



REMARKABLE RACES

RELLUK PLAYER CHARACTER RACE



ROLEPLAYING GAME SUPPLEMENT
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REMARKABLE RACES: THE RELLUK

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

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RELLUK



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

RACIAL TRAITS

Average Height: 5'10" – 6'2"

Average Weight: 275 – 325 lb.

Ability Scores: +2 Constitution, +2 Charisma

Size: Medium

Speed: 6 squares

Vision: Normal

Language: Common

Skill Bonuses: +2 Endurance, +2 Intimidate

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

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

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

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

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

Breath of Steam

Relluk Racial Power

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

Encounter ♦ **Fire, Zone**

Move Action **Close** burst 1

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

OVERVIEW

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

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

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

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

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

Play a relluk if you want...

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

PHYSICAL QUALITIES

Relluks look like a thing from a forgotten time and a lost culture. Their bodies are of volcanic rock pressed into the shape of a crudely fashioned humanoid. The front of their torso features a stylized tribal face. On this face, mouths are typically large

and tooth filled, noses are simple and roughly formed, and eyes are slanted ovals, half-circles, or crescents that flicker with orange fire. These torso-faces are unique to each body; vaguely similar only in style and proportion. Their upper arms are somewhat thin and featureless, with massive forearms that end bluntly in stubby-fingered mitts. A relluk's legs resemble those of a muscular human.

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

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

ECOLOGY

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

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

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

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

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

One might assume that a relluk is either resistant to fire or cold, from its appearance and its ability to generate large

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

The composition and nature of the crystal head is the biggest mystery. The crystals are impervious to damage, and, aside from glowing softly, are completely inert when not inside a relluk body. While resembling natural hexagonal quartz points, these crystals are flawless. About 75% of the crystal rests inside the body of the relluk, to which it bonds until the body is destroyed. The remaining 25% acts as the head of the relluk; providing both visual and auditory input in some inexplicable fashion.

At last count, there are exactly 4023 soul crystals in the world, most of which are attached to relluks. More could exist somewhere, yet to be found. When the relluks first came alive, there were only about five hundred relluk bodies left—the survivors of erosion, treasure hunters, vandals, and other such adversities common to all ancient relics. This provided something of a conundrum to the newly conscious relluks; their species was imminently doomed to extinction.

However, guided by an almost instinctual memory of ages gone by mixed with a need to awaken the thousands of souls still sleeping in crystal form, they

quickly unraveled the mystery of relluk body creation. The bodies must be created at a font of power using molten rock directly from a volcanic source, and generally take months of painstaking labor to complete. Luckily, the ancients left many of the necessary tools in place at the fonts of power, and production began very quickly.

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

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



personality, they will lead markedly different lives.

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

PLAYING A RELLUK

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

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

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

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

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

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

RELUK ADVENTURERS

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

Tuwa has pored through many an ancient tome in search of an answer. He has studied arcane texts, scoured ancient ruins, and even studied under several great historians and sages. Despite becoming quite an accomplished wizard, he has not

yet unlocked the secret to his own creation. He happily accompanies his friends on even the most mundane of missions in hopes he may find a new lead. His companions do not mind. Tuwa's arcane knowledge and power has always been a great asset to any conflict they have encountered. In addition, they find him to be quite personable and good person to go to for advice.

One might think that Gogwu's bulky form and size would be a great hindrance to one inclined towards roguish endeavors. However, one would have to meet Gogwu to understand. His torso's mirthful toothy grin gives only a hint of his masterful personality. Gogwu is an actor, a comedian, and a scholar. He is also a tireless con artist, capable of charm and cunning with a silver tongue. His charisma and unexpected craftiness have made him quite successful. While his friends have learned its best not to trust him, they do enjoy his company, and they know he is an asset to any battle. No one suspects that the happy-looking golem is also a dirty, sneaky scoundrel.

RACIAL FEATS

Relluks have a number of feats all their own.

HEROIC TIER FEATS

These feats are available to any relluk characters who meet the prerequisites.

MISMATCHED GEM [RELLUK]

Prerequisites: Relluk, *armor gems*

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

CRYSTAL GORE [RELLUK]

Prerequisites: Relluk, Str 13

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

Crystal Gore Relluk Racial Power

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

Encounter ♦ Fire

Standard Action **Melee** 1

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

Target: One creature.

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

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

RISING STEAM [RELLUK]

Prerequisites: Relluk, *breath of steam*

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

PARAGON TIER FEATS

These feats are available to any relluk character of 11th level or higher who meets the prerequisites.

BOILING STEAM [RELLUK]

Prerequisite: Relluk, *breath of steam*

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

LIGHT AFLAME [RELLUK]

Prerequisites: Relluk, *crystal gore*

Benefit: Creatures damaged by your *crystal gore* power now take an additional ongoing 5 fire damage (save ends).

EPIC TIER FEAT

This feat is available to any relluk character of 21st level or higher.

NEVERENDING STEAM [RELLUK]

Prerequisite: Relluk, *breath of steam*

Benefit: Sustain your *breath of steam* power with a minor action, as long as you are adjacent to any square of the zone.

ARMOR GEMS

First of all, many “armor gems” are not true gemstones at all, but merely common quartz crystals or semi-precious stones which are cut and faceted to appear gem-like. These stones are embedded throughout the relluks golden circuitry, 11 stones total. Quartz armor gems need not be enchanted, though they are specially crafted from extraordinary mineral specimens specifically for the purpose of fitting into the relluk’s circuitry receptacles.

To be at all useful, armor gems must be comprised of a homogenous and complete set; 11 armor gems of the same type. Any variation and they cease to function. When activated by placing them in the correct receptacles, they radically change the consistency and toughness of the relluks skin; thus emulating armor. In addition, each set confers one other racial bonus that is usually defensive in nature.

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

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

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

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

TYPES OF ARMOR GEMS

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

CLOTH EMULATION

Granted Power: You gain *psychic* Resistance equal to half your level.

Rock Crystal: Clear quartz crystal

Amethyst: Transparent purple gemstone

Alexandrite: Transparent reddish-purple gemstone

LEATHER EMULATION

Granted Power: You can breathe underwater.

Aventurine: Translucent blue-green quartz

Peridot: Transparent dark green gemstone

Aquamarine: Transparent sea-green gemstone

HIDE EMULATION

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

Rose Quartz: Translucent pink quartz

Garnet: clear violet-red gemstone

Ruby: Transparent red gemstone

CHAINMAIL EMULATION

Granted Power: You gain *fire* Resistance equal to half of your level.

Citrine: Transparent yellow-orange quartz

Topaz: Transparent yellow gemstone

Jacinth: Transparent reddish orange gemstone

SCALE EMULATION

Granted Power: You gain both *acid* and *poison* Resistance equal to one-quarter your level.

Prasiolite: Translucent mint-green quartz

Emerald : Transparent green gemstone

Diamond : colorless transparent gemstone

PLATE EMULATION

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

Onyx : opaque black quartz

Sapphire : Transparent deep-blue gemstone

Astral Diamond : colorless transparent glowing gemstone





ARCHEOPATRONUS AGENT

"Where is the soul crystal?"

The archeopatrons are all business, and care little for the plights going on around them. Their fanatic purpose is to collect soul crystals, which can easily be compared to a dragon recovering a lost egg. Never get between an archeopatronus and his quarry.

* Archeopatronus Agent Level 5 Soldier

Medium Natural Humanoid (living construct) XP 200

Initiative +8 **Senses** Perception +4
HP 63; **Bloodied** 31
AC 22; **Fortitude** 20, **Reflex** 18, **Will** 18
Resist 2 Acid, 2 Poison
Speed 5

⊕ Maul (standard; at-will) ♦ Weapon

+9 vs AC; 2d6+5 damage, the target is marked until the end of the Archeopatronus Agent's next turn.

↶ Breath of Steam (move; encounter)

♦ Fire, Zone

Close burst 1; Hot steam fills area until the end of the relluk's next turn. This zone of steam provides concealment to all creatures within it. Any creature other than the relluk that starts its turn within the zone takes 1d4 fire damage.

Protect the Crystal (when a disembodied soul crystal is in the agent's line of sight)

The Archeopatronus Agent gains a +2 bonus to attack rolls.

Alignment: Any **Languages:** Common, one regional

Skills Athletics +10, History +8

Str 19 (+6) **Dex** 14 (+4) **Wis** 14 (+4)

Con 15 (+4) **Int** 11 (+2) **Cha** 10 (+2)

Equipment: maul, prasiolite armor gems

ARCHEOPATRONUS AGENT TACTICS

The agent is only interested in retrieving the soul crystal and leaving. If the crystal is not in the area, he will simply avoid all combat. If he sees one, however, he will stop at nothing to retrieve it.

RELUK SENTINEL

"Watch & wait; it was what I was built to do."

The relluk sentinel believes it is his duty to guard, and he will do so with sleepless vigilance. He might easily be mistaken for a statue, if he didn't occasionally brandish his sword when potential intruders drew near.

* Relluk Sentinel Level 13 Soldier

Medium Natural Humanoid (living construct) XP 800

Initiative +11 **Senses** Perception +15
HP 131; **Bloodied** 65
AC 29; **Fortitude** 28, **Reflex** 23, **Will** 24
Resist 2 lightning, 2 necrotic, 2 radiant
Speed 5

⊕ Red-hot Greatsword (standard; at-will)

♦ Fire, Weapon

+20 vs AC; 1d10+7 damage plus 1d10 fire Damage.

⊕ Double Attack (Standard, at-will)

♦ Fire, Weapon

The relluk sentinel makes two red-hot greatsword attacks against the same target, dealing an extra ongoing 5 fire damage (save ends).

⊕ Crystal Gore (Standard, encounter)

The relluk sentinel makes a charge attack ; +19 vs Reflex; 4d8 fire damage and ongoing 5 fire damage (save ends)

↶ Breath of Steam (move; encounter)

♦ Fire, Zone

Close burst 2; Hot steam fills area until the end of the relluk's next turn. This zone of steam provides concealment to all creatures within it. Any creature other than the relluk that starts its turn within the zone takes 2d4 fire damage.

Alignment: Any **Languages:** Common, one regional
Skills Perception +15

Str 24 (+13) **Dex** 16 (+9) **Wis** 18 (+10)

Con 19 (+10) **Int** 10 (+6) **Cha** 14 (+8)

Equipment: greatsword, onyx armor gems

RELUK SENTINEL TACTICS

The relluk sentinel attempts to eliminate foes in order of most to least powerful, concentrating his effort on one foe at a time. He usually starts combat with a *crystal gore* attack. If surrounded, he will use *breath of steam*.

RELLUK RUNE MASTER

"The world is simply the sum of its symbols."

Runes have been carved into this relluk's hide in perfect vertical columns. His torso-face accentuates these runes with a permanently mournful expression. The relluk rune master appears to be unarmed.

Relluk Rune Master Level 7 Controller
Medium Natural Humanoid (living construct) XP 300
Initiative +4 Senses Perception +6
HP 78; Bloodied 39
AC 20; Fortitude 16, Reflex 16, Will 21
Resist 4 Fire
Speed 6
Runic Slam (standard; at-will)
+11 vs AC; 2d4+5 damage and the target is dazed until the end of the watcher's next turn.
Flying Runes (standard; at-will) Fire, Radiant, Lighting, Necrotic, or Thunder
Ranged 10; +9 vs Reflex; 1d8+5 Fire, Radiant, Lighting, Necrotic, or Thunder damage (rune master's choice).
Mark with Ruin (standard; encounter) Charm
Ranged 10; +12 vs Will; the target is marked and weakened until the end of the rune master's next turn.
Breath of Steam (move; encounter)
Fire, Zone
Close burst 1; Hot steam fills area until the end of the relluk's next turn. This zone of steam provides concealment to all creatures within it. Any creature other than the relluk that starts its turn within the zone takes 1d4 fire damage.
Alignment: Any Languages: Common, one regional
Skills Endurance +10, Intimidate +7
Str 17 (+6) Dex 15 (+5) Wis 10 (+3)
Con 14 (+5) Int 8 (+2) Cha 9 (+2)
Equipment: citrine armor gems

RELLUK RUNE MASTER TACTICS

The relluk rune master attacks with *flying runes*, choosing the best energy type to do the most damage, or alternating if one is not evidently better than the other. He will use *mark with ruin* on targets that do the most damage to his allies.

WARDEN OF THE WAYS

"Dust and ash are all that remain."

Covered in moss and weathered by the ages, this relluk features a body forged in ancient times. Among the first awakened, he has learned much in his travels.

Warden of the Ways Level 27 Solo Skirmisher
Medium Natural Humanoid (living construct) XP 45000
Initiative +23 Senses Perception +26
HP 1205; Bloodied 602
AC 44; Fortitude 39, Reflex 42, Will 42
Resist 15 fire, 7 poison, 7 acid
Speed 6, teleport 3
Action Points 2
Flaming Stone Fist (standard; at-will) Fire
+31 vs AC; 2d12+6 damage, and Warden makes a secondary attack against the same target.
Secondary Attack
+29 vs Fortitude; ongoing 15 fire damage and target is dazed (save ends both).
Primordial Steam (standard; at-will)
Teleportation
After using breath of steam, up to three times per turn the warden can teleport adjacent to an enemy in the zone and use the <i>flaming stone fist</i> attack.
Breath of Steam (move; encounter)
Fire, Zone
Close burst 3; Hot steam fills area until the end of the encounter. This zone of steam provides concealment to all creatures within it. Any creature other than the relluk that starts its turn within the zone takes 3d6 fire damage.
Alignment: Any Languages: Common, one regional
Skills Arcana +28, Diplomacy +28, History +28, Insight +26
Str 22 (+19) Dex 27 (+21) Wis 26 (+21)
Con 25 (+20) Int 30 (+23) Cha 30 (+23)
Equipment: 1 Jacinth, 10 sapphires

WARDEN OF THE WAYS TACTICS

The warden will start combat with a breath of steam, and remain inside it for the duration of the encounter, attacking all enemies who enter the zone with the aid of the *primordial steam* power.

RELUKS IN YOUR GAME

The relluk race is full of mystery. Who were their creators? What were the “shining people of the West” and where did they get the soul crystals? What was the mysterious dark force that sparked the need to create this new race? These questions could simply be unsolvable mysteries. However, they may also make interesting plot hooks and spur on other remarkable adventures.

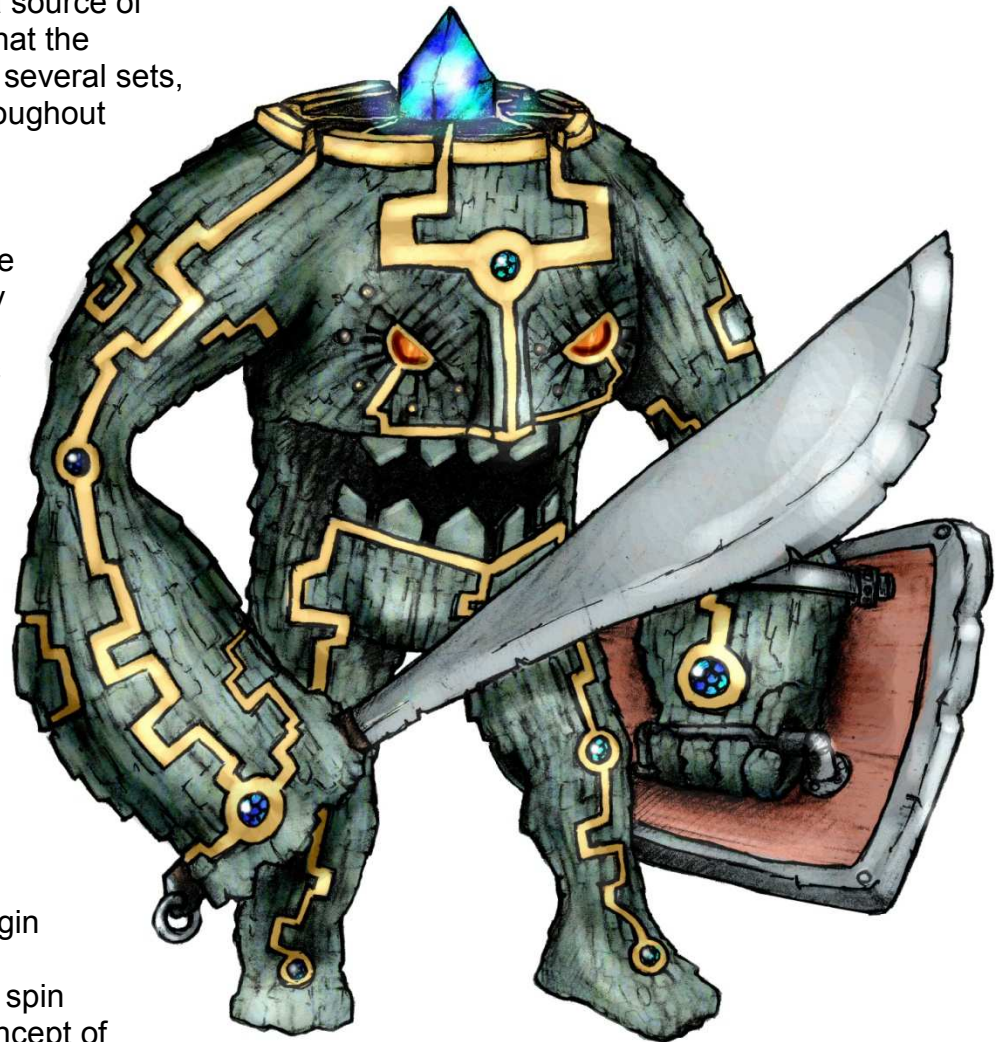
Some features of this race may also provide launching platforms for further adventure. Perhaps the rumor of a large cache of soul crystals has surfaced. Even the armor gems may provide a source of adventure. It is very possible that the Altowan civilization enchanted several sets, now pilfered and scattered throughout the world. Since they do not work without all eleven gems, the relluk PC may find itself on a perilous odyssey to assemble a complete set with particularly strong enchantments.

Despite their prehistoric roots, relluks in this text are presented as a fairly fresh race to the world. While they do have ancient origins, this does not need to be entangled with your existing campaign history. After all, the relluk spent most of recorded history as motionless statues. This allows them to be placed in virtually any campaign setting with little work. As is, they require almost no adjustment to your world to begin play immediately.

However, if this ancient spin does not work well with the concept of your game world, there are alternatives. The relluks may be a new invention. It is

quite possible that a primitive but highly mystical culture stumbled upon the secret of creating life. They could also be a spawn of the elemental chaos itself-- an aspect of order from the astral plane manifested in the four elements.

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





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