gained

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

## Alacrity of the Dead

Obitu Racial Power

**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.

Damage

You can make vicious lunges at an unpredictable and unnatural speed.

## Circle of Balance

Grim Reaper Attack 20

**Daily** ♦ **Radiant**  
**Standard Action**      **Close burst 5**

**Targets:** Each enemy in burst

**Attack:** Strength+4 vs. Fortitude  
*At level 21:* Strength+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.

Str +    vs. Fort

Damage

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

## Deathbane Touch

Obitu Feat Power

**Encounter**  
**Standard Action**      **Melee touch**

**Target:** One undead creature

**Attack:** ☐ Str ☐ Con ☐ Dex +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. Increase hit-points gained to 10 at 21st level. If this attack kills a target, it rises as fledgling obitu in three rounds.

[    ]+4 vs. Fort.

HP Gained

Your touch drains the life from undead foes.

## Alluria Publishing

Key to Symbols

Related Race	Ranges
<b>Boggle</b>	<b>Personal</b>
<b>Entobian</b>	<b>Melee</b>
<b>Mogogol</b>	<b>Ranged</b>
<b>Oakling</b>	<b>Close</b>
<b>Obitu</b>	<b>Area</b>

Bring new life to your game!

## Deathbane Strike

Grim Reaper Attack 11

**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.

Str vs. AC

Damage

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

## Death's Visage

Grim Reaper Utility 12

**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.

You suddenly reveal that death has entered the battlefield.

# Cardstock Minis: Set I

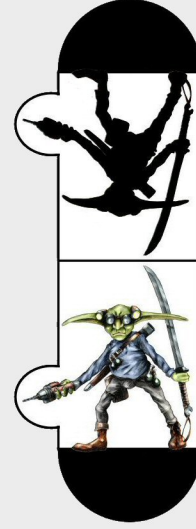
Oakling  
Reverent of  
Autumn



Obitu Vitomancer



Mogogol Knight



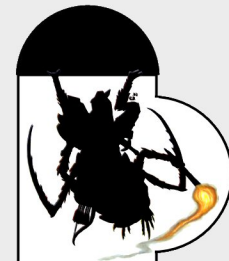
Entobian  
Caterpillar  
Zealot



Boggle  
Ninja



Oakling  
Reverent of  
Spring



Boggle  
Demolisher



Obitu  
Grim Reaper



Entobian  
Lightseeker



Mogogol  
Mogogoldin

## Instructions

Cut out all non-gray shapes on black outline. Do not cut black line between colored picture and silhouette. Fold in half on that line, then fold black half-circles up. Paste matching base on bottom, word-side-down. Enjoy your miniature!



## Get the most out of life!

With the addition of the D&D 4E PLAYER'S HANDBOOK 2, the game has seen a few new staples to the player character race ensemble. Among these, the racial paragon paths and racial backgrounds have been especially well received. To update the Remarkable Races, we decided to put out our own updates. These updates will be released in three expansions, one for each set of Remarkable Races. Included are five racial paragons, one for each race in the set. Each race will also have the option of several suggested character backgrounds. In addition, by popular demand, we have included racial and paragon power cards that can be printed on cardstock. As an added bonus, there are 10 cardstock miniatures included for use at your game table! The Remarkable Races expansions will keep your new races alive and well in your campaign.

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For use with the 4th Edition

**DUNGEONS  
& DRAGONS**  
ROLEPLAYING GAME

Requires the use of the D&D Player's Handbook, Monster Manual, and  
Dungeon Master's Guide, Player's Handbook 2, Monster Manual 2, Adventurer's Vault™  
core rulebooks, available from Wizards of the Coast, LLC