



REMARKABLE RACES

SQUOLE PLAYER CHARACTER RACE



ROLEPLAYING GAME SUPPLEMENT
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REMARKABLE RACES: THE SQUOLE

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

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Humanoid elemental slimes trying to improve their image to the multiverse

RACIAL TRAITS

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

Average Weight: 135 or 220 lb.

Ability Scores: +2 Strength, +2 Constitution

Size: Medium

Speed: 6 squares

Vision: Blind, Blindsight 8

Languages: Common, Primordial

Skill Bonuses: +2 Athletics, +2 Perception

Elemental Origin: Your ancestors were native to the Elemental Chaos, so you are considered a creature of elemental origin for the purpose of effects that relate to creature of origin.

Blind: You cannot detect objects or creatures by sight. You cannot make Perception checks to notice things beyond the range of your blindsight. You are immune to gaze attacks and other effects that rely on sight.

Blindsight: You can clearly see creatures or objects within 8 squares and within line of effect, even if they are invisible or obscured.

Boneless: You have a +1 racial bonus to Reflex. In addition, you can move and attack normally during a Squeeze move.

Elemental Oozing : When you create your character, choose a damage type: acid, cold, fire, or lightning. This choice remains throughout your character's life. When you make a successful melee basic attack, you may add 1d4 damage of the chosen type. Increase damage to 1d6 damage at level 11, and 1d8 damage at level 21.

Elemental Resistance: You gain resist 5 to the same damage type chosen for your Elemental Oozing racial feature. At 11th level, the resistance improves to 10 of this same type. At 21st level, the resistance improves to 15 of the same type.

Pliable Grasp : When you make a Strength check for grab attacks, roll twice and use either result.



OVERVIEW

The Elemental Chaos teams with mingled elements. Fire and earth create great expanses of lethal lava. Water and fire spin great clouds of scalding steam. However, some reaches of the Elemental Chaos are far less magnificent. One such case is when large fragments of elemental earth mingle with elemental water they create the effervescently putrid realms of ooze.

Many horrid creatures are native to the dominions of ooze. In fact, most oozes, slimes, and jellies that plague mortals originated from these terrible realms. Primordial in nature, the dripping facelessness of the region's inhabitants have granted them a bad reputation among mortalkind. The word slime has become synonymous with evil. Great efforts have been made by forces of good to eradicate these territories and their inhabitants.

However, not all ooze is evil. In fact, most oozes and slime are completely neutral; acting purely out of instinct to protect themselves or to feed. Though sentience and benevolence are rare among oozekind, some species do exist that can exhibit both. Such is the case of the multicolored squoles. The squole race began their existence as a collective of amorphous sentient slimes. After growing weary of frequent persecution, unwarranted attacks, and an ever-shrinking territory, they came together and completely altered the form of their entire race. Using alchemical formulas and arcane rituals derived from the creation of gelatinous cubes, they gave themselves a definable and permanent appearance and shape. Squoles used humans, the most well-received race of the multiverse, as a model.

Play a squole if you want...

- ◆ to play a character with special senses.
- ◆ to play a race that is good at making a grab attack.
- ◆ to have elemental powers and resistances.
- ◆ to be both strong and resilient.
- ◆ to be a member of a race that enjoys the Barbarian, Fighter, and Warden classes.

PHYSICAL QUALITIES

The first squoles all had the same form; a fit and muscular male human. Later, they adopted an additional form; a slender and well-proportioned female. Being ooze, they lacked a good eye for detail, and all squoles appear somewhat featureless. With the exception of color, all male forms look alike and all female forms look alike, as they are all born from the same mold. All male-appearing squoles are 6'2" and 220 pounds. All female-appearing squoles are 5'6" and 135 pounds. Many have compared the appearance of a squole to that of a mannequin or roughly hewn statue.

Diversity among the squoles is found mostly in the color of their "skin," which can come in every color of the rainbow. The race actually consists of several subspecies, each affected by a different aspect of the elemental chaos, which is reflected in their color and the type of energy that they are at home with. Fire squoles are reddish or orange. Ice squoles are any shade of blue or indigo. Lightning squoles range in color from violet to deep purple. Acid squoles are yellowish or green. The skin of all squoles is glossy, smooth, and hairless.

While their bodies mimic most of the features that would be found on a human, it is in shape only. No facial features are actually functional or moving; a squole's eyes do not move or see, its nose and ears have no inlets, and its mouth does not open. They lack organs, and are somewhat

translucent; light passes through them as it does through murky water. When squoles move, they appear to bend in all the wrong places and are capable of motions that would pale even the most skilled contortionists. Their voices consist of androgynous muffled gurgles. Squoles exude odor reminiscent to their energy affinity; red squoles smell smoky, blue squoles smell like fresh frost, green squoles smell acrid, and purple squoles smell of ozone.

ECOLOGY

Despite their suggestive form, squole lack gender and reproductive facilities. In fact, squoles are made-up entirely of homogenous, multifunctional cells. Once per decade, any squole with a full hit point total can split into two squoles. The original takes damage equal to half its hit points. The other begins its life as a first level squole of the same class of the original. They often depart from each other after only a few days, as the new squole is a fully functional adult with rudimentary memories of its originator. Squoles live about as long as humans.

Squole are omnivorous, and can ingest any organic material simply by engulfing it into any section of their body. Food is digested in a matter of minutes, a process visible to observers through the squole's transparent skin. They can choose what they wish to ingest, expelling unsavory materials at will. A squole's sense of taste and smell is very discerning, and they can often tell one individual from another by its scent.

PLAYING A SQUOLE

All squoles face the challenge of trying to behave and interact as if they were human, while having a mindset and biology vastly dissimilar from a human. They exist to emulate what is, to them, the most successful race in creation. Consequently,



their behavior is highly exaggerated and stereotypical. For example, if a squole discovers that humans enjoy a particular food, that squole might eat that food above all else, all the while praising its taste (even if the squole actually dislikes it). For every squole, it is a struggle to understand human ways.

Emotion is likewise an act of mimicry. A squole loves because the object of their love has met a set of parameters that they believe humans require for love. Younger squoles have trouble with literal interpretation and seem lost at the nuances of figurative meaning. By the time the squole has reached venerable years, it may seem extremely human, having honed its mimicry act to perfection.

Aside from following in the footsteps of man, squoles also aspire to make a good name for ooze-kind. They typically model

their personality and role after a popular human example. This human role model is studied extensively and incorporated into the squole's mannerisms and outlook.

Eventually, a squole builds his entire persona based on several human role models. This is an ongoing process, and a squole is constantly observing and changing, endeavoring to be benevolent by human standards.

Originating from primitive pools of mud, squoles generally gravitate towards less sophisticated means of combat. An overwhelming majority of squoles are Barbarians, Fighters, and Wardens. Melee combat is favored, as that is where a squole has the most advantage. They commonly avoid long-range combat, as their senses do not permit it.

Squole Characteristics: Abnormal, blunt, bold, curious, determined, direct, dramatic, exaggerated, fanatic, forthright, heroic, militant, robotic, single-minded, unabashed, unusual, valiant

Names: Squoles idealize humans, and therefore have adopted their naming practices. Occasionally, squoles will also use names common to other humanoid races.

SQUOLE ADVENTURERS

King Cedric lived more than a century ago, yet his deeds lived on as a positive example to mankind. Cedric the squole fighter, however, still has far to go. While he follows the teachings of his namesake, he has faced many failures. Undaunted, he has joined a group of adventurers worthy of his cause. Together they vowed to uphold the old ways; fight evil, end oppression, and never let the works of good king Cedric become unraveled.

The only blue-skinned member of his tribe, William fought hard for his place. Originally a prisoner, this hardy squole

learned quickly from his captors. The primitive tribe that imprisoned him let him join their cause after he won them over with a respectful display of unarmed combat. Now part of a small band of barbarians, William never fails to impress. Their mission is simple: eliminate all threats in the northern steppes. Of course, the northern steppes are known for their unlimited supply of peril, so the task is not an easy one.

Most squoles feel a connection to the natural world. Erika, however, believes herself to be a living embodiment of it. As a warden and a lightning squole, she certainly exemplifies nature's fury. She travels with a shaman, ranger, and druid—all on a very distinct mission to eradicate the lich king's forces from the Jade Forest, and eventually vanquish the evil lich himself. The group learns much from each other. Erika studies how to temper nature with humanity, while, from Erika, the party discovers how to incorporate nature into themselves.

RACIAL FEATS

Squoles have a number of feats all their own.

HEROIC TIER FEATS

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

ELEMENTAL ACCLIMATION [SQUOLE]

Prerequisites: Squole, *elemental resistance* racial feature

Benefit: Increase the resist value conferred by your elemental resistance by 5.

EVADE GRASP [SQUOLE]

Prerequisite: Squole

Benefit: You can attempt to escape a grab with an Athletics check as a minor action instead of as a move action. In addition, you gain a +3 feat bonus to Athletics checks to escape a grab.

POWER OOZE [SQUOLE]

Prerequisites: Squole, *elemental oozing* racial feature.

Benefit: Deal an additional +2 damage whenever you activate your *elemental oozing* feature. This damage is the same damage type as your racial feature.

PARAGON TIER FEATS

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

ELEMENTAL GRASP [SQUOLE]

Prerequisites: Squole, *elemental oozing* racial feature.

Benefit: Each round that you sustain a grab on your turn, you may also do damage through your elemental oozing racial feature as though you succeeded with a basic melee attack.

HONED SENSES [SQUOLE]

Prerequisites: Squole, blindsight, Wis 13

Benefit: Your blindsight range increases by a number of squares equal to your Wisdom modifier.

EPIC TIER FEAT

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

LIQUEFY [SQUOLE]

Prerequisites: Squole, *evade grasp*

Benefit: Once per encounter as a minor action, you can automatically escape a grab or free yourself from all bonds or shackles.

MAGIC OOZE

The squole ancestors brought many beneficial slimes and oozes with them from the Elemental Chaos. Among those, magic ooze has become the most popular. All magic oozes share the same thing in common: they can become powerful magic items. These magic items also have the ability to revert back to a living ooze under control of its master.

When the magic ooze transforms from its magic item form, the conjured creature appears in a space adjacent to the conjurer, provided the space is large enough to contain the creature without squeezing. The creature obeys only the conjurer, responding to commands spoken in any language. The creature remains for one encounter, until the conjurer uses a minor action to dismiss it, or until it is reduced to 0 hit points or less. When expelled by any means, the creature reverts back to magic item form. The conjured creature acts on the same initiative count as the conjurer. Every action it takes costs the conjurer a minor action (which the conjurer uses to issue commands), and a conjured creature cannot exceed its normal allotment of actions (a standard, a move, and a minor action) during its turn. If the conjurer spends no minor actions on the conjurer's turn to command the creature, it remains where it is without taking any actions on its turn.

A conjured creature has hit points, defenses, and attacks as indicated in its statistics block. It has no healing surges and cannot be healed, though it can still benefit from temporary hit points. Conjured creatures lack basic attacks and therefore cannot make opportunity attacks.

Helm Orb Level 12

This clear rubbery orb encompasses your entire head. It protects you from drowning and from becoming deafened.

Price: 13,000

Item Slot: Head

Property: You can breathe water as well as air.

Property: You cannot be deafened.

Power (Daily): Minor Action. Use this power to gain tremorsense 5 until the end of your next turn.

Power (Daily ♦ Conjunction, Polymorph): Standard Action. The orb jumps off of your head and transforms into a gelatinous orb (see below for statistics).

✳ Gelatinous Orb

Small natural beast (blind, ooze)

Initiative: As conjurer **Senses:** Perception +9, blindsight 10, tremorsense 5

HP 60; **Bloodied** 30

AC 26; **Fortitude** 29, **Reflex** 22, **Will** 26 **Immune** gaze; **Resist** 10 acid

Speed 8

† **Slam** (standard; at-will) ♦ **Acid**
+17 vs AC; 2d8 + 7 damage plus 1d6 acid damage.

† **Engulf Head** (standard; at-will) ♦ **Acid**
Target one Medium or smaller adjacent creature; +13 vs Reflex (automatically hits an immobilized creature); the orb is pulled into the target's space, the target is grabbed, dazed, and takes ongoing 10 acid damage until the grab ends. When the grab ends, the orb shifts to a square of its choosing adjacent to the creature that was grabbed.

Translucent

A gelatinous orb is invisible until seen (Perception DC 25) or until it attacks.

Alignment: Unaligned **Languages:** --
Str 24 (+13) **Dex** 14 (+8) **Wis** 7 (+4)
Con 20 (+11) **Int** 1 (+1) **Cha** 1 (+1)

Description: This clear gelatinous sphere rolls quickly and stealthily towards its victims, trying to engulf and dissolve their heads.

Slime Armor Level 15

This translucent green armor looks as if it was poured onto the wearer. It allows the wearer to assume an ooze-like form at a price.

Price: 25,000

Armor: Scale

Enhancement: +3 AC

Power (Daily ♦ Acid): Immediate Reaction. Use this power when an enemy misses you with a melee attack. The attacker takes ongoing 10 acid damage (save ends), and you shift 3 squares.

Power (Daily ♦ Polymorph): Move Action. You transform into green ooze and move up to your speed. You can move through small cracks and tight spaces without difficulty. You automatically escape a grab or bonds. While in this form, you become blinded, and gain blindsight 10. You can only take move actions until you return to your natural form, which you can do as a free action. While in slime form, you take 10 acid damage at the start of each of your turns until you return to your natural form.

Power (Daily ♦ Conjunction, Polymorph): Standard Action. The armor jumps off of your body and transforms into an emerald slime (see below for statistics).

✳ Emerald Slime

Medium natural beast (blind, ooze)

Initiative: As conjurer **Senses:** Perception +15, blindsight 10

HP 100; **Bloodied** 50

AC 33; **Fortitude** 30, **Reflex** 27, **Will** 26

Immune gaze; **Resist** 10 acid

Speed 6

† **Slam** (minor; at-will) ♦ **Acid**
+22 vs AC; 2d8 + 3 damage plus 1d6 acid damage, and the target is grabbed (until escape). An emerald slime cannot take actions other than *absorbing acid* while grabbing a creature.

† **Absorbing Acid** (standard; at-will)

If an emerald slime begins its turn with a target grabbed, it makes an attack against the grabbed creature; +20 vs Reflex; 3d6 acid damage.
Miss: Half damage.

† **Double Attack** (standard;at-will)

The emerald slime makes two slam attacks.

Alignment: Unaligned **Languages:** --

Str 24 (+14) **Dex** 18 (+11) **Wis** 16 (+10)

Con 23 (+13) **Int** 1 (+1) **Cha** 1 (+1)

Description: This brilliant green amorphous ooze bounds after opponents like a vicious panther. Terribly ferocious in combat, the emerald slime uses its slam attack to pin opponents and dissolve them with its acid.

🏠 **Sticky Weapon**

Level 7

This weapon appears to be made of thick black tar.

Price: 2,600

Weapon: Mace

Enhancement: +2 attack rolls and damage rolls

Property: On a critical hit, you may pull the target adjacent to you at the beginning of your next turn.

Power (Daily): Free action. Use this power when you hit with the weapon. The target is restrained until the end of your next turn. You cannot attack with this weapon while the target is restrained.

Power (Daily ♦ Conjuraton, Polymorph): Standard Action. The weapon jumps out of your hands and transforms into a tar jelly (see below for statistics).

✳️ **Tar Jelly**

Small natural beast (blind, ooze)

Initiative: As conjurer **Senses:** Perception +4, tremorsense 10

HP 35; **Bloodied** 18

AC 19; **Fortitude** 22, **Reflex** 21, **Will** 20

Immune gaze

Speed 5

† **Slam** (standard; at-will)

+12 vs Armor Class; 2d8+4 damage, and the tar

jelly makes a secondary attack.

Secondary Attack

+10 vs Fortitude; the target is immobilized (save ends).

† **Consequential Strike** (Immediate Reaction, when an enemy succeeds with a melee attack against the slime, at-will)

+10 vs Fortitude; the target is immobilized (save ends).

† **Attach** (minor;at-will)

Targets an immobilized creature of Medium-size or smaller; +10 vs Fortitude; the target is grabbed (escape ends). While the target is grabbed, that creature takes 10 damage at the start of its turn, and when the tar jelly is hit by an attack, the tar jelly takes half damage from the attack and the grabbed creature takes the other half.

Alignment: Unaligned **Languages:** --

Str 15 (+5) **Dex** 14 (+5) **Wis** 12 (+4)

Con 16 (+6) **Int** 1 (-2) **Cha** 1 (-2)

Description: This small black ooze bubbles and bounces as it attacks. Its object is to immobilize and grab opponents so it can crush the life out of them.





SQUOLE HERALD

"In the beginning, there was only ooze."

Clad in chainmail and a white tabard, the squole herald appears to be a holy emissary. His bright red translucent skin, however, seems to offset any hope of a hallowed visage.

Squole Herald Level 6 Skirmisher

Medium elemental humanoid (blind, ooze) XP 250

Initiative +8 **Senses** Perception +8, blindsight 10
HP: 76; **Bloodied:** 38
AC: 20 **Fortitude:** 20 **Reflex:** 18 **Will:** 19
Resist 5 fire
Speed 6

Mace (standard; at-will)

◆ **Fire, Weapon**

+11 vs AC; 1d8+4 damage plus 1d4 fire damage.

Combat Advantage

The squole herald deals an extra 1d4 fire damage on melee attacks against any target it has combat advantage against.

Slippery Step (move; at-will)

The squole herald moves up to 5 squares, gains a +4 bonus to AC against opportunity attacks, and gains combat advantage against any target that it ends its move adjacent to.

Pliable Grasp

When a squole makes a Strength check for grab attacks, he may roll twice and use either result.

Alignment: Any **Languages:** Common, Primordial

Skills Religion +8, Stealth +8

Str: 21 (+8) **Dex:** 16 (+6) **Wis:** 18 (+7)

Con: 20 (+8) **Int:** 16 (+6) **Cha:** 17 (+6)

Equipment: chainmail, tabard, mace

SQUOLE HERALD TACTICS

The squole herald uses *slippery step* to move into position to gain combat advantage, and therefore do the most fire damage to a foe. He will continue to use *slippery step* and his mace, each round if able.

SQUOLE MEDIATOR

"I am quite used to being in the middle of things."

This violet-skinned, female-formed squole wears simple leather armor and wields an oaken quarterstaff.

Squole Mediator Level 11 Controller

Medium elemental humanoid (blind, ooze) XP 600

Initiative +9 **Senses** Perception +6, blindsight 10
HP: 118; **Bloodied:** 59
AC: 25 **Fortitude:** 25 **Reflex:** 23 **Will:** 23
Resist 15 lightning
Speed 6

Quarterstaff (standard; at-will)

◆ **Lightning, Weapon**

+16 vs AC; 1d8+5 damage plus 1d6+2 lightning damage.

Dazzling Bolt (standard; at-will) ◆ **Lightning**

Ranged 8; +15 vs Reflex; 1d8+5 lightning damage, and the target is dazed until the end of the squole mediator's next turn.

Magnetic Bolt (standard; at-will) ◆ **Lightning**

Ranged 10; +15 vs Reflex; 1d8+3 lightning damage, and the target is pulled 3 squares towards the squole mediator.

Blinding Blast (standard; recharge)

◆ **Lightning**

Close blast 3; +15 vs Will; 2d6+5 lightning damage, and the target is blinded until the end of the squole mediator's next turn.

Pliable Grasp

When a squole makes a Strength check for grab attacks, she may roll twice and use either result.

Alignment: Any **Languages:** Common, Primordial

Skills Arcana +17, History +17, Religion +11

Str: 22 (+11) **Dex:** 18 (+9) **Wis:** 19 (+9)

Con: 22 (+11) **Int:** 18 (+9) **Cha:** 18 (+9)

Equipment: leather armor, quarterstaff

SQUOLE MEDIATOR TACTICS

The squole mediator prefers *dazzling bolt* while enemies are over 6 squares away. He may also use *magnetic bolt* to drag enemies into range.

SQUOLE MUSCLE

"Slime to die."

From the cold, shiny full plate armor, only the slightest hint of glossy blue skin can be seen. He raises his greatclub and gives you an icy stare.

*** Squole Muscle** **Level 10 Soldier**
Medium elemental humanoid (blind, ooze) XP 500

Initiative +11 **Senses** Perception +7, blindsight 10
HP: 111; **Bloodied:** 55
AC: 26 **Fortitude:** 24 **Reflex:** 22 **Will:** 22
Resist 5 cold
Speed 5

⊕ Greatclub (standard; at-will)

◆ **Cold, Weapon**

+17 vs AC; 2d4+5 damage plus 1d4+2 cold damage.

⊕ Pushing Strike (standard; recharge ☐☐☐)

◆ **Weapon**

Requires greatclub; +17 vs AC; 2d4+5 damage, and the target is pushed 1 square and knocked prone.

Grapple (standard; sustain standard, at-will)

Requires combat advantage; +15 vs Reflex; 1d10+5 damage, and the target is grabbed (until escape). A target trying to escape the grab takes a -4 penalty to the check. The squole muscle can sustain the power as a standard action, dealing 1d8 + 2 cold damage and maintaining the grab.

Entangled With Foe

While a target is grabbed by the squole muscle, and when the squole muscle is hit by an attack, the squole muscle takes half damage from the attack and the grabbed creature takes the other half.

Pliable Grasp

When a squole makes a Strength check for grab attacks, he may roll twice and use either result.

Alignment: Any **Languages:** Common, Primordial

Skills Intimidate +11, Stealth +12, Streetwise +11

Str: 23 (+11) **Dex:** 18 (+9) **Wis:** 18 (+9)

Con: 23 (+11) **Int:** 17 (+8) **Cha:** 17 (+8)

Equipment: plate armor, greatclub

SQUOLE MUSCLE TACTICS

The squole muscle starts combat using his greatclub, resorting to *pushing strike* when overwhelmed or flanked. When bloodied, its tactics change to grab the strongest opponent.

SLIMELORD

"I am a face for the faceless ones."

Naked and frightening, this fierce-looking green squole turns unnaturally towards you. It is unarmed, though intimidates through movement alone.

*** Slimelord** **Level 25 Elite Artillery**
Medium elemental humanoid (blind, ooze) XP 14,000

Initiative +19 **Senses** Perception +16, blindsight 15

HP: 378; **Bloodied:** 189

AC: 39 **Fortitude:** 43 **Reflex:** 39 **Will:** 37

Resist 20 acid

Speed 6

Action points: 1

⊕ Slimy Fist (standard; at-will) ◆ **Acid**

+32 vs AC; 3d8+11 acid damage, and ongoing 10 acid damage (save ends).

⊕ Glob of Slime(standard; at-will) ◆ **Acid**

Ranged 15; +30 vs Reflex; 2d8+9 acid damage, and the target takes ongoing 10 acid damage and the target takes a -2 penalty to AC and Fortitude (save ends both).

↗ Jet of Slime(standard; daily) ◆ **Acid**

Ranged 10; +30 vs Reflex; 5d8+9 acid damage, and the target takes ongoing 10 acid damage (save ends).

Aftereffect: Ongoing 5 acid damage (save ends).

Miss:

3d8+9 acid damage, and the target takes ongoing 5 acid damage (save ends).

↖ Slime Explosion (standard; when first bloodied, encounter) ◆ **Acid**

Close burst 5; +30 vs Fortitude; 2d8+8 acid damage, and the target is pushed 3 squares.

Pliable Grasp

When a squole makes a Strength check for grab attacks, she may roll twice and use either result.

Alignment: Any **Languages:** Common, Primordial

Skills Arcana +25, History +20, Nature +21, Religion +23

Str: 32 (+23) **Dex:** 25 (+19) **Wis:** 25 (+19)

Con: 33 (+23) **Int:** 23 (+18) **Cha:** 23 (+18)

SLIMELORD TACTICS

The slimelord lobs slime at every foe, through use of the *glob of slime* power. Getting close to a slimelord offers no reprieve, as you will likely become victim to its *jet of slime*, then its *slimy fist*, and finally its *slime explosion*.

SQUOLE IN YOUR GAME

Squoles offer an opportunity to add a character to the party who has very different strengths and weaknesses when it comes to senses. While blindsight has several distinct rewards (see in the dark, immune to blindness, etc), there are also several drawbacks. The first is that squoles are extremely near-sighted...a foe that is only nine squares away is effectively invisible. This creates a certain balance, where the squole will have the advantage in some situations, and disadvantage in others.

Consequentially, the squole may face more of a struggle in some games than in others. Scenarios with an overwhelming majority of long-range opponents may be extremely challenging for a squole who won't be able to see these adversaries. On the other hand, if opponents rely on invisibility or darkness, the squole will have the upper hand.

Squoles in this text are presented as a fairly fresh race to the world. The exact date of their migration to this world was purposefully left out so the Game Master can introduce them as needed. They do not need to be intertwined with your existing campaign history. 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 the back story will not work with your campaign, there are alternatives. If using the classic DUNGEONS & DRAGONS™ cosmology of previous editions, the squole would most definitely come from the paraelemental plane of ooze. If other planes of existence are absent entirely, the squole could have naturally evolved from creatures such as the ochre jelly and gelatinous cubes presented in the core rule books. Another possibility is that they are a cursed race of

humans that descended from a primordial cult.

Whatever the case, squoles will make a welcome addition to any game with a new way to see things, an unusual option for a player seeking to play a grappler or melee type, or even a fun alternative for those who want to explore a more alien side of life.



ADD NEW LIFE TO YOUR GAME

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