



REMARKABLE RACES

ENTOBIAN PLAYER CHARACTER RACE



ROLEPLAYING GAME SUPPLEMENT
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REMARKABLE RACES: THE ENTObIAN

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

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Spending most of their lives as larva, these insectoids value freedom, fun, and individuality

RACIAL TRAITS

Average Height: 2' 6" – 3' 6"

Average Weight: 25 – 45 lb.

Ability Scores: +2 Dexterity, +2 Charisma

Size: Small

Speed: 6 squares

Vision: Normal

Languages: Common, choose one other

Skill Bonuses: +2 Diplomacy, +2 Dungeoneering

Hexaped: Gain a +3 racial bonus to all Athletics checks to Climb, and all Acrobatics checks to Balance.

In addition, once per move action you may enter difficult terrain without spending an additional square of movement.

Mid-Leg Attack: You have a second pair of scythe like limbs. When using these limbs to make an unarmed melee basic attack, you gain a +3 Proficiency bonus to the attack roll.

Silk Spray: You gain the *Silk Spray* encounter power.

Silk Spray

Entobian Racial Power

You can use your natural ability to make sticky silk as either a weapon or as a rope.

Encounter

Minor Action **Ranged 5**

Target: One Creature

Attack: Strength +2 vs Reflex, Constitution +2 vs Reflex, or Dexterity +2 vs Reflex. Increase to +4 bonus at 11th level, and +6 at 21st level.

Hit: Target creature of up to Large size is slowed (save ends).

Special: During character creation, select Strength, Constitution, or Dexterity as the ability score used to make this attack. This choice cannot be changed.

Also, you may instead expend this power to create a 40ft length of silk rope. You may do this a number of times per day equal to one half your level, minimum 1. This rope grants a +2 circumstance bonus to Climb checks made using it. The rope is destroyed after you take an extended rest.

OVERVIEW

Entobians are a small race of insect people that spend much of their lives as bipedal larvae and look somewhat like a caterpillar that walks upright. They come in all colors and varieties, literally and figuratively. Perhaps the strangest trait of these already unusual creatures is how human they actually seem under their buggy visages. Despite their incredibly alien anatomy, they are prone to familiar dispositions, friendly demeanors, and values common to mankind.

In addition, entobians are attracted to all walks of life. They harbor no favorite class or profession, instead going where their desires take them. Many entobians are hedonistic; wanting to get the most out of life's pleasures. Others thirst for high adventure, wanting a taste of every new experience. Most are a combination of the two. With experience comes opportunity. Higher level entobians can undergo a metamorphosis that will change their appearance and abilities forever.

Play an entobian if you want...

- ◆ to be a bug-like creature.
- ◆ to play a character that could possibly change drastically at higher levels.
- ◆ to be able to create rope at-will.
- ◆ to be both nimble and charismatic.
- ◆ to be a member of a race that enjoys most classes.

PHYSICAL QUALITIES

Perhaps the oddest looking of available PC classes, larval entobians, also known as "larvites" can be likened to vaguely upright walking caterpillars with thin and elongated limbs. All entobians have six limbs; two arms and legs like most other humanoids, and a pair of mid-legs. Their arms end in three digit hands and their legs

end in two clawed toes. An entobian's mid-legs aid in balance, movement, and object manipulation, though these appendages end only in very sharp points. While these limbs are sheathed in rubbery chitin, the larvite's body is fleshy and covered in coarse hair.

The limbs and eyes of a larvite are almost universally darker than the body, while their body color, hair color and hair distribution varies greatly from individual to individual. Body and hair color is usually bright and unnatural looking, sometimes even fluorescent in hue. Hair distribution can be sparse, thick, or varied in density; sometimes creating wild looking "hair styles." Patterns of stripes and spots are also quite common. Any color or combination is possible. Larvites have silk glands on their lower abdomen that appear as a small pouch-like protrusion.

ECOLOGY

Larvites are sexually immature, and most remain in this state their entire lives. Reproduction happens with only the most experienced entobians who decide to undergo metamorphosis (by taking a metamorphosis feat at the paragon or epic levels). Until then, the larvite is effectively genderless, though most are considered male because of their deep and resonating voices. Larvites hatch from a clutch of roughly 200 marble-sized eggs of various colors. They grow from Diminutive caterpillars to Small-sized larvite children in about 6 weeks, eating practically constantly during this time. Larvites are omnivorous; they eat anything. By restricting their diet and intense meditation, they can choose when and what they metamorphosis into, provided they have endured enough trials and tribulations beforehand. Larvite children, identical to larvite adults in appearance, generally reach emotional and social maturity in about 14 years. Entobians

live about a decade longer than humans on average. While most entobians never gain the ability to lay eggs—only epic level entobians can—when they do, they can have thousands of children in their lifetime.

The origin of the entobians is speculated to be the result of environmental contamination from an arcane waste produced by a particularly reclusive race of insectoid creatures that live in deep underground hives. Of what little is known of this race, there is much evidence that they are experimenting on creatures by implanting their own biological components; creating deadly insect hybrids. A byproduct of this partially alchemical process is a purplish goo that is disposed of in great quantity into an underground river. This river eventually leads to the surface and into a fertile valley. There, insect life absorbed the waste and became fundamentally altered, all producing tens of thousands of offspring which became the first larvites. According to eladrin memory of the event, the first larvites were only about one foot tall.

PLAYING AN ENTOBIAN

Entobians share many personality qualities with humans; they are creative, passionate, inventive, and they have a sense of humor. Despite their appearance, their likable and relaxed demeanor can be quite charming. They are excellent conversationalists, having strong and rich voices that give many the feeling that they are wise and intelligent. They enjoy conversing and interacting with all friendly races, and are often quick to lend a helping hand. They forge

strong and loyal friendships, and feel nearly all emotions that humans do, with a few exceptions.

Ironically, their apparently familiar personalities cause their differences to seem even starker when others become aware of them. The most evident of which is that entobians have no sense of romance or romantic love; even those that are sexually mature view the process as a required duty rather than a pleasurable interaction. They also don't see the need to interact with others of their own kind, unless it's a matter of reproduction. There are no entobian cities, communities, cultures or languages. They often find each other to be dreadfully boring.

Entobians adventure for many reasons, though there are three reasons that are most common. First, is that they love the creature comforts in life; food, song, and intoxication. They will travel far and wide to amass enough wealth to afford a life of luxury and excess. Entobians that seek this existence often live out their entire lives as fat and happy larvites. The second reason for adventure is simply the love of adventure itself. All entobians seem to be instilled with the desire to experience new things, and thrive on the rush of adrenaline in the face of great danger. Lastly, some entobians feel a sense of duty to carry on the race, and thus obtain enough world experience in order to master the meditations required for metamorphosis. Some combination of the three is often encountered, as well as strictly personal reasons common to other races; revenge, greed, honor and glory.



Entobian Characteristics: Adventurous, aloof, ambitious, charismatic, charming, clever, courageous, daring, easy-going, friendly, gluttonous, greedy, hedonistic, independent, light-hearted, versatile

Names: Drister, Drytun, Haldozan, Malowa, Miraopay, Morgnan, Pulequay, Telduuk, Tiibay, Vanuuz, Verduzi, Vesterban, Zimberbim

ENTOBIAN ADVENTURERS

Some say that Glastoban was hatched with a sword in one hand and a spell in the other. It was not surprising when he took up the path of a swordmage, nor was it surprising that he was particularly good at it. What is most surprising is the respect this three foot tall pink and purple striped caterpillar commands on the battlefield. Sure, those that don't know of him may laugh, snicker, or even jeer—but not for very long. With a flash of blade and spark of magic, this small but fierce entobian is a devastatingly effective combatant. He rarely backs down from a fight, no matter where it might take him.

Malguway was always a sneaky little bopper. His coloration—bright green with yellow spots—actually conferred a bit of camouflage in the forest town in which he grew up in. With this advantage, he learned that he could creep about and steal food from wealthy travelers. With maturity came a conscience, and Malguway concentrated on spreading the wealth and comforts of corrupt nobles and merchants. Of course, Malguway would always keep a bit for himself, especially food, which he greedily gobbles down in private.

Since the metamorphosis from larvite to farfalite, Delster feels he has become a better wizard. He has anticipated this transformation his entire life and worked diligently to master the meditations. Now that he has earned his wings, his arcane power has increased much more

than he anticipated. While generally not as outgoing as he once was, he enjoys a clearer intellect. As an added bonus, he has kept his lightning fast reflexes, to which he credits most of his success.

RACIAL FEATS

Entobians have a number of feats all their own.

Metamorphosis Feats: Larvites may choose from several metamorphosis feats at the paragon tier, and another is available at the epic tier. They are not required to take any of these feats and may remain a larvite for their entire lives. Metamorphosis is a planned event. For one, the larvite must take the *Prepare for Metamorphosis* feat at some point before hand. Immediately preceding the event, the larvite prepares and consumes a large feast roughly equal to their body weight. The ingredients of the feast vary according to what metamorphosis feat the entobian is taking; rare herbs for coleophites, exotic fruits for farfalites, uncommon grains for eulites, and meat from dangerous beasts for moscanites. After consumption, the larvite then enters a state of intense meditation for 8 hours. This meditation culminates in the spinning of a cocoon. In this pupa state, the entobian is completely helpless and unconscious for roughly 7 days. The newly emerged and transformed entobian is considered *weakened* for 24 hours. The transformation is both physical and psychological. The original racial ability bonuses (+2 Dexterity, +2 Charisma) vanish and are replaced by new racial ability bonuses. Retroactively adjust statistics such as hit points, and so on to match the new ability scores. Any feats for which you no longer meet the requirements can be retrained for free. Paragon tier metamorphosis feats assign a male gender to the entobian, while the epic tier feat denotes a female gender. The new form bares a very small resemblance to the old form. Metamorphosis feats can only be taken by a larvite (thus only one, once, ever). Metamorphosis is irreversible and permanent. Please see individual feats for more details.

HEROIC TIER FEATS

These feats are available to any entobian character who meets the prerequisites.

BIG SPINNER [ENTOBIAN]

Prerequisite: Larvite

Benefit: Your *silk spray* power now has a range of 10.

In addition, you may use the special function of *silk spray* an additional two times per day, and create a 50ft length of rope with each use.

Special: You may retrain this feat for free when you take a metamorphosis feat.

GLOWWORM [ENTOBIAN]

Prerequisites: Entobian, 1st level

Benefit: You have special glands that allow you shed light as a torch from your abdomen at will, as a free action. You can extinguish your light at-will, as a free action.

Special: This feat must be taken at 1st level.

MANTIS GRAB [ENTOBIAN]

Prerequisites: Entobian, *mid-leg attack*, Str 15

Benefit: You can attempt grab attacks with your mid-legs (even with both hands occupied). If you have at least one hand free, you gain a +2 racial bonus on your Strength attack when making a grab attempt.

PREPARE FOR METAMORPHOSIS [ENTOBIAN]

Prerequisite: Entobian

Benefit: You may take a metamorphosis feat when you are at least level 11 or above.

In addition, until you take a metamorphosis feat, you may increase your number of healing surges by two. You may not retrain this feat if you take a metamorphosis feat.

POISONOUS [ENTOBIAN]

Prerequisites: Entobian, 1st level

Benefit: You exude a mild contact poison through your pores. Any creature that makes a successful unarmed attack (standard

melee attack without the weapon descriptor) against you takes 2 points of poison damage. You can turn this on and off at-will, as a free action. Entobians are immune to this poison.

Special: This feat must be taken at 1st level.

SPIKER [ENTOBIAN]

Prerequisites: Entobian, *mid-leg attack*

Benefit: Gain a +1 bonus to unarmed attack and damage rolls made using your mid-legs

TWINSPIKE [ENTOBIAN]

Prerequisites: Entobian, *mid-leg attack*, Dex 15

Benefit: You can attack with both mid-legs as one, effectively increasing the number of dice of your *mid-leg attack* power to 2. For example, a larvite attacking with *twinspike* would do a base 2d4 points of damage instead of 1d4.




PARAGON TIER FEATS

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

COLEOPHITE [METAMORPHOSIS]

Prerequisites: Larvite, *prepare for metamorphosis* feat

Benefit: You metamorphose into a beetle-like entobian. Your racial ability scores are now modified to +2 Constitution and +2 Strength. You can no longer use the *Silk Spray* power, and instead can use the *Surge of Flight (Coleophite)* encounter power.

 **Surge of Flight (Coleophite)** Entobian Racial Power

You can fly for a short burst.

Encounter

Minor Action Personal

Effect: Gain fly speed 5 (Clumsy) until the end of your next turn. You may sustain this effect with a minor action. This effect automatically ends if you are bloodied.

In addition, you gain the following powers:

Deadly Mid-legs: Increase the damage dice for unarmed attacks using Mid-Legs to 1d6.

Hard Shell: Gain the *Hard Shell* utility power. You cannot use this power while flying.

 **Hard Shell** Entobian Racial Power

You hunker down and expose only layers of tough chitin, thus taking less damage.

Encounter

Move Action Personal

Effect: Forfeit all actions until the beginning of your next turn. You gain resist 10 to all damage until the beginning of next of your next turn. Increase to resist 15 at level 21.

FARFALITE [METAMORPHOSIS]

Prerequisites: Larvite, *prepare for metamorphosis* feat

Benefit: You metamorphose into a butterfly-like entobian. Your ability scores are now modified to +2 Dexterity (stays the same) and +2 Intelligence. You can no longer use the *Silk Spray* Power, and instead can use the *Surge of Flight (Farfalite)* encounter power.

 **Surge of Flight (Farfalite)** Entobian Racial Power

You can fly for a short burst.

Encounter

Minor Action Personal

Effect: Gain fly speed 5 (Hover) until the end of your next turn. You may sustain this effect with a minor action. This effect automatically ends if you are bloodied.

In addition, you gain the following powers:

Wicked Mid-legs: You may use your Dexterity Modifier in place of your Strength Modifier for attack and damage rolls for unarmed attacks using your mid-legs.

Flutter: Gain the *Flutter* utility power. You cannot use this power while flying.

 **Flutter** Entobian Racial Power

Your colorful, fluttering wings can deceive opponents as to where you actually are.

Encounter ♦ Illusion

Move Action Personal

Effect: You shift one square and the next targeted attack against you has a 50% chance of missing, unless it is a critical hit (which hits normally). You can sustain this effect as a free action. The miss effect ends if you use another move action.

LARVITE LIFER [ENTOBIAN]

Prerequisite: Larvite

Benefit: You grow to Medium size after resting 8 hours. Increase the damage dice for unarmed attacks using Mid-Legs to 1d6. This change in size and damage is permanent.

Special: Much like metamorphosis, the larvite prepares by eating a huge feast of rare herbs followed by meditation. If you take this feat you can never take a metamorphosis feat. You do not need to take the *prepare for metamorphosis* feat in order to take this feat.

MOSCANITE [METAMORPHOSIS]

Prerequisites: Larvite, *prepare for metamorphosis* feat

Benefit: You metamorphose into a fly-like entobian. Your ability scores are now modified to +2 Constitution and +2 Dexterity (stays the same). You can no longer use the *Silk Spray Power*, and instead can use the *Surge of Flight (Moscanite)* encounter power.

Surge of Flight (Moscanite) Entobian Racial Power

You can fly for a short burst.

Encounter

Minor Action Personal

Effect: Gain fly speed 5 until the end of your next turn. You may sustain this effect with a minor action. This effect automatically ends if you are bloodied.

In addition, you gain the following powers:

Toxic Mid-legs: Your *mid-leg attack* power does +2 points of poison damage in addition to regular damage.

Acid Spit: Gain the *Acid Spit* encounter power. You cannot use this power while flying.

Acid Spit Entobian Racial Power

You can spit a stream of acid at a single foe.

Encounter ♦ Acid

Minor Action Range 10 squares

Attack: (Dexterity or Constitution) + 4 vs. Reflex

Hit: 2d8 + (Dexterity or Constitution) modifier acid damage.

Increase to +6 and 3d8 + (Dexterity or Constitution) modifier acid damage at 21st level.

Special: When you take the Moscanite feat, choose either Dexterity or Constitution to use for the attack and damage rolls when using this power. This choice is permanent and cannot be changed.



EULITE [METAMORPHOSIS]

Prerequisites: Larvite, *prepare for metamorphosis* feat

Benefit: You metamorphose into a moth-like entobian. Your ability scores are now modified to +2 Strength and +2 Wisdom. You can no longer use the *Silk Spray Power*, and instead can use the *Surge of Flight (Eulite)* encounter power.

Surge of Flight Entobian Racial Power
(Eulite)

You can fly for a short burst.

Encounter

Minor Action **Personal**

Effect: Gain fly speed 5 (hover) until the end of your next turn. You may sustain this effect with a minor action. This effect automatically ends if you are bloodied.

In addition, you gain the following powers:

Razored Mid-legs: Gain a +3 bonus to damage rolls using your mid-legs.

Electric Burst: Gain the *Electric Burst* encounter power. You cannot use this power while flying.

Electric Burst Entobian Racial Power

You generate a crackling bioelectric burst that harms those nearby.

Encounter ♦ Lightning

Minor Action **Close burst 1**

Target: Each creature in burst

Attack: (Strength or Wisdom) + 4 vs. Reflex

Hit: 2d8 + (Strength or Wisdom) modifier lightning damage.

Increase to +6, and 3d8 + (Strength or Wisdom) modifier lightning damage at 21st level

Special: When you take the Eulite feat, choose either Strength or Wisdom to use for the attack and damage rolls when using this power. This choice is permanent and cannot be changed.

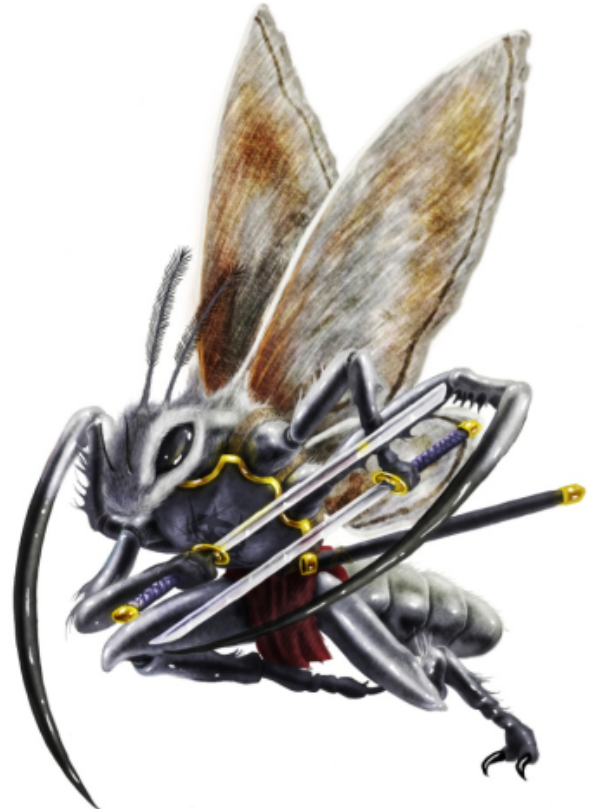
EPIC TIER FEAT

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

MATRON [METAMORPHOSIS]

Prerequisites: Larvite, *prepare for metamorphosis* feat

Benefit: Choose two different paragon metamorphosis feats to draw from, and you become a physical blend of the two. Choose one of the Surge of Flight powers. Choose two different modifiers of the four ability modifiers to apply (you can not choose two modifiers that affect the same ability). Gain all of the additional powers for each feat (choose the higher damage dice for the *mid-leg attack* power). In addition, you grow to Medium size. Optionally, you may blend larvite statistics (treat as a metamorphosis feat and keep the *silk spray* power) with one paragon metamorphosis feat. There are 10 possibilities! Form may be patterned somewhat after an insect that looks similar to the blended form. For example, Farfalite/Moscanite combination looks much like a dragonfly, and the form can have minor alterations to appear as such.





CATERPILLAR ZEALOT

"Life is change, change is god."

The caterpillar zealot has discovered that the life of the clergy has its benefits. He is clad in simple robes, though he carries an ornate gold holy symbol. The lavishness of his divine icon appears stark against his rather plain coloration; green skin with light brown fuzz.

Caterpillar Zealot Level 5 Controller (Leader)

Small Natural Humanoid XP 200

Initiative +4 **Senses** Perception +3
Deathless Fanaticism aura 5; allies below the zealot's level in the area remain alive when reduced to zero hit points. They die at the end of their next turn if they are still at zero or below.

HP 64; **Bloodied** 32

AC 19; **Fortitude** 18, **Reflex** 17, **Will** 18

Speed 6

Mid-leg Attack (standard; at-will)

+10 vs AC; 2d4+4 damage

Light of Reason (standard; at-will) **Radiant**

Ranged 5; +9 vs Fortitude; 1d8+4 radiant damage, and the target is *dazed* until the end of the caterpillar zealot's next turn.

Inspiring Faith (standard, recharge)

Healing

Target ally within 10 squares gains a +4 bonus to attack rolls until the end of its next turn. Additionally, the target heals 12 hp.

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

Skills Religion +8

Str 17 (+5) **Dex** 14 (+4) **Wis** 12 (+3)

Con 16 (+5) **Int** 11 (+2) **Cha** 17 (+5)

Equipment: robes, holy symbol

CATERPILLAR ZEALOT TACTICS

In the service of his deity, the caterpillar zealot is both fearless and frenzied. He usually only travels with those who share a similar sentiment. He feverishly slings *light of reason* while bolstering and tending to his allies.

FARFALITE MAGE

"I'm more than just a flashy pair of wings."

Metamorphosis has been kind to this mage; a heightened intellect has led to a greater understanding of arcane arts. Master of flash and fire, this entobian has bright orange wings and clothing to match.

Farfalite Mage Level 15 Controller

Small Natural Humanoid XP 1200

Initiative +8 **Senses** Perception +10

HP 141; **Bloodied** 70

AC 29; **Fortitude** 25, **Reflex** 29, **Will** 27

Resist 5 fire

Speed 6, fly 5 (hover)

Mid-leg Attack (standard; at-will)

+20 vs AC; 2d6+8 damage

Flaming Ray **Fire** (standard; at-will)

Ranged 10; +19 vs Reflex; 2d6+6 fire damage, and ongoing 5 fire damage (save ends).

Halo of Stars (standard; at-will) **Illusion**

Ranged sight; +19 vs Reflex; the target's vision is heavily obscured (-5 penalty to attack rolls, save ends).

Flutterfire (standard; recharge) **Fire**

Area burst 2 within 20; +19 vs Reflex; 2d6+7 fire damage, and the target takes an additional 1d6+7 fire damage on its next turn.

Flutter (move; encounter) **Illusion**

Shift one square and the next targeted attack against the mage has a 50% chance of missing, unless it is a critical hit (which hits normally).

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

Skills Arcana +19, Bluff +17

Str 9 (+6) **Dex** 12 (+8) **Wis** 16 (+10)

Con 16 (+10) **Int** 25 (+14) **Cha** 20 (+12)

Equipment: robes, spellbook

FARFALITE MAGE TACTICS

The farfalite mage will first soften opponents with *flutterfire*. Then, he will attempt to neutralize stronger foes with *halo of stars*. He will dash the battlefield liberally with *flaming ray*, setting as many enemies on fire as he can. In melee, he will use his *mid-leg attack* and *flutter* to escape.

LARVITE MARAUDER

"Food and combat, who can ask for anything more?"

This battle-scarred blue caterpillar has a swarthy patch over one eye and brandishes a hefty scimitar. He doesn't appear to be the friendly sort.

* Larvite Marauder	Level 7 Skirmisher
Small Natural Humanoid	XP 300
Initiative +7	Senses Perception +3
HP 78; Bloodied 39	
AC 21; Fortitude 19, Reflex 19, Will 16	
Speed 6 (8 while charging)	
⊕ Scimitar (standard; at-will) ◆ Weapon	
+12 vs AC; 1d8+5 damage	
↘ Dagger (standard; at-will) ◆ Weapon	
Ranged 5/10; +12 vs AC; 1d4+5 damage	
† Mid-leg Attack (standard; at-will)	
+12 vs AC; 1d4 damage	
† Surge of Battle (standard, usable only while bloodied, encounter) ◆ Healing, Weapon	
The larvite marauder makes a melee basic attack, spends a healing surge, and regains 10 hit points.	
Combat Advantage	
The larvite marauder deals an extra 2d6 damage on melee attacks against any target it has combat advantage against.	
Poisonous	
Unarmed attackers takes 2 points of poison damage for each successful unarmed attack against the larvite marauder.	
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: scimitar, dagger x 5, leather armor	

LARVITE MARAUDER TACTICS

A larvite marauder will enter combat like a typical fighter, slashing foes and throwing daggers. When bloodied, however, his tactics suddenly change and he becomes a more opportunistic fighter; looking to gain combat advantage. He is poisonous and may also encourage unarmed combat.

SUN-SCARAB

"I have three thousand children; don't speak to me of pain."

At the pinnacle of her lifecycle, this entobian matron is a blend of the farfalite and coleophite forms, appearing something like a humanoid scarab beetle. Her brilliant yellow butterfly wings are only visible while she is flying. She enjoys her new form, and combined with her love of radiant energy, she has become affectionately known as the "Sun-scarab."

* Sun-scarab	Level 21 Artillery
Medium Natural Humanoid	XP 3200
Initiative +19	Senses Perception +16
HP 160; Bloodied 80	
AC 33; Fortitude 33, Reflex 35, Will 36	
Resist 25 necrotic, 25 radiant	
Speed 6, fly 5 (hover)	
⊕ Mid-leg Attack (standard; at-will)	
+28 vs AC; 2d6+9 damage	
☀ Shining Ray (standard; at-will) ◆ Radiant	
Ranged 15; +28 vs Reflex; 2d6+9 radiant damage, and the target is <i>blinded</i> (save ends).	
* Blazing Glory (standard; recharge ☀☀☀)	
◆ Healing, Radiant	
Close burst 3; targets enemies; automatic hit; the target takes 10 radiant damage and is blinded until the end of the sun-scarab's next turn. The sun-scarab regains 2 hit points for each enemy who takes damage from this power.	
* Blinding Light (standard; encounter)	
Close burst 3; +26 vs Will; the target is blinded until the end of the encounter.	
Flutter (move; at-will) ◆ Illusion	
Shift one square and the next targeted attack against the mage has a 50% chance of missing, unless it is a critical hit (which hits normally).	
Alignment: Any	Languages: Common, one regional
Skills Arcana +15, Diplomacy +24, History +15, Insight +21, Intimidate +24, Nature +21	
Str 17 (+13) Dex 28 (+19) Wis 22 (+16)	
Con 22 (+16) Int 17 (+13) Cha 29 (+19)	
Equipment: robes	

SUN-SCARAB TACTICS

The sun-scarab intends to blind all of her enemies and then flee combat. She is a defensive fighter who rarely fights a sighted foe one on one, preferring to use *shining ray*.

ENTOBIANS IN YOUR GAME

Entobians in this text are presented as a fairly fresh race to the world. They are a new race that sprung from wildlife contaminated with magical residue. 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. One down side to this “newness,” is that they lack tradition, language and history common to other PC races. This has several ramifications including no racial heritage, likely no racial paragon paths and no cool magic relics tailored especially for this race. However, there are many boons as well. Entobian player characters can be bold pioneers, inventing their own paths, their own history and their own unique traditions. The Game Master also has an opportunity to design new magic items for this race, such as special mid-leg sheaths that confer a magic bonus.

Entobians are a race that does not gravitate toward each other. They do not form hives, as some other insect races do and generally have no sense of racial community. In fact, if it was not for a female’s ability to lay hundreds of viable eggs at one time, entobians might have become extinct long ago. While this provides even more plug and play ability for a game, it also means the entobian race does not benefit from these features as other races do. It may be necessary to set up entobian friendly areas in populations of other races.

Optionally, the Game Master can create a more detailed back story for the entobians. They could easily be an ancient race in their own right. Their unique life cycle would normally keep their population fairly low and unnoticed for many centuries. Another possibility is that entobians originated from another plane or an

alternate reality; perhaps even a world entirely populated by insects. Yet another potential back-story is that the entobians were once human, cursed to live their lives as insects for acts of excessive greed or an offense to some nefarious power.

Whatever the case, the entobian will make a welcome addition to any game as a representative of the insect world, an unusual option for the player who is seeking something different, a challenge for the player who has played everything, or even a fun alternative for those that thrive on change or metamorphosis.





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