

**THE
RAWL**

Brutal warriors driven to the mountains, the rawl are born for combat. While males wear long blades of wiry hair to lash the flesh of their enemies, females of the tribe inject their targets with poison quills to subdue them before slitting their throats.

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COMBAT ADVANTAGE

#10

Rawl Race/Monster

There's a similarity to all of the core races for 4e: they all come from fallen empires, powerful realms, and cohesive relationships with all their fellow humanoids. Either of them has been designed to have open-minded connections, truly appreciating or at least tolerating their differences but there is rarely any true animosity. Or outright instability.

So here we are. The rawl is a new 4e race for those players who don't want to get along with their comrades all the time, can sympathize with a quick punch to the cleric's nose, and finds excitement in playing a character that no one can predict. The rawl (singular and plural) are not cousins to a powerful empire and are barely mentioned in any history books. They are the forgotten, missing links of a long, forbidden legend. Pushed aside by every other dominion ever cursed to share a border with them, they are xenophobes to the highest level and even a rawl adventurer traveling with a human, elf, or dragonborn faces punishment far worse than banishment.

Sound fun? Then enjoy this fully detailed PC race. If not... well, here's the rawl as the newest monster to your campaign. Just don't tell them you turned them down.

Todd Crapper

High atop the peaks of a snow-capped mountain, a lone fire burns against all odds. The bitter wind billows under the scraps of wood set ablaze while a pack of six rawl gathers round. Hands are pulled back from the fire and tucked under their arms to heat up their chest and they let down their guard for a brief moment tonight. They are not blind – three more perch upon the rocks to monitor their camp and watch for any movement along the peak. This is a hunting party, tracking a dire bear in one of the harshest climates known in the world.

They have no deep-rooted history and there are few kingdoms aware of their existence for the rawl have never been wild explorers. Originally born on the plains and forests of the world, they were pushed back by the expansion of the old empires. Human trade routes entered their territories, dragonborn armies marched through their villages, and tiefling warlocks cursed them to the mountains. Rawl elders rarely speak of the past save for a single warning: never trust an outsider.

The time will soon come when even the mountains no longer offer protection from the impact of the humanoid kingdoms. Their reach is too great, their power too extreme. Even the dwarves search the rock above their mountain kingdoms for additional resources and the truces will not last long. All the while, illithids, yuan-ti, and demon princes encroach further from the planes beyond the stars. A grave danger approaches the world. They know this. It has been foretold by the spirits and the signs have become apparent. Soon, there will be a war party sent down to the grass and the rawl shall meet their old enemies once more with swords and shields.

This edition of **Combat Advantage** presents the rawl, a unique race designed for a more intense character. Combining the chaotic savagery of a monster with the complexity and humanity of the central races in any campaign, the rawl offers a chance for you to play an outsider struggling to make a difference against an impending doom. Such endeavors are more than just physical challenges, as your society fears the approach of outsiders.

RAWL

Driven to the mountain peaks, a sturdy breed of hunters and warriors answering to no one else.

RACIAL TRAITS

Average Height: 5'8" – 6'5"

Average Weight: 175-260 lb.

Ability Scores: +2 Constitution, +2 Wisdom

Size: Medium

Speed: 6 squares

Vision: Low-light

Languages: Common (see the Language Barriers sidebar), Giant

Skill Bonuses: +2 Athletics, +2 Nature

Rawl's Mane: Choose one of the following at the beginning of an encounter before taking your first turn.

You can make an unarmed attack with 1d6 plus your Strength modifier damage as a basic melee attack;

When in light or no armor, you do not grant combat advantage to a flanking melee attacker, or;

You can add your Constitution modifier to any grapple check. If you succeed by four points or more, your target suffers 1 point of ongoing damage per round (save ends).

Crimson Brow: Once per day, you emit a dark red liquid from your forehead to appear bloody. Make an Intimidate vs Will attack to push an opponent one square as a fear effect.

Bloody Rampage: If you are a male character, you can use *bloody rampage* as an encounter power.

Quill Strike: If you are a female character, you can use *quill strike* as an encounter power.

Bloody Rampage

Rawl Racial Power

There is no pain; there is only rage. For your enemies, there shall be only pain.

Encounter

Immediate Reaction **Close** burst 1

Trigger: You must be bloodied.

Target: Any creature in the burst.

Attack: Constitution vs AC

Hit: 1d8 + Strength modifier damage

Increases to 2d8 plus Strength modifier damage at 11th level and 3d8 plus Strength modifier damage at 21st level.

Quill Strike

Rawl Racial Power

Striking your target with your palm, you inject one of your quills deep through the skin to inject an overpowering poison.

Encounter • Poison

Standard Action **Melee** weapon

Requirement: You make an unarmed attack.

Target: One creature.

Attack: Dexterity vs AC

Hit: 1d8 + Strength modifier damage and 2 ongoing poison damage (save ends)

Increases to 2d8 plus Strength modifier damage at 11th level and 3d8 plus Strength modifier damage at 21st level.

Physical Qualities

Rawl are a tall, chiseled race of humanoids, pale in complexion with long, scruffy hair growing entirely down their back. It is their hair for which most of their offensive and defensive skills excel: each strand is incredibly coarse and able to slice skin like the quick slash of a dagger. For this reason alone, confronting a rawl certainly requires ranged attacks and an ability to run fast. While most rawl keep their hair braided and maintained, war parties frequently enter battle with frayed mops of hair running wild across their heads. Thick tufts of hair grow along a male's forearms while females frequent a thin line of quills reaching from their wrist to their elbow.

Appearances are crucial to the social standing of a rawl. Elders and war chieftains distinguish their history in battle with longer and thicker braids of hair combined with tattoos to highlight scars. Plants and other rare items pinned a rawl's clothing distinguish them from others in the tribe and young rawl journeying down to the civilized lands will adorn themselves with items impossible to find in their homelands. Male and female rawl will mark themselves with rings along their ankle and running up their leg to announce their family – red marks distinguish the number of children they have, blue rings designate mates, and each may be replaced with a black ring when any of them pass on to the spirit world.

Coping with the freezing winds of the mountains require thick furs and heavy padding or hide armor. Always ready for battle, their furs are quick to toss aside for a clean grab at their weapons and often hold arrows tucked into numerous long pockets inside. Metal weapons are always available in contrast and they prefer to build blades with a jagged edge along the back of the blade. Hammers are preferred as part of a common rawl tactic: leaping down from a higher vantage point and smashing a large maul across the target's head.

Roleplaying a Rawl

The most noticeable attribute of the rawl is their xenophobia. Content to live on the mountains far from the civilized lands, the few stories they know of humans, tieflings, and dwarves warn of their deceptions, treachery, and warmongering, particularly those crimes committed against "peaceful" rawl from the plains and forests of old. Only another rawl is to be trusted exclusively and those from another tribe should at least be given the benefit of the doubt. There are some things to make a rawl ease up on their misgivings as they represent time honored values: a rewarding hunt, skill in combat, a personal code of honor, respect for the spirits of the dead, and honesty. As the rawl pride themselves on each of these, so too do they acknowledge outsiders when warranted.

A deep appreciation for their ancestors gives the rawl their spiritual belief. While few possess the skill to actually converse with the dead, rawl perform many tasks and minor rituals to honor their memory. Hunting and war parties ask spirits for their blessing prior to leaving the village with prayers and tributary feasts; fallen rawl have a statuary of rocks and boulders made to stand guard over their former homes against evil spirits and demons; and the wishes of a dying rawl are coveted and followed through to the very letter, regardless of its difficulty. Those who can speak with the dead become elders and can only be outranked by war chieftains in times of battle.

Once it comes to combat, however, all gloves are off. They are savage combatants giving no mercy and asking for none in return. Particularly when fighting outsiders, they refuse to drop in fear or pain and will fight to the bitter end. While spirits are precious essences to their culture, the walking shambles of undead are abominations and must be burned on sight. Ghosts, specters, and other incorporeal undead are nothing more than evil spirits corrupted against their will who must be destroyed to find peace.

Rawl society is noticeably split between the sexes, each performing a vital task of survival. Males participate in hunting parties in expeditions across the mountain (and rarely at ground level in desperate times) for weeks at a time to bring back as much food as possible for the whole tribe. Females remain in the village, but they are by no means housebound. Females run the village in every way, from the smithy to

Language Barriers

Being locked away from the rest of the world makes your return all the more difficult. Language is the biggest issue for the rawl to overcome as they inevitably establish contact (passive or aggressive) with the common races and these moments will make for excellent roleplaying. There are technical issues to consider however.

You may choose to simply speak Common as fluently as you like, broken and misspoken, or not at all. Gaining the use of the Common language can be simply given at any point in the campaign or the character is required to select it through the Linguist feat.

night patrols and an active participation in presenting scouts to elders and discussing the needs of the community. It is they who are in charge of their household and will join their mates in battle when a war party is called.

Rawl Characteristics: Brutal, determined, feral, ferocious, honorable, intense, resolute, stubborn, suspicious, xenophobic

Male Names: Males are not born with their own names and acquire additional ones from fallen comrades, honored family spirits, and other reasons in tribute to those whose names he has taken. To claim another person's name is to adhere to their true spirit and is the ultimate sign of respect for a male rawl.

Their birth name comes from their father and a second birth name may be taken from another person who sacrificed their life to protect the rawl's father in a war party (or any other reason of the player's choosing). Until the father passes to the spirit world, the young rawl is titled *roz* (youngling). Should the rawl grow to become an elder or war chieftain, he is granted the title of *shawl* (wise one).

As the years go on, the rawl may choose any additional names to honour those he has gone into battle with or joined in hunting parties. Famous rawl hunters create an uncounted number of rawl secondary names as each seeks to achieve similar levels of prowess on the hunt and in battle.

Examples: Bistan, Rstan, Shobak, Tirbak, Ulsted

Female Names: Unlike their male counterparts, female rawl are given a variety of original names at birth to distinguish their individuality. Unique names are a prized possession for any young female rawl, or *mer* (flower), as they will never go by any other name for the rest of their lives. While coincidentally sharing the same name as another female is tolerated, it is almost forbidden in the same village. Mothers are permitted to defend their use of the name in non-lethal combat when elders cannot reach a settlement. As the female becomes older and a mother of her own, known as *mira*, and grandmothers, or *mora*, their names are used with great pride and resonance as proof of their presence within the community.

Examples: Asti-bin, Eba, Ista-noir, Monnah, Tibana, Yli

Spirits and the Foretelling

All rawl maintain an active show of respect, in deeds and words, towards the spirits of their ancestors. More than just a belief, elders can speak with them and gain information used to the benefit of their tribe. For the common rawl, all effort is taken to consider the lessons offered by spirits and witness their influence everywhere on the mountain.

Just as the spirits offer guidance, they bear a warning. The world is ending and the rawl cannot stand by and allow it to pass. They must journey back to the flatlands at the bottom of the mountain and do what must be done before the other humanoids fail to do so.

Individual Campaigns: While the spirits provide an ominous message, the details are left to the campaign. This prophetic warning can foresee an upcoming adventure far into a rawl character's epic tier or merely last into the final phases of the heroic levels. It can also remain vague with faint clues offered at the beginning of each adventure; whichever best suits the GM's style and creativity.

Feats

Tapping into their savagery or communicating with the spirit world, the rawl admire inner growth and expanding their talents to new heights. These feats are available to any rawl character as a means to enhance their skills and abilities at the table.

A Touch of Madness Rawl

Prerequisite: Rawl

Benefit: When you use your Crimson Brow racial feature, you can mimic a shape of your choosing (such as a demonic face, horns, or claws). If you make a critical hit against a target, make a Charisma vs Will attack and the target is stunned (save ends).

Involuntary Convulsions Rawl

Prerequisite: Rawl, *quill strike* power

Benefit: When you hit a target with your quill strike racial power, you can force the target to lose all minor actions until making a save throw instead of suffering the ongoing poison damage.

Spiritual Boost Rawl

Prerequisite: Rawl, *bloody rampage* power

Benefit: When you spend an action point to gain an extra action, you also gain a +2 bonus to your Fortitude, Reflex, or Will defense until the end of your next turn.

Paragon Tier Feats

Spirit Talk Rawl

Prerequisite: Rawl, Cha 13+

Benefit: You gain one of the following rituals and can use it without spending the component cost once per day: *commune with nature*, *consult mystic sages*, or *consult oracle*. You must be able to use the ritual as per the standard rules.

Special: You can take this feat more than once. Each time you select this feat, choose another ritual.

Monster Stats

Hunting parties wander the mountains in search of food and better shelter, tribes are spread out across the rock, and small bands of war parties lead by elders and their spirit guides are just a fraction of possible encounters for the rawl and your party. For these rawl, outsiders are the enemy and must be killed quickly to spare their people from further indignities.

Rawl Hunter

Level 2 Brute

Medium natural humanoid

XP 125

Wiry hair stands on end, blood drips from their forehead, and a savage cry roars from deep within their throat.

Initiative +4 **Senses** Perception +5; low-light vision

Crimson Brow aura 2; rawl makes an Intimidate vs Will attack to push target back one square

HP 43; **Bloodied** 21

AC 15, **Fortitude** 14, **Reflex** 14, **Will** 13

Speed 6

⊕ **Warhammer** (standard; at-will) • **Weapon**

+5 vs AC; 1d8 +4 damage

↻ **Longbow** (standard; at-will) • **Weapon**

Ranged 20/40; +6 vs AC; 1d10+4 damage

Bloody Rampage (immediate reaction, when bloodied; encounter) •

Weapon

Close burst 1; +4 vs AC; 2d8+4 damage

Rawl's Mane

The rawl does not grant combat advantage to any flanking melee opponent.

Surefoot

The rawl ignores difficult terrain while on a mountain or other rocky terrain.

Neutral **Languages:** Giant

Skills Athletics +6, Nature +5

Str 16 (+4) **Dex** 16 (+4) **Wis** 14 (+3)

Con 15 (+4) **Int** 13 (+3) **Cha** 14 (+3)

Equipment hide armor, thick fur cloak, warhammer, longbow, 40 arrows

Rawl Hunter Tactics

Using its *surefoot* to move around rocky terrain, the rawl hunter engages its enemy in close combat after a few volleys from the longbow. It will pin a target against the rocks and does not concern itself with flanking opponents thanks to its *rawl's mane*.

Rawl Tribal Scout**Level 2 Soldier****Medium natural humanoid****XP 125***Lean and muscular, this female humanoid sprouts long quills from her wrist and a fierce determination in her eyes.***Initiative** +6 **Senses** Perception +7; low-light vision**Crimson Brow** aura 2; rawl makes an Intimidate vs Will attack to push target back one square**HP** 47; **Bloodied** 23**AC** 17, **Fortitude** 14, **Reflex** 14, **Will** 15**Speed** 6⊕ **Short Sword** (standard; at-will) • **Weapon**

+7 vs AC; 1d6 +4 damage

↘ **Longbow** (standard; at-will) • **Weapon**

Ranged 20/40; +8 vs AC; 1d10+4 damage

⊕ **Quill Strike** (standard; encounter) • **Weapon**

+6 vs AC; 1d8 +4 damage plus 2 ongoing poison damage (save ends)

Rawl's Mane

The rawl does not grant combat advantage to any flanking melee opponent.

Surefoot

The rawl ignores difficult terrain while on a mountain or other rocky terrain.

Neutral **Languages:** Giant**Skills** Athletics +6, Nature +5**Str** 16 (+4) **Dex** 16 (+4) **Wis** 14 (+3)**Con** 15 (+4) **Int** 13 (+3) **Cha** 14 (+3)**Equipment** hide armor, thick fur cloak, warhammer, longbow, 40 arrows**Rawl Tribal Scout Tactics**

Taking cover behind a large rock, the tribal scout will fire several arrows from the longbow to hold her ground until forced to engage in melee.

Surefoot allows her to shift without penalty and gain the upper hand.**Rawl Furyblade****Level 9 Skirmisher****Medium natural humanoid****XP 400***Armed to the teeth, his bare arms and back sprout blood tainted quills and a skull is painted across his face with his own blood.***Initiative** +8 **Senses** Perception +10; low-light vision**Crimson Brow** aura 2; rawl makes an Intimidate vs Will attack to push target back one square**HP** 97; **Bloodied** 46**AC** 22, **Fortitude** 20, **Reflex** 19, **Will** 19**Speed** 6⊕ **Thunderous Maul** (standard; at-will) • **Thunder, Weapon**

+14 vs AC; 1d12+8 damage plus 2 ongoing thunder damage (save ends)

↘ **Longbow** (standard; at-will) • **Weapon**

Ranged 20/40; +12 vs AC; 1d10+8 damage

Bloody Rampage (immediate reaction, when bloodied; encounter) •**Weapon**

Close burst 1; +4 vs AC; 2d8+10 damage

Slicing Grapple (standard; at-will)

The rawl inflicts 1d6 damage at the end of every round during a successful grapple.

Surefoot

The rawl ignores difficult terrain while on a mountain or other rocky terrain.

Neutral **Languages:** Giant

Skills Athletics +10, Nature +14

Str 19 (+8) **Dex** 17 (+7) **Wis** 14 (+6)

Con 18 (+8) **Int** 13 (+6) **Cha** 14 (+6)

Equipment hide armor, thick fur cloak, thunderous maul, longbow, 40 arrows

Rawl Furyblade Tactics

Preferring a deadly, full-on assault, rawl furyblades leap at their opponents and will engage in a grapple to take advantage of their *slicing grapple*. *Crimson brow* allows them to push back an opponent into another furyblade with a *thunderous maul* slammed into their back.

Rawl Warchief**Level 14 Controller****Medium natural humanoid****XP 1,000**

Covered in the scars of a dozen battles, this lone rawl stands at the back of the war party growling commands and calling out for your blood.

Initiative +7 **Senses** Perception +11; low-light vision

Crimson Brow aura 2; rawl makes an Intimidate vs Will attack to push target back one square

HP 139; **Bloodied** 69

AC 26, **Fortitude** 24, **Reflex** 23, **Will** 25

Speed 6

Action Points 1

⊕ **Halberd** (standard; at-will) • **Weapon**

+19 vs AC; 1d10 +12 damage

Secondary Attack: +15 vs Reflex

Secondary Hit: 1d6+8 damage

↘ **Longbow** (standard; at-will) • **Weapon**

Ranged 20/40; +19 vs AC; 1d10+7 damage

↶ **Horrific Lash** (immediate interrupt, when attacked by a flanking opponent; encounter) • **Weapon**

Close burst 1; +15 vs Fortitude; 1d6+12 damage and target is pushed one square

Watchful Eye (free; encounter)

Close burst 10; any ally of the warchief can shift as a minor action without provoking an opportunity attack

Surefoot

The rawl ignores difficult terrain while on a mountain or other rocky terrain.

Neutral **Languages:** Giant
Skills Athletics +12, Nature +15
Str 20 (+12) **Dex** 17 (+10) **Wis** 16 (+10)
Con 18 (+11) **Int** 13 (+8) **Cha** 14 (+8)
Equipment hide armor, thick fur cloak, halberd, longbow, 40 arrows

Rawl Warchief Tactics

Commanding their furyblades with grunts and howls from *watchful eye*, the warchief feeds off his inner rage to drive his troops to victory. Cutting through their enemies with his halberd and holding his own with *horrific lash*, the warchief can stand his own simultaneously.

Rawl Elder **Level 16 Controller (Leader)**
Medium natural humanoid **XP 1400**
With eyes rolled back in her head, this lone rawl holds her arms exposed and open to any attack... but you are unable to reach her.

Initiative +8 **Senses** Perception +12; low-light vision
Crimson Brow aura 2; rawl makes an Intimidate vs Will attack to push target back one square

HP 156; **Bloodied** 78
AC 27, **Fortitude** 24, **Reflex** 25, **Will** 25

Speed 6
Action Points 1

☹ **Spiritwand** (standard; at-will) • **Psychic, Weapon**
Ranged 5; +19 vs Will; 2d6 +12 psychic damage (see *untouchable presence*)

Secondary Effect: The closest ally gains hit points equal to half the damage inflicted on the target.

☞ **Ancestral Ally** (standard; recharge 5, 6) • **Weapon**
Ranged 5; any ally targeted by the spiritwand recharges one encounter power.

Untouchable Presence
Close burst 1; any target hit by spiritwand cannot attack the elder until the next turn after making a save throw.

Surefoot
The rawl ignores difficult terrain while on a mountain or other rocky terrain.

Neutral **Languages:** Giant
Skills Athletics +12, Nature +15, Religion +10
Str 16 (+11) **Dex** 17 (+11) **Wis** 18 (+12)
Con 16 (+11) **Int** 16 (+11) **Cha** 17 (+12)
Equipment spiritwand, thick fur cloak

Rawl Elder Tactics

Called upon to boost the rawl and summon spirits to aid them, elders surround themselves with the essence of their ancestors and channel them through their *spiritwand*. Hitting them immediately with the *spiritwand*, enemies become unable to touch the elder, who is generally surrounded by a pair of furyblades and the warchief not too far behind.

Rawl Lore

A character knows the following information with a successful Nature check.

DC 15: Legends tell of a race of brutal creatures driven from their homelands into the mountains. Content to stay away from the common races, they scour the mountainside in search of food and show no quarter to those who breach their territory. They have little trust for outsiders and turn instead to the word of ancestral spirits.

DC 20: All rawl, male and female, are covered in incredibly coarse hair capable of piercing armor and slashing skin. They are deadly in a grapple and difficult to flank but their savagery in battle makes them incredibly dangerous. Once they enter combat, they see it through to the end and will happily give their lives to the sword and join the spirit world they worship.

DC 25: Rawl elders appear to communicate with the spirit world and gain obscure bits of information. Reports from traveling merchants and scouts state the rawl have been sending war parties down from the mountains in search of a plight threatening the world. They stay far away from most communities and refuse to call on the aid of others, so few know what danger they attempt to confront.



Todd Crapper suffers through the freezing winters of Ottawa, Canada, huddling over the laptop to keep warm and sane. He is the Head Honcho of Emerald Press PDF Publishing and wrote this article because there's no one around to stop him.



The Five-Eyed Seer by Jeff Cox (Minigiant)

Prerequisites: Wizard or Warlock, trained in Perception, must have 2 eyes.



You have learned the arcane art of creating floating magical eyes. You gain amazing vision but can only focus your sight a short distance.

The Floating Eyes (Level 11): As a minor action, you may create a tiny floating sphere resembling an eye in any unoccupied adjacent square. The eye has 1 HP and uses your defenses if attacked. You can see from the floating eyes you control as if you were in its square and they adjacent to you until you move any number of your floating eyes up to 5 squares in any direction as a move action. You may can have up to 3 floating eyes active at any time and can dismiss any number of eyes you have as a free action.

As long as you have an active floating eye, any creature or object not within 5 squares of either you or any of your eyes is invisible to you.

Pain of Many Angles (Level 11): When you spend an action point to gain another action, you gain a +1d6 bonus to damage rolls for each floating eye you control until the end of your next turn.

The Greater Eyes (Level 16): Your wizard and warlock powers can originate from any of the squares one of your floating eyes occupy.

Five-Eyed Stare

Five-Eyed Seer Attack 11

Your gaze pierces right to their soul.

Encounter • Arcane, Fear, Implement, Psychic

Standard Action **Ranged 10**

Target: One creature

Attack: Constitution vs Will

Hit: 5d4 + Constitution modifier psychic damage and the target is dazed until the end of your next turn.

Perfect Eyes

Five-Eyed Seer Utility 12

You see in ways most dream of. Their image cannot be stripped from your sight.

Daily • Arcane

Minor Action **Personal**

Effect: Until the end of the encounter, you cannot be blinded if you have at least one floating eye. If you have two floating eyes, your attacks ignore concealment and total concealment. If you have 3 floating eyes, you have darkvision.

Visions of Calamity Five-Eyed Seer Attack 20

There's a grim future for your foes and there is no escape that you can see.

Daily • Arcane, Implement, Necrotic

Standard Action **Close burst 1**

Target: Any creature in the burst.

Attack: Intelligence vs Fortitude

Hit: 2d6 + Constitution modifier necrotic damage and target takes a -2 penalty to attack rolls until the end of your next turn

May was our first month for NSFW and we started off with some great ideas. Darkvision was the theme as we delved a little deeper into this precious, yet widely unavailable, form of vision the envy of every surface dweller cursed to wander a dungeon. What you are about to read is a collection of just some of the terrific entries, particularly for our first exercise.

And so I would like to step this up a notch. Those of you who did post to the forum and offer your ideas should be rewarded with more than just appreciation. If a player is rewarded with experience points for killing monsters, then you should be rewarded with XP as well. We're working on a little reward program here at EP and this is the perfect opportunity to test it out.

Each month, we'll select the top three submissions and award them with XP. The more XP you earn, the closer you become an **Emerald Press Epic Customer**. Receive special discounts, free PDFs, and exclusive editions of upcoming products not available to the general public. Details are still being hatched out and there will be more to come so stay tuned. In the meantime, please check out these submissions and be ready for June's theme: **TINY**.

Gloves of Eyes by Tod Harter (AbdulAlhazred)



Gloves of Eyes

Level 7+

These silk gloves are decorated with vividly embroidered eyes on their palms.

Lvl 7 2,600 gp

Lvl 12 13,000 gp

Lvl 17 65,000 gp

Item Slot: Hands

Property: You gain low-light vision plus a +2 item bonus to Perception checks involving eyesight.

Level 12: You may view an additional 2 squares beyond your normal sight range in any lighting as if it was full illumination.

Level 17: You have darkvision and also gain a +2 item bonus to all Stealth checks when beginning your turn in darkness.



Drider Curse by Mats Ohrman (Tuft)

Drider Curse

Interfering with the rituals of the drow can carry a horrible price...

Level 14 Curse

Attack: +18 vs Fortitude

Religion: improve DC 30, maintain DC 26, worsen DC 25 or lower

The target is cured



Initial Effect

Intense pain causes the target to lose one healing surge which cannot be regained until the target is cured or reaches the curse's final stage.



The target is weakened and immobilized as their legs start to change towards the final stage. This is a polymorph effect.



Final State

The target's lower body is polymorphed into a giant spider. Gains darkvision and spider climb.

Theme of the Month: Tiny

Size has always run the full gamut in fantasy since the first bedtime story was told thousands of years ago. Giants, dwarves, hobbits, and pixies are the finest examples of different sizes in fantasy adventures, yet the smallest characters ever have been left to the side. Not any more!

This month we're going to **create a tiny player character race** and for that we will need to look at how sizes work in 4e and develop material to allow a tiny-sized character to keep pace with any human, dragonborn, or dwarf in the party. Each stage of our exercise will involve open submissions posted on the forums of EN World or the Emerald Press PDF Publishing Facebook page to be put to a vote before continuing on to the next stage. By month's end, we will have a complete race of tiny creatures to mark down on your character sheet.

[Click here to start now!](#)

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