REMARKABLE RACES Pathway to Helventure Edition

the ENCOBLEN Player Character Race



By F. Matthew Kubisz

ALP-RRP03:



REMARKABLE RACES: THE ENTOBIAN PATHWAY TO ADVENTURE EDITION

A New Player Character Race for use with the Pathfinder® Roleplaying Game

Author J. Matthew Kubisz	Editors Stephanie D. Kubisz Paul Klein
Interior Illustrators	
Dean Spencer	Layout & Design
Eugene Jaworski	Tim Adams
Cover Artist	Special Thanks to:
Dean Spencer	Ofelia J. Kubisz
	Jim Clunie
	Team Draconis

ENTOBIAN & REMARKABLE RACES © 2009 Alluria Publishing. All rights reserved.

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Publishing, LLC. See <u>http://paizo.com/pathfinderRPG</u> for more information on the Pathfinder Roleplaying Game. Paizo Publishing, LLC does not guarantee compatibility, and does not endorse this product.

Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder Roleplaying Game Compatibility License. See <u>http://paizo.com/pathfinderRPG/compatibility</u> for more information on the compatibility license.

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document. Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder RPG Core Rulebook. Copyright 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

The Book of Experimental Might. Copyright 2008, Monte J. Cook. All rights reserved.

Tome of Horrors. Copyright 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR.

Product Identity: The following items are hereby identified as Product Identity, as defined in the Open Game License version 1.0a, Section 1(e), and are not Open Content: All trademarks, registered trademarks, proper names (characters, deities, etc.), dialogue, plots, storylines, locations, characters, artwork, and trade dress. (Elements that have previously been designated as Open Game Content are not included in this declaration.)

Open Content: Except for material designated as Product Identity (see above), the game mechanics of this Alluria Publishing game product are Open Game Content, as defined in the Open Gaming License version 1.0a Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.



ENTOBIAN



Entobians are a small race of insect people that spend most of their lives as bipedal larvae, looking somewhat like an upright walking caterpillar. 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.

PHYSICAL DESCRIPTION: 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 attack, 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, 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 & SOCIETY: 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 higher 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 through 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 the highest 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 elves' memory of the event, the first larvites were only about one-foot tall.

RELATIONS TO CORE RACES: 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. Their nonjudgmental nature allows them to get along with any of the core races that also maintain an open mind.

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. Aside from their colossal nurseries, there are no entobian cities or communities; entobians have no distinct cultures or languages. They often find each other to be dreadfully boring.

RELATIONS TO REMARKABLE RACES: Entobians are far less likely to judge races based on appearance than most other races. Therefore they will often be seen in the company of a motley sort. Their motivations drive them towards other races for various reasons, usually involving conversation, entertainment, or business. The philosophical xax and the depressing obitu are perfect candidates for a lengthy conversation. The gifted muse and the passionate kval will provide endless wonderment to an enotobian. Numistians know that entobians make loyal customers, who, once pleased, will never fail to return.

ALIGNMENT & RELIGION: Entobians are often chaotic, and value their individual freedom over the laws of society. Luckily they are also quite peaceful in their pursuit of personal gain and seldom stoop to darker means. Therefore entobians are usually chaotic good. However, any alignment of entobian has been encountered, and this is even more evident in those that choose metamorphosis.

Entobians have no deities of their own, but will often worship gods of freedom, nature, or pleasure. While not well suited to a life of piety, a few clerics and paladin entobians do exist. These rare individuals almost always choose metamorphosis as a way to further their spiritual journey.

ADVENTURERS: Entobians adventure for many reasons, though there are three reasons that are most common. First, entobians love nothing more in life than creature comforts: food, drink, and song. 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 **Entobian Character Race**

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.

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

ENTOBIAN RACIAL TRAITS

- +2 Dexterity, +2 Charisma, -2 Wisdom: Larvites have uncanny reflexes and can charm even the most callous of souls. Unfortunately, they often lack common sense, and are prone to foolishness and addiction. These traits change after metamorphosis
- **Small:** Entobians are Small creatures and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty to their CMB and CMD, and a +4 size bonus on Stealth checks.
- **Fast Speed:** Because of their extra limbs and insectoid muscles, entobians are fast for their size, and have a base speed of 30 feet.
- **Familiar Foe:** Entobians receive a +1 bonus on attack rolls against creatures of the vermin type due an intimate understanding of the anatomy of such creatures.
- **Insect Mind:** Entobians gain a +2 racial saving throw bonus against enchantment (charm) spells and effects.
- **Natural Weapons**: Entobians possess two slashing natural weapon attacks with their mid-legs that inflict 1d4 points of damage (×2 critical) on a hit. These are primary attacks, or secondary attacks if the entobian wields a manufactured weapon.
- **Skilled:** Larvites have a +2 racial bonus to Acrobatics and Climb skill checks. These skill bonuses are lost after metamorphosis.
- **Spin Silk:** A larvite can use silk glands its abdomen to create a 30-foot length of silk rope. The larvite may do this a number of times per day equal to one half it's character level, minimum 1. The rope decomposes and is destroyed after 24 hours. Entobians loose this ability after metamorphosis.
- Languages: Entobians begin play speaking common. Entobians with high intelligence scores can choose any of these bonus languages: Draconic, Dwarven, Giant, Elven, Halfling, Gnome, Orc or Sylvan.

ENTOBIAN VITAL STATISTICS

RANDOM STARTING AGE

		Bard,	Cleric,
	Barbarian,	Fighter,	Druid,
	Rogue,	Paladin,	Monk,
Adulthood	Sorcerer	Ranger	Wizard
14 years	+1d4	+1d6	+2d6
2			

AGING EFFECTS

Middle Age	Old	Venerable	Maximum Age
45 years	65 years	75 years	75 + 3d20 years

RANDOM HEIGHT AND WEIGHT

Gender	Base Height	Base Weight	Modifier	Weight Multiplier
Entobian	2'6"	25 lbs.	1d12	×1 lb.
Matron*	4' 5"	95 lbs	1d12	×5 lbs.
or Lifer*				

*Described in the feat section

TACTICAL SPEED

Race	No Armor or Light Armor	Medium or Heavy Armor
Entobian	30 ft.	20 ft.



Coleophite Entobian

,

RACIAL FEATS

The following feats are available to an entobian character who meets the prerequisites.

Metamorphosis Feats

Entobian larvites may choose from several metamorphosis feats. 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 beforehand. 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 disabled for 24 hours. The transformation is both physical and psychological. Immediately after metamorphosis, the etobian permanently loses the silk spin and skilled racial traits. The original racial ability modifiers (+2 Dexterity, +2 Charisma, -2 Wisdom) vanish and are replaced by new racial ability modifiers. 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 replaced with those that do. Metamorphosis feats, other than the Matron feat assign a male gender to the entobian, while the Matron 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. After metamorphosis, the character no longer qualifies as a larvite for the purposes of feat prerequisites. Please see individual feats for more details.

BIG SPINNER

You can spin more silk rope than others of your kin, and retain some of this ability after metamorphosis.

Prerequisite: Larvite.

Benefit: You may use your create silk ability an aditional two times per day, and create a 50-foot length of rope with each use. After metamorphis, you partially retain the silk spin ability, and are able to create 20 foot silk ropes, twice per day.

COLEOPHITE (METAMORPHOSIS)

You metamorphose into a beetle-like entobian. **Prerequisites:** Larvite, Prepare for Metamorphosis, Character level 7.

Benefit: You gain the following racial traits:

ENTOBIAN (COLEOPHITE) RACIAL TRAITS

- +2 Constitution, +2 Strength, -2 Dexterity: Coleophites are strong and tough, but their thick exoskeletons make it difficult to move deftly.
- **Chitinous Defense:** When fighting defensively as a full-round action, a coleophite gains DR (X)/piercing, where (X) is equal to the coleophite's Constitution modifier. This is in addition to the other benefits for fighting defensively.
- **Natural Armor:** Coleophites have a +2 racial bonus to natural armor.
- **Flying:** A coleophite can use the wings underneath its sheathed carapace to fly for a number of minutes per day equal to its character level, with a speed of 25 feet and poor maneuverability. This duration does not need to be consecutive, but it must be used in 1 minute increments. Fly becomes a class skill. Coleophites do not gain their racial natural armor bonus while flying with this ability.



EULITE (METAMORPHOSIS)

You metamorphose into a moth-like entobian. **Prerequisites:** Larvite, Prepare for Metamorphosis, Character level 9. **Benefit:** You gain the following racial traits:

ENTOBIAN (EULITE) RACIAL TRAITS

+2 Strength, +2 Wisdom, -2 Constitution: Eulites are eerily strong and uncharacteristically

wise, but have relatively fragile frames. **Darkvision:** Eulites can see in the dark up to 60

feet.

Innate Resistance: Eulites have electricity resistance 5. Spell-Like Ability: Eulites can use *shocking grasp* once per day as a spell-like ability. The caster level for this ability is equal to the eulite's character level. Flying: A eulite can use its moth-like wings to fly for a number of minutes per day equal to its character level, with a speed of 30 feet and good maneuverability. This duration does not need to be consecutive, but it must be used in 1 minute increments. Fly becomes a class skill for a eulite.

FARFALITE (METAMORPHOSIS)

You metamorphose into a butterfly-like entobian. **Prerequisites:** Larvite, Prepare for Metamorphosis, Character level 8 **Benefit:** You gain the following racial traits:

ENTOBIAN (FARFALITE) RACIAL TRAITS

- +2 Dexterity, +2 Intelligence, -2 Constitution: Farfalites are very agile and innately intelligent, but have thin and delicate body structure.
 Spell-Like Ability: Farfalites can use *displacement* once per day as a spell-like ability. The caster level for this ability is equal to the farfalite's character level.
- **Flying:** A farfalite can use its butterfly-like wings to fly for a number of minutes per day equal to its character level, with a speed of 40 feet and good maneuverability. This duration does not need to be consecutive, but it must be used in 1 minute increments. Fly becomes a class skill for a farfalite.

GLOWWORM

You glow brightly, whenever you want to. **Prerequisite:** Larvite.

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



Farfalite Entobian

LARVITE LIFER

You become Medium-sized, and give up your chance for metamorphosis.

Prerequisites: Larvite, Character level 6.

Benefit: You grow to Medium size. Increase the damage dice for natural 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. Eight hours later, you shed your exoskeleton and expand to Medium size. Determine your new height and weight using the "lifer" entry under Entobian Vital Statistics. You do not need to take the Prepare for Metamorphosis feat in order to take this feat. After taking this feat, you no longer qualify as a larvite for the purposes of feat prerequisites.

MANTIS GRAB

You can grapple opponents with your mid-legs. **Prerequisites:** Entobian, Str 15.

Benefit: You can make grapple maneuvers normally by using both of your mid-legs, even with both hands occupied. If you decide to use all four appendages (two arms and both mid-legs), your CMB and CMD for grapple checks use your character level in place of your base attack bonus, with a +2 competence bonus. All other rules for grapple maneuvers still apply.

7

MATRON (METAMORPHOSIS)

You metamorphosis into an entobian queen. **Prerequisites:** Larvite, Prepare for Metamorphosis, Character level 15.

Benefit: Choose two different metamorphosis feats to draw from, and you become a physical blend of the two. Choose the best flight speed and maneuverability of both feats. Of the six ability modifiers, choose two positive ability modifiers and one negative ability modifier to apply to your ability scores (you cannot choose any two modifiers that affect the same ability). You also gain either low-light vision or darkvision if either is available through the feats you selected. Then choose two traits from the remaining traits available frem each of your chosen metamorphosis feats, and apply them to your character. In addition, you grow to Medium size, and your midleg damage increases to 1d6. Optionally, you may blend larvite statistics (treat as a metamorphosis feat and keep the spin silk racial trait) with one metamorphosis feat. There are 10 possibilities! Form may be patterned somewhat after an insect that looks similar to the blended form. For example, a Farfalite/Moscanite combination looks much like a dragonfly, and the form can have minor physical alterations to appear as such. The Farfalite/Moscanite could have +2 Constitution, +2 Intelligence, -2 Charisma, Fly 40 (good), low-light vision, spell-like ability (displacement) and spell-like ability (acid arrow).



MOSCANITE (METAMORPHOSIS)

You metamorphose into a fly-like entobian. **Prerequisites:** Larvite, Prepare for Metamorphosis, Character level 7. **Benefit:** You gain the following racial traits:

ENTOBIAN (MOSCANITE) RACIAL TRAITS

- +2 Constitution, +2 Dexterity, -2 Charisma: Moscanites are sturdy and fast, but very unpleasant. Senses: Moscanites have low-light vision. Innate Resistance: Moscanites have acid resistance 5. Spell-Like Ability: Moscanites can use *acid arrow* once per day as a spell-like ability. The caster level for this ability is equal to the moscanites's character level. The effect appears as a glob of acid and seems to come from the moscanite's mouth.
- **Flying:** A moscanite can use its fly-like wings to fly for a number of minutes per day equal to its character level, with a speed of 30 feet and average maneuverability. This duration does not need to be consecutive, but it must be used in 1 minute increments. Fly becomes a class skill for a moscanite.

POISONOUS

You exude a mild contact poison through your pores. **Prerequisite:** Entobian.

Benefit: Any creature that makes a successful unarmed or natural attack against you takes one point of Constitution damage. You can turn this ability on and off as a free action. Entobians are immune to this effect. The damage is cumulative per hit, and wears off all at once, three rounds after the last point of Constitution damage was received.

PREPARE FOR METAMORPHOSIS

You start your journey of transformation.

Prerequisite: Larvite.

Benefit: You may take a metamorphosis feat as soon as you qualify for one.

In addition, until you take a metamorphosis feat, you gain +3 hit points. For every character level that you possess beyond third, you gain an additional +1 hit point. If you are more than third level, you gain +1 hit points whenever you gain a level. These extra hitpoints are consumed by metamorphosis.

TWINSPIKE

You can combine your mid-legs into one attack.

Prerequisites: Entobian, Two-weapon fighting. **Benefit:** Combine your two mid-leg natural attacks into one natural attack, effectively increasing the number of dice of your mid-leg natural attack to 2. For example, a larvite attacking with Twinspike would do a base 2d4 points of damage instead of 1d4.

PRESTIGE CLASS: THE LIGHTSEEKER

"Our duty is to find the light in the darkness, even if we have to build the flame ourselves."

Much like their insect brethren, entobians are drawn to the light. All entobians begin life with a thirst for adventure. They want to experience new things, see new landscapes, and climb to new horizons. The lightseeker, however, is not satisfied with simply seeing things as they are. A lightseeker will purposefully creep into the darkest of dwellings, most dangerous of locales, and most sinister places in search of the diamond in the rough.

Lightseekers are convinced that no matter how dire the situation, something positive might be found. Failing that, they feel it is their duty to set things right. A lightseeker's deeds epitomize the entobians sense of adventure, as well as their incredible sense of humanity. They live for the thrill of finding the good in every situation, and bringing light out of the darkness. Their talents revolve around keen powers of observation, avoiding surprizing blows, moving with unnatural speed, and neutralizing those who attack from the shadows.

Role: Lightseekers are point-men, though not necessarily tanks. They can scan areas for danger much like a rogue and go toe-to-toe with it like a fighter. Though, when the going gets too tough, they can get out of almost any situation.

Alignment: Lightseekers are always good. They entobian sense of freedom and individuality usually means that lightseekers are predominately chaotic good. Their lofty focus and perseverance in the face of evil also works well with lawful good alignments.

Hit Die: d10.

REQUIREMENTS

To qualify to become a lightseeker, a character must fulfill all of the following criteria.

Race: Entobian.

Base Attack Bonus: +6.

Skills: Perception 2 ranks, Escape Artist 2 ranks, Knowledge (dungeoneering) 2 ranks. Feats: Dodge, Improved Initiative.

CLASS SKILLS

The lightseeker's class skills (and the key ability for each skill) are Acrobatics (Dex), Appraise (Int), Climb (Str), Escape Artist (Dex), Knowledge (dungeoneering) (Int), Perception (Wis), Sense Motive (Wis), and Survival (Wis).

Skill Ranks at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the lightseeker prestige class.

Weapon and Armor Proficiency: Lightseekers are proficient with all simple and martial weapons. Lightseekers are proficient with light and medium armor.

Darksense (Ex): At first level, when in darkness or low light, the lightseeker gains a +2 bonus to initiative checks and to Perception skill checks. At 7th level, these bonuses increase to +4 on each. This bonus stacks with the Improved Initiative feat.

Enlighten (Su): At second level, once per day, the lightseeker can imbue one melee weapon with the enlighten power as a swift action by touch. This power grants the weapon a +2 enhancement bonus to hit and damage and causes the weapon to shed light like a torch. The effect lasts up to one round per class level or until the weapon successful strikes a foe, whichever comes first. Upon successful hit, the target takes damage normally and is affected as if he was within the area of effect of a *glitterdust* spell (The DC for this effect is equal to 11 + the lightseeker class level, and the caster level is equal to the lightseeker's character level). At 5th level, a lightseeker can do this three times per day, and at 8th level, he can use enlighten five times per day.

See the Unseen (Ex): At 2nd level, lightseekers receive a +2 bonus on Perception checks to potentially notice hidden structural features, such as traps and hidden doors. A lightseeker receives a check to notice such features whenever he passes within 10 feet of them, whether or not he is actively looking.

Uncanny Dodge (Ex): At 3rd level, a lightseeker cannot be caught flat-footed, even if the attacker is invisible. He still loses his Dexterity bonus to AC if immobilized. A lightseeker with this ability can still lose his Dexterity bonus to AC if an opponent successfully uses the feint action against him. If a lightseeker already has uncanny dodge from a different class, he automatically gains improved uncanny dodge instead.

Precocious Speed (Ex): At 3rd level, the lightseeker's base land speed increases 5 feet. At 6th and 9th level, the speed increases another 5 feet each time. This adjustment is treated as an enhancement bonus. There is no effect on other modes of movement, such as burrow, climb, fly, or swim. As with any effect that increases speed, this ability does affect jumping distance.

TABLE: THE LIGHTSEEKER Base

	Dusc				
	Attack	Fort	Ref	Will	
Level	Bonus	Save	Save	Save	Special
1 st	+1	+0	+1	+0	Darksense +2
2 nd	+2	+1	+1	+1	Enlighten (1/day), See the Unseen
3 rd	+3	+1	+2	+1	Uncanny Dodge, Precocious Speed (5 feet)
4^{th}	+4	+1	+2	+1	Bonus Mobility
5 th	+5	+2	+3	+2	Blindsense, Enlighten (3/day)
6 th	+6	+2	+3	+2	Ruins Walker, Precocious Speed (10 feet)
7 th	+7	+2	+4	+2	Darksense +4
8 th	+8	+3	+4	+3	Enlighten (5/day)
9 th	+9	+3	+5	+3	Precocious Speed (15 feet)
10 th	+10	+3	+5	+3	Radiant Critical

Bonus Mobility (Ex): At 4th level, when not encumbered or wearing heavy armor, a lightseeker gains a +2 dodge bonus to AC against attacks of opportunity caused when he moves out of a threatened square. A condition that makes one lose his Dexterity bonus to Armor Class (if any) also makes one lose dodge bonuses. Dodge bonuses stack with each other, unlike most types of bonuses.

Blindsense (Ex): At 5th level, the lightseeker gains blindsense with a range of 20 feet. Using non-visual senses the lightseeker notices things he cannot see. He usually does not need to make Perception checks to notice and pinpoint the location of creatures within range of his blindsense ability, provided that he has line of effect to that creature. See Appendix 1 of the Pathfinder Roleplaying Game for more information on the blindsense special ability.

Ruins Walker (Ex): At 6th level, the lightseeker may ignore difficult terrain penalties if that terrain is due to ruins, rubble, or other artificial debris. In addition, a lightseeker gains a +4 bonus to his Survival checks to avoid getting lost in ruins or dungeons.

Radiant Critical (Su): At 10th level, when a lightseeker confirms a critical hit, after dealing damage, the target is also blinded. In addition, the target glows as if he was an object affected by the

daylight spell. Both the blindness and the *daylight* effect last 10 rounds and then dissipate. They can also be dispelled before the end of the duration through magical means, such as *remove blindness* or *deeper darkness*. If either effect is removed, both are removed.

ENTOBIAN

LARVITE

Dressed plainly, this brown-haired, green-skinned caterpillar might, at first, seem other-wise unremarkable. This is until one hears him speak. This master storyteller can weave tales of drama and intrigue that can captivate even the most distracted of listeners.

CR 1/2

LARVITE

XP 200
Entobian bard 1
NG Small humanoid (entobian)
Init +3; Senses Perception +4
DEFENSE
AC 15, touch 14, flat-footed 12 (+1 armor, +3 Dex, +1 size)
hp 7 (1d8+1)
Fort -1, Ref +5, Will +2
OFFENSE
Speed 30 ft.
Melee mid-leg slash +1 $(1d4 \times 2)$
Ranged shortbow $+4 (1d4/\times 3)$
Special Attacks Bardic Performance (7 rounds/day, DC 13)
Bard Spells Prepared(CL 1st)
1st—(DC 14) animate rope, hypnotism
0—(DC 13) dancing lights, ghost sound, lullaby, prestidigitation
STATISTICS
Str 10, Dex 16, Con 8, Int 13, Wis 10, Cha 17
Base Atk 0; CMB -1, CMD 12
Feats Nimble Moves
Skills Acrobatics +9, Climb +6, Diplomacy +7, Escape Artist +7,
Perception +4, Sleight of Hand +7, Stealth +11; Racial Modifiers
+2 Acrobatics, +2 Climb
Languages Common, Elven
SQ Spin Silk
ECOLOGY
Environment any urban
Organization solitary, duo, or quartet (4)
Treasure NPC gear (padded armor, shortbow, quiver of 20 arrows,
other treasure)

SPECIAL ABILITIES

Spin Silk (Ex) A larvite can use silk glands its abdomen to create a 30-foot length of silk rope.

COLEOPHITE

The beetle-like warrior is armed with a sword and shield. He is protected by both metal armor and a thick carapace. Something in his buggy eyes tells you that he is a seasoned veteran, thoough his body shows no visible battle scars. He is either very good at what he does or he heals quite well.

CR 6

COLEOPHITE

XP 2,400 Male entobian fighter 7 LN Small humanoid (entobian) Init +6; Senses Perception +0

DEFENSE

- AC 22, touch 12, flat-footed 21 (+7 armor, +2 natural, +1 Dex, +1 size) hp 69 (7d10+14)
- Fort +7, Ref +4, Will +2

Resist acid 5

OFFENSE

- **Speed** 30 ft., fly 25 ft (poor) **Melee** 2 longsword +10/+5 (1d6+4/19-20), twinspiked mid-leg
- slash +7, (2d4+4/ ×2) STATISTICS

Str 16, Dex 15, Con 15, Int 12, Wis 10, Cha 8

Base Atk +7; CMB +9, CMD 21

Feats Coleophite, Defensive Combat Training, Double Slice, Improved Initiative, Prepare for Metamorphosis, Twinspike, Two-weapon Fighting, Weapon Focus (longsword)

Skills Acrobatics +9, Climb +9, Intimidate +9

- Languages Common, Dwarven
- SQ Chitinous Defense

ECOLOGY

Environment any urban

Organization solitary

- **Treasure** NPC gear (banded mail armor, longsword, light metal
- shield)

SPECIAL ABILITIES

Chitinous Defense: When fighting defensively as a full-round action, a coleophite gains DR 2/piercing, in addition to other benefits for fighting defensively.



1

Remarkable Races Bestiary

EULITE

Nature has a new ally, and he flies at night. This fury of blade and chitin comes in the form of a small grey mothman. A ranger extraordinaire, he specializes in multiweapon combat. If you need his services, simply leave a light on, and he will be there.

EULITE

XP 4,800

Male entobian ranger 9 NG Small humanoid (entobian) Init +3; Senses Darkvision, Perception +14 DEFENSE

AC 18, touch 14, flat-footed 15 (+3 armor, +1 shield, +3 Dex, +1 size) **hp** 66 (9d10)

CR 8

Fort +6, **Ref** +10, **Will** +6

Resist electricity 5 OFFENSE

Speed 30 ft., fly 30 ft. (good)

Melee 2 shortsword +11/+6 (1d4+3/19-20), 2 mid-leg slash +8 (1d4+3/×2)

Ranged shortbow +13 (1d4/×3)

Special Attacks Favored Enemy(Ex) Giants, Plants, & Vermin +2 bonus

Ranger Spells Prepared(CL 9th)

2nd—(DC 14) cure light wounds, summon nature's ally II 1st—(DC 13) entangle, magic fang, summon nature's ally I Spell-like Abilities (CL 9th)

1/day—shocking grasp

STATISTICS

Str 17, Dex 16, Con 10, Int 8, Wis 15, Cha 10
Base Atk +9; CMB +11, CMD 24
Feats Eulite, Double Slice, Improved Two-weapon Fighting, Prepare for Metamorphosis, Ouick Draw, Two-weapon Defense, Two-

- for Metamorphosis, Quick Draw, Two-weapon Defense, Twoweapon Fighting Skills Acrobatics +9, Climb +12, Fly +15, Intimidate +12,
- Perception +14, Stealth +7, Survival +9

Languages Common, Elven SQ Evasion, Favored Terrain (forest & underground), Track

ECOLOGY

Environment any urban

Organization solitary

Treasure NPC gear (studded leather armor, 2 shortswords, shortbow, quiver of 20 arrows, other treasure)

FARFALITE

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

XP 3,200

Male entobian wizard 8 CN Small humanoid (entobian) Init +3; Senses Perception +9 DEFENSE

AC 15, touch 15, flat-footed 11 (+3 Dex, +1 Dodge, +1 size) hp 42 (8d6+8) Fort +2, Ref +5, Will +7

OFFENSE

OFFENSE
Speed 30 ft., fly 40 ft (good)
Ranged crossbow +8, (1d6/19-20)
Wizard Spells Prepared(CL 8th)
4th—(DC 18) fire shield, rainbow pattern, wall of fire
3rd—(DC 17) daylight, fireball, flame arrow, lightning bolt
2nd—(DC 16) continual flame, flaming sphere, glitterdust, scorching ray
1st—(DC 15) burning hands, color spray, magic missile, shocking grasp
0—(DC 14) dancing lights, daze, flare, light
Spell-like Abilities (CL 8 th)
1/day—displacement; 7/day—force missile;
8 rounds/day—elemental wall
STATISTICS
Str 8, Dex 16, Con 11, Int 19, Wis 12, Cha 10
Base Atk +4; CMB +2, CMD 16
Feats Dodge, Farfalite, Prepare for Metamorphosis, Spell Mastery,
Toughness
Skills Appraise +10, Bluff +7, Fly +14, Perception +9, Sleight of
Hand +4, Spellcraft +15, Stealth +15
Languages Common, Draconic, Elven, Sylvan
SQ Intense Spells
ECOLOGY
Environment any urban
Organization solitary
Treasure NPC gear (crossbow, quiver of 20 bolts, other treasure)

MOSCANITE

This entobian is not of the cute and cuddly variety; it has metamorphosed into a massive, dagger-wielding fly. This is one insect that can do a lot more than simply bug you.

MOSCANITE CR₆ XP 2,400 Male entobian rogue 4/fighter 3 NE Small humanoid (entobian) Init +7; Senses Low-light vision, Perception +10 DEFENSE AC 18, touch 15, flat-footed 18 (+3 armor, +1 Dodge, +3 Dex, +1 size) hp 58 (4d8+12/3d10+9) **Fort** +6, **Ref** +8, **Will** +1 Resist acid 5 OFFENSE Speed 30 ft., fly 30 ft (average) Melee 2 mid-leg slash +10/+5 (1d4/ ×2) Ranged 2 dagger +10/+5 (1d3/19-20) Special Attacks Sneak Attack +2d6 Spell-like Abilities (CL 7th) 1/day—acid arrow STATISTICS Str 11, Dex 17, Con 14, Int 14, Wis 8, Cha 11 Base Atk +6; CMB +5, CMD 19 Feats Combat Reflexes, Dodge, Improved Initiative, Moscanite, Prepare for Metamorphosis, Quick Draw, Weapon Finesse Skills Acrobatics +12, Appraise +12, Bluff +10, Climb +5, Escape Artist +6, Fly +9, Intimidate +4, Perception +10, Sense Motive +3, Stealth +16 Languages Common, Halfling, Orc

 ${\bf SQ}$ Evasion, Fast Stealth, Uncanny Dodge

- ECOLOGY
- Environment any

Organization solitary

Treasure NPC gear (studded leather armor, 12 daggers)

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 downside to this "newness," is that they lack tradition, language and history common to other PC races. This has several ramifications, including no racial heritage and no cool magic relics tailored especially for this race. However, there are many boons as well. Entobians player characters can be bold pioneers, inventing their own paths, their own history and their own unique traditions. The Gamemaster 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 Gamemaster 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.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a)"Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b)"Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d)"Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places locations, environments, creatures, equipment, magical or supernatural abilities or effects logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3.Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5.Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6.Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

 8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.
 9. Updating the License: Wizards or its designated Agents may publish updated versions

of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License. 10 Copy of this License: You MUST include a copy of this License with every copy of

the Open Game Content You Distribute. 11. Use of Contributor Credits: You may not market or advertise the Open Game Content

using the name of any Contributor inless You have written permission from the Contributor to do so.

12 Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13 Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14 Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable. 15 COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

System Reference Document. Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder RPG Core Rulebook. Copyright 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams. The Book of Experimental Might. Copyright 2008, Monte J. Cook. All rights reserved. Tome of Horrors. Copyright 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR. Remarkable Races. Copyright 2009, Alluria Publishing; Author: J. Matthew Kubisz

Add New Life to Your Game

The Remarkable Races: Pathway to Adventure books are colorfully illustrated PDF books, 100% compatible with the Pathfinder Roleplaying Game that give rules for playing new and unusual PC races. Each book contains all you need to play a character of one new race & more! Races were designed to fit into nearly any campaign. With versatile and non-intrusive back stories, these creatures can be spontaneously added to any setting. Mix and match to suit your world. Best of all, they are only \$2.95 a piece! Whether you are DM looking for new options, or a player something different, seeking the "Remarkable Races" line by Alluria Publishing will breathe new life into your game!





