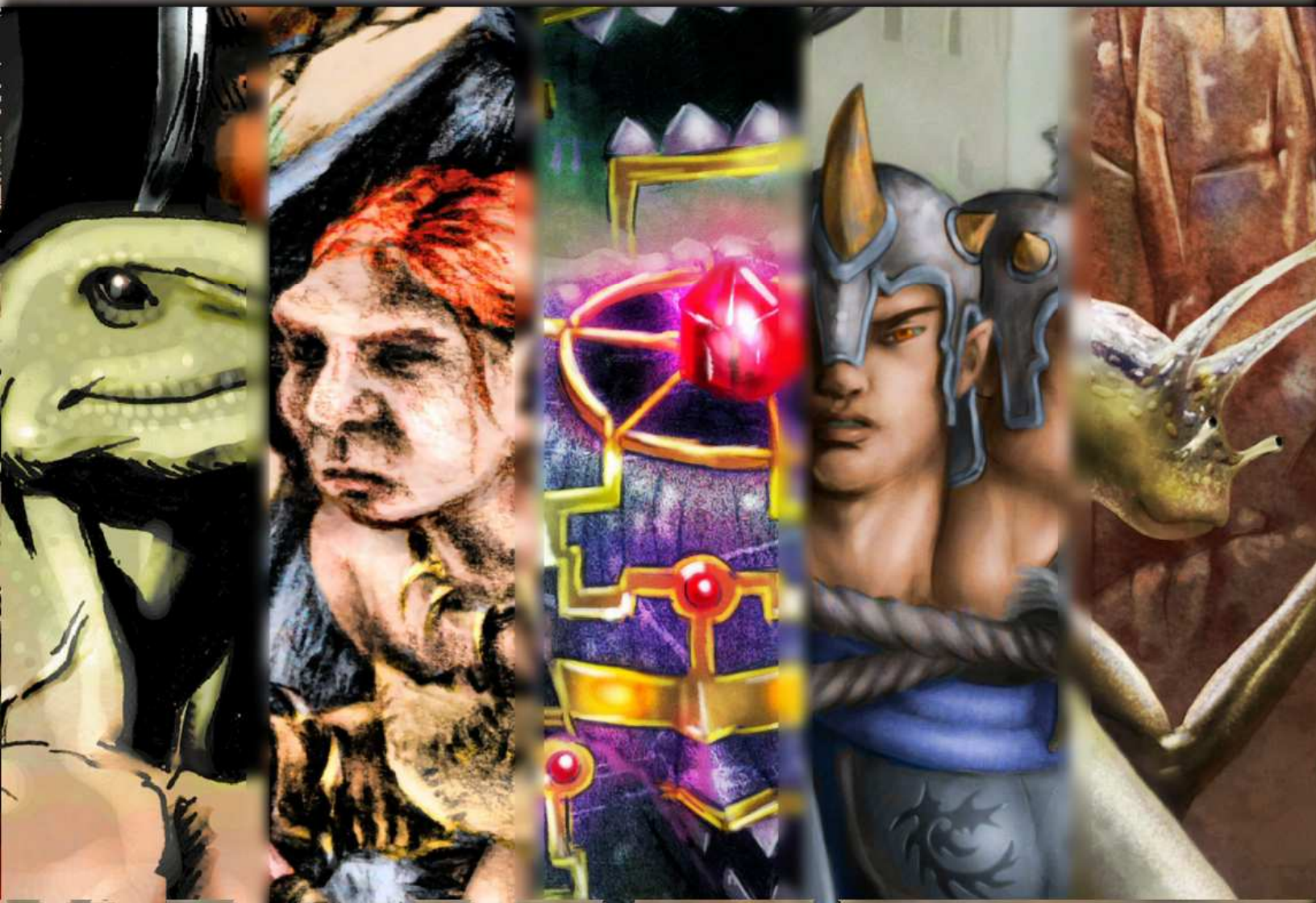




REMARKABLE RACES

Remarkable Races Expansion Set II: The Return of the Ancients



Roleplaying Game Supplement

J. Matthew Kubisz

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REMARKABLE RACES EXPANSION SET II: THE RETURN OF THE ANCIENTS

An Expansion for Set Two of the Remarkable Races Line

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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. In addition to collecting soul crystals, you are charged with the task to uncover the mystery of the past. 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. 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 that. 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 and knowledge 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 feature 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 extra 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.

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.

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).

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

MAHROG

Civilized: For a mahrog, you are uncharacteristically urbane. Your speech and mannerisms express that you 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 different path?

Associated Skills: Insight, Religion

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

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

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

Flames of Judgement
Pharaoh Attack 11

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.

Str +__ vs. Reflex

Damage

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

Pummel the Earth
Caveman Attack 11

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 Con or Wis modifier (whichever is higher).

Strength vs. AC

Damage

You savagely beat the ground causing waves of destruction.

Crook and Flail
Pharaoh Attack 12

Encounter ♦ 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.

Str +__ vs. Fort.

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

Beast Within
Caveman Utility 12

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.

You unleash your inner animal.

Divine Decree
Pharaoh Attack 20

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).

Str +__ vs. Will

You command obedience or torment, opponent's choice.

Savage Whomping
Caveman Attack 20

Daily ♦ Weapon
Standard Action Melee Weapon
Target: One enemy
Attack: Strength vs. AC
Hit: 4[W] + Str 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 Con or Wis modifier
Miss: Half damage, and you push enemies adjacent to the target 1 square.

Strength vs. AC

Damage

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

Mahra's Preservation
Mahra Channel Divinity Feat Power

Encounter ♦ Divine
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).

Bonus to Save



Mahra's will allows you to shake off any effect that would alter you.

Breath of Steam
Relluk Racial Power

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.



Damage

Steam pours from your mouth, scalding enemies & obscuring vision.

 **Primeval Strike** 
Archeovitus Attack 11



Encounter ♦ **Weapon**
Standard Action **Melee** weapon
Special: This power can be used as an opportunity attack.
Target: One creature [] vs. Reflex
Attack: Constitution, Wisdom, or Intelligence vs. Reflex
Hit: 3[W] + Constitution, Wisdom, or Intelligence modifier damage. [] Damage

You channel ancient wisdom and knowledge into one deadly strike.

 **Twin Attack** 
Battlewin Attack 11



Encounter ♦ **Reliable, Weapon**
Standard Action **Melee** weapon
Special: Your twin loses his next standard action.
Targets: One or two creatures Strength vs. AC
Attack: Strength vs. AC, two attacks
Hit: 2[W] + Strength and Intelligence modifier damage per attack. [] Damage

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

 **Eyes of the Ancients** 
Archeovitus Utility 12



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.

Your eyes can see through veils both magical and mundane.

 **Watch My Back** 
Battlewin Utility 12



Daily ♦ **Stance**
Minor Action **Personal**
Effect: Until the stance ends, you cannot be flanked for the rest of this encounter.

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

 **Mists of Time** 
Archeovitus Attack 20



Daily ♦ **Necrotic, Radiant, Zone**
Standard Action **Close** burst 2
Effect: 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. [] Damage

Mists pour from your mouth, scalding enemies & obscuring vision.

 **One Heart** 
Battlewin Attack 20



Daily ♦ **Weapon**
Immediate Reaction **Melee** weapon
Trigger: An adjacent enemy bloodies your twin with a melee attack.
Target: The triggering enemy Strength vs. AC
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. [] Damage

You smite an opponent who has hurt your twin.

 **Crystal Gore** 
Relluk Racial Power

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: Str + 2 vs. Reflex. Increase to +4 at 11th level, +6 at 21st level.
Hit: 1d8 + Con modifier fire damage. Increase 2d8 + Con modifier fire damage at 11th level and 3d8 + Con modifier fire damage at 21st level. [] Damage

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

 **Retract into Shell** 
Zif Racial Power

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 (standard action) or end this effect (free action). Increase to resist 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. [] Resist Damage

You can pull your body into your shell to avoid most damage.

Mind Cracker

Flayer Slayer Attack 11

Encounter ♦ Psychic

Standard Action Close burst 3

Targets: Each enemy in burst

Attack: Int +4 or Wis +4 versus Will.

At level 21: Increase to Int +6 or Wis +6 versus Will.

Hit: 2d6 + Int modifier or Wis 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.

+ ___ vs. Will

Damage

You deal psychic damage and debilitate those who do the same.

Gaze of Elders

Flayer Slayer Attack 20

Daily ♦ Psychic

Standard Action Ranged 10

Targets: One enemy

Attack: Int +4 or Wis +4 vs. Fortitude

At level 21: Int +4 or Wis +6 vs. Fortitude.

Hit: 4d10 + Int modifier or Wis 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.

+ ___ vs. Fort

Damage

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

See the Darkness

Flayer Slayer Utility 12

Daily

Minor Action Personal

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

You become keenly aware of your surroundings.

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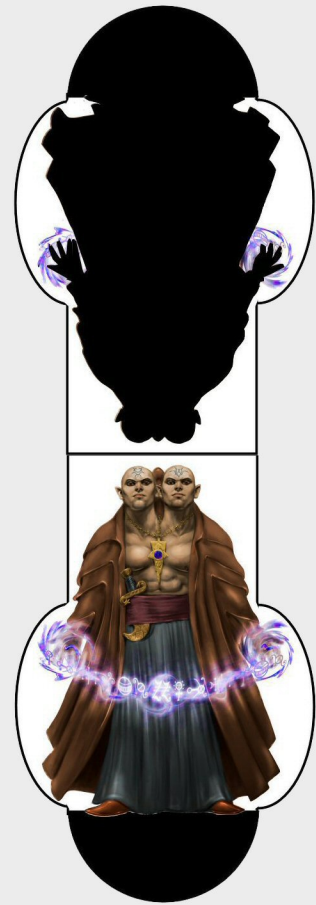
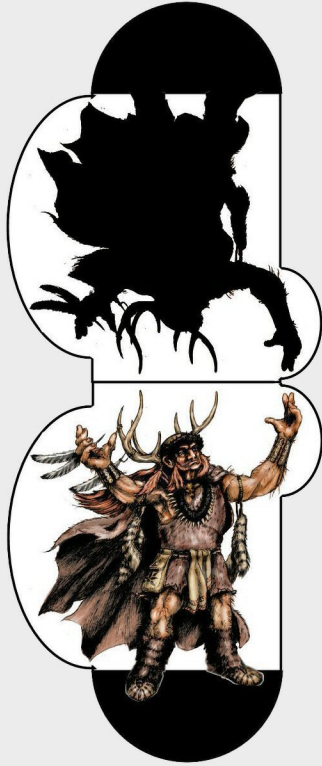
Key to Symbols

Related Race	Ranges
Anumus	Personal
Mahrog	Melee
Relluk	Ranged
Taddol	Close
Zif	Area

Bring new life to your game!



Cardstock Minis: Set II



Anumus
Barbarian

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Zif
Assassin

Relluk
Warrior

Taddol
Sorcerer-
Wizard

Anumus
Pharaoh

Mahrog
Caveman

Zif
Flyer
Slayer

Relluk
Archeovitus

Taddol
Battletwin



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 and used in the game. The Remarkable Races expansions will keep your new races alive and well in your game.

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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