

# GOOL

Introducing an orc with some bite! A challenging encounter for any epic-level campaign!

by Tim Rose

Page 2



Complete with  
5 PC races!

# TINY

# COMBAT ADVANTAGE

## #11

### **Gol the Orc Sorcerer** **An Epic Level NPC by Tim Rose**

Orcs are typically used as the most common of monsters, readily available for uses by GMs when they need filler for a late night delve or an interlude in combat to nudge their players to the next level. But what if an orc broke the mold from a stereotypical feral, barbaric brute, skirmisher, or soldier and became a powerful controller? What if an orc realized that despite its rough, mottled skin, protruding tusks and gruff manner was a charisma tied to a distant and distinguished past linked with dragons and other wondrous beasts of legend? You would get Gol, an epic level orc with his personally trained cadre of minions and two powerful companions.

Tim Rose  
Fort Irwin, California

#### **Combat Advantage #11**

Design: 77IM, chronoplasm, Minigiant, malcom\_n, feldagriff, Starfox, Tim Rose  
Artwork: Cerberus Royalty Free Art Pack  
Layout: Todd Crapper  
Editor: Todd Crapper

First Publication 2009,  
Emerald Press PDF Publishing

All written content within remains the property of its author and is used with permission for this issue.

#### **Cover:**

Courtesy of Thomas van den Berg and stock.xchng. CA11's cover comes from a bonfire in Holland turned 90° to look like a burning village. Every Easter, people compete for the largest bonfire - this one burned for one week.

Most orcs are barbaric and tend to be of a more martial bent. Those rare orcs pursuing magic in whatever form tend to follow more naturist paths leading to magic, typically tapping into divine or primal power sources. Every now and then, however, the ranks of the orc nobles, as base and primal as they are, spawn offspring capable of harnessing the more arcane aspects of magic.

From one such union between a lowly noble and his fifth bride, Gol sprang forth as a scourge to the civilized peoples and even to his own kind. He is a rarity, an orc sorcerer, now grown in power and influence greater than his father could ever realize.

Speculation by local and regional historians would have you believe that Gol actually did his own father in by assassination when the orc was but ten years old, rightfully taking over as the lord of his own gang of orc warriors and scoundrels. In the thirty years since, Gol has learned to harness the power passed to him through the taint of draconic blood in his veins. In addition, typical of his species, his greed for gold and power frequently overwhelms his less base desires. To that end he often loans his powers to the various orc chieftains with which he deals, doling out his arcane might to the highest bidder.

He provides the services of his pets and minions to the highest bidder, but is not above solving matters on the tip of his spearstaff if it will meet his means. He knows that no orc chieftain, no matter how closely tied to the gods, can stand against him in a fair fight. Nevertheless, Gol does not fight fair and they know that, which only increases their own terror when dealing with him.

Gol has harnessed the power in his blood to dazzle his foes, granting him and his followers various advantages against their foes by dazzling, dizzying and vexing them. He maintains a following of well-trained orc minions totally dedicated to his protection. Be certain that when you face Gol, he will be surrounded in layer upon layer of his minions, each of them trained in unprecedented orc tactics built around defending their master.

**EMERALD  
PRESS**

[www.emeraldpresspdf.com](http://www.emeraldpresspdf.com)



Gol also has two beasts faithful and loyal to him. Cag is a rage wolf, dedicated to the master that saved him from a litter of larger and stronger, yet less vicious, siblings. Fers is a slash tusk boar, grown fat and powerful on the healing salves, unguents and poultices applied by Gol after the orc found him lying in the rotting carcass of a small brown dragon defeated in single combat. Gol saw something of himself in each of the beasts and now the three of them are rarely separated, which only serves to inspire more fear and terror within the breast of those who deal with him.



## Gol

Level 22 Skirmisher

Medium natural humanoid, orc

XP 8,300

*Crouching defensively in the center of the opulent lair a large menacing orc hefting an absurdly long spear, crackling with dizzying energy, stands next two too equally menacing beasts, ready to attack.*

**Initiative** +14

**Senses** Perception +18; low-light vision

**Gol Distorted** aura 5; enemies starting their turns in the aura must make a successful Acrobatics check (DC 24). Enemies that fail the check can take only a single action on their turns.

**HP** 420; **Bloodied** 210, see also *warrior's surge*

**AC** 34, **Fortitude** 32, **Reflex** 31, **Will** 32

**Saving Throws** +2

**Speed** 6 (8 when charging)

**Action Points** 1

⊕ **Spearstaff of Gol** (standard; at-will) • **Weapon**

Reach 2; +27 vs. AC; 2d6+6 damage

⊕ **Double Attack** (standard; at-will) • **Weapon**

Gol makes two spearstaff attacks against the same target.

⚡ **Burning Vision** (standard; at-will) • **Arcane, Implement, Psychic**

Range 5/10; +24 vs. Will; 1d10+5 psychic damage and the target is dazed until the end of its next turn

↓ **Finger in the Eye** (minor; recharge 5 6, can only be used once per round)

+22 vs. Reflex; the target takes -2 penalty to melee attacks (save ends)

⚡ **Mote in the Eye** (minor; recharge 5 6, can only be used once per round)

+22 vs. Reflex; the target takes -2 penalty to ranged attacks (save ends)

↓ **Warrior's Surge** (standard; usable only while bloodied; encounter) • **Healing, Weapon**

Gol makes a melee basic attack and regains 105 hit points.

↩ **Vertigo of Gol** (standard; encounter) • **Fear, Implement, Psychic**

Area burst 3 within 10; +24 vs. Fortitude; 4d8+8 psychic damage and the target is dazed (save ends). **Miss:** The target suffers half damage and is knocked prone.

**Chaotic evil**

**Languages:** Abyssal, Common, Draconic, Elven, Giant

**Skills** Arcana +18, Insight +18, Perception +18

**Str** 21 (+16) **Dex** 16 (+14) **Wis** 14 (+13)

**Con** 18 (+15) **Int** 14 (+13) **Cha** 22 (+17)

**Equipment** hide armor, Spearstaff of Gol (+4 *spear of distortion*)

## Gol's Tactics

Gol remains surrounded by his minion horde, reaching beyond with you spearstaff as he can and causing the penalties each round to as many targets as he can using finger in the eyes and mote in the eye. He will save vertigo of Gol for a climactic moment.

## New Tactics

Gol and his legion were designed not only to offer heroic tier villains at the epic level of play, but new conditions and obstacles as well. For this reason, Gol is useful against very experienced players with a lot of 4e under their belt. Feel free to adapt Gol to suit your party and play on their strengths, using powers such as mote in the eye to upset their attack plan like never before.

## Spearstaff of Gol

Level 22

*The spear of Gol is a six-foot shaft of steel reinforced hardwood, inscribed with orc runes of power and tipped with the fang of a black dragon, carved and shaped to resemble an unnamed demon.. The spear of Gol is a +4 spear of distortion.*

**Weapon:** Spear

**Implement:** Spear

**Enhancement:** Attack rolls and damage rolls

**Critical:** +4d6 psychic damage

**Power (Daily • Psychic):** Free action. Gol can use this power when he hits with a melee or ranged attack with the spear as a weapon or implement. The spear of Gol deals an additional 3d8 psychic damage and the target is dazed (save ends).

**Power (Encounter • Psychic):** Minor action. Gol can use this power when he hits with a ranged attack with the spear as an implement. The spear of Gol deals additional damage equal to his Charisma modifier and he gains a +2 bonus to all defenses until the end of his next turn.

## Cag

Level 17 Elite Skirmisher

Large natural beast, rage wolf

XP 3,200

*The elongated teeth and claws of the dire wolf before you still drip with the gore of its last victim. Peculiar to this beast, though, are the intelligence and malice in its eyes that bore into you.*

**Initiative** +16

**Senses** Perception +14; low-light vision

**HP** 330; **Bloodied** 165

**AC** 31, **Fortitude** 30, **Reflex** 30, **Will** 29

**Saving Throws** +2

**Speed** 8

**Action Points** 1

⊕ **Bite** (standard; at-will)

+21 vs. AC; 1d10+6 damage

⊖ **Sanguineous Bite** (standard; recharge 5/6)

+21 vs. AC; 3d8+6 damage.

*Secondary Attack:* +17 vs. Fortitude; the target cannot use any of its healing surges for the rest of the encounter.

⊖ **Retaliating Snap** (immediate reaction, when an adjacent foe hits with a successful melee attack; encounter)

Cag makes a bite attack against the triggering target.

⊖ **Desperate Trip** (immediate reaction, when bloodied; encounter)

+19 vs. Reflex; the target is knocked prone.

*Secondary Attack:* +23 vs. AC; 1d10+6 damage



### Combat Advantage

If Cag has combat advantage against the target, the target takes 3 additional points of damage.

### Unaligned

**Str** 22 (+14)   **Dex** 17 (+11)   **Wis** 15 (+10)

**Con** 22 (+14)   **Int** 6 (+6)   **Cha** 12 (+9)

## Cag's Tactics

Cag is fiercely loyal to Gol and will use sanguineous bite as often as possible and against as many targets as possible, and when the power is not recharged he will use bite. He also knows to get combat advantage against his foes to inflict even more damage. The first time he is hit by an adjacent foe, he will use retaliating snap.

### Fers

Level 19 Elite Brute

### Large natural beast, slash tusk boar

XP 4,800

*Rust colored tusks, chipped and worn, flash back and forth, leading the snout of a razorbacked boar. It shambles left and right, limping with an old injury, sizing you up as you approach.*

**Initiative** +12

**Senses** Perception +9; low-light vision

**HP** 444; **Bloodied** 222

**AC** 30, **Fortitude** 30, **Reflex** 30, **Will** 29

**Saving Throws** +2

**Speed** 8 (9 while charging)

**Action Points** 1

⊕ **Gore** (standard; at-will)

+22 vs. AC; 3d8+15 damage, or 3d8+7 against a prone target

**Multiple Attack** (standard; at-will)

Fer makes two gore attacks against the same or different targets. As a move action, Fers can shift after the first attack.

⊕ **Tusk Toss** (move, may only be used against a prone and adjacent foe; at-will)

+17 vs. Reflex; Fer slides the target 5 squares and the target remains prone

⊕ **Flailing Slash** (immediate reaction, when bloodied; encounter)

+17 vs. Reflex; targets is pushed 3 squares and takes ongoing 5 damage (save ends).

⊕ **Slashing Charge** (standard; at-will)

+22 vs. AC; 3d6+8 damage; Fers knocks the target prone, slides the target 2 squares, and the attack does ongoing 5 damage (save ends)

### Unaligned

**Str** 23 (+15)   **Dex** 13 (+10)   **Wis** 11 (+9)

**Con** 16 (+12)   **Int** 3 (+6)   **Cha** 9 (+8)

## Fers' Tactics

Fers is a formidable foe even while not fighting along side his master. He will use gore as a multiple attack against as many foes as he can. If he manages to knock an opponent prone, he will use tusk toss to clear a path to charge another target and use his slashing charge.

**Minion of Gol**

Level 15 Minion

Medium natural humanoid, orc

XP 300

*The fodder surrounding Gol bear the scars of countless battles in their master's name with a sneering grin demonstrating their pleasure for spilling blood.***Initiative** +7**Senses** Perception +7; low-light vision**Dizzying Gol** aura 1; enemies starting their turns in the aura must make a successful Acrobatics check (DC 19). Enemies that fail the check can take only a single action on their turn**HP** 1; a missed attack never damages a minion**AC** 26, **Fortitude** 24, **Reflex** 24, **Will** 24**Speed** 6 (8 while charging)⬇ **Spear** (action; recharge) • **Weapon**

Reach 2; +20 vs. AC; 8 damage

**Coordinated Attack**

For every additional minion of Gol adjacent to the target yet not marked by the target, the minion of Gol gains +1 to the damage dealt with its spear attack.

**Chaotic evil****Languages:** Common, Giant**Str** 21 (+12)   **Dex** 14 (+9)   **Wis** 11 (+7)**Con** 16 (+10)   **Int** 9 (+6)   **Cha** 10 (+7)**Minion of Gol Tactics**

Simply, minions of Gol are fully dedicated to their master and attack to destroy all who stand against him.

**New Magic Weapon: Distortion****Distortion Weapon**

Level 3+

*You daze your enemy with a successful melee attack.*

Lvl 3	+1 (680 gp)	Lvl 18	+4 (85,000 gp)
Lvl 8	+2 (3,400 gp)	Lvl 23	+5 (425,000 gp)
Lvl 13	+3 (17,000 gp)	Lvl 28	+6 (2,125,000 gp)

**Weapon:** Any**Enhancement:** Attack rolls and damage rolls**Critical:** +1d6 psychic damage per plus**Power (Encounter • Psychic):** Minor action. Use this power when you hit with the weapon. Deal additional damage equal to your Charisma modifier and gain a +2 item bonus to all defenses until the end of your next turn.**Simple Melee Weapon****Spearstaff** 1d8 damage +2 Prof Reach 2 Versatile

The spearstaff may be used as an implement by arcane characters that can use a staff.



**Rage Wolf**

Level 7 Skirmisher

**Large natural beast**

XP 300

*Drool foams down the side of its jaw, revealing sparkling teeth perfect for tearing flesh.***Initiative** +7**Senses** Perception +5; low-light vision**HP** 80; **Bloodied** 40**AC** 20, **Fortitude** 19, **Reflex** 18, **Will** 18**Speed** 8⊕ **Sanguineous Bite** (standard; at-will)

+12 vs. AC; 2d8+5 damage.

*Secondary Attack:* +10 vs. Fortitude; the target cannot use any of its healing surges (save ends)**Combat Advantage**

If the rage wolf has combat advantage against the target, the target takes 3 additional points of damage

**Unaligned****Str** 19 (+7)    **Dex** 16 (+6)    **Wis** 14 (+5)**Con** 19 (+7)    **Int** 5 (+0)    **Cha** 11 (+3)**Rage Wolf Tactics**

Rage wolves are relentless attackers that focus on single foes using sanguineous bite as often as possible.

**Slash Tusk Boar**

Level 9 Brute

**Large natural beast**

XP 400

*Mottled fur soaked in dried blood and incredibly sharp tusks mark this vicious creature.***Initiative** +4**Senses** Perception +4; low-light vision**HP** 117; **Bloodied** 58**AC** 20, **Fortitude** 21, **Reflex** 20, **Will** 20**Speed** 8 (9 while charging)⊕ **Gore** (standard; at-will)

+12 vs. AC; 2d8+5 damage, or 2d8+9 against a prone target

⊕ **Slashing Charge** (standard; at-will)

+13 vs. AC; 2d8+5 and the slash tusk boar slides the target 2 squares and the attack does ongoing 5 damage (save ends)

**Unaligned****Str** 20 (+9)    **Dex** 10 (+4)    **Wis** 10 (+4)**Con** 15 (+6)    **Int** 2 (+0)    **Cha** 8 (+3)**Slash Tusk Boar Tactics**

Slash tusk boars attempt to charge as often as possible, rarely focusing on a single foe in combat in order to use slashing charge as much as possible.



## Encounter Groups

### Level 6 Encounter (1,250 XP)

3 orc raiders (see the *D&D 4E Monster Manual*, level 3 skirmishers, 450 XP)

2 slash tusk boars (level 9 brutes, 800 XP)

### Level 10 Encounter (2,400 XP)

4 slash tusk boars (level 9 brute, 1600 XP)

1 orc bloodrager (see the *D&D 4E Monster Manual*, level 7 elite brute, 600 XP)

1 orc eye of the orcish god (see the *D&D 4E Monster Manual*, level 5 controller (leader), 200 XP)

### Level 14 Encounter (5,000 XP)

Cag (level 17 elite skirmisher, 3,200 XP)

4 rage wolves (level 7 skirmishers, 1,200 XP)

1 orc blood rager (see the *D&D 4E Monster Manual*, level 7 elite brute, 600 XP)

### Level 20 Encounter (14,150 XP)

Gol (level 22 elite controller, 8,300 XP)

Fers (level 19 elite brute, 4,800 XP)

5 minions of Gol (level 16 minion, 1,750 XP)

### Level 22 Encounter (20,500 XP)

Gol (level 22 elite controller, 8,300 XP)

Fers (level 19 elite brute, 4,800 XP)

Cag (level 17 elite skirmisher, 3,200 XP)

12 minions of Gol (level 16 minions, 4,200 XP)



**Tim Rose** is just starting free-lancing 4E supplements as a spare time hobby to help his own 4E experience. He took a hiatus from gaming in the original advanced version of the most popular fantasy role-playing game until he was introduced to the same game, two-and-a-half versions later by a peer.

He is currently stationed at Fort Irwin, California with the United States Army and plays as regularly as he can with both of his daughters and several other Soldiers in an ongoing campaign of his own design that involves too many minions and not enough dragons. He can be reached at [anjenphaine@yahoo.com](mailto:anjenphaine@yahoo.com) with comments on Gol.



When I was coming up with ideas for June's NSFW theme, there was one image in particular in my mind. I've recently started falling back to a favorite RPG called Earthdawn recently (shameless plug: Earthdawn Third Edition is coming out at the end of July from Redbrick and the cover alone is worth it!) and windlings.

Windlings are tiny, faerie-like creatures and one of the major races of Barsaive, also known as Name-givers. They fly with butterfly wings and have uniquely small weapons built just for them. The imagery of a tiny creature zipping around the forest with a bow in hand taking down orcs seemed so cool and against-the-norm. I wanted to see how an idea like that would work in 4E and so I took it to the people.

What follows are five tiny races ready and available for your campaign. They run the gamut from flying pixies to leaping gremlins and there were some surprising and interesting ideas brought forth. I hope they find a way to your table in some fashion and inspire that same vision I felt when I first saw a windling.

Todd Crapper  
Editor

## Aerie by Starfox

Aeries are diminutive fey, full of wonder at the world. They often latch on to a larger companion and go exploring the world. Aeries are cheerful and curious and enjoy putting larger creatures in their place. They are perfectly capable of realizing the seriousness of a situation, but live in the moment and won't let future problems bring them down.



### RACIAL TRAITS

**Average Height:** 4"-8" (10-20 cm)

**Average Weight:** 2-3 ounces (30-85 grams) .

**Ability Scores:** +2 Dex, +2 Cha.

**Size:** Tiny

**Speed:** 2, Fly 5 (Hover, Altitude limit 1)

**Vision:** Normal

**Languages:** Elven, Common

**Skill Bonuses:** +2 Acrobatics, +2 Stealth

**Tiny:** You can move into squares occupied by allies and enemies, and must enter an enemy's square to attack in melee. You provoke opportunity attacks normally for doing so. You have only a fraction of the normal carrying capacity, but aerie gear is correspondingly lighter; count your carrying capacity and the weight of armor and Aerie-scaled general gear (not weapons) in ounces instead of pounds. Aeries suffer a -5 penalty on Strength checks to interact with the environment.

**Buzzing Flight:** You can fly, but only one square off the ground. This places you within reach of almost all attacks. You can still use flight to cross difficult terrain, water, and other hazards. When in flight, you dart rapidly about and take up space as if you were a Small creature. You take up a 1 square space and cannot end your movement in the same space as another creature. You have normal reach, can make melee attacks against adjacent creatures, and flank creatures normally. As long as you are flying at height 1 or less, you can make opportunity attacks normally; if you fly at greater heights you cannot make opportunity attacks.

**Fey Origin:** You are considered a fey creature for the purpose of effects that relate to creature origin.

**Aerie weapons:** You can only use certain weapons. You are not automatically proficient in these weapons. This is the list of weapons you can use and any special rules that apply when you use them.

The dagger.

The shortbow.

The sling.

One-handed weapons with the offhand quality, which you use in two hands.



## BEING TINY

Tiny characters follow the same rules as Medium ones, with the following exceptions.

- You can't use two-handed or versatile weapons. You must wield a normal weapon with both hands unless it has the off hand property but you do not gain additional damage for doing so. You may use a versatile weapon with the small keyword, but otherwise must wield a normal weapon with both hands.
- A tiny creature has 0 natural reach, meaning you must enter the square of another creature to attack. You can move through a space small enough for a Tiny creature without squeezing. You can move through an enemy creature's space and leaving an enemy's space provokes an opportunity attack. A tiny creature can end its movement in a tiny creature's square as long as there are fewer than 4 tiny creature in that square.
- A tiny creature's normal, heavy, and maximum loads are halved.

**Aerie Twinkle:** You gain the *aerie twinkle* racial power.

### Aerie Twinkle

### Aerie Racial Power

*You disappear in a twinkle of faerie dust.*

**At-Will • Illusion**

**Standard action      Personal**

**Effect:** You become invisible until you attack or until the end of your next turn.

## Physical Qualities

Aeries are tiny fey, small enough to land in a human palm and have tall pointed ears, long thin limbs and a body of heroic proportions. They fly on gossamer wings trailing stardust.

Their skin, eyes, and hair have a wide range of colors, and can change over time. Aeries living among other humanoids tend to be similar to them in coloration and generally look like small fey imitations of their larger neighbors, adopting their style of clothing, which can often look quite humorous. Aeries living near dwarfs can even sport false beards. Aeries living in the wild have a wider range of natural colors, imitating local flowers or other natural phenomena, with skin in pale pastel hues and hair and eyes of bright primary colors. Such wild aeries often go naked or dress only in garlands of feathers, leaves and flowers.

Aeries have lifespans comparable to humans. They are egg-laying, planting their egg in flower-buds where they magically gestate and hatch as the bud goes into bloom. At least, this is what scholars think; aeries themselves rarely discuss the matter.

## Playing an Aerie

Concerned with enjoying fun and beauty, aeries are creatures of conflicting drives. They always seem childish and naive, but it is hard to tell if this is an act or not. In certain circumstances they can be very adult and calculating under a childish facade. Generally stay-at-homes who enjoy the good life, they can be intensely curious when not overtaken by shyness or laziness. Aeries sometimes get attached to larger folk and follow them around, often adopting manners and outfit similar to their companion.

Aeries prosper in any place of great natural beauty or that satisfies their curiosity. A few aeries even live in cities, usually as invisible observers. In areas dominated by evil they sometimes maintain small hidden havens of beauty. Aeries love to craft beautiful and intricate things, and can get mesmerized by artful devices.

Aeries prefer to remain out of sight of combat and only fight if their chosen glade or nest is threatened. Even then, their reaction might be to run to larger allies for help. When they do fight, aeries present a brave front and advance with spells and weapons at the ready.

**Aerie Characteristics:** Curious, playful, chatty, nimble. Aeries are creatures of whim, and can shift from shy to extrovert or from lazy to energetic on a moment's notice.

**Male Names:** Acorn, Brook, Buzzer, Greenhood, Leaf, Sparkle, Sureshot, Tallears, Thorn, Zap.

**Female Names:** Belle, Dew, Honeycup, Mist, Petal, Rosie, Star, Twinkle.

## Aerie Feats

### Power Flight

**Prerequisite:** Aerie

**Benefit:** You gain the use of the *aerie power flight* feat power.

#### Aerie Power Flight

#### Aerie Racial Power

*Wings buzzing, you rise above your normal altitude limit.*

#### Encounter

#### Move action

#### Personal

**Effect:** You take a normal flying move and ignore the altitude limit on flight until the end of your turn. If you end your turn at too high an altitude, you float gently to the ground.

### Fast Flight [Aerie, Paragon]

**Prerequisite:** Aerie, Level 11

**Benefit:** Increase your flight speed by 2.

### True Flight [Aerie, Epic]

**Prerequisite:** Aerie, Level 21

**Benefit:** You ignore the altitude limit on flight.

Click here to check out the Aerie Harrier paragon path exclusively on his wiki page.



# Gremlin by Jeff Cox (Minigiant)

*Tiny gray destruction*



## RACIAL TRAITS

**Height:** 2'0"-2'11"

**Weight:** 25-35 lbs.

**Ability Scores:** +2 Dexterity, +2 Charisma

**Size:** Tiny

**Speed:** 4

**Vision:** Low light

**Languages:** Common, Dwarven

**Beastly Run:** When you have at least one free hand, add 3 to your speed.

**Fast Crawl:** You can crawl at your full speed.

**Dismantle:** You have a +5 bonus to Thievery checks to disarm or delay traps.

**Gremlin Grapple:** You gain *gremlin grapple* as an at-will power.

### Gremlin Grapple

Attack/Utility #

*You climb onto an enemies leg and sink your blade in for a better grip.*

At-Will

**Standard action**      **Melee 1**

**Target:** One creature

**Attack:** Strength vs Reflex, Constitution vs Reflex, or Dexterity vs Reflex

**Hit:** Strength damage and the target is grabbed. You and every ally adjacent to the target gain combat advantage over the target (until escape). If the target is Medium or larger, the target is not immobilized. Instead when it moves, you move along with it and stay in the same portion of the creature's space.

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

## Gremlin Feats - Heroic

### Greater Grappler

**Prerequisite:** Gremlin, gremlin grapple

**Benefit:** You gain a +2 feat bonus to your defenses when an enemy attempts to escape your grab.

### Disassemble Magic

**Prerequisite:** Gremlin

**Benefit:** When you hit an enemy with a close arcane power, it must immediately make a saving throw. If it fails, destroy one conjuration, zone, or summoned creature it controls.

## Gremlin Feats - Paragon

### Destroy Constructs

**Prerequisite:** Gremlin

**Benefit:** When you hit a construct when you have combat advantage, you deal an additional 1d10 damage.

### Kirpsa by feldagriff

*Agile and industrious creatures resembling large flying squirrels.*

#### RACIAL TRAITS

**Average Height:** 1' 9"– 2' 3"

**Average Weight:** 13–18 lbs.

**Ability Scores:** +2 Dex, +2 Cha

**Size:** Tiny

**Speed:** 5 squares [Glide: 7]

**Vision:** Low-light

**Languages:** Elven, plus one other

**Skill Bonuses:** +2 Acrobatics, +2 Stealth

**Kirpsa Weapon Proficiency:** You gain proficiency with the kirpsa bow [*Prof:* +2, *Damage:* 1d4, *Range:* 15/30, *Price:* 15 gp, *Weight:* 1 lb., *Group:* Bow, *Properties:* Load free, small].

**Kirpsa Bow Substitution:** This weapon can be used by kirpsa with a class power that requires a ranged weapon. The kirpsa bow is substituted for the weapon in the power description.

**Shifty:** The Kirpsa shifts one square when missed by a melee attack as an immediate reaction.

**Sure Climber:** A successful Athletics check allows you to climb at your normal speed. You also gain a +1 feat bonus to Athletics checks.

**Tiny Athletics:** You can use your Dexterity modifier in place of Strength for the Athletics skill.

**Wild Step:** You ignore difficult terrain when you shift (even if you have a power that allows you to shift multiple squares).

**Glide:** You can use glide as an at-will power.



## Glide

You can glide to avoid falling damage and move a greater distance than your normal speed.

## Kirpsa Racial Power

### At-Will

#### Immediate Interrupt

#### Personal

**Trigger:** You jump or fall from a height of 10 feet or higher.

**Effect:** You can glide a minimum of 2 squares per 10 feet of elevation and a maximum of 7 squares per 10 feet of elevation as a move action. You can use a double move to glide twice as far. You can glide to avoid falling damage.

A colony of kirpsa is called a *drey*. Kirpsa society is hierarchical with the clan leader called the *Dreyalt*. They place high value on work ethic and being frugal. They gather food throughout the year in preparation for winter, and this habit sometimes contributes to a mentality of hoarding in general.

It is common for kirpsa and treants to form a symbiotic relationship, where the kirpsa colony resides on/in the treant. In these communities, the treant is usually referred to as “Father Drey”, or “The Keeper”. In terms of leadership the treant and the Dreyalt are regarded equally.

Sometimes a kirpsa feels compelled to leave the drey to see more of the world. This is often referred to as the *wander-lust*. With the permission of the Dreyalt, these kirpsa often join adventurers or dwell with elves or other fey.

### Play a Kirpsa if you want to be . . .

- a little known race with an affinity for bows and commitment to community and comrades.
- quick on your feet, respectful, practical, and straight-forward.
- a member of a race that favors the rogue or ranger classes.

### Meecefolk by chronoplasm

*“Little mouse! The battlefield is no place for a little mouse. Stay in my helmet where you will be safe, little mouse.”*

#### RACIAL TRAITS

**Average Height:** 1' 9"– 2' 3"

**Average Weight:** 13–18 lbs.

**Ability Scores:** +2 Dexterity, +2 Charisma

**Size:** Tiny

**Speed:** 5

**Vision:** Low-light

**Language:** Common, Elven

**Skill Bonuses:** +2 Thievery, +2 Diplomacy

**Fey Origin:** You count as a fey creature for purposes of effects that relate to origin.

**Pocket Pal:** You may treat medium sized allies as mounts. You may treat backpacks as saddles. You must be in the same square as your ally to mount it. Your ally must be willing.

As a standard-action, you may allow a willing mounted ally to make a basic melee or ranged attack as a free action.

As a move-action, you may allow a willing mounted ally to move up to its speed or shift 1 square as a free action.

**Scurry:** When you shift, you can make a stealth check.

**Let's Go!:** You gain *let's go!* at an encounter power.

**Let's Go!** **Meecefolk Racial Power**  
*"We are a train! Choo choooo!!"*

**Encounter • Weapon**

**Standard action**

**Melee** weapon

**Target:** One creature

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

**Hit:** 1[W] or 1d8 + Charisma modifier damage. If you are mounted, the mount can make a basic melee attack against the target.

**Effect:** You may shift up to your speed before making this attack. If you are mounted, you can shift up to your mounts speed instead

## **Pedlan** by malcom\_n

*Danger under foot.*



### **RACIAL TRAITS**

**Average Height:** 1'4" - 1'11"

**Average Weight:** 38-65 lb.

**Ability Scores:** +2 Constitution, +2 Dexterity

**Size:** Tiny

**Speed:** 5

**Vision:** Normal

**Languages:** Common, plus one other

**Skill Bonuses:** +2 Athletics, +2 Acrobatics

**Encumbered Speed:** Acts exactly like the dwarven racial trait.

**Difficult to See:** You gain a +2 bonus to AC against creatures that attack you while you occupy another creature's square.

**Well Balanced:** Although you are tiny, your feet certainly are not. Because of the support your oversized feet provide, do not halve your normal, heavy, and maximum loads like other tiny creatures.



You are a master at distributing weight where it needs to be.

**Padded Feet:** You ignore difficult terrain when you shift (even if you have a power that allows you to shift multiple squares).

**Quick Step:** You have the *quick step* racial power.

### Quick Step

### Pedlan Racial Power

*Your tiny size adds grace at a moment where there may not otherwise be any.*

#### Encounter

Free action

Personal

**Effect:** Until the end of your next turn, you can shift 1 square before, during, or after you take a move action. While the effect lasts, you can do this once per move action.

## Pedlan Feats

### Pedlan Mobility [Pedlan]

**Prerequisite:** Pedlan

**Benefit:** You gain a +4 feat bonus to AC against opportunity attacks.

**Special:** This feat cannot be used in combination with Defensive Mobility.

### Tiny Barbarian [Barbarian, pedlan]

**Prerequisite:** Tiny size, barbarian

**Benefit:** When you wield a one-handed weapon without the off-hand property in two hands, your weapon damage die increases by one size. This increase only applies to your basic attacks and barbarian attack powers.

### Versatile Tiny Weapon Proficiency

**Prerequisite:** Tiny size

**Benefit:** You have training in a versatile weapon of your choice. You can wield that weapon in two hands, but you take a -1 penalty to your attacks when you do. You still do not gain additional damage for wielding the weapon in two hands.

At 11th level, this penalty is removed.

### Well Balanced Reach [Pedlan]

**Prerequisite:** Pedlan, Well Balanced racial trait.

**Benefit:** When you wield a one-handed weapon in two hands, you have reach 1 and you threaten the squares within your reach. You also gain a +2 feat bonus to Athletics checks.

## Half ling Home [Pedlan]

Prerequisite: Pedlan

Benefit: You gain one halfling racial feat of your choice.

Special: You can take this feat more than once. Each time you take it, choose a different halfling racial feat.

## Additional Pedlan Powers

**Don't Tell the Elf** **Fighter Attack 1**  
*You have an ally toss you at your foe.*

**Encounter • Martial**

**Standard action**      **Melee** weapon

**Requirement:** Tiny Size

**Requirement:** You must be adjacent to a Medium or larger ally when you use this attack.

**Effect:** You fly in a straight line up to 8 squares. At any time during that movement, you can make a charge attack against an adjacent enemy. You must land at the end of the movement, or you fall prone in an unoccupied square.

**Giant Slayer's Rage** **Barbarian Attack 1**  
*You go into a frenzy of strikes you've learned can cut down even bigger foes.*

**Daily • Primal, Rage**

**Standard action**      **Melee** weapon

**Prerequisite:** Tiny size

**Target:** One creature

**Attack:** Strength vs AC

**Hit:** 2[W] + Strength modifier damage

**Effect:** You enter the rage of the giant slayer. Until the rage ends, if you attack a Large or larger creature with a blast, you can attack that creature once for each square it occupies in the blast.

**Under Current** **Rogue Utility 2**  
*You take advantage of your size to move safely.*

**Encounter • Martial**

**Immediate Interrupt**      **Personal**

**Prerequisite:** Tiny size

**Trigger:** An enemy tries to push, pull, or slide you.

**Effect:** You can shift the number of squares you would have been forced to move in any direction of your choosing.



## Pixie by 77IM

*Delicate, magical flower-dwellers, pixies are swift and tricky forces of nature.*

### RACIAL TRAITS

**Average Height:** 0'9" – 1'2"

**Average Weight:** 1-2 lb.

**Ability Scores:** -2 Strength, +2 Dexterity, -2 Constitution, +2 Charisma

**Size:** Tiny

**Speed:** 4 squares, fly 6 squares (hover)

**Vision:** Low-Light

**Languages:** Common, Elven

**Skill Bonuses:** +2 Arcana, +2 Stealth

**Pixie Weapon Proficiency:** You are proficient with the dagger, short sword, pixie lance, and pixie bow. A pixie bow has the same game statistics as a shortbow, except it only does 1d6 damage, has a range of 10/20, weighs 1 lb., and can be used by pixies. It fires pixie-sized arrows, which have the same cost as regular-sized arrows. A pixie lance has the same game statistics as a short sword, except it is in the spear weapon group.

**Darting:** You get a +1 racial bonus to Reflex defense.

**Fairy Folk:** You have the fey keyword for effects relating to creature type.

**Flight:** You can fly 6 squares as a move action. You can fly in any direction, and can take double moves and use the run action while flying. Because you can hover, you can shift and make opportunity attacks while flying, and don't need to maintain a minimum speed or spend a move action to stay aloft. If you are knocked unconscious, you fall to the ground. If you are knocked prone or crash into something, you descend safely for six squares; if you don't reach the ground by then, you fall the rest of the way. You can't fly if you are carrying more than a light load.

**Pixie Dust:** You can use the wizard cantrip *prestidigitation* as an encounter power.

**Full Space:** Because pixies dart rapidly about during combat, you take up a 1 square space, just like a Medium or Small creature. You can make melee attacks and opportunity attacks against adjacent creatures, and can flank creatures normally. Like a Tiny creature, you can move through a space small enough for a Tiny creature without squeezing. You can move through an enemy creature's space, although you can't end your turn there, and leaving an enemy's space provokes an opportunity attack.

Minuscule fey humanoids with insect-like wings, pixies are shy and reclusive, frolicking amongst the leaves and flowers of the feywild and rarely showing themselves to visitors or inhabitants. And yet, pixies are inquisitive, playful, and known for their trickery, which sometimes gets them into trouble with the larger races. Sometimes a pixie will leave their woodland home, to explore the world or battle threats to pixie-kind.

**Play a pixie if you want...**

- to resemble the classical image of a winged fairy.
- to be small, swift, and capable of flight.
- to be capricious, curious, and clever.
- to be a member of a race that favors the bard, rogue, sorcerer, and warlock classes.



Everyone who participates in NSFW automatically receives 25 XP towards our upcoming EPIC Rewards program. Details and implementation are still being worked out, but the overall concept is a rewards program for Emerald Press PDF Publishing customers who not only purchase our products, but contribute to it as well. There are additional incentives for submissions and other good deeds (check out the new NSFW logo - he got 200 XP for his efforts!), redeemable for free upcoming products or exclusive EPIC editions of EP products.

Like we said, details are still to come and details will be posted to our website as they happen.

*Combat Advantage is a series of free supplemental material for the  
Dungeon & Dragons 4E Roleplaying Game™ courtesy of*



[www.emeraldpresspdf.com](http://www.emeraldpresspdf.com)



DUNGEONS & DRAGONS, the DUNGEONS & DRAGONS Compatibility Logo, D&D, PLAYER'S HANDBOOK, PLAYER'S HANDBOOK 2, DUNGEON MASTER'S GUIDE, MONSTER MANUAL, MONSTER MANUAL 2, and ADVENTURER'S VAULT are trademarks of Wizards of the Coast in the USA and other countries and are used with permission. Certain materials, including 4E References in this publication, D&D core rules mechanics, and all D&D characters and their distinctive likenesses, are property of Wizards of the Coast, and are used with permission under the Dungeons & Dragons 4th Edition Game System License. All 4E References are listed in the 4E System Reference Document, available at [www.wizards.com/d20](http://www.wizards.com/d20).

DUNGEONS & DRAGONS 4th Edition PLAYER'S HANDBOOK, written by Rob Heinsoo, Andy Collins, and James Wyatt; DUNGEON MASTER'S GUIDE, written by James Wyatt; and MONSTER MANUAL, written by Mike Mearls, Stephen Schubert and James Wyatt; PLAYER'S HANDBOOK 2, written by Jeremy Crawford, Mike Mearls, and James Wyatt; MONSTER MANUAL 2, written by Rob Heinsoo, and Chris Sims; Adventurer's Vault, written by Logan Bonner, Eytan Bernstein, and Chris Sims. © 2008, 2009 Wizards of the Coast. All rights reserved.