

BOOK OF RACES

LICENSED FOR 4TH EDITION

WRITTEN BY
FLEX DOLPHYNN



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ROLEPLAYING GAME SUPPLEMENT
FLEX DOLPHYNN

CREDITS

Writing

Flex Dolphynn

Interior Illustrations

Kodiak Atwood

Soo Hwa Song

Paoni Lee

Rita "Sade" Márfoldi

Kimon Zentz

Cover and page Illustrations

Rita "Sade" Márfoldi

Design

Flex Dolphynn

Play Testing and Balance

**Rob McKibben, Carol Anne, George Tran, Steve McKibben, Brad Stec, Todd Anderson
Patrick Engel, Mark Li, Jake Chung, Keith Anderson, Eric Tipsword, Zach Jackson**

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INTRODUCTION and CONTENTS



Welcome to the Book of Races. Inside you shall find agile cat-folk and tribal bird men as well as dark Obsidians and sentient golems. These are just some of the playable races found in this book. We designed this manual to be a resource for both Players and Dungeon Masters. By expanding the racial selections available, more variety, diversity, and role-playing opportunities are possible.

We chose races which might spark the imagination. Half are standard fare amongst various RPGs, while the others offer unique experiences to add flavor to ones game. With a wide variety to choose from, hopefully there is something appealing for everyone.

We hope you enjoy the book and find it useful in your adventures.

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DUNGEON MASTERS

14 Races might be a lot to add into a game world at once. Feel free to allow or disallow any races as you see fit. If you find something to be over or under-powered, consider this book to be only a guide, adaptable to modification. We endeavored to keep things balanced, but players can often use abilities in imaginative ways. It is your world, you are in control.

PLAYERS

This book can be of great benefit to you. With these new races, more attribute combinations are possible, increasing the chance you shall find just what you need. In addition, each race is interesting and unique. While some may seem more powerful than others, each can provide the basis for an excellent character.

Make sure you clear your racial choice with your Dungeon Master before completing character creation. We hope you come upon a race which truly entices you and cries out to be played.

DESIGNING BALANCE

In creating these races we always considered game balance. Looking at the existing, published races we chose the Dragonborn as being the maximum power level to design against. Including their racial feats published in Dragon magazine and the core rulebooks, the Dragonborn are quite impressive. For paragon paths we used Wildfire Genasi as a powerlevel guideline.

Hopefully none of the races presented here are too out of balance. Any errata, clarifications, or rule alterations can be found online at:

www.BookofRaces.com



RACIAL SUMMARY



Here is a summary of the races presented in this book:

- Avian Tribal birdmen, wise in the ways of nature and magic.
- Bjorn Large, durable, ursines both gentle and ferocious.
- Excelsion Tough, blue-skinned humanoids, known to excel in their chosen profession.
- Ferralyn Furry, agile cat-folk with a passion for perfection.
- Insectoid Human-sized insects, seeking truth and individuality.
- Leonine Beautiful and powerful individuals from the Astral Sea, possessing bodies rippling with muscle and sculpted to perfection.
- Ling Small and mischievous, Lings provide a touch of chaos in the world.
- Nymph Beautiful and alluring women with an affinity for water.
- Obsidian Black, nocturnal adventurers, solid of body and mind.
- Radiant Golden skinned beings who strive for excellence.
- Storm Elf Elves of the mountains, controlling the power of storms.
- Tarsion Intelligent and agile primates full of energy and exuberance.
- Vixen Attractive fox-people who are cunning, quick, and illusive.
- Volem Sentient Golems of rock, crystal, flesh, mud, and more.

RACIAL CHART

Race	Attributes		Benefits
Avian	+2 Intelligence	+2 Wisdom	Bird Cry (daze), rituals, speed 7
Bjorn	+2 Strength	+2 Wisdom	+1 HP per level
Excelsion	+2 Constitution	+2 Choice	+2 Initiative, attribute choice
Ferralyn	+2 Dexterity	+2 Int. Char. or Con	Acrobatic Flip (shift move), attribute choice
Insectoid	+2 Strength	+2 Intelligence	Acid Spray, +2 AC vs. first attack
Leonine	+2 Strength	+2 Charisma	Persuasive (Charisma skill bonus), +2 HP per heal
Ling	+2 Dexterity	+2 Wisdom	Unnoticeable (hide from 1 attack), +1 Reflex defense
Nymph	+2 Dexterity	+2 Charisma	Seduce (charm), swim 6, breathe underwater
Obsidian	+2 Constitution	+2 Intelligence	Skin Like Rock (DR vs. one attack), fire resistance
Radiant	+2 Intelligence	+2 Charisma	Exalt Attack (change damage to radiant), shield prof.
Storm Elf	+2 Strength	+2 Dexterity	Ball Lightning (AoE), lightning resistance
Tarsion	+2 Intelligence	+2 Dexterity	Agile Dodge (avoid one attack), +1 Reflex defense
Vixen	+2 Charisma	+2 Wisdom	Fox Spirit (mirror image), +1 Will defense
Volem (all)	+2 Strength	+2 Constitution	+2 saves vs. ongoing damage, speed 5 (slower)
ROCKBODY			EarthStomp (AoE prone), +1 Fortitude defense
MUDBODY			Absorb Strike (DR vs 1 attack), +1 Fortitude defense
FLESHBODY			Fire and cold resistance, increased healing surges
CRYSTALBODY			Resonance (damage shield), speed 7
METALBODY			Poison resistance, +1 Fortitude defense
WOODBODY			Grasping Roots (AoE immobilize), +1 Will defense

AVIAN



Tribal birdmen, wise in the ways of nature and magic

RACIAL TRAITS

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

Average Weight: 100-195 lb.

Ability Scores: +2 Intelligence, +2 Wisdom

Size: Medium

Speed: 7 squares

Vision: Normal

Languages: Common, Draconic

Skill Bonuses: +2 History, +2 Insight

Tribal Ways: You know the Ritual Caster feat and gain the following rituals when you level: Hidden Camp (1st Level), Eye of Alarm (2nd), Hand of Fate (4th), Commune with Nature (6th). In addition, Nature is considered a class skill.

Avian Hop: You treat all jumps as if you had a running start.

Feathered Body: Your speed is increased by 1 for any flying, gliding, or hovering effects.

Bird Cry: You can use *Bird Cry* as an encounter power.

Bird Cry

Racial Power

You unleash a sonic shriek, dazing your victim.

Encounter ◆ **Thunder**

Minor Action **Ranged 5**

Target: One Creature

Attack: Charisma +2 vs. Fortitude, or Strength +2 vs. Fortitude.

Increase to +4 bonus at 11th level.

Increase to +6 bonus at 21st level.

Hit: The target becomes Dazed (save ends).

Special: When you create your character, choose Charisma or Strength as the ability score you use when making attack rolls with this power.

Attuned to nature, Avians are a tribal race commonly dwelling in treetop villages, or in teepees amongst the plains. They are adept at ritual casting, and are eagle-like in appearance.

Play an Avian if you want ...

- ◆ to be feathered and in tune with your surroundings.
- ◆ to be intelligent, yet possessing profound wisdom.
- ◆ to be a member of a race that favors the druid, wizard, and cleric classes.

PHYSICAL QUALITIES

Avians resemble humanoid eagles. They are coated in feathers and possess a sharp, yellow beak. They are human sized but tend to be lighter than humans due to their internal makeup. Their feet are like claws and Avians sport a broad, feathered tail. Their head is birdlike, usually with coloration similar to a bald eagle. Long feathers extend down from their arms, but they cannot accurately be called wings. Their hands are Elven in appearance.

Avian eyes can be yellow, green, red, gray, black, or blue and are deep-set. Their feathers are usually brown, golden, white, gray, or black but an Avian's head feathering is usually a different color than those coating his body. The feathers hanging down from their arms are quite large, as are the feathers of their tails. Their beak is generally yellow with a sharp hook at the end. Avians are typically broad of chest and thigh, with a skinny waist and thin knees.

Avians are not mammals, and they are hatched from eggs. They grow faster than humans do, reaching maturity in about 10 years. They tend to live as long as humans. In old age their feathers become more gray and frazzled looking. Avians walk upright, but occasionally may hop to a place they want to be. Their voices are birdlike. They can swim excellently.

PLAYING AN AVIAN

Most Avians grow up with their tribes. Avians spend the initial portion of their lives living in villages amongst the tree-tops. They usually return to village life when old-age is upon them. During most their adult years, Avians can be found living a nomadic existence, travelling in groups of various size. Amongst the plains Avians live in teepees, while in the forests Avians prefer temporary shelter in the branches. In the north, Avian tribes dwell in igloos as they roam the tundra.

Life in the wilds is very dangerous. Monsters of all sorts roam about, ready to rend chicks and decimate a tribe. Therefore, Avians rely heavily on ritual magic to keep their campsites secure. Avians participate from an early age in a wide assortment of magic rituals. Most are designed to keep out unwanted enemies or hide the tribes whereabouts from those nearby. Avian mystics often query the forces of nature on how to best proceed with a course of action. An Avian's life is often liberally sprinkled with combative encounters. Avian tribal groups are well

organized and are adept at fighting and magic. Woe be any who strive to defeat them.

Honor and integrity are very important to Avians. They tend to lie much less often than other races. An Avian is keenly aware of how people work. They can easily see what motivates others. Their tribal stories often go into great detail about the reasoning of their heroes and villains. It is these stories which provide Avians with a diverse history of the lands they dwell within. Nearly every night another story is told amongst the tribe, to dwell upon as they slumber. Some are legendary arcs of heroism, while others are short fables with distinct morals to learn from. Avians have tighter racial bonds than Nymphs or Vixen.

Avian adventurers tend to be those who have left their tribes for life in the towns and cities of other races. Some have been ejected from the tribe, some are working for the tribe, and others leave to chase after their own pursuits. Avians are fine companions. Their words may be short but they are very potent. Friendship with an Avian is based upon mutual respect. They are adept at rituals and the ways of nature and are a welcome addition to most any adventuring group.

Avian Characteristics: Proud, honorable, patient, wise, mystical, succinct, brave, observant

Male Names: Floating Strike, Questing Hawk, Vengeful Lightning, Thoughtful Oak

Female Names: Bird Caller, Cat Taunter, Fish Thumper, Bear Petter, Wind Chaser, Time Watcher

AVIAN ADVENTURERS

Three sample Avian adventurers are described below.

Thoughtful Oak is an Avian chieftain. He is destined to someday lead his tribe. Currently he is young and seeking knowledge of the world outside his culture. He is enjoying city life and searches for worthy companions. He feels he has much to offer.

Time Watcher is an Avian mystic. She uses her knowledge of magic and the healing arts to assist her two closest friends. They are currently on the trail of magical pearls needed for an archaic Nymph formula.

Sparkling Mote is an Avian wizard. He is a boon to his friends, protecting their campsites at night with Avian rituals. His friends rely on him to help them travel about the world and to violently eradicate those who support injustice. He has no desire to ever return to tribal life, though he longs to find love with a nice Avian woman.



HEROIC TIER FEATS

EAGLE EYE [AVIAN]

Prerequisites: Avian

Benefit: You gain low-light vision and a +1 feat bonus to your perception checks. Spot checks ignore distance penalties for things which are far away.

GREAT SPIRIT [AVIAN]

Prerequisites: Avian

Benefit: You are immune to Domination effects.

MEDICINE MYSTIC [AVIAN]

Prerequisites: Avian, Wisdom 13

Benefit: Your *First Aid* Heal checks gain a bonus of +5.

RITUAL KEEPER [AVIAN]

Prerequisites: Avian, Wisdom 13

Benefit: You gain knowledge of an additional ritual at every even numbered level (2, 4, etc.). The ritual learned must be your level or lower.

STONE BRAVE [AVIAN]

Prerequisites: Avian

Benefit: You gain a +2 feat bonus to defenses against attacks with the **fear** keyword. In addition, you gain +2 on saving throws against **fear** effects.

THUNDER TONGUE [AVIAN]

Prerequisites: Avian, *Bird Cry* racial power.

Benefit: Your *Bird Cry* power now has a range of 10 and a +2 feat bonus to its attack roll.

PARAGON TIER FEATS

CALL OF THE HUNT [AVIAN]

Prerequisites: Avian

Benefit: You can use *Call of the Hunt* as an encounter power.

Call of the Hunt

Avian Racial Power

You let out a mighty cry, inspiring your allies.

Encounter

Minor Action **Close** burst 5

Target: All allies in area

Effect: All targets gain +1 on their attack rolls until the end of your next turn.

WAR CRY [AVIAN]

Prerequisites: Avian, *Bird Cry* racial power.

Benefit: You can choose to change your *Bird Cry* power to a close burst 2, when you use it.

EPIC TIER FEATS

SOARING EAGLE [AVIAN]

Prerequisites: Avian

Benefit: You gain flight speed 7 (8 with racial bonus).

AVIAN RITUAL

HIDDEN CAMP [AVIAN]

You hide the campsite from passers by.

Level: 1

Category: Exploration

Time: 10 minutes

Duration: Special

Component Cost: 10 gp

Market Price: 50 gp

Key Skill: Nature

Requirements: Avian

You surround your campsite with a magic field which prevents any creature more than 10 squares away from seeing the camp, or its fire. The field does not stop sounds or scrying, but can provide good camouflage. It lasts up to 8 hours or until camp is broke.

Ritual participants are immune from the fields effects. An Avian must perform the ritual, though members of any race can participate.



BJORN

Large, durable, ursines both gentle and ferocious

RACIAL TRAITS

Average Height: 6'2" - 7'

Average Weight: 220 - 340 lb.

Ability Scores: +2 Strength, +2 Wisdom

Size: Medium

Speed: 6 squares

Vision: Normal

Languages: Common

Skill Bonuses: +2 Intimidate, +2 Athletics

Fearless: You gain a +5 racial bonus to saves vs. fear.

Fearsome: Intimidate is considered a class skill.

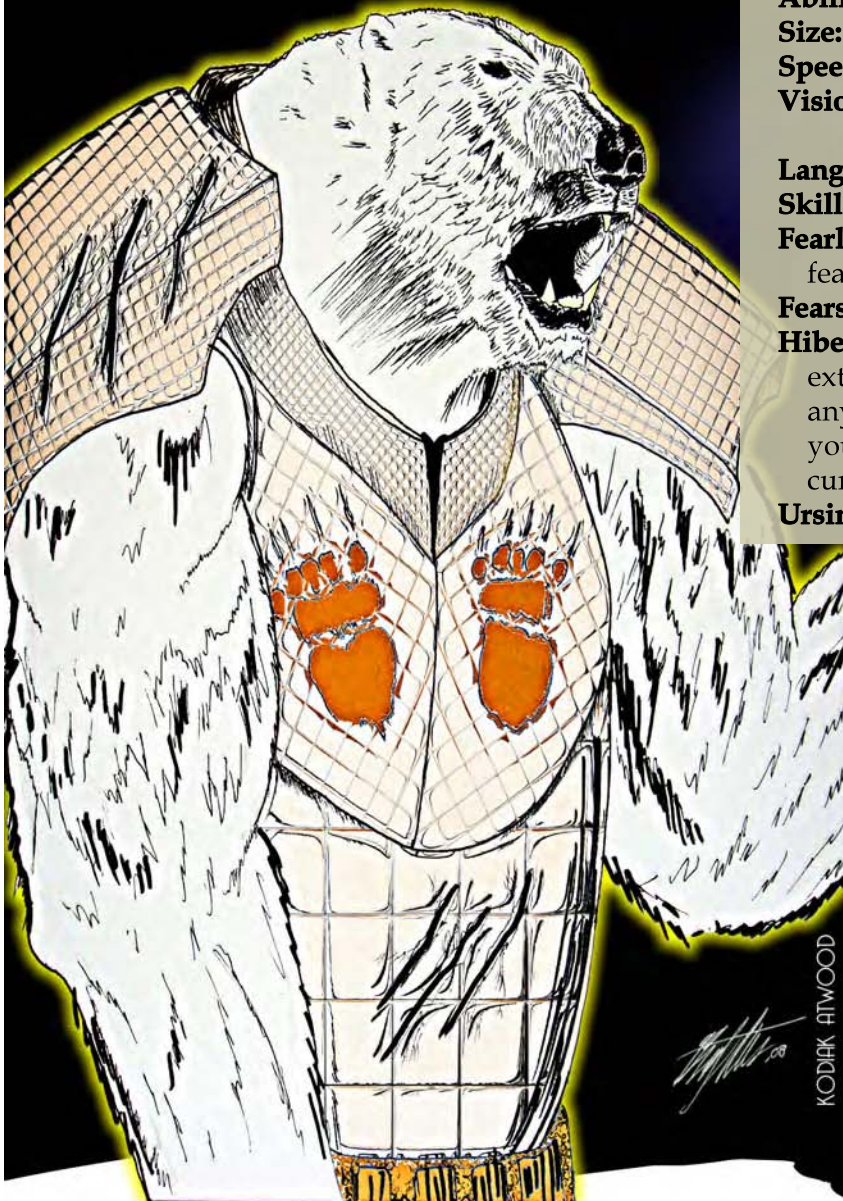
Hibernate: You are able to hibernate for an extended amount of time. While hibernating any disease conditions do not worsen, and if you slumber for at least 1 week, you awaken cured from the disease.

Ursine Toughness: You gain +1 HP per level.

Strong in both spirit and body, Bjorn are at ease in both gentle repose, and furious combat. Bjorn are natural front line warriors who seem fearless in battle. They develop deep bonds of friendship, and they save their wrath for their enemies.

Play a Bjorn if you want ...

- ◆ to be large and intimidating.
- ◆ to be tough to kill.
- ◆ to be a member of a race that favors the fighter, monk, and cleric classes.



PHYSICAL QUALITIES

Bjorn are large, bipedal ursines, who resemble bears in appearance. They are covered in fur and possess sharp fangs and a muzzle. They tend to be very strong and usually have a deep, resonant voice. They have a very short tail.

Their fur comes in white, brown, and black varieties and their nose is typically, black or pink. Eye color is generally black, brown, blue, gray, yellow, or red. A Bjorn has very sharp claws on both its feet and its hands.

Bjorn have the ability to hibernate for extended periods of time, if desired. During hibernation they neither need to eat nor drink. They are generally lethargic during this time and mostly oblivious to events happening around them, though they can readily awaken if disturbed.

Bjorn are typically excellent swimmers and can climb well. Their main forte is physical combat. Possessing stronger bodies than most the other races, they excel at grappling, and are very fearsome to go up against. Some Bjorn have such a thick hide that ranged attacks occasionally bounce off them.

PLAYING A BJORN

Bjorn are a race known to be both gentle and ferocious. Their enemies find them frightening and view them as very difficult opponents. Bjorn also develop deep bonds of friendship. They can go to great lengths to assist those they trust. Many Bjorn also acquire a seasoned wisdom and Bjorn mystics are not unknown.

Bjorn tend to value ties to nature above ties to the gods. While various Bjorn states exist, they are more commonly associated with being more solo in nature, living with their families in the wilds or above their blacksmith shops in town. Bjorn of the sea are more rare, though they are quite prevalent in arctic regions.

Bjorn tend to be slow to anger, but once riled up, they generally focus upon that which has disturbed them. Bjorn are generally good natured, but their impressive appearance, and reputation for fierceness often makes others wary of offending a Bjorn. Bjorn laughter has a way of putting everyone at ease though.

Bjorn tend to mate for life. Family ties tend to be stronger than those to their country or state. While Bjorn value their children greatly, others view

their lessons as often being overly harsh. Bjorn children are adored, but not spoiled.

Bjorn Characteristics: Intimidating, large, wise, strong, good-natured, tough, focused

Male Names: Tor Aronsson, Gren Noctrun, Olaf Nystrom, Thorum Granddir, Skragat

Female Names: Ingra Mountainsdottir, Terrana, Zenene, Olvena Garah, Tenoxa Itreespa

BJORN ADVENTURERS

Three sample Bjorn adventurers are described below.

Tor Aronsson is a warrior blacksmith. In his younger days he adventured with sturdy fellows, but now as he is older, he and his friends are respectable pillars of society. Occasionally great danger faces their town, and they answer the call for heroes, defending that which they have worked their lives for.

Zenene is a Bjorn mystic. She lives in a cave, high up the mountainside. Younger adventurers, politicians, and lovers come to her seeking her advice and wisdom. She often consults the spirits of nature to determine the best course of events and predict possible outcomes. Every year she travels to a meeting of the mystics and both teaches and learns from her compatriots.

Vondur Magnur is a Bjorn fighter. He is a captain in the Golden Company, a band of mercs for hire. He has seen battle all up and down the coasts, and is putting away funds for his retirement. His life is simple. His main possessions are his armor and weapons, which he keeps in prime condition and are extremely efficient. In combat he leads his men from the front, and inspires his comrades to vanquish their foes. Though he has seen many of his friends die in combat, he never fails to make new ones. He is happy to have a job for which he is well suited, and thankful for the great friendships he has been lucky enough to partake in.



HEROIC TIER FEATS

BEAR CLAWS [BJORN]

Prerequisites: Bjorn

Benefit: You gain a +2 proficiency bonus when making unarmed attacks. In addition, your unarmed basic attack deals extra damage equal to one-half your Strength modifier (minimum 1).

BEAR HUG [BJORN]

Prerequisites: Bjorn

Benefit: You gain a +5 feat bonus to attack rolls for grab attacks. In addition, grabbed enemies have -2 on their Acrobatics or Athletics check to escape from your grab.

GENTLE BEAR [BJORN]

Prerequisites: Bjorn

Benefit: You gain a +5 feat bonus to your Heal skill checks.

SNARLING ROAR [BJORN]

Prerequisites: Bjorn, trained in Intimidation

Benefit: You gain a +5 feat bonus to Intimidate skill checks.

TOUGH HIDE [BJORN]

Prerequisites: Bjorn

Benefit: You gain a +1 feat bonus to your AC against ranged attacks.

TOUGH MIND [BJORN]

Prerequisites: Bjorn

Benefit: You gain a +2 feat bonus to all defenses against attacks with the **Psychic** keyword.

PARAGON TIER FEATS

DARK SIGHT [BJORN]

Prerequisites: Bjorn, trained in Perception

Benefit: You gain darkvision.

EPIC TIER FEATS

FEROCIOUS ROAR [BJORN]

Prerequisites: Bjorn, trained in Intimidate

Benefit: You can replace one encounter attack power with the *Ferocious Roar* racial ability.

Ferocious Roar

Bjorn Racial Power

You let out a terrifying roar, frightening your enemies.

Encounter ✦ Ki, Fear

Standard Action Close burst 3

Target: All enemies in area

Attack: Intimidate vs. Will

Hit: Each target affected slides up to its maximum speed away from the Bjorn.



EXCELSION



Tough, blue-skinned humanoids, known to excel in their chosen profession

RACIAL TRAITS

Average Height: 5'5" - 6' 4"

Average Weight: 124 - 259 lb.

Ability Scores: +2 Constitution, +2 choice of one other (except Constitution)

Size: Medium

Speed: 6 squares

Vision: Low-light

Languages: Common, Deep Speech

Skill Bonuses: +2 Athletics, +2 Streetwise

Pure of Body: You gain a +2 racial bonus to saving throws vs. effects with the poison or disease keywords.

Quick: You gain a +2 racial bonus to your initiative.



PHONI LEE

Resourceful and deliberate, Excelsions are usually comfortable in whatever task they devote themselves to. Excelsions reflect upon the ancestry of their pasts, and the future paths of their children. Self-sufficient, Excelsions nonetheless form strong bonds with their friends.

Play an Excelsion if you want ...

- ◆ to be healthy and strong.
- ◆ to be contemplative and determined.
- ◆ to be a member of a race that can excel as a member of most any class.



PHYSICAL QUALITIES

Excelsions are blue-skinned humanoids who are physically and mentally focused. They tend to be quite healthy and seldom feel illness. There is little color variation amongst Excelsions. Hair, eyes, and skin are all various shades of blue.

Male Excelsions are often bald while females tend to sport intricate hair styles. The musculature of Excelsions is fairly blocky in appearance giving their physique a somewhat angular look.

When an Excelsion woman is pregnant, her thoughts and ideas about her baby influences how the child shall develop. If she primarily imagines her son as an acrobat, the child usually shall be attracted to gymnastic activities and have a proclivity to succeed in feats of dexterity. If instead she envisions her child becoming a great alchemist or wizard, they might be predisposed to succeed in more intellectual areas. The thoughts of a pregnant Excelsion greatly influence the characteristics of her offspring.

Excelsions age at the same rate as humans. They generally live to be around 120 years of age. Most Excelsions are physically fit.

PLAYING AN EXCELSION

Excelsions are concerned with genealogy. They research the feats of their ancestors and contemplate the future of their children. In the great cities of the world, Excelsions keep detailed repositories of their genealogical information. Most Excelsions periodically send in the highlights of their regular life and that of their immediate family. Keeping such records is quite important to Excelsions.

No Excelsion is great at everything. But, usually one can find Excelsions amongst the top of the various professions. There are great Excelsion warlords and wizards, rogues and shaman. Excelsions love the bardic classes and, if they are not bards themselves, they usually befriend bards in order for their tales to be told and passed along.

It is rumored that the Excelsion race was purposely planned when it was created. And it is suspected that Excelsions have a racial strategy extending out for millennia.

Excelsions are a race prone to contemplation and reflection. There is knowledge and wisdom to be gained from reviewing the past, thinking of the present, and considering the future. Excelsions tend to choose mates of their own race, but they are typically found in the company of an assortment of friends from all races. Excelsions can be found in most all walks of life.

Excelsion Characteristics: Blue, competent, quick, reflective, contemplative, methodical, healthy

Male Names: Novor Gymnast, Axlor Wizard, Genon Detective, Nildar Virtuoso, Whippin Trader

Female Names: Singa Poet, Pinna Fisher, Yinnette Seer, Velure Mentalist, Jitenne Guardian

EXCELSION ADVENTURERS

Three sample Excelsion adventurers are described below.

Genon Detective is an Excelsion private eye. He works for a trade conglomerate investigating insurance fraud, competitor's secrets, and counter intelligence. The mercantile world can be very ruthless. It takes vigilance and lots of leg work to keep his employers prosperous.

Kelphin Icelord is an Excelsion Strike Lord. He uses his thermal control to freeze enemies and help his comrades. He is part of a tactical strike group mainly pursuing the goals of their Avian chieftain. After they succeed in their latest quest, Kelphin has been promised that they shall go after an Orb of Power he has heard about. His group is quite comfortable with each other and work as a well-oiled machine.

Velure Mentalist is an Excelsion psionist. She spends her time studying at the academy and engaging in mental competitions. Her childhood was spent travelling, both in the Feywild and the natural world. Her parents sought to expose her to a wide variety of cultures. Elvish life was her favorite and she has her eye set on landing an Elf husband. There is one she has been tutoring who seems to always be in need of her assistance. She fantasizes about a life together and returning to the Feywild to live happily ever after.



HEROIC TIER FEATS

ACCELERATION [EXCELSION]

Prerequisites: Excelsion

Benefit: You gain +3 to your speed when you run, instead of the normal +2. You also gain a +2 feat bonus to your Initiative.

ADAPTION [EXCELSION]

Prerequisites: Excelsion, Constitution 13

Benefit: Your poison resistance increases by $5 + 1/2$ your level.

ANTICIPATION [EXCELSION]

Prerequisites: Excelsion, Dexterity 13

Benefit: You gain a +1 feat bonus to your Reflex defense. You also gain +1 to your AC vs. melee attacks which need threatening reach to hit you (attacks more than 1 square away).

CONTEMPLATION [EXCELSION]

Prerequisites: Excelsion

Benefit: You gain a +1 feat bonus to your Heal, Insight, History, and Streetwise skills.

EXHILARATION [EXCELSION]

Prerequisites: Excelsion

Benefit: When you score a critical hit, you gain temporary hit points equal to $5 +$ Constitution modifier.

Increase to $10 +$ Constitution modifier at 11th.

Increase to $15 +$ Constitution modifier at 21st.

REFLECTION [EXCELSION]

Prerequisites: Excelsion

Benefit: You gain +2 to your saving throws against effects which you have already successfully saved against in this encounter.

PARAGON TIER FEATS

ELATION [EXCELSION]

Prerequisites: Excelsion, Constitution 15

Benefit: You gain +1 hit point for every level you are beyond level 10. For example, if you take this feat at level 16 you would gain an immediate 6 hit points, and an additional hit point each time you level.



FERRALYN



Furry, agile cat-folk with a passion for perfection

RACIAL TRAITS

Average Height: 5' - 6'

Average Weight: 100 - 200 lb.

Ability Scores: +2 Dexterity, +2 to choice of Intelligence, Constitution, or Charisma

Size: Medium

Speed: 6 squares

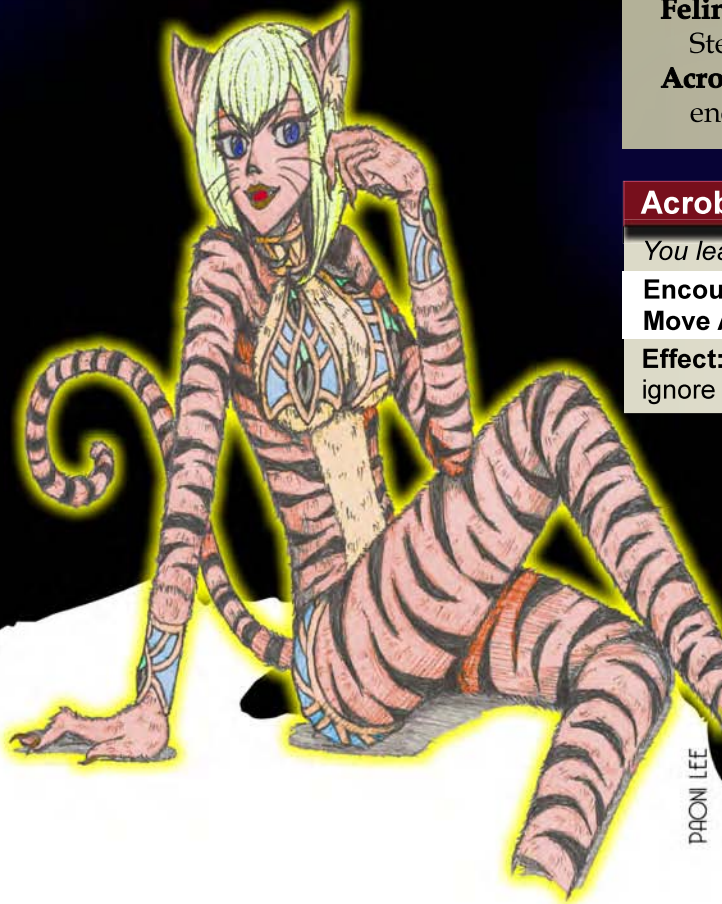
Vision: Low-light

Languages: Common, choice of one other

Skill Bonuses: +2 Acrobatics, +2 Stealth

Feline Ancestry: Acrobatics, Perception, and Stealth are considered class skills.

Acrobatic Flip: You can use *Acrobatic Flip* as an encounter power.



PAONI LEE

Acrobatic Flip

Racial Power

You leap, twist, and land in a new position.

Encounter

Move Action

Personal

Effect: You can shift up to your movement speed. You ignore any difficult terrain.

Stealthy, agile, and fastidious, Ferralyn embody the spirit of adventure. Whether a palace or a hovel, Ferralyn abodes are well organized and efficient. Ferralyn mix well with other races. They have a flair for both the arts and management.

Play a Ferralyn if you want ...

- ◆ to be agile and feline.
- ◆ to be concerned about cleanliness and perfection.
- ◆ to be a member of a race that favors the rogue, ranger, and bard classes.

PHYSICAL QUALITIES

Ferralyn are nearly the same size as humans. There is no doubt that they are descended from felines. Ferralyn are covered in fur. They have whiskers and a furry tail. Their ears are cat-like and located on top of their heads. Their pupils are vertically slit.

Ferralyn can differ greatly in appearance. Some are striped like tigers, while others are spotted like a cheetah. Some are solid black, while others are more calico. Fur colors usually consist of brown, black, gray, orange, yellow, and variations in between. Eyes can be yellow, green, blue, brown, black, orange, or red. They have small claws on their hands and feet.

Ferralyn are typically toned and athletic. While there are some which are overweight, it is not very common. Ferralyn tend to be very acrobatically inclined. They can exhibit sudden spurts of energy. Stealth comes naturally to a Ferralyn, and they are often being sneaky without realizing they are doing it.

Ferralyn typically have a thick mane of hair. They are quite flexible and adept at getting through tricky spaces. Ferralyn are well adapted to a nocturnal existence. They can emit a rumbling purr when happy and they tend to roll their R's when they speak.

PLAYING A FERRALYN

Ferralyn are a race of free-spirits. They tend to be quite energetic and usually are not ill-willed. Instead they are comfortable with themselves and gain pleasure making others happy as well.

Ferralyn are known to be perfectionists. Most are exceedingly clean and organized, and they maintain a life that is very efficient. Most possessions have exact locations and Ferralyn tend to be quite meticulous about things. In addition, Ferralyn strive to perfect at least one aspect of their life. Whether it is art or gymnastics, Ferralyn tend to excel at that which they focus upon. There are usually Ferralyn placing in the top three of any competition.

Ferralyn feel exhilaration in new experiences. Even in dangerous situations, as long as it is new, Ferralyn can become energized. Meeting new people, or seeing a new performance always tends to please Ferralyn. Even though it brings them great pleasure, not all actively seek out such activities. Ferralyn can also be quite lazy. Sleeping and napping is a favorite pastime.

Ferralyn tend to adventure quite a bit. They are not often found farming, but their pursuits are quite varied. They are common in cities as well as isolated outposts in the wilds. Ferralyn generally live as long as humans and age at the same rate. Older Ferralyn have perfected quite a few differing areas during their lives.

Ferralyn Characteristics: Nocturnal, agile, furry, perceptive, fastidious, perfectionists, talented, quick, energetic, stealthy, alert, organized

Male Names: Ferro, Leo, Adrrin, Vendorr, Quix, Fforr, Andorr, Trrin, Nerro, Swip

Female Names: Irrinna, Leena, Panterra, Purette, Minx, Alana, Pixy, Veena, Surrene, Jileena

FERRALYN ADVENTURERS

Three sample Ferralyn adventurers are described below.

Nerro is a Ferralyn Lightning Lord. He has devoted his life to perfecting his skills manipulating lightning. A fascination with static electricity when he was a kitten put him onto this path. His friends value his expertise when seeking their fortune in the world.

Purette is a Ferralyn bard. Her voice has been trained to perfection. She is also quite adept at harmonica, and her tamborine playing is known to cause spontaneous feet stomping. She travels with her companions up and down the coast, recording their exploits in great ballads of valor. She has a crush on their Tarsion thief, but she never lets it show.

Narrah is a Ferralyn rogue. She is a member of various thieves guilds in differing communities. Always on the lookout for the next big score, Narrah has cultivated a hardy group of like-minded friends. In her spare time, Narrah practices calligraphy. She splits her time between training her sabre skills, and meticulously recording her thoughts and poetry in her hidden journals.



HEROIC TIER FEATS

ADROIT FLIP [FERRALYN]

Prerequisites: Ferralyn, *Acrobatic Flip* racial ability

Benefit: You gain +2 to your AC and Reflex defenses when you use your *Acrobatic Flip* racial power, until the end of your next turn.

CAT FALL [FERRALYN]

Prerequisites: Ferralyn

Benefit: You reduce the damage from falling by 1/2 and always land on your feet.

CAT-LIKE REFLEXES [FERRALYN]

Prerequisites: Ferralyn, Dexterity 13

Benefit: If you would normally be surprised on a surprise round, instead you reset your initiative to just underneath the lowest surprise initiative and can act during the surprise round. You do not count as being surprised.

ORGANIZED POSSESSIONS [FERRALYN]

Prerequisites: Ferralyn

Benefit: Thievery *Pick Pocket* attempts against you have their DC raised by 10. You notice any failed *Pick Pocketing* attempt.

POUNCE [FERRALYN]

Prerequisites: Ferralyn, Dexterity 13

Benefit: If you jump at least 2 squares at the end of your move action, just before you make a melee attack, you gain +1 to your attack roll and +1 to the melee attack damage.

STEALTHY [FERRALYN]

Prerequisites: Ferralyn

Benefit: Your racial bonus to Stealth raises to +5 from +2.

SURE CLIMBER [FERRALYN]

Prerequisites: Ferralyn, Dexterity 13

Benefit: You gain climb speed 4.

PARAGON TIER FEATS

CAT NAP [FERRALYN]

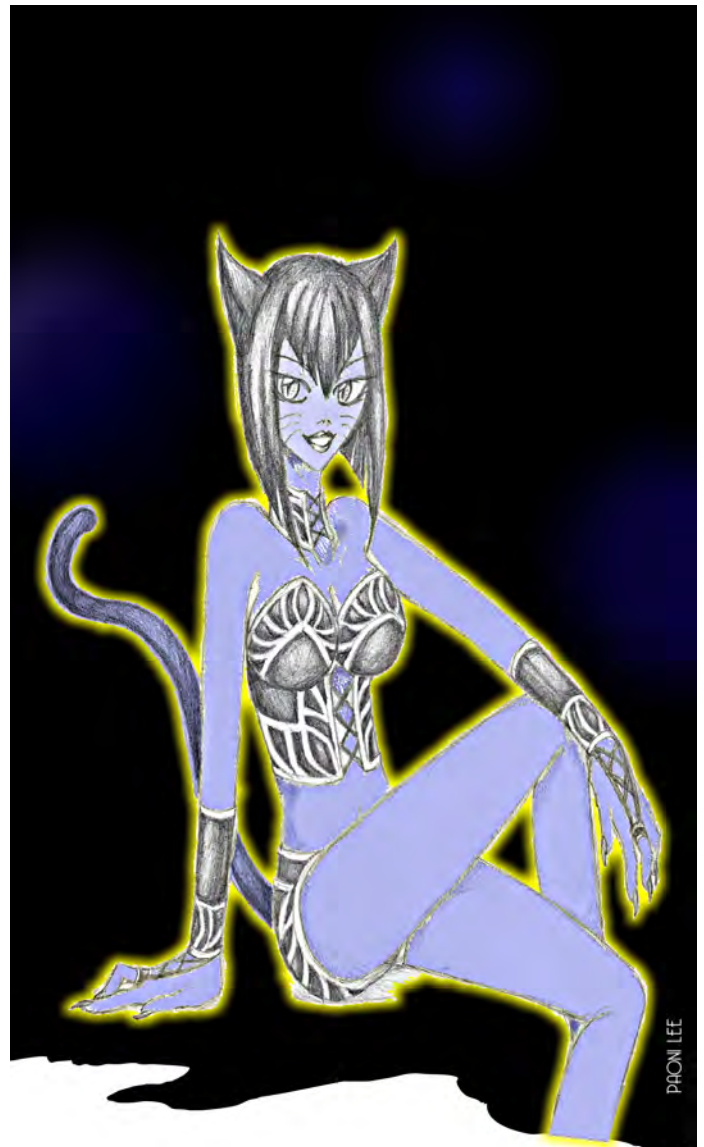
Prerequisites: Ferralyn

Benefit: Once per day, after taking a short rest, you regain 2 healing surges.

FELINE SENSES [FERRALYN]

Prerequisites: Ferralyn, trained in Perception

Benefit: Attack rolls against opponents with concealment suffer no penalty. Attack rolls against opponents with total concealment only suffer a -2 penalty.



INSECTOID

Human-sized insects, seeking truth and individuality

RACIAL TRAITS

Average Height: 5' - 6'2"

Average Weight: 100-200 lb.

Ability Scores: +2 Strength, +2 Intelligence

Size: Medium

Speed: 6 squares

Vision: Darkvision

Languages: Common, Elven

Skill Bonuses: +2 Diplomacy, +2 Perception

Impressive Strength: Your normal load, heavy load, and maximum drag values are doubled.

Incited Chitin: Against the first attack in an encounter your AC is increased by 2.

Acid Spray: You can use *Acid Spray* as an encounter power.

Acid Spray

Racial Power

You release a stream of acid, disfiguring your target.

Encounter ✦ **Acid**

Minor Action **Ranged 5**

Target: One Creature

Attack: Strength +2 vs. Reflex, Constitution +2 vs.

Reflex, or Dexterity +2 vs. Reflex

Increase to +4 bonus at 11th level.

Increase to +6 bonus at 21st level.

Hit: The target takes 1d6 + Constitution modifier Acid damage.

Increase damage to 2d6 + Constitution modifier at 11th.

Increase damage to 3d6 + Constitution modifier at 21st.

Special: When you create your character, choose Strength, Constitution, or Dexterity as the ability score you use when making attack rolls with this power.

Alien yet genteel, Insectoids are known for their industriousness. Insectoid dominions can be found from the Underdark and Feywild to the Shadowfell. Insectoid adventurers tend to be those seeking truths and striving to be unique and become noteworthy.

Play an Insectoid if you want ...

- ✦ to be alien in appearance and unconstrained.
- ✦ to be able to spray acid at your enemies.
- ✦ to be a member of a race that favors the fighter, wizard, and artificier classes.

PHYSICAL QUALITIES

Insectoids are bipedal insects the size of humans. They have two arms and two legs, walk upright, and their skin is a chitinous exoskeleton. Their eyes are compound and multi-faceted and they have a pair of antennae on top of their heads.

Insectoids have a wide variety of appearances. There are types resembling ants, bees (sans wings), and mantises, but there are no arachnid forms, nor those similar to scorpions. Their bodies are narrow-waisted between the thorax and the abdomen.

Insectoid chitin is typically black, brown, gray, red, orange, green, or even white. Many Insectoids possess a shimmering sheen of iridescence on their chitin. Insectoid antennae come in a wide variety of shapes, with some being short and solid, while others are long and feathery. Insectoids don't have hair on their heads, but some have longer, sparse hair sprouting from points on their bodies.

Insectoids are adept at leverage and can lift extraordinary amounts. Their movements appear somewhat mechanical and their hands are vaguely human in shape. Many Insectoids can communicate telepathically with each other. Some Insectoids are able to metamorphose and sprout wings in later life. Insectoid voices sound alien, but they are eloquent.

Insectoids hatch from eggs laid by a queen and rapidly progress through the pupae stage to adulthood. Most Insectoids have no family ties except to their queen. They tend to live about as long as humans.

PLAYING AN INSECTOID

Insectoids are also known as Opterans, which is what they call themselves. They have large colonies and hives scattered throughout the natural world, Feywild, and Shadowfell, both above ground and below. While prevalent in the Underdark, they are most noted for their empires in the Feywild.

Insectoids are generally very community oriented. They tend to value the needs of society over their own personal goals. Their devotion to their matriarch tends to be supreme. Yet, Insectoid adventurers are generally the ones outside the norm of Insectoid existence. They have chosen individuality over generic communal life. An Insectoid adventurer strives more than most to be unique and to stand out. It is typically these unusual Insectoid individuals who rise to lead their hives as queen or consort.

Insectoid society is typically strictly divided into castes. Each Insectoid has their place in the community. But life is not all work and duty. Each Opteran has some limited free time to devote to their hobbies. Insectoids found in the cities of other races are generally working for the good of their home hive. Insectoids tend to group together with each other, more so than other races such as Half-Elves or Leonines.

Insectoid adventurers have broken out of the caste system. They do not actively seek out other Opterans. Instead they tend to search for truth and wisdom through worldly experience. Due to their upbringing, Insectoids can make noteworthy diplomats. They consider their words carefully and are excellent orators.

Insectoid Characteristics: Alien, unusual, unique, smart, eloquent, strong, durable, quizzical, industrious

Male Names: Jotrax, Magnus Dragonslayer, Sslevik, Itiro Godling, Skyhopper, Lava, Venntoh

Female Names: Beauty, Perfection, Svinnah, Leader, Tafa, Ixtrana, Execution, Pure, Yixtranox

INSECTOID ADVENTURERS

Three sample Insectoid adventurers are described below.

Symphony is an Insectoid Skald. He travels the world with his close friends. Currently they are seeking a kidnapped Nymph comrade. Symphony fears for her existence, she has saved him many times. He hopes they find her in time so that he may return the favor at least once.

Perfection is an Insectoid cleric. She follows Ioun and is often in search of rare tomes hidden at the tops of evil towers, or in the depths of crumbling dungeons. She broke free from the strict Insectoid society when a travelling missionary of Ioun was captured by her hive. Learning of the world from him, she strove to see for herself.

Jotrax is an Insectoid Mind Lord. He was raised in an Elven monastery, where he was brought as a youth when his hive was decimated. Now he is strong and fierce. Using the power of his mind alone, he can rend and crush, soothe and calm. He values his close friends and is no longer content to stay in any one place too long.



HEROIC TIER FEATS

ADAPTABLE SPRAY [INSECTOID]

Prerequisites: Insectoid, *Acid Spray* racial power

Benefit: When you gain this feat, choose either **Fire**, or **Lightning**. When you use your *Acid Spray* racial ability, you can change to this damage type instead of **Acid**.

Special: You can take this feat twice, each time choosing a different damage type that you can optionally swap into your *Acid Spray*.

ALL-AROUND EXOSKELETON [INSECTOID]

Prerequisites: Insectoid

Benefit: You gain +1 AC vs. opponents flanking you.

CHITINOUS SHELL [INSECTOID]

Prerequisites: Insectoid

Benefit: You gain resistance 5 vs. untyped melee damage from opportunity attacks.

INSECT COMMUNICATION [INSECTOID]

Prerequisites: Insectoid

Benefit: You gain Telepathy range 10, allowing you to communicate with other Insectoids in sight. This communication is only between Insectoids.

LATCH ON [INSECTOID]

Prerequisites: Insectoid, Strength 13

Benefit: Opponents have -5 to their Acrobatics or Athletics checks to escape your grabs.

SWEEPING SPRAY [INSECTOID]

Prerequisites: Insectoid, *Acid Spray* racial power

Benefit: When you use your *Acid Spray* power, you can opt to make it a close blast 3 effect.

EPIC TIER FEATS

METAMORPHOSE WINGS [INSECTOID]

Prerequisites: Insectoid, level 21

Benefit: You gain flight speed 3 (clumsy).

PARAGON TIER FEATS

PARALYZING STING [INSECTOID]

Prerequisites: Insectoid, Constitution 15

Benefit: You can replace an existing encounter attack power that you know with the *Paralyzing Sting* racial ability.

Paralyzing Sting

Insectoid Racial Power

You sting your foe, instilling painful paralysis.

Encounter ✦ **Poison**

Standard Action **Melee 1**

Target: One creature

Attack: Strength + 4 vs. AC or Dexterity +4 vs. AC
Increase bonus to +6 at 21st level.

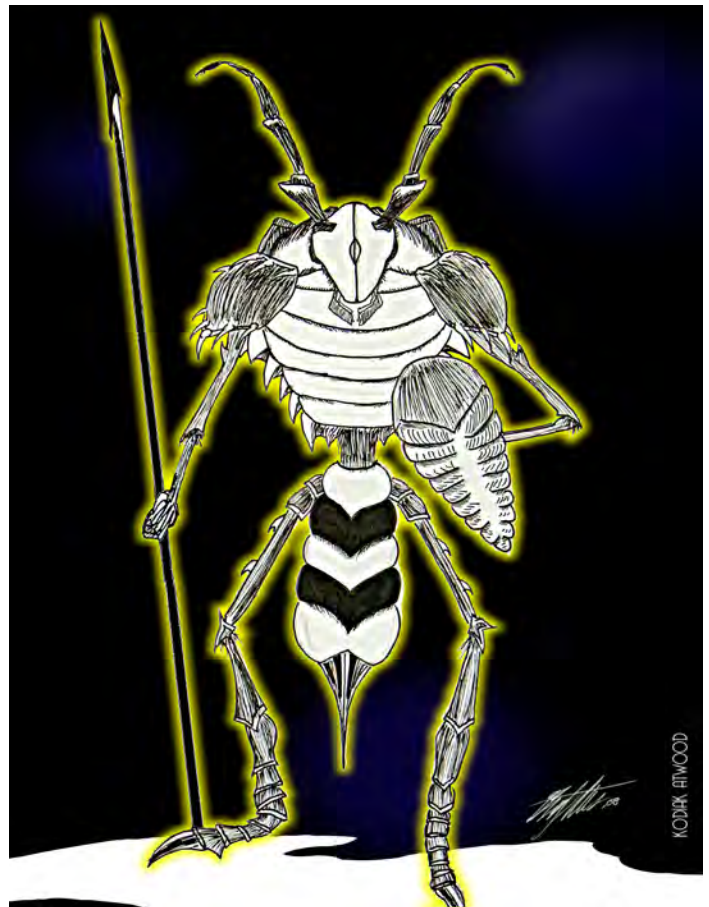
Hit: The target is stunned (save ends).

Special: When you take this feat, choose Strength or Dexterity as the attribute to use when making attack rolls with this power. This choice stays for the life of the character.

POTENT SPRAY [INSECTOID]

Prerequisites: Insectoid, *Acid Spray* racial power

Benefit: The damage dice used with your *Acid Spray* raise to d10 from d6.



INSECTOID PARAGON PATHS



HIVE QUEEN/PRIME CONSORT

"I am a wise and noble leader. Follow me or face our wrath."

Prerequisite: Insectoid

You are destined to lead an Opteran hive. You have experienced the world and know what it means to be a great leader. Your people shall demand your guidance and leadership. Only through your wisdom shall they truly prosper.

In time you may branch off and form your own separate hive community, or you may take over leadership from an ailing queen or consort. You are able to reshape the society as you see fit. With a legion of Insectoids under your command you can do the greatest good, for them and for all. None shall challenge your word.

Your life experiences have uniquely readied you for this task. Your people need you. Together you shall advance and prosper. Make proper use of your subjects; each has their place, is valuable, and serves a purpose.

HIVE QUEEN/PRIME CONSORT FEATURES

Command Subjects (11th level): When you spend an action point to take an extra action, you also allow allies within 5 spaces of you to shift 1 square as an immediate reaction.

Recharge Spray (11th level): When you use your second wind, you also gain one additional use of your *Acid Spray* racial ability this encounter.

Inspire Vassals (16th level): Allies within 5 squares of you gain +1 to their damage rolls.

HIVE QUEEN/PRIME CONSORT POWERS

Mind Burst

Hive Queen Attack 11

You make your enemies' brains feel like they are on fire.

Encounter ✦ **Psionic, Psychic**

Standard Action **Area** burst 1 within 10 squares

Target: All enemies in burst

Attack: Intelligence +4 vs. Will

Hit: The target takes 2d8 + Intelligence modifier psychic damage and is immobilized (save ends).

Revive

Hive Queen Utility 12

You focus your power and resurrect a servant.

Daily ✦ **Psionic, Healing**

Immediate Reaction **Close** burst 10

Trigger: An ally within range drops to 0 HP or fewer.

Effect: Spend a healing surge, but gain no hit points. The triggering ally can then spend a healing surge as a free action.

Fearsome Aspect

Hive Queen Attack 20

Your formidable glory stampedes your enemies.

Daily ✦ **Psionic, Psychic, Fear**

Standard Action **Close** blast 5

Target: All enemies in blast

Attack: Intelligence +5 vs. Will

Hit: The target takes 4d8 + Intelligence modifier psychic damage and is pushed 3 squares. Until the end of their next turn, they suffer -2 to attack rolls.

Miss: Half damage and the targets are not pushed and suffer no attack penalties.

MIND MAGE

Insectoids and Tarsions can qualify for the Mind Mage paragon path which is described under the Tarsion paragon section.

LEONINE



Beautiful and powerful individuals from the Astral Sea, possessing bodies rippling with muscle and sculpted to perfection

RACIAL TRAITS

Average Height: 5'7" - 6' 4"

Average Weight: 130 - 250 lb.

Ability Scores: +2 Charisma, +2 Strength

Size: Medium

Speed: 6 squares

Vision: Low-light

Languages: Common, Supernal (limited)

Skill Bonuses: +2 Athletics, +2 Perception

Astral Origin: Your ancestors were native to the Astral Sea. You are considered an Immortal for the purpose of effects relating to a creature's origin.

Stunning Appearance: You gain a +1 racial bonus to attack rolls with powers containing the **Charm** keyword.

Invigoration: Healing effects cure +2 HP when used upon you and regeneration heals +1HP.

Persuasive: You can use *Persuasive* as an encounter power.

Persuasive

Racial Power

Your appearance convinces others to assist you.

Encounter**Free Action****Personal**

Effect: You gain a +5 power bonus to your next Charisma based skill check (Bluff, Diplomacy, Intimidate, or Streetwise).

SADE

With excellent figures and physiques, Leonines often attract groupies and easily make friends. Most Leonines realize though, that beauty is only skin-deep and one's true worth is based upon one's actions and deeds in life. Leonines tend to pursue a wide variety of interests.

Play a Leonine if you want ...

- ◆ to be incredibly attractive with a great physique.
- ◆ to heal faster than others.
- ◆ to be a member of a race that favors the bard, paladin, and ranger classes.

PHYSICAL QUALITIES

Leonines are a human sized race of impressive stature. While originally descended from Celestial Lions, there is little trace left of their feline origin.

Leonines originated in the Astral Sea. It is apparent in their phenomenal figures and physiques. They tend to be incredibly attractive, both of face and body. Their eyes are without pupils and are one solid color. Some powerful Leonines even have eyes that produce a slight glow. Eye color ranges from white, yellow, green, blue, orange, red, pink, silver, gray, and purple, to gold.

Leonine bodies are covered in a soft, downy, fur, which is very short and almost unnoticeable. Fur colors can range from pink, white, yellow, gray, black, and silver, to gold. Leonine ears are slightly pointed. They do not possess a tail.

Leonine physiques are typically very extraordinary, their muscles bulge and their bosoms swell quite provocatively. They possess a great, thick mane of hair, with a wide variety of colors.

Originating from the Astral Sea, Leonines have a powerful spark of life. As children, they grow at about the same rate as humans do. Yet, they stay young looking their entire lives. Most appear to be in their 20's even when over 200 years old. Only a few Leonines who have magically extended their life appear to be over 30. Normally, after 200 - 300 years, a Leonine's spark of life fades away and they quickly perish. They are not truly immortal.

Leonines heal much more easily than most other races. They typically are quite healthy, strong, and beautiful.

PLAYING A LEONINE

Leonines are a powerful race, known for their strength and beauty. They tend to attract a core group of friends as well as random admirers. Mixing easily with the other races, Leonines are often found in an assortment of locales and situations. Leonines make ideal bards and leaders of their groups.

Leonine attitude is typically that of hearty camaraderie. They excel at assisting others and believe strongly that favors should be returned. Many Leonines are religious, and they often choose the path of the Paladin. Leonines understand that a person's worth comes from their actions, not their appearance.

Leonines have a passion for living. They relish their lot in life, even if it is simple farming. A job well done and a close group of friends are all one needs to live a happy existence. Leonines tend to live life without stress. Those who rise to notoriety often claim to only be doing what needs to be done. Leonines can be found throughout the natural world, Feywild, and the Astral Sea.

Leonine Characteristics: Strong, beautiful, powerful, stunning, friendly, bolstering, charismatic

Male Names: Yahn Valador, Righteon Galax, Magnum Pardus, Excelsior Crystalle, Blixt Cryonstrom

Female Names: Xynelle, Jyvette, Vyjette, Torina, Jolene, Hityna, Jorette, Zitrina, Pala

LEONINE ADVENTURERS

Three sample Leonine adventurers are described below.

Blixt Cryonstrom is a Leonine Lighting Lord. He adventures with his friends in various quests and battles. Always happy, he bolsters the mood of his comrades, even when things are looking grim. Blixt keeps a bag of smaller magic items, such as potions and trinkets handy. It has proven useful on quite a few occasions.

Xynelle is a Leonine paladin. She follows Pelor and strives to bring light to the darkness. She has also studied the magical arts, and is known to cast the occasional spell when in need. Her closest friend is a Ling druid. They often joke and laugh together and are devoted to one another.

Cobalt Vistran is a Leonine Zen Master. He has trained his body to be a living weapon. Using his inner mystical power, he can smash walls or deftly catch a dragonfly. He seeks to spread the teachings of inner peace with oneself and balance with one's world. Most of his friends ignore his wisdom, but they greatly value his abilities and he is always able to be depended upon. Cobalt sees promise in the newest ranger to join their group. Perhaps one day he can calm her mind and let her realize her true inner worth.

HEROIC TIER FEATS

COOPERATIVE SPIRIT [LEONINE]

Prerequisites: Leonine

Benefit: When you cooperate with an ally on a skill or attack, that ally receives a +3 bonus on their roll instead of the normal +2.

DIE HARD [LEONINE]

Prerequisites: Leonine

Benefit: You gain a +2 feat bonus to your death saving throws.

GROUP DYNAMICS [LEONINE]

Prerequisites: Leonine, Charisma 13

Benefit: You gain a +1 feat bonus to your Reflex defense for each ally adjacent to you (up to a maximum of your Charisma modifier). In addition, each ally next to you gains +1 to their Reflex defense.

HEALTHY [LEONINE]

Prerequisites: Leonine, Constitution 13

Benefit: Your resistance to **Poison** and **Disease** raises by 5, and you gain a +1 feat bonus to saves against effects with the **Poison** or **Disease** keywords.

PUSH OVER [LEONINE]

Prerequisites: Leonine

Benefit: When you score a critical hit with a melee attack, or attacks with the **Force**, **Lightning**, **Thunder**, or **Radiant** keywords, the target is also knocked prone.

SUPPORTIVE FRIENDS [LEONINE]

Prerequisites: Leonine

Benefit: You gain a +1 feat bonus to attack rolls when you have at least 2 allies adjacent to you.

SUPPORT YOUR FRIENDS [LEONINE]

Prerequisites: Leonine

Benefit: Allies adjacent to you gain +2 to their defenses against **Charm**, **Fear**, and **Sleep** effects. They also gain +2 to their saving throws to resist those effects.

PARAGON TIER FEATS

INSPIRE [LEONINE]

Prerequisites: Leonine

Benefit: You can use *Inspire* as an encounter power.

Inspire

Pard Racial Power

You inspire your teammate to crush evil.

Encounter

Standard Action

Close burst 5

Target: One ally in area

Effect: Your target gains +4 on attack rolls and +4 on damage until the end of your next turn.

EPIC TIER FEATS

TRULY SUPERNAL [LEONINE]

Prerequisites: Leonine, or Radiant

Benefit: When you speak Supernal, others listening to your words understand them in their native language.

LEONINE PARAGON PATH

Leonines qualify for the Conqueror paragon path (as do Radiants). Conquerors are described under the Radiant paragon path section.



LING

Small and mischievous, Lings provide a touch of chaos in the world

RACIAL TRAITS

Average Height: 3' - 4'

Average Weight: 48 - 84 lb.

Ability Scores: +2 Dexterity, +2 Wisdom

Size: Small

Speed: 6 squares

Vision: Normal

Languages: Common, Elvish, one other of your choice.

Skill Bonuses: +2 Stealth, +2 Bluff

Lucky: You gain a +1 racial bonus to your Reflex defense.

Tricky: You gain a +1 racial bonus to attack rolls when using powers with the **Illusion** keyword.

Unnoticeable: You can use *Unnoticeable* as an encounter power.

Unnoticeable

Racial Power

It is very difficult to focus upon you.

Encounter ✦ **Arcane, Illusion**

Immediate Interrupt **Personal**

Trigger: You are targeted by an attack

Effect: When an attacker targets you for an attack, make a Stealth check vs. the attacker's Will. If you are successful, the attacker loses focus upon you and no longer notices that you are there. They can still target another with their attack. In addition to being saved from being attacked, you gain Combat Advantage against the attacker until the end of your next turn.

Special: This power does not prevent you from taking indirect damage from burst or blast attacks if you are in the area. It only activates when you are directly targeted.

SADE

Chaotic, yet well-intentioned, Lings find the most pleasure from interpersonal interaction. Meeting strangers is always exciting for them, even if the new person might need a little time adapting to Ling idiosyncracies.

Play a Ling if you want ...

- ✦ to be tiny, energetic, and generally cheerful.
- ✦ to be able to go about unnoticed, yet in plain sight.
- ✦ to be a member of a race that favors the ranger, rogue, and bard classes.

PHYSICAL QUALITIES

Ling are small, fey creatures. They are quite spry and due to their fey origins, they are a bit mystical as well. Ling are the original progenitors of the Halfling race. When a Ling and a Human reproduce, a Halfling is the product, though the Halflings have bred true and become their own race over the years.

Ling are even smaller than Halflings. They have pointed ears and the tops of their feet are quite hairy, though they generally wear shoes and cover up this trait. Their hair is quite full, and can be intricately styled. Male Ling often grow beards of various styles when they are older.

Skin color ranges from white, pink, gray, green, brown, and orange, to yellowish. Hair colors can be white, brown, black, blue, yellow, green, purple and red. In old age, male Ling usually have gray hair and beards. Ling have eyes of every color.

Ling can be difficult to focus upon and are naturally stealthy. They often prefer to position themselves behind things to have some cover. Ling can even cause others to lose interest in them, and not even notice that they are around.

Ling typically live to be around 150 years old. They age at the same rate as humans, but generally do not ever appear to be over 70.

PLAYING A LING

Ling are a mischievous lot. They take great pleasure in trickery and teasing their compatriots and random others. Usually there is no ill-will involved. It is just a Lings way of having fun and being accepting of their friends. Most of the tricks are quite harmless, but others can find them annoying.

Ling are distantly related to Leprechauns, Brownies, and Tomte. They don't have their own empires in the Feywild or natural world, but there are Ling villages and small towns scattered about. Ling love to relax, but they also frequently exhibit bursts of energy. Ling are very fond of riddles.

Ling are equally comfortable both with mixing amongst other races and being on their own. They really enjoy meeting new people and interacting with others in a playful fashion. They like to acknowledge wisdom in others, typically by rewarding those they find worthy with boons from correctly answering riddles they pose.

Ling are not prolific and typically only reproduce once or twice in their lifetime. They lack the numbers and cohesion to become a strong force in the world, yet what they lack in quantity, they make up for in chaos. Ling mechanisms often alter the path of events and empires. Whether this is purposeful is open for debate.

Ling Characteristics: Small, mischievous, annoying, happy, unnoticeable, stealthy, sneaky, wise, chaotic

Male Names: Joden, Rurplemilken, Tomtorikner, Lolputinn, Horavoren, Tomolgo

Female Names: Irixa, Pileena, Tina, Solynna, Torexenne, Tivanarra, Oohtine, Salumbrette

LING ADVENTURERS

Three sample Ling adventurers are described below.

Rurplemilken is a Ling wizard. He lives on his own in the woods and values his privacy. Any who encroach near his home tend to suffer. They often do not know where the assault is coming from, as Rurplemilken is adept at stealth, distraction, and obfuscation. Yet he greatly values, and looks forward to, the days when his true friends come to visit.

Solynna is a Ling ranger. She is best friends with a Rockbody Volem and usually rides on his shoulders wherever they travel, unless she is out scouting. She is in love with her friend, but he is oblivious. She would never dream of tricking him but always includes him in her plans to trick others. One day she dreams of living in a giant mushroom, just the two of them, and maybe a pseudodragon.

Zinogrynex is a Ling rogue. He excels at entering places where he was not meant to be. Nighttime is his time for play and he often roams around the city, sneaking into houses, temples, and shops. He is fascinated to learn the intimate details of things and stores this knowledge for future use. On the rare occasions when someone awakens, he simply vanishes from their mind and makes his escape. Currently he has found pieces to an intricate political puzzle and is trying to tie them all together. It looks like he shall have to call upon his friends for assistance if it is what he thinks.



HEROIC TIER FEATS

ANNOYING [LING]

Prerequisites: Ling

Benefit: If a creature misses you for two turns in a row, you gain +1 to your defenses against attacks from that creature until the end of the encounter.

FURTIVE [LING]

Prerequisites: Ling

Benefit: When you have cover, enemies have a -3 penalty to hit you instead of the normal -2.

HAMSTRING [LING]

Prerequisites: Ling

Benefit: When you score a critical hit on a melee attack you also slow the target (save ends).

LIGHT FINGERED [LING]

Prerequisites: Ling, trained in Thievery

Benefit: You gain +5 on pick pocket attempts and you must fail by 10 or more to be noticed.

MISCHIEVOUS [LING]

Prerequisites: Ling, *Unnoticeable* racial power

Benefit: When you successfully use your *Unnoticeable* racial ability, you gain concealment from the opponent who initially triggered the racial power until either the end of the encounter or until you hit that opponent with an attack.

PRECISE [LING]

Prerequisites: Ling

Benefit: You gain +2 on attack rolls against creatures using shields.

PARAGON TIER FEATS

GROUP STEALTH [LING]

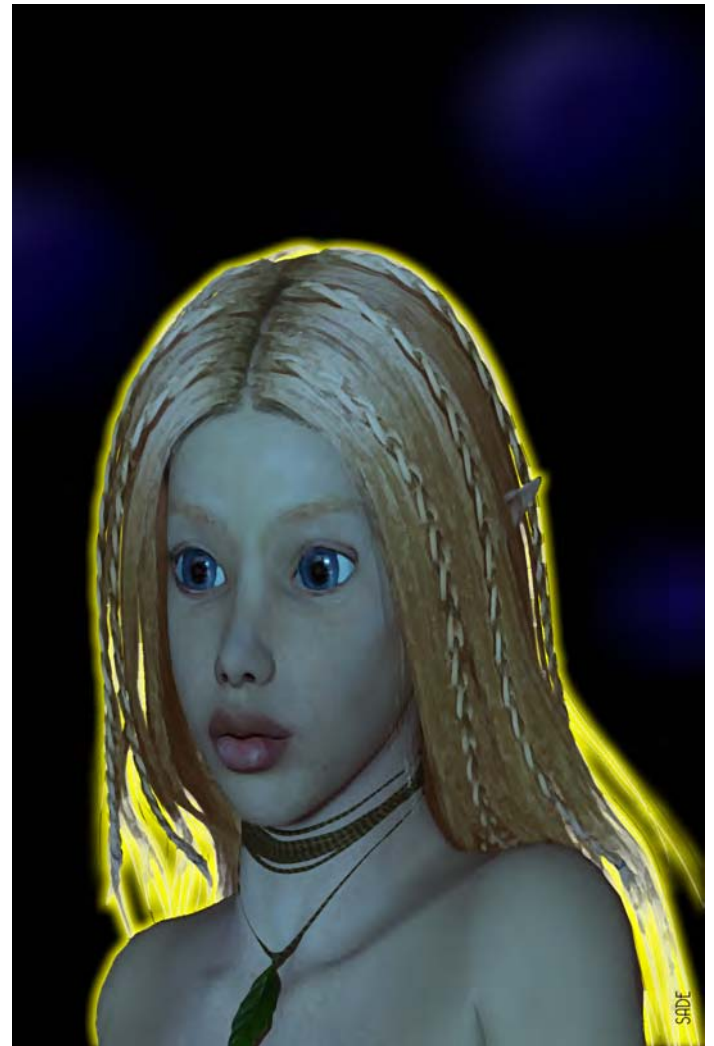
Prerequisites: Ling, trained in Stealth

Benefit: When you attempt a Stealth check, allies within 3 squares of you gain +5 to their Stealth rolls until the end of your next turn.

WHO? [LING]

Prerequisites: Ling, *Unnoticeable* racial ability

Benefit: You gain +5 on your Stealth roll when using your *Unnoticeable* racial power. In addition, *Unnoticeable* gains the **Reliable** keyword.



BEING SMALL

Small characters follow most the rules of medium sized characters, with the following exceptions:

- ✦ Small characters cannot use two-handed weapons.
- ✦ Small characters must use two hands when wielding a versatile weapon, but they do not gain additional damage when doing so.

See the D&D 4E PLAYER'S HANDBOOK.

LING PARAGON PATH



TRICKSTER

"You are so interesting. If you answer my Riddle I'll give you a prize."

Prerequisite: Ling

The Trickster has been featured in many fairy tales. They often prey upon the vain and torment them in various fashions. If you can answer their Riddle they shall leave you in peace and may even help you. The Riddle is often a trick, though, and doom falls upon those unable to guess its Answer.

Tricksters are quite sneaky and furtive. They enjoy causing chaos but do not like to be seen or be the focus of attention. Bouncing around the battlefield causing confusion is their forte. Pilfering interesting items is also quite typical of a Trickster. Tricksters delight in flummoxing their foes.

TRICKSTER FEATURES

Invisibility (11th level): When you spend an action point, instead of taking an extra action you may instead turn invisible until the end of encounter or until you make an attack roll.

Telekinesis (11th level): You can use the Wizard Mage Hand ability as an At-Will power. If you already know the Mage Hand ability, then your Mage Hand now creates two separate hands at once.

Furtive Sneak (16th level): Each time, after you attack, you are allowed to make a Stealth check at -5 to hide, even if you do not have cover or concealment.

TRICKSTER TRICKS

Blink Barrage

Trickster Attack 11

You teleport about, attacking multiple enemies.

Encounter ◆ **Arcane, Teleportation, Weapon**

Standard Action **Melee** weapon

Target: One or more creatures

Attack: Strength vs. AC or Dexterity vs. AC

Effect: You can teleport up to 3 squares and make a melee attack against a target.

Hit: The target takes 1[W] + Strength modifier, or 1[W] + Dexterity modifier damage. You may teleport up to 3 squares again and make another melee attack against another target.

Miss: You stop teleporting and attacking.

Special: You can teleport and attack a maximum amount of times equal to your Wisdom modifier (minimum 1).

Duplicitous

Trickster Utility 12

You create a duplicate that you control.

Daily ◆ **Arcane, Illusion**

Minor Action **Personal**

Effect: You create a duplicate in an adjacent square. When you move you can also move the duplicate up to your movement speed. The duplicate cannot attack, but does occupy a square and can help grant combat advantage by flanking.

Special: The duplicate has your defense ratings. If it takes damage it dissipates, otherwise it lasts until the end of the encounter. Enemies can detect that the duplicate is an illusion by making an opposed skill check of their Intuition vs. your Bluff skill.

Riddle of Ages

Trickster Attack 20

You invoke the power of the Riddle.

Daily ◆ **Arcane**

Standard Action **Close** burst 10

Target: Each enemy in burst

Attack: Wisdom +5 vs. Will

Hit: The target takes 3d8 + Wisdom modifier damage and suffers -2 to their Will defense (save ends).

Miss: Half damage, and no change to Will defense.

NYMPH

Beautiful and alluring women with an affinity for water

RACIAL TRAITS

Average Height: 4'2" - 5' 8"

Average Weight: 84-128 lb.

Ability Scores: +2 Charisma, +2 Dexterity

Size: Medium

Speed: 6 squares, Swim 6

Vision: Low-light

Languages: Common, Elven

Skill Bonuses: +2 Heal, +2 Nature

Nymph Water Affinity: You gain Swim Speed 6 and can breathe underwater.

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.

Seduction: You can use *Seduce* as a daily power.

Seduce

Racial Power

You are adept at getting others to help you.

Daily ✦ **Arcane, Charm**

Standard Action **Ranged 5**

Target: One humanoid creature

Attack: Charisma +2 vs. Will

Increase to +4 bonus at 11th level.

Increase to +6 bonus at 21st level.

Hit: The target becomes Dominated until the end of your next turn. You can choose its single action on its turn.

Attractive and carefree, Nymphs are a magical race of intoxicating women. They often prefer living near streams, lakes, and waterfalls. At home amongst nature, Nymphs can also be found in the great cities of the world.

Play a Nymph if you want ...

- ✦ to be beautiful and exotic.
- ✦ to be able to get others to do things for you.
- ✦ to be a member of a race that favors the warlock, bard, and ranger classes.

PAONI LEE

PHYSICAL QUALITIES

Nymphs are slightly smaller than humans. There are only female Nymphs. No natural males of the species exist. Nymphs are quite beautiful and are fey in appearance. They have pointed ears and long billowy hair.

A Nymph is attuned to the water, but primarily exists on land. They can swim excellently and are able to breathe and function underwater with no difficulties.

Nymphs are typically blue colored, but their skin can be green, yellow, or gray as well. Hair color can be blue, green, yellow, red, or orange. They have eyes of all colors.

A Nymphs skin is usually damp to the touch, but their bodies are warm and inviting. Their voices are mesmerizing in their beauty. Many males dream of having a Nymph girlfriend. They do not have scales.

Nymphs age at the same rate as humans until they are adults, then Nymphs stay young and radiant looking until they die at around 150 years of age.

PLAYING A NYMPH

Nymphs are unable to reproduce amongst themselves. Luckily a small percentage of males of other races are able to procreate with Nymphs. While a Nymph could use magic to determine which male might actually be able to create a baby, what fun is there in that? Nymphs prefer to sample selected males of other races until they find one which can actually reproduce with them. Nymph babies are always female Nymphs, regardless of the fathers race.

Nymphs do not form nations on their own, yet many of the most notable empires in history have had a Nymph mistress as a power behind the throne. Nymphs are often found alone by lakes or streams, or seen playing with a small group of other Nymph friends.

Nymphs can occasionally be frivolous and sometimes others view them as flighty. In reality, Nymphs have the wisdom to understand that life is for fun and some things other races find very serious are not conducive to that primary purpose of life.

Nymphs are adept at enticing others to do things for them. Most don't even realize they are being manipulated and think their actions were their own idea. A Nymph is not above using her beauty and charisma to make things easier for herself. Still, a Nymphs heart is pure, and she can perform heroic actions to assist those she cares about. Nymphs make excellent comrades and compatriots. They often choose to go about things in a different manner than the straightforward fashion of a Dwarf or Dragonborn.

Nymph Characteristics: Beautiful, alluring, aquatic, seductive, flighty, happy-go-lucky, sexy, good

Female Names: Tareena, Sirene, Nautalia, Delphene, Starlette, Mareena, Vhirelle, Aphrenella, Sveana

NYMPH ADVENTURERS

Three sample Nymph adventurers are described below.

Sirene is a Nymph Maestro. She uses the power of her voice and song to control the flow of battle. She has researched many legends relating to the oceans and rivers of her lands and leads her friends on quests for items such as mystical pearls and magic mirrors at the bottom of the sea. She maintains hope that one day the Dwarf in the group shall lighten up and learn to love the water like she does.

Delphene is a Nymph Life Lord. She is in tune with nature and the ebb and flow of life and vigor. While she can be very loving, her friends have learned that she is a wild tempest when she gets angry and it is best to keep her happy. They invited the new Barbarian to their group for just that purpose.

Narvenne is a Nymph mystic. She works in a shop down by the wharfs. Many come to her to learn of their fortunes or how to best plan for future events. Some even hire her to quest with them for a short time. While she is quite old, she appears perpetually young and enticing. She sometimes writes books about mysticism and is looking for a good illusionist to visualize a play she has scripted.

HEROIC TIER FEATS

ALLURING [NYMPH]

Prerequisites: Nymph, Charisma 13

Benefit: When you use an ability with the **Charm** keyword, attack rolls gain a +1 feat bonus, and saving throws to resist the effect are at -2. Increase the attack roll bonus to +2 at 11th level. Increase the attack roll bonus to +3 at 21st level.

AQUATIC [NYMPH]

Prerequisites: Nymph

Benefit: When in water, you can shift your maximum swim speed without provoking attacks of opportunity as a move action.

EMBOLDEN [NYMPH]

Prerequisites: Nymph

Benefit: Once per day, as a free action, you can encourage an ally, giving them +1 on their next roll. Increase the bonus to +2 at 11th level. Increase the bonus to +3 at 21st level.

INVEIGLING ENTICEMENT [NYMPH]

Prerequisites: Nymph

Benefit: Your Bluff and Diplomacy skills gain a feat bonus of +2 each.

RADIANT BEAUTY [NYMPH]

Prerequisites: Nymph, *Seduce* racial power.

Benefit: The range on your *Seduce* racial ability is increased to 10, and the attack roll increases by +2.

SLIPPERY WHEN WET [NYMPH]

Prerequisites: Nymph

Benefit: You gain a +5 feat bonus to Acrobatics or Athletics checks to escape grabs. In addition, you receive a +2 bonus to saving throws which end a restrained condition.

UNIVERSAL SEDUCTION [NYMPH]

Prerequisites: Nymph, *Seduce* racial power.

Benefit: Your *Seduce* racial ability can now affect all creatures, not just humanoids.

WAND WIELDER [NYMPH]

Prerequisites: Nymph

Benefit: You gain proficiency in using wands, regardless of your class. You can activate the power stored in a wand, even if you don't have one ability that uses the same power source.

If you are a member of a class that already can use wands as an implement, you gain a +2 feat bonus to damage when using a wand.

PARAGON TIER FEATS

NYMPH'S KISS [NYMPH]

Prerequisites: Nymph

Benefit: You gain access to the Nymph racial utility *Nymph's Kiss*.

Nymph's Kiss

Nymph Racial Utility

You kiss a friend, bestowing the ability to breathe water.

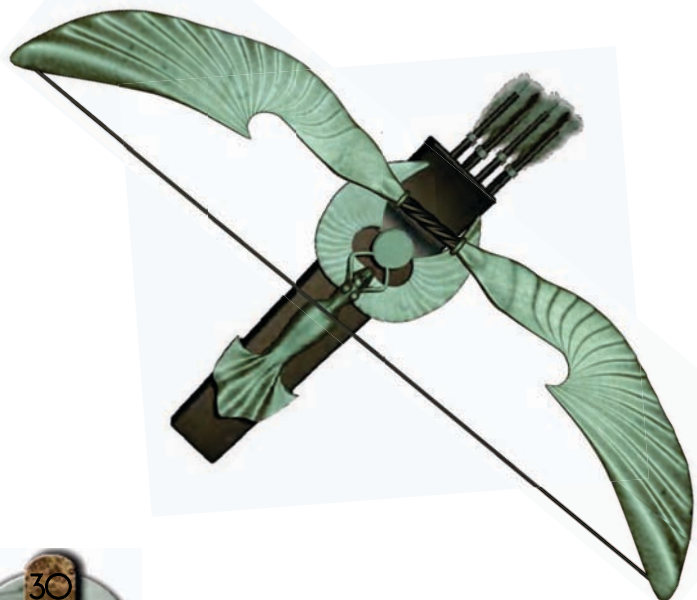
At-Will ✦ **Arcane**

Minor Action

Melee touch

Target: One creature

Effect: The target creature can breathe underwater for the next 1 hour.



NYMPH PARAGON PATH



SEDUCTRESS

"I am so lonely and sad. I just wish there was someone who could love me and to whom I could turn. It's alright, sniff, I think I shall be OK."

Prerequisite: Nymph, Charisma 17

The Seductress is a type of Nymph who specializes in charm and seduction. They are typically extremely attractive and use their beauty to coerce others into helping the Nymph and doing as she desires.

The voice of a Seductress is quite magical and alluring. Those who hear her song are often entranced by her plight. A Seductress naturally instills a desire to protect and assist her. Many renowned feats in history have been performed to win the affection of a Seductress.

A Seductress typically never loves a single person for long, and her passion is fickle. While she is true to her friends, she is always seeking a more fulfilling love to quench her burning heart.

SEDUCTRESS FEATURES

Seductive (11th level): When you spend an action point, you regain the use of your *Seduce* racial ability instead of taking an extra action, if desired.

Irresistible (11th level): Your *Seduce* racial ability gains the **Reliable** keyword. If it fails, it can be used again in an encounter.

Siren's Song (16th level): Your *Seduce* racial ability now can be sustained with a minor action. The target gains a saving throw to end the effect each round.

SEDUCTRESS POWERS

Siren's Wail

Seductress Attack 11

Your lungs unleash an agonizing wail.

Encounter ◆ **Arcane, Thunder**

Standard Action **Area** burst 3 within 10 squares

Target: Each enemy in burst

Attack: Charisma +4 vs. Fortitude

Hit: The target takes 2d8 + Charisma modifier thunder damage. In addition, the target suffers -2 to its Will defense until the end of your next turn.

Innocent Act

Seductress Utility 12

You bat your eyelashes and appear non-threatening.

Encounter ◆ **Arcane, Charm**

Immediate Interrupt **Personal**

Trigger: You are targeted by an attack

Effect: Make a Bluff check vs. the attacker's Will. If you are successful, the attacker must change to another target, if available.

Delusional Melody

Seductress Attack 20

Your voice coaxes your enemies to destroy each other.

Daily ◆ **Arcane, Charm**

Standard Action **Close** burst 10

Target: Each enemy in burst

Attack: Charisma +5 vs. Will

Hit: Until the end of your next turn, targets under the effects of this power make basic attacks against their nearest former allies on their turn (save ends).

Sustain Standard: While you sustain this power, targets under its influence shall continue to attack their allies until they make a save that ends the effect.

OBSIDIAN



Black, nocturnal adventurers, solid of body and mind

RACIAL TRAITS

Average Height: 5'4" - 6' 2"

Average Weight: 130-240 lb.

Ability Scores: +2 Intelligence, +2 Constitution

Size: Medium

Speed: 6 squares

Vision: Darkvision

Languages: Common, Dwarven

Skill Bonuses: +2 Stealth, +2 Endurance

Shadow Origin: Your ancestors were native to the Shadowfell. You are considered a shadow creature for purpose of effects which relate to origin.

Heat Resistance: You gain fire resistance equal to 5 + 1/2 your level.

Skin Like Rock: You can use *Skin Like Rock* as an encounter power.

Skin Like Rock

Racial Power

Attacks shatter against your rock-like skin.

Encounter

Immediate Interrupt Personal

Trigger: You are hit with an attack targeting AC

Effect: You gain resistance of 5 + Constitution modifier against all damage from that attack.

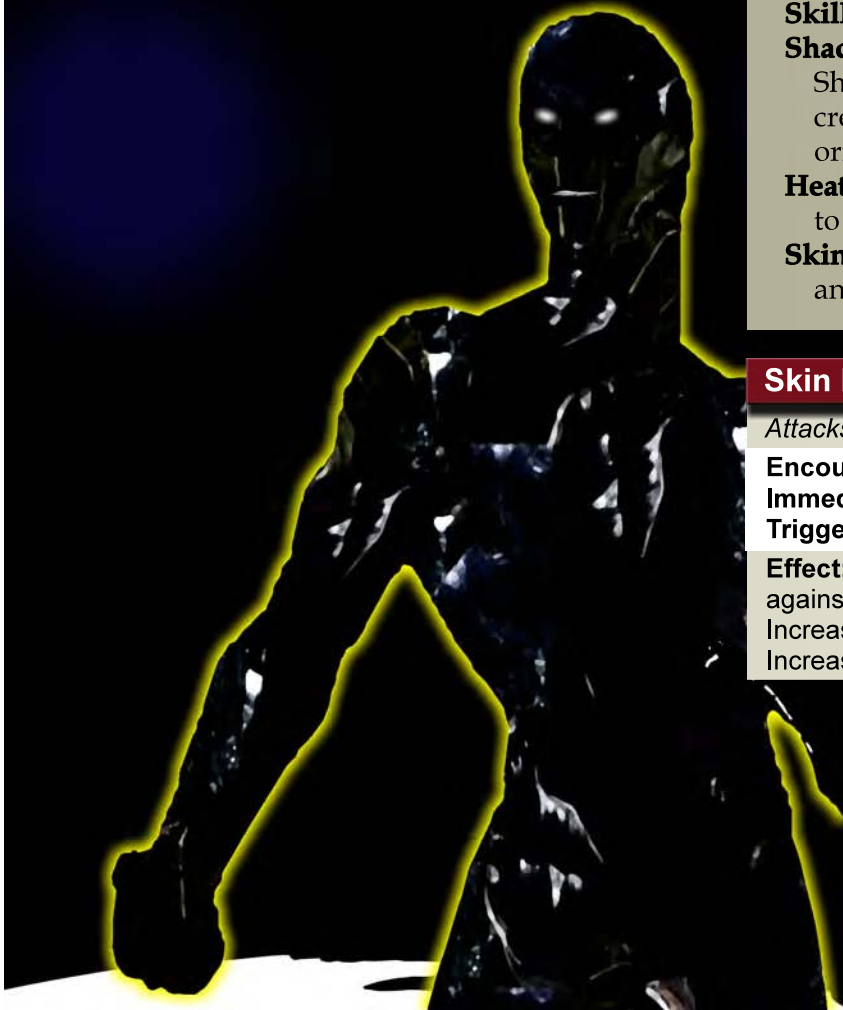
Increase resistance to 10 + Constitution modifier at 11th.

Increase resistance to 15 + Constitution modifier at 21st.

Freedom loving, Obsidian adventurers are the ones who left the Shadowfell for the more pleasing life of the natural world. Possessing a more honorable spirit than those typically found in their native plane, Obsidians are eager to make friends and help others.

Play an Obsidian if you want ...

- ◆ to be intelligent, unique, and friendly.
- ◆ to possess a body like solid, black glass.
- ◆ to be a member of a race that favors the warlock, wizard, and swordmage classes.



PHYSICAL QUALITIES

Obsidians are humanoids who appear to be made out of hard, black, glass rock. Their skin is solid and can have some sharp edges in places. They can be colored either black, dark green, or deep brown. Obsidians with a golden sheen to their flesh are known as Sheen Obsidians. Some Obsidians have embedded white regions about the size of snowflakes. These Obsidians are known as Snowflake Obsidians.

Obsidians move fluidly, even though their body seems to be quite hard. Their eyes can be white, black, red, blue, green, yellow, or purple and are typically pupilless. Their tongues are red or black, and their teeth are either like black obsidian or white. Obsidians are warm to the touch.

Male Obsidians are typically bald. Females can have hair like fine, spun glass. Hair color can be black, white, deep blue, dark purple, deep green, or gray.

Obsidians are typically quite healthy. They age at about the same rate as humans and generally live to be about 120. Their skin does not wrinkle as they get old, but it does develop fine cracks over time.

PLAYING AN OBSIDIAN

Obsidians are native to the Shadowfell, where they dwell amongst the mountaintops. They generally live in tunnels and fortifications carved out of solid rock. There are few Obsidian communities in the natural world.

The Shadowfell is full of deceit, danger, and dishonor. Obsidian adventurers found in the natural world are those free-spirits who chose to leave their native plane and seek a more honorable life away from home. Thus, Obsidians encountered are typically quite friendly, and eager to meet new friends and experience life. Their connections to family and community are usually far behind and distant. They are creating a new life as they live.

Obsidians are fairly rare, and can usually be found in the cities and Dwarven communities of the world. Dwarves tend to recognize a kindred spirit in Obsidians and value the integrity and friendship they provide.

Obsidians relish being rare and enjoy the opportunity to be unique and stand out in the world. They strive to make an honorable name for their kind and conduct themselves with pure intent. Some settle down, while others venture out and search for enlightenment. Obsidians are drawn to mystical martial arts, as well as the magical paths and mental pursuits.

Obsidian Characteristics: Honorable, friendly, unique, tough, intelligent, freedom loving, trustworthy

Male Names: Trigorr, Avax Predilate, Quiro Chi, Hado Doomstrike, Sparx Skyseeker, Mnemo Visp, Flynt

Female Names: Sheena, Vildonna, Azure Snowflake, Inky Deftfinger, Zerra Whiplash

OBSIDIAN ADVENTURERS

Three sample Obsidian adventurers are described below.

Flynt is an Obsidian Zen Master. He is constantly practicing to perfect his body, mind, and spirit. In his younger years, Flynt quested throughout the world. Now that he is older, Flynt lives in a small tower on top of a dead volcano. He has aspiring students come seek his tutelage and wisdom. He does not often tell them that he is still just a student of life himself.

Zeena Lavawhip is an Obsidian warlock. She has more friends than she can keep track of and they are always dragging her off to various adventures. She loves her current life and the variety it brings. Constantly meeting new people, she chooses to associate with those she feels are most honorable and pure.

Mnemo Visp is a Psionicist. He works for a troop of elves fighting monsters in the Feywild. His love is an Elven widow in his adopted hometown in the trees. By clearing the region of monstrous threats he does his part to keep her safe. He senses great potential in her son and is teaching him the ways of the mind. While not the child's father, he tries to instill good morals in the boy. He feels great guilt in letting his friend, the boy's father, die. Instead, he made the choice to save a group of kidnapped orphans from near certain death. Hopefully, there is a purpose in all things.



HEROIC TIER FEATS

ABLATIVE [OBSIDIAN]

Prerequisites: Obsidian, *Skin like Rock* racial ability.

Benefit: When you use your *Skin like Rock* racial power, you gain temporary Hit Points equal to 5 + your Constitution modifier.

BODY OF GLASS [OBSIDIAN]

Prerequisites: Obsidian, Constitution 13

Benefit: You are immune to petrification effects.

EDGED HANDS [OBSIDIAN]

Prerequisites: Obsidian

Benefit: The sides of your hands and feet have sharp edges. You gain a +2 proficiency bonus when doing unarmed combat and your unarmed basic attack gains a damage bonus equal to 1/2 your Dexterity modifier (minimum 1).

IMPERVIOUS [OBSIDIAN]

Prerequisites: Obsidian, *Skin like Rock* racial ability.

Benefit: Your *Skin like Rock* racial power is now effective against attacks with the **Fire**, **Cold**, **Acid**, **Force**, **Lightning**, and **Thunder** keywords, regardless of if the attack targets AC.

SHARP EDGES [OBSIDIAN]

Prerequisites: Obsidian

Benefit: Enemies who grab you take 5 damage each round that they hold onto you.

SHARP WITTED [OBSIDIAN]

Prerequisites: Obsidian

Benefit: You gain +2 to your defenses against attacks with the **Psionic** keyword which target your Will defense.

PARAGON TIER FEATS

TEMPERED GLASS [OBSIDIAN]

Prerequisites: Obsidian, Constitution 15

Benefit: Your resistances to Fire, Cold, and Poison increase by 5.
Increase the resistance bonus to 10 at 21st level.

EPIC TIER FEATS

SHADOWWALK [OBSIDIAN]

Prerequisites: Obsidian

Benefit: In places where the boundaries to the Shadowfell are weak, by taking a short rest, you and those touching you can cross over into the Shadowfell, or return from the Shadowfell.



OBSIDIAN PARAGON PATH



DARK SHARD

"My body is my weapon. Those who oppose me shall bleed."

Prerequisite: Obsidian, *Sharp Edges* racial feat, Constitution 15

The Dark Shard is an Obsidian who fully utilizes his body makeup. Their flesh is very sharp and those touching them are prone to bleed. They are unable to wear non-magical clothing of cloth, leather, or hide and must stick to metal or magical armor which can withstand their sharp body.

The Dark Shard can unleash a torrent of black glass slivers against their enemies. Many Dark Shards follow the path of the monk and other unarmed specialists.

The life of the Dark Shard is often lonely. Other races are unable to withstand physical contact with a Dark Shard, so they usually search for love amongst other Obsidians. While the romantic side of their life is often lacking, Dark Shards are typically at peace with themselves and their existence. Friendships can make up for lack of intimacy.

DARK SHARD FEATURES

Glass Chips (11th level): When you spend an action point you gain temporary hit points equal to your level.

Sharp Strike (11th level): Your unarmed attacks gain +2 to their damage rolls.

Edged Body (16th level): Enemies who hit you with melee attacks using natural weapons (part of their body) take damage equal to your Constitution modifier.

DARK SHARD POWERS

Shard Burst

Dark Shard Attack 11

You release a burst of sharp, glass slivers.

Encounter ◆ **Shadow**

Standard Action **Close blast 5**

Target: Each creature in the blast

Attack: Constitution +4 vs. Reflex, or
Dexterity +4 vs. Reflex

Hit: The target takes 2d8 + Constitution modifier damage and suffers 5 points of ongoing bleed damage each round (save ends).

Damage Proof

Dark Shard Utility 12

You focus on toughening your flesh.

Daily

Minor Action **Personal**

Effect: You expend a healing surge. Instead of gaining hit points, you regain the use of your *Skin Like Rock* racial ability.

Slashing Dash

Dark Shard Attack 20

You run through your enemies devastating their ranks.

Daily ◆ **Martial, Unarmed**

Standard Action **Melee touch**

Target: Each adjacent enemy along the path

Attack: Strength +4 vs. AC, or Dexterity +4 vs. AC

Effect: You can shift up to your movement speed and make a special unarmed attack against each enemy adjacent to your path.

Hit: The target takes 3d8 + Strength modifier or 3d8 + Dexterity modifier damage and suffers ongoing 10 damage from bleeding (save ends).

Miss: Half damage, and the target does not bleed.

RADIANT



Golden skinned beings who strive for excellence

RACIAL TRAITS

Average Height: 5'2" - 6' 4"

Average Weight: 100 - 250 lb.

Ability Scores: +2 Intelligence, +2 Charisma

Size: Medium

Speed: 6 squares

Vision: Normal

Languages: Common, Supernal (limited)

Skill Bonuses: +2 Athletics, +2 Insight

Astral Origin: Your ancestors were native to the Astral Sea. You are considered an Immortal creature for the purpose of effects that relate to a creature's origin.

Radiant Shield Proficiency: You gain proficiency with light shields.

Exalt Attack: You can use *Exalt Attack* as an encounter power.

Exalt Attack

Racial Power

You empower your weapon with astral energy.

Encounter ✦ **Divine, Radiant**

Minor Action **Personal**

Effect: You can alter an At-Will power that you know to deal **Radiant** type damage until the end of the encounter. As a minor action you can end this effect.

Special: This power only works on At-Will abilities, and does not affect Encounter or Daily effects.

Using this power on a melee attack such as *Cleave* changes its damage from untyped to **Radiant**.

Using this power on a ranged attack such as *Magic Missile* changes its damage from **Force** to **Radiant**.

SOO HWA SONG

With metallic looking skin and solid colored eyes, Radiants inspire confidence in those allied with them. Honorable in spirit, Radiants strive to excel in their life. They are valiant and seek opportunities to counter corruption and bolster justice.

Play a Radiant if you want ...

- ✦ to be a golden-skinned warrior of righteousness.
- ✦ to be able to empower your attacks with radiance.
- ✦ to be a member of a race that favors the wizard, bard, and paladin classes.

PHYSICAL QUALITIES

Radiants are charismatic, metal-skinned humanoids from the Astral Sea. Their skin is usually golden, but can also appear to be made of silver (chrome) or bronze.

Radiants have solid colored ocular organs without pupils. Eyes can be most any color; some exceptional Radiants even have eyes that slightly glow.

Radiants can have full, thick hair which often appears metallic as well. Many male Radiants are completely bald. Hair colors can be gold, silver, copper, red, black, white, yellow, blue, purple, blue and more. They have no body hair.

Radiant flesh is warm to the touch. They move very gracefully and confidently. If a Radiant is cut, the wound can also bleed a slight amount of light, though this is typically only noticeable in the dark.

Radiants grow to adulthood at a slightly slower rate than humans. Once they are adults, they age very slowly. Although Radiants originated in the Astral Sea they are not truly immortal. They usually have a lifespan of around 250 years.

PLAYING A RADIANT

Radiants are a virtuous race with a strong connection to the plane of the Gods. They strive to be valiant and often feel filled with righteousness. Many are drawn to the life of a Paladin. Most believe it is the duty of everyone to deliver justice and maintain balance and fairness.

Radiants strive for excellence in their chosen fields, hobbies, and endeavors. This is different from the drive to perfection a Ferralyn might feel. To a Radiant, it is not perfection which is the goal, rather it is distinction and merit which are the key. To excel beyond the norm is a driving force behind many of the actions and habits of Radiants.

Like many races, Radiants might believe they are superior to others, yet they are not condescending towards them. They understand that each race has their own strengths and weaknesses. All are to be valued, and diversity amongst compatriots helps strengthen the entire group.

Radiants make powerful looking figures. To have a Radiant on ones side usually makes one feel safer and more secure. Their stature, bearing, and actions can easily inspire confidence in their allies. Often the phrases uttered by a Radiant can be deeply meaningful. They have a keen insight into life and can be quite philosophical.

Radiant Characteristics: Honorable, valiant, fair, inspiring, courageous, righteous, golden, just, warm

Male Names: Ingnar Lightbringer, Valrin Truthseeker, Honor Brightmind, Victrin Nobleheart

Female Names: Celensa Freethought, Purity Lovegiver, Justine Airspinner, Endura Peacesender

RADIANT ADVENTURERS

Three sample Radiant adventurers are described below.

Ingnar Lightbringer is a Radiant Paladin. He grew up in a temple in the natural world. Now that he is an adult, he journeys with his friends smiting evil and righting wrongs. He hopes to help ease the great suffering he sees amongst mankind.

Ambassador Provex Goldspirit is an emissary-at-large for a small, yet strong, city-state. He seeks to help his hometown by building various alliances and seeking trade opportunities far and wide. He knows that his actions reflect upon his city and behaves accordingly. He is on a secret quest to find a suitable wife for his prince. A woman of low stature, yet honorable of spirit would be ideal.

Purity Lovegiver is a Radiant bard. She lives a carefree life singing of good times and surprising accomplishments. She hopes that her words can help inspire people and drive them toward greatness. She is currently researching Insectoids and hopes to write moving ballads for them that may help their race see the worth of individuality and heroic deeds. She truly hopes that all it takes is one great song to forever change a society.



HEROIC TIER FEATS

EXALTED RADIANCE [RADIANT]

Prerequisites: Radiant

Benefit: You gain a +1 feat bonus to attack rolls and damage rolls for any power with the **Radiant** keyword.

Increase the bonus to +2 at 11th level.

Increase the bonus to +3 at 21st level.

INSPIRATIONAL [RADIANT]

Prerequisites: Radiant, Charisma 13

Benefit: Whenever you score a critical hit, allies within 5 squares of you gain temporary hit points equal to 5 + your Charisma modifier.

Increase the temporary hit points to 10 + Charisma modifier at 11th level, and 15 + Charisma modifier at 21st level.

RADIANT SHIELD [RADIANT]

Prerequisites: Radiant

Benefit: The bonus to AC and Reflex defense given by your shield increases by +1.

SUPERIOR BODY [RADIANT]

Prerequisites: Radiant

Benefit: You gain a +1 feat bonus to your Fortitude defense. You gain a +2 feat bonus on saves vs. poison and disease.

SUPERIOR MIND [RADIANT]

Prerequisites: Radiant

Benefit: You gain a +1 feat bonus to attack rolls on powers with the **Psychic** keyword. You gain a +2 feat bonus on your saves vs. **Psychic** effects.

Increase the attack bonus to +2 at 11th level.

Increase the attack bonus to +3 at 21st level.

SUPERIOR SPIRIT [RADIANT]

Prerequisites: Radiant

Benefit: You gain a +1 feat bonus to your Will defense. You gain a +2 feat bonus to your saves vs. **Fear** effects.

PARAGON TIER FEATS

SUPERIORITY [RADIANT]

Prerequisites: Radiant, *Superior Mind* feat, *Superior Body* feat, and *Superior Spirit* feat

Benefit: Choose: Strength, Intelligence, or Charisma. All attack rolls involving that statistic receive a +1 feat bonus.

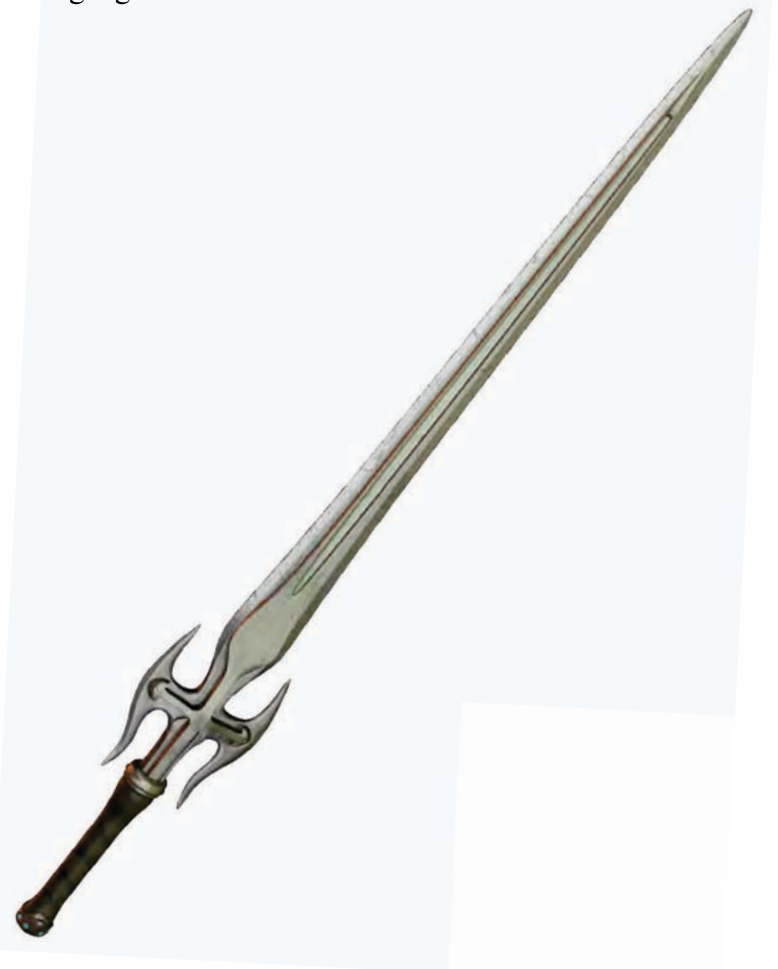
Special: The statistic is determined when this feat is taken, and remains the same for the life of the character.

EPIC TIER FEATS

TRULY SUPERNAL [RADIANT]

Prerequisites: Radiant, or Leonine

Benefit: When you speak Supernal, others listening to your words understand them in their native language.



RADIANT PARAGON PATHS



CONQUEROR

"I have come to free you from tyranny or deliver you to justice. The choice is yours."

Prerequisite: Radiant or Leonine, Charisma 13

The Conqueror is an armored hero, usually the leader of a regiment. He stands out as a beacon of might amongst the troops. Conquerors often serve states, kingdoms, and organizations but can also strike out on their own, with only their close comrades as support.

A Conqueror excels at martial combat and thrives in the battlefield. Outside of battle, duties include planning for supplies, strategies, and tactics to employ based upon their current adversary and local conditions. A good Conqueror is always prepared and keeps sufficient capabilities in reserve to call upon when there is need.

A Conqueror's life is centered around a military existence. They must sometimes deal with politics, but they try to avoid such entanglements. They are not above disposing of corrupt officials, if needed.

CONQUEROR FEATURES

Seize the Moment (11th level): When you spend an action point you gain a bonus to your attack rolls equal to your Charisma modifier, until the end of your next turn.

Inspiring Strike (11th level): When you score a critical hit you and all your allies within 5 squares gain +2 to their damage rolls, until the end of your next turn.

Armored Hero (16th level): Your chance to score a critical hit increases by 1 (if you normally score a critical hit when you roll a natural 20, you would now gain a critical when rolling a natural 19 or 20). In addition, while you are wearing chain, scale, or plate armor, the AC benefit of the armor is increased by 1.

CONQUEROR POWERS

Fling Foe

Conqueror Attack 11

You unbalance your enemy and send him sprawling.

Encounter ✦ **Martial, Weapon**

Standard Action **Melee** weapon

Target: One creature

Attack: Strength vs. AC, or Dexterity vs. AC

Hit: 3[W] + Strength or Dexterity modifier damage. You can push the target 2 squares and knock it prone.

Conquering Stance

Conqueror Utility 12

You brace your feet wide and smite your foes.

Daily ✦ **Martial, Stance**

Minor Action **Personal**

Effect: Until this stance ends, whenever you hit with a melee attack you gain temporary hit points equal to your Charisma modifier.

Demoralizing Blow

Conqueror Attack 20

Your mere presence saps the will to oppose you.

Daily ✦ **Martial, Weapon**

Standard Action **Melee** weapon

Target: One creature

Attack: Charisma vs. Will

Hit: The target takes 4[W] + Charisma modifier damage and any enemies within 5 squares of it suffer -2 to their defenses (save ends).

Miss: Half damage, and no penalty to defenses.

ANGELIC RADIANT

"Salvation comes from pure actions. I can guide you, help you, sanctify your being. Together we shall persevere."

Prerequisite: Radiant

The Angelic Radiant is a Radiant on the way to true immortality. Those pure of spirit and purpose can sometimes rise up and begin the process of angelic transformation. Their spark of life has been kindled and blossomed rather than fading away.

Angelic Radiants tend to serve the causes of justice and truth. They need not be exceedingly religious, just unusually devoted to their ideals and focused in their actions.

Others can sometimes view Angelic Radiants with awe and reverence. But they are not true Angels yet, just notable people who are pure of heart and at balance within themselves. They have flaws like any other, but many people tend to overlook their defects and focus on their integrity and noble characteristics.

Some gods and religions like to entrust important undertakings to Angelic Radiants. These quests and tasks tend to be quite difficult.

ANGELIC RADIANT FEATURES

Bolstering Angel (11th level): When you spend an action point, in addition to taking an extra action, you, or an ally within 5 squares, can spend a healing surge.

Angelic Presence (11th level): You gain +1 to all defenses while you are not bloodied.

Shield of Light (16th level): Attackers who miss a melee attack against you while you are holding a shield suffer Charisma modifier radiant damage for each missed attack.

ANGELIC RADIANT POWERS

Levin Storm

Angelic Radiant Attack 11

Bolts of lightning strike from above.

Encounter ✦ **Divine, Lightning, Thunder**

Standard Action Area burst 2 within 10 squares

Target: All creatures in burst

Attack: Intelligence +4 vs. Reflex

Hit: The target takes 3d8 + Intelligence modifier lightning and thunder damage and is knocked prone.

Angelic Wings

Angelic Radiant Utility 12

Your feet fade and you sprout wings.

Daily

Minor Action Personal

Effect: You gain flight speed 6 (hover) until the end of your next turn.

Sustain Minor: You sustain your flight ability.

Radiant Burst

Angelic Radiant Attack 20

You blaze with a glorious radiance.

Daily ✦ **Divine, Radiant**

Standard Action Close burst 5

Target: All enemies in burst

Attack: Charisma +5 vs. Reflex

Hit: The target takes 3d8 + Charisma modifier Radiant damage and is blinded until the end of your next turn.

Miss: Half damage and the target is not blinded.



STORM ELF



Elves of the mountains, controlling the power of storms

RACIAL TRAITS

Average Height: 5'2" - 6'

Average Weight: 100-184 lb.

Ability Scores: +2 Dexterity, +2 Strength

Size: Medium

Speed: 6 squares

Vision: Low-light

Languages: Common, Elven, Dwarven

Skill Bonuses: +2 Nature, +2 Perception

Storm Warrior: Your resistance against **Lightning** effects increases by 5 + 1/2 your level.

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.

Ball Lightning: You can use *Ball Lightning* as an encounter power.

Ball Lightning

Racial Power

You fling a sphere of lightning amongst your foes.

Encounter ◆ **Primal, Lightning**

Standard Action Area burst 1 in 10 squares

Target: Each creature in burst

Attack: Strength +2 vs Reflex, or Dexterity +2 vs Reflex

Increase to +4 bonus at 11th level.

Increase to +6 bonus at 21st level.

Hit: The target takes 1d6 + Strength or Dexterity modifier Lightning damage.

Increase to 2d6 + Strength or Dexterity modifier at 11th.

Increase to 3d6 + Strength or Dexterity modifier at 21st.

Special: When you create your character, choose Strength or Dexterity as the ability score you use when making attack rolls with this power.

SADE

Strong and graceful, Storm Elves are known for their intense emotions and passion. Commonly found living high in the mountains, these elves are masters of the sky and storms.

Play a Storm Elf if you want ...

- ◆ to be strong and agile.
- ◆ to be able to control the power of storms.
- ◆ to be a member of a race that favors the fighter, ranger, and rogue classes.

PHYSICAL QUALITIES

Storm Elves are muscular, human sized elves with pointed ears and a graceful step. They are typically thin and possess a gymnast's body with well defined shoulder musculature and sculpted abdominals.

Like the other elves, Storm Elves have no facial hair and little hair elsewhere on their bodies. They typically sport long hair on top of their heads and have the ability to make this hair appear to move in a breeze, even when indoors. Hair color can be almost any hue, as can their eyes. Some powerful Storm Elves have been seen to have small flashes of lightning around their eyes when they are excited.

Storm Elves have the agility of the other elves, but add in a strength not found in their brethren. They age at a much slower rate than humans and generally live at least 200 years.

Storm Elves are very light of foot. Their movements are light and airy and appear to be mystically enhanced. Some say they can jump from cloud to cloud. Their skin colors are typically pink, yellow, tan, white, blue, or gray.

PLAYING A STORM ELF

Storm Elves are sometimes known as Sky Elfs. They are found high in the mountains of the Feywild and natural world. They are most at home within the clouds and storms surrounding their abodes.

Storm Elves are a passionate race. Their emotions are easily brought out and are more difficult to control than for other races. They are quick to anger yet can swiftly fall deeply in love. Such emotional creatures are sometimes problematic to be around, but their friends value the fact that Storm Elf friendships run deep and they are not often deceitful, as their emotions tend to give away their intentions.

Storm Elf societies are generally found far up in large mountain ranges. They share such space with the Dwarves and the occasional Obsidian, but all three races tend to get along with each other and play upon the strengths of each race for mutual benefit. Their main festivals are timed to occur at the height of hurricane or monsoon season.

Storm Elves are found in most all professions, though they are more attracted to the natural paths instead of an urban lifestyle. They tend to have greater faith in their own inner strength rather than relying upon the strengths of others, yet they highly value interracial friendships and are generally found amongst a tight group of friends.

Storm Elf Characteristics: Strong, agile, fierce, light, temperamental, perceptive, emotional, vengeful

Male Names: Zennor Thunderlord, Cryvallo Mistwalker, Torjinn Skyshaker, Alejinn Whipcracker

Female Names: Tarrina Nimbus, Jinette Zephyrtail, Roxenne Stratosinger, Pinnera Tearmelter

STORM ELF ADVENTURERS

Three sample Storm Elf adventurers are described below.

Zennor Thunderlord is a Storm Elf warlock. He manipulates arcane power to devastating effect. Currently he is captain of a privateer schooner sailing the rough seas in search of treasure and fame. His Storm Elf shipmates have the advantage of revelling in stormy weather rather than hunkering down as other ships do. He is quite happy with his current life and status.

Roxenne Stratosinger is a Storm Elf Skald. She sings tales of bravery and foolishness. Her ballads always have a moral and are currently being used in a major stage production in the regional capital. Yet, never again shall she work with management types. They are too frustrating and small minded. After this gig is complete, she shall leave the city and regain the freedom of fresh air. One cannot set a deadline on art!

Agilonn Whirldodger is a Storm Elf Acrobat. His laughter is contagious and he always seems to be in good spirits. The ladies of most all races chase after him, but his heart lies with his true love, back in his mountain home. When her academy years are complete, he shall return to her and dreams of an eventful life together, roaming the world seeking adventure.

HEROIC TIER FEATS

CLOUD DANCER [STORM ELF]

Prerequisites: Storm Elf

Benefit: Your jumping distance increases by 2 squares. At level 11 this increases to 3 squares and, at level 21, this bonus is 4 squares.

INTENSE LIGHTNING [STORM ELF]

Prerequisites: Storm Elf, *Ball Lightning* racial ability

Benefit: The damage dice for your *Ball Lightning* racial power increase to d8s.

LEAF ON THE BREEZE [STORM ELF]

Prerequisites: Storm Elf

Benefit: You only take half damage from falls and gain resistance of 5 + 1/2 level vs. falling damage.

SELF DEFENSE [STORM ELF]

Prerequisites: Storm Elf

Benefit: Once per encounter, if an enemy rolls a natural 1 and misses you, you can make a free basic attack (melee or ranged) as an immediate reaction against that foe.

Increase to twice per encounter at level 11th.

This feat can activate up to three times per encounter at level 21 and above.

STORM ADEPT [STORM ELF]

Prerequisites: Storm Elf

Benefit: You gain a +1 feat bonus to attack rolls and damage rolls whenever you use a power that has the **Lightning** keyword.

This bonus increases to +2 at level 11.

This bonus increases to +3 at level 21.

STORM CHILD [STORM ELF]

Prerequisites: Storm Elf

Benefit: Your resistance to **Thunder** effects increases by 5 + 1/2 your level.

PARAGON TIER FEATS

ENERGIZE POWER [STORM ELF]

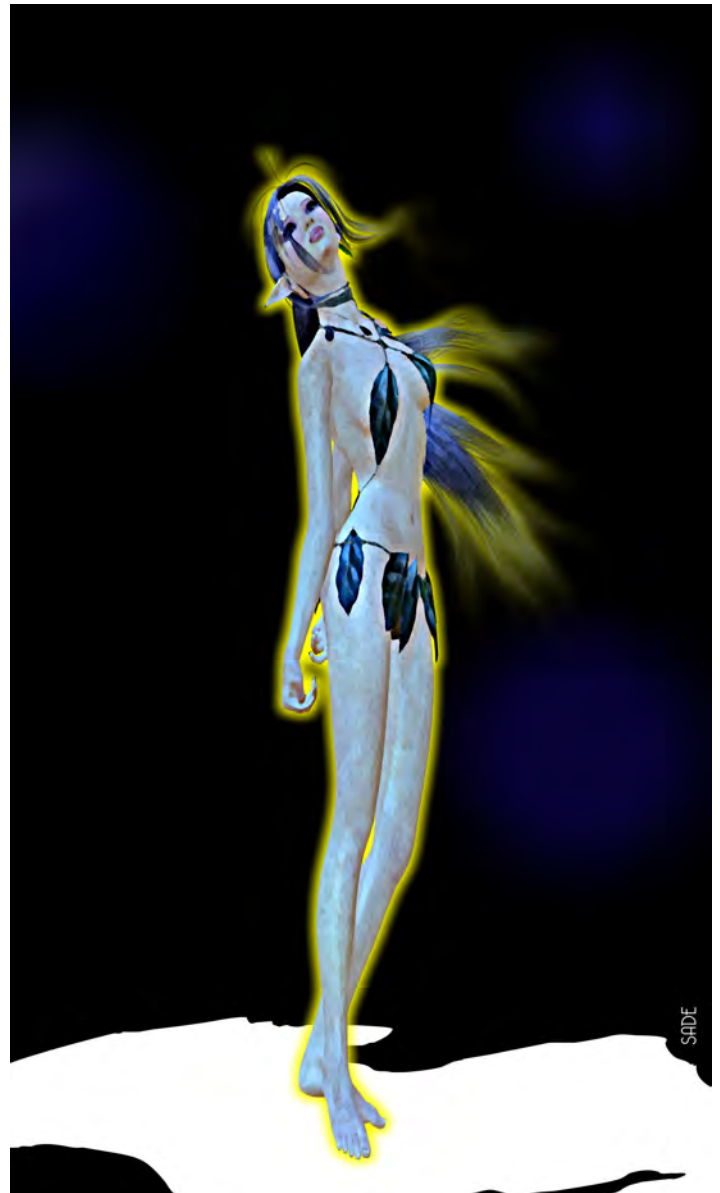
Prerequisites: Storm Elf

Benefit: Once per day, as a free action, you can give up the use of an unused encounter attack power to recharge an encounter attack power of lower level, that has already been expended.

LEVIN SPHERE [STORM ELF]

Prerequisites: Storm Elf, *Ball Lightning* racial ability

Benefit: Your *Ball Lightning* racial ability now has a burst radius of 2.



STORM ELF PARAGON PATH



STORM CHAMPION

"I ride the skies in triumph. Do not anger me."

Prerequisite: Storm Elf

You are the lord of the skies, the ruler of storms. Lightning and thunder are yours to command. At home amongst the clouds, the storm mirrors your raging spirit.

You have the freedom to chase a tempest, yet with great power comes responsibility. Your duty is to defend those who are defenseless, assist those incapable of helping themselves. They shall never know the exhilaration of the heavens and they need whatever help you can give. You strive to alleviate their plight as best you can.

STORM CHAMPION FEATURES

Command Lightning (11th level): When you spend an action point to take an extra action, you also regain the use of your *Ball Lightning* racial ability.

Lightning Shield (11th level): When you use your *Ball Lightning* racial ability, your defenses increase by +2 until the end of your next turn.

Wind Lord (11th level): You are immune to the push, pull, and slide effects of any powers that are wind based (DM's discretion).

Storm Shelter (16th level): Allies within 5 squares of you increase their lightning and thunder resistance values by your resistance to those effects.

STORM CHAMPION POWERS

Lightning Arc

Storm Champion Attack 11

You and your opponent are connected by a lightning arc.

Encounter ✦ **Primal, Lightning**

Standard Action Ranged 10

Target: One creature

Attack: Dexterity +4 vs. Reflex

Hit: The target takes 3d8 + Dexterity modifier lightning damage and is connected to you by an arc of lightning (save ends).

Special: As long as you maintain this power, and the target who was hit does not make a saving throw, you deal 3d8 + Dexterity modifier damage each round. If anything passes between you two, the effect ends.

Sustain Standard: The effect persists and the target takes 3d8 + Dexterity Modifier lightning damage.

Sky Lord

Storm Champion Utility 12

You float above the battlefield in fury.

Daily ✦ **Primal**

Minor Action Personal

Effect: You gain Flight 4 (hover). Until the end of the encounter, as a move action you can fly up to 4 squares.

Summon Storm

Storm Champion Attack 20

You summon a cloudy vortex of lightning and thunder.

Daily ✦ **Primal, Lightning, Thunder, Conjunction**

Standard Action Ranged 10

Target: One creature adjacent to the storm

Attack: Dexterity +5 vs. Reflex

Hit: The target takes 4d8 + Dexterity modifier lightning damage.

Effect: You conjure a medium sized storm in an empty square within range. Any enemy starting their turn next to the storm takes 1d10 + Dexterity modifier thunder damage. As a move action, you can move the storm 4 squares.

Sustain Minor: You can sustain this power as a minor action until the end of the encounter. As a standard action, you can have the storm attack a creature adjacent to it.

Special: The storm occupies a square. It does not provide or gain benefits from flanking.

TARSION



Intelligent and agile primates full of energy and exuberance

RACIAL TRAITS

Average Height: 4' - 5' 7"

Average Weight: 84-148 lb.

Ability Scores: +2 Intelligence, +2 Dexterity

Size: Medium

Speed: 6 squares

Vision: Low-light

Languages: Common, choice of one other

Skill Bonuses: +2 Acrobatics, +2 Perception

Tarsion Agility: You gain a +1 racial bonus to your Reflex defense.

Tarsion Training: All Tarsions are trained in either Acrobatics or Perception.

Tarsion Leap: You gain +5 to Jump skill checks and treat all jumps as if you had a running start.

Agile Dodge: You can use *Agile Dodge* as an encounter power.

Agile Dodge

Racial Power

Your agility makes you difficult to hit.

Encounter**Immediate Interrupt Personal**

Trigger: You are hit with an attack targeting your AC or Reflex defense

Effect: When an attack hits your AC or Reflex defense make an Acrobatics skill check. If your check is at least as high as the attack which struck you, you dodge the attack and are missed instead.

Happy and perceptive, Tarsions are a race renowned for their intelligence and agility. Blessed with a very long lifespan, Tarsions tend to value their friendships highly. Partially nocturnal by nature, Tarsions are comfortable in a wide variety of settings.

Play a Tarsion if you want ...

- ◆ to be intelligent and acrobatic.
- ◆ to be able to dodge out of the way of attacks.
- ◆ to be a member of a race that favors the wizard, swordmage, and ranger classes.



KIMON ZENITZ

PHYSICAL QUALITIES

Tarsions are slightly smaller than humans. They are covered in short, fuzzy fur, and possess a long tufted tail. Their enormous eyes are their most striking feature. Eye colors can include shades of blue, yellow, red, orange, purple, green, gray, and others. Their thick fur is generally gray, brown, yellow, blue, or orange and is usually one primary color with lighter regions around the chest and end of the tail. Tarsions have large, rounded ears on top of their heads.

Tarsions tend to be slim and wiry with a slightly barrel like chest. Their heads can rotate nearly 180 degrees, though their eyes are unable to look left or right. Tarsions are a very acrobatic race and are adept at making long leaps. Some Tarsions are known to be able to sleep with one eye open. Their tail is not prehensile.

Tarsion children age similar to humans but, once in their mid-teens, their aging slows dramatically. Tarsions tend to stay young looking for hundreds of years, then swiftly fly through middle-age. Old-age can last another hundred years or so, yet even old Tarsions are quite spry.

PLAYING A TARSION

Tarsions are a happy race, known for their intellectual pursuits. They descended from nocturnal, arboreal, primates and can now be found scattered all about. Tarsions tend to be quite individualistic and, except for their family, generally make their homes separate from other Tarsions. As such, Tarsions seldom form nations, or cities consisting primarily of Tarsions. Instead, they blend in with existing communities or dwell solo, away from urban environments.

Tarsions are intelligent, agile, and very perceptive. They are long-lived and typically appear very upbeat and energetic. For sports, they tend to enjoy solo pursuits such as martial arts, gymnastics, and swimming, instead of traditional team activities. Tarsions also have many intellectual pursuits as well, and can be found as scientists, historians, and investigators of magical and psionic research.

Tarsions value their friendships highly and often favor their friends over other allegiances. They are easily entertained and are generally hard to upset.

Tarsions often strive for integrity and appreciate uniqueness. They mate for life and infidelity is unknown. Their partially nocturnal nature makes them ill-suited for farming but well adapted to keeping watch or performing in a band. Tarsions can be found amongst the ranks of monks and politicians, professors and currency traders. They are quite adaptable but are not prolific.

Tarsion Characteristics: Agile, intelligent, happy, perceptive, energetic, patient, friendly

Male Names: Flux, Spark, Clash, Void, Whip, Jag, Thought, Verve, Strike, Twist, Eye

Female Names: Cloud, Wink, Fluff, Smooth, Grin, Daze, Blue, Dream, Heart, Think, Wish, Snow

TARSION ADVENTURERS

Three sample Tarsion adventurers are described below.

Stun is a Tarsion psionist. He spends his vacations in an abandoned mine in the hills, which he claimed as his own, and shares with an Earthsoul Genasi family. To support himself, he occasionally goes adventuring when his friends call upon him. Much of his time is spent focusing his mind.

Sense is a Tarsion ranger, at home in the outdoors. She is part of a sisterhood of adventurers, questing to solve an age old riddle. Opposed to the sisterhood is an evil cabal of Illithids. Slowly the pieces of the riddle have come together. The fate of the world may rest upon who can best discern the answer.

Jag is a Tarsion private investigator. He makes his place of business in a shop off a darkened alley in the bad part of town. While he struggles to maintain a steady income, his job provides for many interesting turns of events. His associates are key, colorful figures scattered about town and they rely on him as much as he relies upon them. He could choose a new line of work, but then who would help the those most in need?

HEROIC TIER FEATS

ACUTE MIND [TARSION]

Prerequisites: Tarsion, Intelligence 13

Benefit: You gain a +1 feat bonus to attack rolls and damage rolls whenever you use a power that has the **psychic** keyword.

Increase the bonus to +2 at 11th level.

Increase the bonus to +3 at 21st level.

AGILE MIND [TARSION]

Prerequisites: Tarsion

Benefit: You gain a +1 feat bonus to your Reflex and Will defences.

DEXTROUS DODGE [TARSION]

Prerequisites: Tarsion, *Agile Dodge* racial power.

Benefit: When you use your Tarsion *Agile Dodge* ability, you gain a +5 bonus to the acrobatics check.

INTELLECTUAL EVASION [TARSION]

Prerequisites: Tarsion, *Agile Dodge* racial power.

Benefit: Your *Agile Dodge* racial ability can now work against attacks targeting your Will defence as well.

NOCTURNAL ADAPTION [TARSION]

Prerequisites: Tarsion

Benefit: You treat total darkness as dim light. In addition, you treat the radius of non magically limited light sources as 50% greater than normal. A lantern with a radius of 10 would have a light radius of 15 for you.

TARSION SENSES [TARSION]

Prerequisites: Tarsion

Benefit: Your racial bonus to Perception raises to +5 and you gain +2 on rolls to detect illusions.

PARAGON TIER FEATS

EVADER [TARSION]

Prerequisites: Tarsion, *Agile Dodge* racial power, Dexterity 15.

Benefit: Your *Agile Dodge* racial power gains the **Reliable** keyword. If it fails to prevent an attack it may be reused on subsequent attacks.

SLEEP WITH ONE EYE OPEN [TARSION]

Prerequisites: Tarsion

Benefit: While you are in an extended rest you do not count as being in an unconscious state and are fully aware of your surroundings.



TARSION PARAGON PATH



MIND MAGE

"I can sense your thoughts, and they are troubling."

Prerequisite: Tarsion or Insectoid, Intelligence 15

The Mind Mage is a form of psionist. They possess limited telepathy and can attack with their mind. Mind Mages are not powered by Arcane sources but instead use the power of their intellect to damage their enemies.

The Mind Mage typically spends a significant amount of time in contemplation honing their inner skills and abilities. They might travel to various towers and sanctuaries of learning and wisdom. Mind Mages typically are happy to encounter one another as they are eager to share their latest enlightenments with others of their kind.

Mind Mages have a loose fraternity throughout the natural world and the Feywild. When in trouble, they are pledged to provide shelter and assistance to each other.

MIND MAGE FEATURES

Mental Purity (11th level): When you spend an action point, you can remove any afflictions which a saving throw could end instead of taking an extra action.

Mental Accuracy (11th level): Any powers with the **Psychic** keyword ignore cover and concealment, but not total cover or total concealment.

Telepathy (11th level): You can talk mind to mind with any creature in sight which shares a common language with you, as a minor action.

Shield of the Mind (16th level): While you are not bloodied, you and all allies within 5 squares of you gain +2 to Will defense.

MIND MAGE POWERS

Mental Onslaught

Mind Mage Attack 11

You pummel the minds of your foes.

Encounter ◆ **Psionic, Psychic**

Standard Action Area burst 3 in 10 squares

Target: All enemies in area

Attack: Intelligence + 4 vs. Will

Hit: 2d10 + Intelligence modifier psychic damage and the target is dazed (save ends).

Telekinetic Shield

Mind Mage Utility 12

You call forth a telekinetic shield which repulses attacks.

Encounter ◆ **Psionic**

Immediate Interrupt Personal

Trigger: You are hit with an attack

Effect: Your AC and Reflex defense increase by your Intelligence modifier until the end of your next turn.

Psychosomatic Mirage

Mind Mage Attack 20

You conjure forth a devastating illusionary entity.

Daily ◆ **Psionic, Psychic, Illusion, Conjunction**

Standard Action Ranged 10

Target: One creature adjacent to the Mirage

Attack: Intelligence +5 vs. Will

Hit: The target takes 4d8 + Intelligence modifier psychic damage.

Effect: You conjure a medium sized illusion in an empty square within range. It can appear as most anything, from an angry tiger to a sparkling column of lightning. Any enemy starting their turn next to the Mirage takes 1d10 + Intelligence modifier psychic damage. As a move action you can move the Mirage 6 squares.

Sustain Minor: You can sustain this power as a minor action until the end of the encounter. As a standard action, you can have the Mirage attack a creature adjacent to it.

Special: The Mirage occupies a square but can be moved through. It provides, and benefits from, combat advantage due to flanking. While the Mirage is an Illusion, it deals real psychic damage and cannot be disbelieved.

VIXEN



Attractive fox-people who are cunning, quick, and illusive

RACIAL TRAITS

Average Height: 4'9" - 5' 11"

Average Weight: 84-190 lb.

Ability Scores: +2 Wisdom, +2 Charisma

Size: Medium

Speed: 6 squares

Vision: Low-light

Languages: Common, choice of one other

Skill Bonuses: +2 Bluff, +2 Nature

Illusive: You gain a +1 racial bonus to attack rolls and damage rolls for **Illusion** abilities.

Mystical: You gain +1 to your Will Defense.

Fox Spirit: You can use *Fox Spirit* as a daily power.

Fox Spirit

Racial Power

You create a duplicate to confound your enemies.

Daily ✦ **Divine, Illusion**

Move Action **Personal**

Effect: You can teleport 1 square. In addition you create an illusionary duplicate of yourself within 1 square of your starting position which lasts until the end of your next turn. When you move, you can also move your Fox Spirit. When you attack, your Fox Spirit can go through the motions of attacking as well. The Fox Spirit does not make attack rolls and does not actually hit or do damage, but can be made to look like it is casting or swinging a weapon as part of your standard action. If the Fox Spirit is hit with an attack it immediately dissolves. The Fox Spirit has the same defense values as you. The Fox Spirit must remain within 20 squares of your position.

Sustain Minor: The Fox Spirit persists.

Special: The Fox Spirit occupies a square but does not provide combat advantage for flanking.

PAONI LEE

Wise and cunning, Vixen are adept at distraction and deception. Most Vixen are very loving and devoted to their mates. They have a strong sense of fairness and balance. Vixen generally prefer the presence of other races to that of other Vulpines.

Play a Vixen/Vulpine if you want ...

- ✦ to be cunning and wise.
- ✦ to be able to confuse your enemies.
- ✦ to be a member of a race that favors the cleric, bard, and warlock classes.



PHYSICAL QUALITIES

Vixen look like humanoid foxes. They are covered in luxurious fur and have a full, bushy tail. Their coat is typically reddish blending to a white front, but can be colored white, orange, yellow, brown, or black.

They have large ears on the top of their heads and some have long whiskers. The end of their noses can be either black or pink in color. Vixen have eyes of every hue and typically have long lashes.

Most Vixen have a full mane of hair, which is usually a different color from their coat. Though many Vulpine only have short fur on their heads, similar to the rest of their body. Vixen have tiny, sharp teeth and small claws on their fingers.

Vixen tend to be quite attractive to other races. They have the ability to produce half-breed babies with many races, but these babies are sterile and do not breed true. Vixen age at about the same rate as humans and they live to be around 90 years of age.

PLAYING A VIXEN

Vixen and Vulpine are the same race, with the females being referred to as Vixen and the males described as Vulpines. It is the females of the race that are most notable and are generally what one thinks of first when imagining the species.

Vixen are a mystical race, known to be very wise and cunning. They are quite crafty and are adept at creating distractions and machinations, though usually these are for pure purposes and not evil schemes. They can outwit many of their opponents and possess a keen insight into the workings of mankind.

Vixen are hopeless romantics and typically focus on one relationship for many years at a time, though it may take a while to find their true love. Powerful Vixen who pursue the Kitsune path can even change appearance to another race for years on end to please their mate.

Vixen are generally found in the company of other races and tend not to associate too much with members of their own species. They are somewhat territorial when it comes to their friends and abodes. Vixen are very loyal and reward those who are true to them, but they can be quite vengeful when they are wronged.

Sehanine is the most popular goddess amongst Vixen. They are often found as clerics working for her cause. Vixen are also prone to travel and make excellent bards. Their love of nature entices many to the paths of ranger and druid. Though overall, Vixen can be found in most any profession. They can see the folly of bad choices much earlier than most and generally lead content lives.

Vixen Characteristics: Cunning, wise, crafty, loving, beautiful, caring, quick, mystical

Vulpine Names: Moonshine, Hiro, Oyamo, Fennex, Wilo, Kirokeno, Kitaguro, Oraculous

Vixen Names: Luxor, Sable, Minami, Kitsa, Olana, Irredelia, Jevinne, Kinajira, Nimira, Tinara

VIXEN ADVENTURERS

Three sample Vixen adventurers are described below.

Luxor is a Vixen bard. She is part of a band and plays gigs at various venues in the major cities. She enjoys energizing a crowd with her fast and raucous music. She has been married to the Elven lead singer for about 3 years and she hopes for at least another decade of romance.

Minami is a Vixen cleric. Her incredible good looks and sparkling personality have convinced many to convert to Sahanine. Always on the lookout to educate, she prefers the company of children when she can get it. Their endless curiosity and enthusiasm makes her feel happy and content.

Watanosho is a Vulpine hunter. He spends his time in the forests with his allies, ridding the world of danger. Over the years he has developed a substantial following and many consider him to be their Warlord. It seems that no matter how many foes he defeats, stronger adversaries arrive to take their place. Yet, when he looks back on all the suffering he has ended, he views his life, so far, as extremely successful and hopes he can continue with his good fortune.



HEROIC TIER FEATS

CRAFTY [VIXEN]

Prerequisites: Vixen

Benefit: You can make two Bluff checks per each combat encounter instead of the normal single allowed check. You can do this for both bluffing for combat advantage and bluffing for creating a diversion to hide.

CUNNING [VIXEN]

Prerequisites: Vixen, Wisdom 13

Benefit: You gain a +1 feat bonus to your Will defense. In addition, your racial bonus to the Bluff skill raises from +2 to +5.

ELUSIVE [VIXEN]

Prerequisites: Vixen, trained in Stealth

Benefit: Your penalty to stealth checks while moving more than 2 squares or running is reduced by 5.

FIRE OF THE FOX [VIXEN]

Prerequisites: Vixen, Wisdom 13

Benefit: Once per day, you can change the damage type of a single attack to **Fire** and deal additional fire damage equal to your Wisdom modifier.

FOXY [VIXEN]

Prerequisites: Vixen, Charisma 13

Benefit: You gain a +1 feat bonus to attack rolls and damage rolls whenever you use a power that has the **Charm** keyword.

Increase the bonus to +2 at 11th level.

Increase the bonus to +3 at 21st level.

HEALING SPIRIT [VIXEN]

Prerequisites: Vixen, *Fox Spirit* racial power

Benefit: When you use your *Fox Spirit* racial power, you regain hit points equal to your level.

PARAGON TIER FEATS

TEAM SPIRIT [VIXEN]

Prerequisites: Vixen, *Fox Spirit* racial power

Benefit: Your *Fox Spirit* racial power now creates two Fox Spirits instead of one. Each must appear in an empty square adjacent to your starting position. Each can make a move action when you do and a standard action when you take your standard action.

FREE SPIRIT [VIXEN]

Prerequisites: Vixen, *Fox Spirit* racial power

Benefit: Once per day while your Fox Spirit is active, as a move action, you can teleport and swap places with your Fox Spirit.



VIXEN PARAGON PATH



KITSUNE

"I thought I was alone out here. But I am glad to have your company."

Prerequisite: Vixen, Charisma 15

Kitsune are very spiritual Vixens with mystical capabilities. Most are female, though there are a few Vulpines who pursue this path as well. Due to their divine bent, Kitsune are often used by some gods for various tasks such as temple guarding and quest fulfillment.

Kitsune dream of finding a perfect partner. They care not what species he is from, as long as his heart is pure. They adjust their form to fit his species, though they often retain fox-like traits. They can have children through these unions that are the same race as the father. The children often develop an affinity for the mystical fields.

Kitsune possess the wisdom to be happy and content in their lives. They understand what is most important.

KITSUNE FEATURES

Star Spheres (11th level): When you spend an action point, you also create a ball of white light that follows you around. This sphere absorbs damage and provides you with temporary hit points equal to 5 + your Wisdom modifier.

Shape Change (11th level): Once per day you can change shape to any medium sized, humanoid species. You do not need to keep the same sex or age. You can maintain the form indefinitely (for years if needed) though you change back if you reach 0 hit points or fewer. Changing shape, or reverting to your true form, takes a standard action.

Five-tailed Fox (16th level): Once per encounter you can reroll any d20 roll, but must take the second result.

KITSUNE POWERS

Fox Fire

Kitsune Attack 11

You spit out a great gout of flame.

Encounter ✦ **Divine, Fire**

Standard Action **Close** blast 3

Target: Each enemy in the blast

Attack: Charisma +4 vs. Reflex

Hit: The target takes 3d8 + Charisma modifier Fire damage and suffers ongoing 5 fire (save ends).

Flying Leap

Kitsune Utility 12

You jump up and gracefully fly to a new position.

Encounter

Move Action **Personal**

Effect: You can shift your movement speed, ignoring any difficult terrain and opportunity attacks. You can also shift up or down (to land on a tree branch, for example) while using this ability.

Tail Lightning

Kitsune Attack 20

You spin around unleashing lightning all about.

Daily ✦ **Divine, Lightning**

Standard Action **Close** burst 5

Target: All enemies in burst

Attack: Charisma +5 vs. Reflex, Wisdom +5 vs. Reflex

Hit: The target takes 4d8 + Charisma or Wisdom modifier Lightning damage and is weakened until the end of your next turn.

Miss: Half damage and the target is not weakened.

Special: When you gain this power, choose Charisma or Wisdom as the ability score you use when making attack rolls with this power.



VOLEM

Sentient Golems of rock, crystal, flesh, mud, and more

RACIAL TRAITS

Average Height: 5' - 6' 4"

Average Weight: 120 - 320 lb.

Ability Scores: +2 Strength, +2 Constitution

Size: Medium

Speed: 5 squares (forest walk if *Woodbody* (see the D&D 4E MONSTER MANUAL))

Vision: Darkvision

Languages: Common, Giant

Skill Bonuses: +2 Endurance, +2 Dungeoneering

Living Construct: You are a construct given life.

As a Living Construct you gain the following:

- No need to eat, drink, or breathe, but this does not render you immune to any effect.
- Only 4 hours are needed for an extended rest.
- +2 to saves vs. ongoing damage.

Material Essence: Choose one material essence: *rockbody*, *mudbody*, *fleshbody*, *crystalbody*, *metalbody*, or *woodbody*. This essence is part of your makeup. Each essence offers differing benefits. Your appearance is determined by your material essence.

Material Essence specifics are listed on the next page.

Volems are a race out of antiquity.

Originally granted sentience and freedom by an Eidolon godling, Volems were initially golem automatons under service to a Doppelganger empire. Over time they have seen their own empires rise and fall.

Play a Volem if you want ...

- ✦ to be slow yet sturdy.
- ✦ to do without eating, breathing, or sleeping.
- ✦ to be a member of a race that favors the paladin, fighter, and warlock classes.

VOLEM MATERIAL ESSENCES:

Rockbody: You gain +1 to your Fortitude defense.
You gain the *Earthstomp* racial ability.

Mudbody: You gain +1 to your Fortitude defense.
You gain the *Absorb Strike* racial ability.

Fleshbody: You gain resistance to fire and cold equal to $5 + 1/2$ level.
Your healing surge value is increased by your Constitution modifier (minimum 1).
You gain 2 additional healing surges.

Crystalbody: Your speed is 7.
You gain the *Resonance* racial ability.

Metalbody: You gain +1 to your Fortitude defense.
You gain resistance to poison of $5 + 1/2$ level.
You reduce by 1, any push, pull, or slide effect you do not want.

Woodbody: You gain +1 to your Will defense.
You gain resistance of $5 + 1/2$ level against poison, but suffer 5 vulnerability to fire.
You gain the *Grasping Roots* racial ability.



Earthstomp

Rockbody Volem Racial Power

You stomp your foot, toppling those nearby.

Encounter ✦ **Elemental**

Standard Action **Close** burst 2

Target: All grounded creatures in area

Attack: Strength +2 vs. Reflex

Increase to +4 bonus at level 11, and +6 at level 21.

Hit: 1d4 + Strength modifier damage and the target is knocked prone.

Increase damage to 2d4 + Strength modifier at 11th.

Increase damage to 3d4 + Strength modifier at 21st.

Absorb Strike

Mudbody Volem Racial Power

You absorb the attack into your mudlike body.

Encounter

Immediate Interrupt **Personal**

Trigger: A melee attack hits your AC or Reflex

Effect: When a melee attack hits your AC or Reflex defense, make a saving throw. If successful, you gain resistance vs. untyped damage from that attack equal to 10 + your Constitution modifier.

Special: This ability does not prevent damage from ranged attacks or typed damage such as fire, cold, or acid.

Resonance

Crystalbody Volem Racial Power

Sonic vibrations resonate from your body.

Daily ✦ **Thunder**

Minor Action

Personal

Effect: You produce sonic vibrations which last until the end of your next turn. Any creature who hits you with a melee attack takes Constitution modifier + 2 damage. Increase damage to Constitution modifier + 4 at 11th. Increase damage to Constitution modifier + 6 at 21st.

Sustain Minor: The effect persists.

Grasping Roots

Woodbody Volem Racial Power

You call forth roots from the ground to entangle your foes

Encounter ✦ **Primal**

Standard Action **Close** burst 1

Target: All grounded creatures in area

Attack: Charisma +2 vs. Reflex

Increase to +4 bonus at level 11, and +6 at level 21.

Hit: The target is immobilized (save ends).

PHYSICAL QUALITIES

Volems are sentient golems of various substances. There are 6 main types of Volems, though alternate forms do exist. Volems can be made of rock, flesh, mud, crystal, wood, or metal. While each is different in appearance and make up, they are part of the same race and share certain characteristics.

Volems are typically slow and sturdy. They are also strong, and healthy. If they are damaged they do not bleed (except *fleshbody* Volems). *Woodbody* Volems bleed sap. Volems have an inner spark of life which resides near their stomach region. They are actually Living Constructs and don't need to eat, drink, or breathe. After becoming adults they no longer show signs of age.

Volems have no sex, though most are male in appearance. Each Volem has the ability to reproduce on its own. They can withdraw a portion of their spark of life and it develops into a new, baby Volem. The element the baby Volem is primarily exposed to determines what type of Volem it becomes. So a baby that lives underground in a cave is likely to grow into a *rockbody* Volem though it may become a *crystalbody* Volem if it plays extensively with gems or crystals found in the cavern.

Volems vary greatly in appearance, even amongst those with the same material essence. They have a wide assortment of colors and physiques. Most Volems have red glowing eyes, though *metalbody* Volems have a partially mirrored shell covering much of their face.

Woodbody Volems are made of wood, and can resemble small Treants, or chiseled wooden constructs. *Rockbody* Volems are made of rock and might appear to be formed from marble, granite, or stone. *Mudbody* Volems are rounded and made of firm mud, though they can soften themselves when needed. *Fleshbody* Volems are made of pink flesh, sometimes with a pieced together appearance. They tend to feel less pain than others when damaged. The *metalbody* Volems are all made of various metals. They do not rust. Some look like chrome, while others are iron or copper. And *crystalbody* Volems are made of crystals in various colors and forms. Unlike the other Volems, they can move fairly quickly and are not slow.

Volems typically live around 500 - 800 years before their spark of life fades away. They have deep, resonant voices and are warm to the touch.

PLAYING A VOLEM

Volems were initially formed out of golem constructs and servants, long ago. An Eidolon named Strengart achieved godhood and needed worshippers. He bestowed sentience and volition to the masses of golems serving in an ancient doppelganger empire. The Volems rebelled against their former controllers and grew over time to develop their own realms and cultures. Long ago their godling, Strengart, was stripped of his godhood and perished. The Volem race remains as his legacy.

Volems live a very long life and many can remember everything which happens to them, if they try. As such, older Volems have a wide assortment of skills and abilities. Volems tend to be very patient, and can be content standing in one place doing nothing but thinking. They have a full range of emotions and can feel anger, love, sadness, and joy. They make hearty companions and can be found in all professions.

Volem Characteristics: Strong, sturdy, reliable, big, stalwart, slow, unusual, unstoppable

Volem Names: Strengarn, Vorton, Charrj, Pummlor, Gale, Brust, Empax, Ruby, Evergreen, Pulvor

VOLEM ADVENTURERS

Three sample Volem adventurers are described below.

Evergreen is a *woodbody* Volem druid. She lives in the forest surrounding her friend's tower. Always cultivating friendships amongst the denizens of the woods she is tuned in to the happenings of the forest. If enemies approach her or her friends, she is sure to hear about it from a bird or bee.

Blitero is a *fleshbody* Volem detective. He is adept at noticing things which are out of the ordinary. He wields a short club he calls his head knocker. He gave up working for a detective agency for the more lucrative career of dungeon delving. He likes to fish.

Empax is a *rockbody* Volem fighter. He likes to be on the front line, wading into his foes and tossing them all about. He really puts the clerics through their paces as he usually takes the brunt of the damage in most fights and is always in need of healing. Empax is glad that he has found his calling and is always learning new techniques and tricks to devastate his enemies. He is slowly moving into the role of the groups leader.



HEROIC TIER FEATS

BODY OF STONE [VOLEM]

Prerequisites: *Rockbody* Volem

Benefit: You are immune to petrification.

CRYSTALLINE [VOLEM]

Prerequisites: *Crystalbody* Volem

Benefit: Your resistance to Thunder increases by 5 + 1/2 your level.

ENCUMBERED SPEED [VOLEM]

Prerequisites: Volem

Benefit: You move at your normal speed, even when you would normally be encumbered by armor or a heavy load. Other effects which limit speed affect you normally.

GRASPING MUD [VOLEM]

Prerequisites: *Mudbody* Volem, *Absorb Strike* racial ability

Benefit: If your *Absorb Strike* ability succeeds the attacker is now considered grabbed as they are stuck in your mud.

METALLIC [VOLEM]

Prerequisites: *Metalbody* Volem

Benefit: You gain +1 to your AC vs. opportunity attacks as well as gaining +1 to your AC against opponents flanking you.

MIRRORED SURFACE [VOLEM]

Prerequisites: *Metalbody* Volem

Benefit: You are immune to gaze attacks.

PHOTOGRAPHIC MEMORY [VOLEM]

Prerequisites: Volem

Benefit: If you spend an action memorizing something, you can recall it perfectly at any time in the future.

REVITALIZE [VOLEM]

Prerequisites: *Fleshbody* Volem

Benefit: When you use your *Second Wind*, gain an additional Constitution modifier in hit points.

ROOT SYSTEM [VOLEM]

Prerequisites: *Woodbody* Volem, *Grasping Roots* racial ability

Benefit: Your *Grasping Roots* ability increases its burst size by 1.

RUSHER [VOLEM]

Prerequisites: Volem

Benefit: You gain +1 to your Bull Rush attack rolls. On a successful Bull Rush, you can push the target 2 squares instead of 1.

SEEKING ROOTS [VOLEM]

Prerequisites: *Woodbody* Volem, *Grasping Roots* racial ability

Benefit: You can choose to use your *Grasping Roots* ability as a burst 1 range 10 racial power. If you also know the **Root System** feat, the burst size increases to 2.

SPIKY [VOLEM]

Prerequisites: *Woodbody* Volem, *Crystalbody* Volem, or *Metalbody* Volem

Benefit: You are covered in thorns or sharp spikes. Creatures that grab you take damage equal to your Constitution modifier each round they hold you.

STATIC CHARGE [VOLEM]

Prerequisites: *Crystalbody* Volem

Benefit: When you attack with a power that has the **Lightning** keyword, you gain a feat bonus of +1 to your attack rolls and damage.

The bonuses increase to +2 at 11th level.

The bonuses increase to +3 at 21st level.

SWAMPWALK [VOLEM]

Prerequisites: *Mudbody* Volem

Benefit: You gain Swamp Walk speed 5.

THERMAL RESISTANCE [VOLEM]

Prerequisites: *Fleshbody* Volem

Benefit: Your saving throws against ongoing cold and fire effects gain a +2 feat bonus.

TREMOR [VOLEM]

Prerequisites: *Rockbody* Volem, *Earthstomp* racial ability

Benefit: You can choose to use your *Earthstomp* ability as a burst 2 range 10 racial power.

PARAGON TIER FEATS

CONCUSSION [VOLEM]

Prerequisites: *Rockbody Volem*, *Earthstomp* racial ability

Benefit: The damage dice for your *Earthstomp* racial ability change to d8's.

EXPERIENCED [VOLEM]

Prerequisites: Volem

Benefit: Your benefit for being trained in a skill increases to +6 instead of +5, increasing all your trained skills by 1.

MUDFLOW [VOLEM]

Prerequisites: *Mudbody Volem*

Benefit: You can squeeze through tiny openings or perforations, limited only by the size of your equipment. You gain +2 on your rolls to escape a restrained condition.

REJUVENATE [VOLEM]

Prerequisites: *Fleshbody Volem*

Benefit: When you spend an action point, gain 1d6 + Constitution modifier temporary hit points.

ROOTED [VOLEM]

Prerequisites: *Woodbody Volem*

Benefit: Once per encounter, you can reduce any push, pull, or slide effect by your Strength modifier (minimum 1).

TREMORSENSE [VOLEM]

Prerequisites: *Metalbody* or *Rockbody Volem*

Benefit: You gain Tremorsense 3 (see the D&D 4E *MONSTER MANUAL*).

TUNED RESONANCE [VOLEM]

Prerequisites: *Crystalbody Volem*, *Resonance* racial ability

Benefit: Your *Resonance* racial ability is now an encounter power.



VOLEM PARAGON PATHS



RESONATOR

"Listen to these harmonics. Purity of sound produces purity of spirit."

Prerequisite: *Crystalbody* Volem, Constitution 15

The Resonator is a sound savant. They excel at all things having to do with tones and tunes. Their crystalline bodies allow sound to resonate within, amplifying it to astonishing levels.

Resonators can be very destructive causing cacophony on the battlefield. Resonators often start out as one of the bardic classes, learning to love song and music.

Resonators are attracted to the sounds of nature, such things as the tinkling of streams and the howling of the wind. They also tend to highly value musical works, often paying hefty prices for original, noteworthy pieces. Their homes are usually filled with a wide variety of instruments.

RESONATOR FEATURES

Boundless Tone (11th level): When you spend an action point, instead of taking an extra action, you can allow an ally within 10 squares to reuse an encounter power that they have already expended. The ally can use the encounter power on one of their normal turns.

Perfect Tone (11th level): When you do damage with a power that has the **Thunder** keyword, you do additional damage equal to 1/2 your Constitution modifier.

Lingering Vibrations (16th level): Whenever you deal **Thunder** damage you also give ongoing Thunder damage equal to your Constitution modifier (save ends). This ongoing damage does not itself provide more ongoing damage, but it is enhanced by Perfect Tone.

RESONATOR POWERS

Acoustic Blast

Resonator Attack 11

You release a discordant blast of sound.

Encounter ✦ **Elemental, Thunder**

Standard Action **Close** blast 5

Target: All enemies in blast

Attack: Constitution +4 vs. Fortitude

Hit: The target takes 3d6 + Constitution modifier

Thunder damage and is dazed until the end of their next turn.

Reverberating Field

Resonator Utility 12

You emit frequencies harmful to enemies around you.

Daily ✦ **Elemental, Thunder**

Minor Action **Aura** 1

Effect: Until the end of your next turn, any enemies who start their turn adjacent to you suffer Thunder damage equal to your Constitution modifier.

Sustain Minor: You can sustain this power until the end of the encounter. One combined minor action can sustain both this power and the *Resonance* racial ability simultaneously.

Sonic Burst

Resonator Attack 20

You release a crescendo of tumultuous tones.

Daily ✦ **Elemental, Thunder**

Standard Action **Close** burst 5

Target: All enemies in burst

Attack: Constitution +5 vs. Fortitude

Hit: The target takes 4d8 + Constitution modifier Thunder damage, is pushed 1 square, and gains vulnerability of 5 Thunder (save ends).

Miss: Half damage and no push or vulnerability.

MAGNETIST

"Some find me attractive, others find me repulsive, but hey, what is a bloke to do?"

Prerequisite: *Metalbody* Volem

The Magnetist makes use of his metallic structure to control the elemental power of magnetism. He is adept at moving enemies around the battlefield, regardless of if they are wearing iron or made of metal. Elemental magnetism works against all creatures.

Many Magnetists develop distinct personalities. They tend to have many quirks. They are typically not dull to be around and are very outgoing. A common trick is to pull a flagon of ale down the length of the bar to their hand. Just because they don't need to drink, does not mean it is not fun to do so in a social situation.

Magnetists tend to enjoy electrical and lightning items and effects and are most comfortable in extreme cold. Magnetists have an affinity for gadgets.

MAGNETIST FEATURES

Magnetize Structure (11th level): When you spend an action point, in addition to gaining an extra action, all your defenses go up by +2 until the end of your next turn.

Damage Magnet (11th level): When you score a critical hit the target receives -2 to all defenses until the end of the encounter.

Magnetic Telekinesis (11th level): You can use the wizards Mage Hand ability on anything made of metal. No hand is visible.

Repulsion/Attraction (16th level): Whenever an ally uses a power that pushes, pulls, or slides a target within 10 squares of you, you can increase that movement by 1 square as an immediate reaction.

MAGNETIST POWERS

Immobilize

Magnetist Attack 11

You increase the attraction of the ground and your foes.

Encounter ◆ **Elemental**

Standard Action **Area** burst 2 within 10 squares

Target: All enemies in burst

Attack: Constitution +4 vs. Fortitude, or Intelligence +4 vs. Fortitude

Hit: The target is immobilized (save ends). Any flying creatures in the area are pulled down.

Special: When you gain this power, choose Intelligence or Constitution as the ability score you use when making attack rolls with this power.

Repulsion

Magnetist Utility 12

You generate a repulsion field that repels enemies.

Daily ◆ **Elemental, Force**

Minor Action **Personal**

Effect: Until the end of your next turn, whenever an enemy moves into an adjacent square, you can push that enemy 1 square as an immediate reaction.

Sustain Minor: The repulsion field persists.

Magnetic Vortex

Magnetist Attack 20

You rapidly spin creating a tornado of repulsion.

Daily ◆ **Elemental, Force**

Standard Action **Close** burst 5

Target: Each creature in burst

Attack: Constitution +5 vs. Fortitude, or Intelligence +5 vs. Fortitude

Hit: The target takes 4d10 + Constitution or Intelligence modifier Force damage and is pushed an amount of squares equal to your Constitution modifier (minimum 1).

Miss: Half damage and the target is not pushed.

Special: When you gain this power, choose Intelligence or Constitution as the ability score you use when making attack rolls with this power.

FEAT SUMMARY



Here is a listing of all the feats presented in this book, arranged by race.

RACIAL FEATS CHART

Race	Name	Prerequisites	Benefit
Avian	Eagle Eye	Avian	Low-light vision +1 Perception
Avian	Great Spirit	Avian	Immune to Dominate effects
Avian	Medicine Mystic	Avian Wisdom 13	+5 to First Aid checks
Avian	Ritual Keeper	Avian Wisdom 13	Extra ritual every even level
Avian	Stone Brave	Avian	+2 to defenses against Fear +2 save vs. Fear effects
Avian	Thunder Tongue	Avian <i>Bird Cry</i> racial power	<i>Bird Cry</i> is +2 to hit and range 10
Avian	Call of the Hunt	Avian Level 11	Call of the Hunt encounter power
Avian	War Cry	Avian, <i>Bird Cry</i> racial power Level 11	<i>Bird Cry</i> can be close burst 2
Avian	Soaring Eagle	Avian Level 21	Flight speed 7
Bjorn	Bear Claws	Bjorn	+2 Unarmed proficiency Unarmed basic attack does extra 1/2 Str. modifier
Bjorn	Bear Hug	Bjorn	+5 Grab attack -2 to escape from your grab
Bjorn	Gentle Bear	Bjorn	+5 to Heal skill check
Bjorn	Snarling Roar	Bjorn Trained in Intimidate	+5 to Intimidate
Bjorn	Tough Hide	Bjorn	+1 AC vs. Ranged
Bjorn	Tough Mind	Bjorn	+2 against Psychic attacks
Bjorn	Dark Sight	Bjorn, Trained in Perception Level 11	Dark Vision
Bjorn	Ferocious Roar	Bjorn, Trained in Intimidate Level 21	Swap in Ferocious Roar encounter power

BOOK OF RACES

Race	Name	Prerequisites	Benefit
Excelsion	Acceleration	Excelsion	Running = +3 to move +2 Initiative
Excelsion	Adaption	Excelsion, Constitution 13	Poison resistance of 5 + 1/2 level
Excelsion	Anticipation	Excelsion Dexterity 13	+1 Reflex +1 AC vs. threatening reach
Excelsion	Contemplation	Excelsion	+1 to Heal, Insight, History, and Streetwise
Excelsion	Exhilaration	Excelsion	On Crit gain Temp HP of 5 + Con. modifier
Excelsion	Reflection	Excelsion	+2 vs. repeat saves
Excelsion	Elation	Excelsion, Constitution 15 Level 11	+1 HP every level over 10
Ferralyn	Adroit Flip	Ferralyn <i>Acrobatic Flip</i> racial ability	+2 AC and Reflex when you <i>Acrobatic Flip</i>
Ferralyn	Cat Fall	Ferralyn	1/2 damage from falling, always land on your feet
Ferralyn	Cat-Like Reflexes	Ferralyn Dexterity 13	Cannot be surprised
Ferralyn	Organized Possessions	Ferralyn	+10 to pick pocket DC
Ferralyn	Pounce	Ferralyn	+1 attack and damage if you jump when attacking
Ferralyn	Stealthy	Ferralyn	Racial Stealth bonus increases to +5
Ferralyn	Sure Climber	Ferralyn Dexterity 13	Climb speed 4
Ferralyn	Cat Nap	Ferralyn Level 11	Regain 2 healing surges once per day
Ferralyn	Feline Senses	Ferralyn, trained in Perception Level 11	No penalty for attacking concealed opponents Only -2 against total concealment
Insectoid	Adaptable Spray	Insectoid <i>Acid Spray</i> racial ability	Can change <i>Acid Spray</i> to Fire or Lightning
Insectoid	All-around Exoskeleton	Insectoid	+1 AC vs. Flanking attacks
Insectoid	Chitinous Shell	Insectoid	5 damage resistance vs. opportunity attacks
Insectoid	Insect Communication	Insectoid	Telepathy with other Insectoids
Insectoid	Latch On	Insectoid Strength 13	-5 to escape your Grabs
Insectoid	Sweeping Spray	Insectoid <i>Acid Spray</i> racial ability	<i>Acid Spray</i> can be close blast 3
Insectoid	Paralyzing Sting	Insectoid, Constitution 15 Level 11	Can swap in Paralyzing Sting encounter power
Insectoid	Potent Spray	Insectoid, <i>Acid Spray</i> ability Level 11	Change damage on <i>Acid Spray</i> to d10s
Insectoid	Metamorphose Wings	Insectoid Level 21	Flight speed 3 (clumsy)



BOOK OF RACES

Race	Name	Prerequisites	Benefit
Leonine	Cooperative Spirit	Leonine	Give +3 when assisting instead of +2
Leonine	Die Hard	Leonine	+2 to Death saving throws
Leonine	Group Dynamics	Leonine Charisma 13	+1 Reflex per adjacent ally Adjacent allies get +1 Reflex
Leonine	Healthy	Leonine	+5 Poison and Disease resistance +1 saves vs. Poison and Disease
Leonine	Push Over	Leonine	Knock prone on some Critical hits
Leonine	Supportive Friends	Leonine	+1 to attack rolls when near 2 allies
Leonine	Support Your Friends	Leonine	Allies gain +2 against Charm, Fear, and Sleep Allies gain +2 save against Charm, Fear, and Sleep
Leonine	Inspire	Leonine Level 11	Gain Inspire encounter power
Leonine	Truly Supernal	Leonine or Radiant Level 21	Everyone understands your language
Ling	Annoying	Ling	+1 to defenses if missed twice in a row
Ling	Furtive	Ling	-3 to hit you when you have cover
Ling	Hamstring	Ling	Slow on a Critical hit
Ling	Light Fingered	Ling Trained in Thievery	+5 on Pick Pocket attempts
Ling	Mischievous	Ling <i>Unnoticeable</i> racial ability	Gain concealment after using <i>Unnoticeable</i>
Ling	Precise	Ling	+2 to hit enemies with shields
Ling	Group Stealth	Ling, trained in Stealth Level 11	Allies gain +5 to Stealth when you Stealth
Ling	Who?	Ling, <i>Unnoticeable</i> racial ability Level 11	+5 to <i>Unnoticeable</i> checks <i>Unnoticeable</i> is now Reliable
Nymph	Alluring	Nymph Charisma 13	+1 on Charm attacks -2 to save vs. your Charms
Nymph	Aquatic	Nymph	Can shift your movement speed in water
Nymph	Embolden	Nymph	+1 to an allies next roll, once per day
Nymph	Inveigling Enticement	Nymph	+2 to Bluff +2 to Diplomacy
Nymph	Radiant Beauty	Nymph <i>Seduce</i> racial ability	<i>Seduce</i> has +2 to hit <i>Seduce</i> has range 10
Nymph	Slippery When Wet	Nymph	+5 to escape grabs +2 to end restraint
Nymph	Universal Seduction	Nymph <i>Seduce</i> racial ability	<i>Seduce</i> works on creatures besides humanoids
Nymph	Wand Wielder	Nymph	Can use wands and +2 damage when using a wand
Nymph	Nymph's Kiss	Nymph Level 11	Can use Nymph's Kiss as an at-will power

BOOK OF RACES

Race	Name	Prerequisites	Benefit
Obsidian	Ablative	Obsidian <i>Skin Like Rock</i> racial ability	Gain temporary hit points using <i>Skin Like Rock</i>
Obsidian	Body of Glass	Obsidian Constitution 13	Immune to Petrification
Obsidian	Edged Hands	Obsidian	+2 Unarmed proficiency Unarmed basic attack + 1/2 Dex. modifier damage
Obsidian	Impervious	Obsidian <i>Skin Like Rock</i> racial ability	<i>Skin Like Rock</i> resists various types of damage
Obsidian	Sharp Edges	Obsidian	Enemies who grab you take 5 damage
Obsidian	Sharp Witted	Obsidian	+2 Will defense vs. Psionic attacks
Obsidian	Tempered Glass	Obsidian, Constitution 15 Level 11	+5 Fire, Cold, and Poison resistance
Obsidian	Shadowwalk	Obsidian Level 21	Transfer back and forth to the Shadowfell
Radiant	Exalted Radiance	Radiant	+1 attack and damage for Radiant attacks
Radiant	Inspirational	Radiant Charisma 13	Allies gain temporary HP when you Critical hit
Radiant	Radiant Shield	Radiant	Shield Bonus increases by 1
Radiant	Superior Body	Radiant	+1 Fortitude defense +2 save vs. Poison and Disease
Radiant	Superior Mind	Radiant	+1 on Psychic attacks +2 to save vs. Psychic effects
Radiant	Superior Spirit	Radiant	+1 Will Defense +2 saves vs. Fear
Radiant	Superiority	Radiant, <i>Superior Mind</i> , <i>Superior Body</i> , <i>Superior Spirit</i> , Level 11	+1 on Strength, Intelligence, or Charisma attacks
Radiant	Truly Supernal	Radiant or Leonine Level 21	Everyone understands your language
Storm Elf	Cloud Dancer	Storm Elf	+2 Jump distance
Storm Elf	Intense Lightning	Storm Elf <i>Ball Lightning</i> racial ability	<i>Ball Lightning</i> damage increases to d8s
Storm Elf	Leaf on the Breeze	Storm Elf	Falling damage does 1/2 damage Falling damage resistance of 5 + 1/2 level
Storm Elf	Self Defense	Storm Elf	Gain a basic attack when missed with a natural 1
Storm Elf	Storm Adept	Storm Elf	+1 to attack and damage with Lightning powers
Storm Elf	Storm Child	Storm Elf	Gain Thunder resistance of 5 + 1/2 level
Storm Elf	Energize Power	Storm Elf Level 11	Sacrifice a higher level encounter attack to refresh a lower level encounter attack power
Storm Elf	Levin Sphere	Storm Elf, <i>Ball Lightning</i> power Level 11	<i>Ball Lightning</i> burst size increases to 2

BOOK OF RACES

Race	Name	Prerequisites	Benefit
Tarsion	Acute Mind	Tarsion Intelligence 13	+1 to attack and damage with Psychic attacks
Tarsion	Agile Mind	Tarsion	+1 to Reflex and Will defenses
Tarsion	Dextrous Dodge	Tarsion <i>Agile Dodge</i> racial ability	+5 to your <i>Agile Dodge</i> acrobatics check
Tarsion	Intellectual Evasion	Tarsion <i>Agile Dodge</i> racial ability	<i>Agile Dodge</i> works against Will attacks as well
Tarsion	Nocturnal Adaption	Tarsion	Total darkness = dim light Light source radius is 50% larger
Tarsion	Tarsion Senses	Tarsion	Racial bonus to Perception raises to +5 +2 to detect Illusions
Tarsion	Evader	Tarsion, <i>Agile Dodge</i> ability Dexterity 15, Level 11	<i>Agile Dodge</i> is now Reliable
Tarsion	Sleep With One Eye Open	Tarsion Level 11	Aware when asleep
Vixen	Crafty	Vixen	Can Bluff twice per encounter
Vixen	Cunning	Vixen Wisdom 13	+1 Will defense Bluff racial bonus changes to +5
Vixen	Elusive	Vixen Trained in Stealth	Reduced penalties for moving while Stealthed
Vixen	Fire of the Fox	Vixen Wisdom 13	Change one attack to Fire per day and do extra Fire damage equal to Wis. modifier
Vixen	Foxy	Vixen Charisma 13	+1 attack and damage for Charm attacks
Vixen	Healing Spirit	Vixen <i>Fox Spirit</i> racial ability	Heal your level in HP when using <i>Fox Spirit</i>
Vixen	Team Spirit	Vixen, <i>Fox Spirit</i> racial ability Level 11	Two spirits created when using <i>Fox Spirit</i>
Vixen	Free Spirit	Vixen, <i>Fox Spirit</i> racial ability Level 11	Swap places with one of your Fox Spirits, daily



BOOK OF RACES

Race	Name	Prerequisites	Benefit
Volem	Body of Stone	<i>Rockbody</i> Volem	Immunity to Petrification
Volem	Crystalline	<i>Crystalbody</i> Volem	Resist Thunder of 5 + 1/2 level
Volem	Encumbered Speed	Volem	No movement penalty for armor or heavy load
Volem	Grasping Mud	<i>Mudbody</i> Volem <i>Absorb Strike</i> ability	Grab attacker when <i>Absorb Strike</i> succeeds
Volem	Metallic	<i>Metalbody</i> Volem	+1 AC vs. opportunity attacks +1 AC vs. flanking opponents
Volem	Mirrored Surface	<i>Metalbody</i> Volem	Immunity to gaze attacks
Volem	Photographic Memory	Volem	Remember anything you set your mind to
Volem	Revitalize	<i>Fleshbody</i> Volem	Second Wind heals Con. modifier extra
Volem	Root System	<i>Woodbody</i> Volem <i>Grasping Roots</i> racial ability	<i>Grasping Roots</i> size increases by 1
Volem	Rusher	Volem	+1 to Bull Rush attack Bull Rush pushes up to 2 squares
Volem	Seeking Roots	<i>Woodbody</i> Volem <i>Grasping Roots</i> racial ability	<i>Grasping Roots</i> can be burst 1 range 10
Volem	Spiky	<i>Woodbody</i> Volem, <i>Crystalbody</i> , or <i>Metalbody</i> Volem	Opponents suffer damage if they grab you
Volem	Static Charge	<i>Crystalbody</i> Volem	+1 attack and damage with Lightning attacks
Volem	Swamp Walk	<i>Mudbody</i> Volem	Swamp walk speed 5
Volem	Thermal Resistance	<i>Fleshbody</i> Volem	+2 on saves against Cold and Fire
Volem	Tremor	<i>Rockbody</i> Volem <i>Earthstomp</i> racial ability	<i>Earthstomp</i> can be burst 2 range 10
Volem	Concussion	<i>Rockbody</i> Volem, <i>Earthstomp</i> Level 11	Damage dice for <i>Earthstomp</i> increase to d8s
Volem	Experienced	Volem Level 11	All trained skills increase by 1
Volem	Mudflow	<i>Mudbody</i> Volem Level 11	You can flow through cracks +2 to escape restraint
Volem	Rejuvenate	<i>Fleshbody</i> Volem Level 11	Gain 1d6 + Con modifier temp HP when spending an Action Point
Volem	Rooted	<i>Woodbody</i> Volem Level 11	Reduce push, pull, or slide by Str. modifier
Volem	Tremor Sense	<i>Rockbody</i> or <i>Metalbody</i> Volem Level 11	Gain Tremor Sense 3
Volem	Tuned Resonance	<i>Crystalbody</i> Volem, <i>Resonance</i> Level 11	<i>Resonance</i> is now an encounter power

ADDENDUM

REVISION HISTORY

Revision B: *February 2009*; Reformatted for better printer compatibility. Enhanced graphics. Typographical fixes and grammatical enhancement. Added reference to the Players Handbook in the "Being Small" sidebar. Replaced an Avians Explorers Fire with Hidden Camp for GSL compliance. Removed Explorers Fire Q & A. Removed Editing credit as it was incorrectly cited. Revised Bjorn Hibernata racial feature.

Revision A: *January 2009*; Initial version, 14 races

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FAQ



Q: *Leonine and Radiants know Supernal. Does this mean everyone can understand them?*

A: Not initially, but they can take an Epic tier feat that allows everyone to understand them when they speak Supernal.

Q: *Does a Leonine's Invigoration (+2 HP per heal) work on a normal Second Wind? What about when they use a healing potion? How is regeneration affected by Invigoration?*

A: A Leonines Invigoration provides an additional 2 HP each time they are healed, regardless of the source. It works when they use Second Wind and when they drink a healing potion, as well as other forms of healing. For regeneration effects, the Invigoration provides 1 additional HP per tick.

Q: *How can a creature detect that a Vixen's Fox Spirit is not the real Vixen?*

A: As a minor action, a creature can make an active opposed skill check, pitting their Intuition roll vs. the Vixens Bluff check.

Q: *Is there any distinction in the Book of Races between powers, abilities, and effects?*

A: Not really. These words are used in this book interchangeably. Powers, Abilities, and Effects might include racial abilities, or class powers, or effects gained from items.

Q: *Which races bleed?*

A: All races are vulnerable to bleed attacks. Most races bleed red blood. Nymphs bleed blue or greenish blood. Insectoids bleed white, yellow, or green ichor. Most Volems do not bleed, though *fleshbody* Volems bleed red, and *woodbody* Volems leak sap. Volem body parts turn to ash after being separated from their bodies. Radiants leak a small amount of light when first cut, though this is usually only visible in the dark.

Q: *Why are there no monster write-ups of the races?*

A: We hope to release a monstrous manual in the future which shall contain statistics on using these races as monsters.

Q: *Can Rockbody Volems swim?*

A: Yes, all Volems can swim. Their weight is offset by the fact that they do not need to breathe. All races found in this book can potentially excel at swimming.

Q: *Where can we find the latest FAQ?*

A: Go to www.BookofRaces.com for the latest information.

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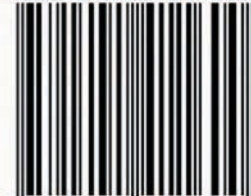
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